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**Newsletter №7**

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Dear Gamers!

It has been a while, but nevertheless here are the latest news from Mikugames.

Eight Betatest groups are now testing, or are about to start testing the introductory scenario for vol.1 Winter War game. The first version of the rules (0.93) had so many flaws, that I had to write a new version (0.94), before they actually could get started. I will keep you informed how things progress with the testing, in the next newsletter (N:o 8).

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**Rules:** The making of the rules manual is definitely the hardest part of all the game components. It's one thing to have a rules idea in your head and another thing to write it down so other people can understand it. I'm constantly improving the rules manual with better and clearer (cleaner) rules, more explanations and illustrations. I will have this latest version proof-read, to get the words and sentences right. I even have bought a couple of new games, to see the structure of the rules manual and game terms used in wargames today. In the last newsletter, I promised you to post the introductory rules on my website, but due to all the flaws, I didn't think it was a good idea after all. I can show bits and pieces of the rules manual as time goes by, but it has to wait a couple of months. In other words, there are still a lot of work to do on the rules, but I'm starting to see an interesting game here. Either players will like the unique Combined Arms & Logistic (CAL) combat system or not. I believe that once you grasp the concept, you will like it. The Finnish Morale and Soviet Prestige rules are another features that can be quite interesting too. We have to test these more of course. Terms like "Hard Defense" and "Soft Defense" have been changed to "Static Defense" and "Mobile Defense".

**OOB's:** I will do a major revise of all Order of Battles. They are too complex at the moment and I think it's better to use the "less is more" philosophy here. As it is today, there is too much info about each unit, which slows down the reading. Instead, I will probably have some footnotes back of each OOB as a bonus feature, where certain units will have some historical facts mainly for added feeling. I will also get rid of some background colours on the OOB and shadows on all pictures of the units. Otherwise I'm done with the research for vol.1 Winter War and vol.2 Continuation War. The third volume needs some more work, but that's future stuff. At the moment, I'm solely focusing on the first game.

**Mapboard:** Some smaller improvements have been made to make everything more clear and visible. I also have to go through every hex, to see whether I need to adjust the coastline or terrain to sort out any unclaritys.

**Units:** The betatesting have already made me change or add some minor things (e.g. movement values) on some units. I'm also planning to do a couple of new markers and improving some of the existing ones.

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A well known game company (I will mention no names) have showed some interest in publishing the trilogy. At least they are interested to see the rules manual, but I have decided not to have this trilogy published by any other game company for time being. The main reason is that I don't want to lose the creative control and "adopt my baby" after all these years. In my opinion, there are too many drawbacks in letting another game company "take over".

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The Artist, Jon Wide and I, will start working on the vol.3 Lapland War boxcover within a couple of weeks. We will also do some minor improvements on the second boxcover.

To all who understand Swedish and/or Finnish: The Swedish television Finnish speaking news ("Uutiset"), was doing an interview at my place a number of weeks ago. I don't know if, or when this might be broadcast, but I'll post it on the website as soon as I know more. I have been doing some interviews earlier, e.g. for the Finnish speaking "Sisuradio".

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I will very likely print some "Finnish Trilogy" T-shirts and -Flyers later this year, as well as attend in a couple of game expos ("Friendly Fire" at the end of August in Linköping/Sweden and Turun pelitapahtuma at the end of November in Turku/Finland), talking about this game project as well as the Finnish history during the WWII.

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A Pay-pal will preliminary be attached in November. The number of copies per volume I'm planning to print are Winter War; 1000, Continuation War; 750 & Lapland War; 750. I need at least 450 pre-orders per volume to go for a print run. The top five countries in the pre-orders so far: U.S; 141, Sweden; 65, Finland; 42, Japan; 20 & Canada; 15. Interesting!

If you have any comments or questions of the news on this newsletter, please mail me at:  
info@mikugames.com

Until next time.  
Mikael "Miku" Grönroos

PS. If you find the English here worse than ever is because my fiancée used to help me with the proof reading. : )