

*Game Errata

by John Young

This will be a standard feature in every issue of *MOVES*, which will in effect review the design of the games, what was wrong in the rules, etc. Often, such as in this column a great deal of background explanation of how and when the games were developed will be included.

STRATEGY I: THE ALBATROSS

Strategy I has sold to date (May 7, 1972) 1567 copies. Although other games have sold more copies (2285 *Barbarossa*, 1855 *Kursk*), it has consistently been the top money seller of SPI's Simulations Series Games.

Strategy I has been likened to an unwanted orphan child with leprosy. From the beginning, it was such a monstrous task that no one wanted to pick up the ball. It was first announced in issue 18 that *Strategy I* would be available in December 1969.

This was followed up by a Feedback question in issue 19, and a further ad in issue 20 announcing that it would be available in June, 1970. Future predictions continued to postpone that date, until it was finally announced that *Strategy I* was "now available" in issue 26 (published April, 1971). *Strategy I* was finally printed and shipped in July, 1971, 20 months after the first mention of it in *S&T*.

Does this mean that SPI was guilty of gross fraud for all those months? Well... in one sense, yes. In the early days, SPI's aspirations frequently exceeded its grasp, and things like this happened, even quite recently. A new policy of SPI is never to advertise a game unless we are able to produce a "product shot," i.e., the game is complete and on hand. But in those days we were advertising incomplete games. We did receive up to \$2,000 in cash from customers, months before producing the game.

The reasons why SPI did this are the same reasons many current projects wilt on the vine. Basically it boils down to a lack of time, personnel, and money.

By December, 1970, one year after the first scheduled publication date of *Strategy I* there was exactly one scenario completed for the game and that badly needed play-testing. James Dunnigan was the only person designing and developing games, assisted by Al Nofi in supervising the Friday night playtesting sessions which were held in a basement of a tenement on the Lower East Side, then world headquarters of SPI. Essentially, *Strategy I* boiled down to an albatross, the bird depicted on the cover of the rule booklet. There was so much involved in finishing the project, that it was always more productive to finish something else than half-finish *Strategy I*. There was, as usual, no shortage of work, so *Strategy I* was continually shunted aside.

At this point, I stepped into the picture. Dunnigan finally decided to drop the whole

thing on someone else who was not bogged down, and could finish it with a little supervision. The crucial change in the development of *Strategy I* was the change in conceptualization of the game, from merely a game design kit with rule components that simply pointed the way, to a full-blown series of games with complete rules for each period on the grand tactical/strategic level, with sea and air power included (not to mention atomic and nuclear power).

The reason this concept changed was that it quickly became obvious that even the best playtesters available were not able to transfer a sketch of the intent and rationale of a rule into a practical rule that could be played with. They needed some semblance of complete rules to even begin. Thus we were stuck with delivering a minimum of four games with completely different game systems, and seventeen variations on the themes.

So we struggled on. In February, 1971, the first counter mix was arrived at, and Redmond Simonsen and I began the final map and the first draft of the basic rules.

At this point, the same thing happened to me as had to Dunnigan. Between other copy and articles I was working on, a full time job and wife, and *Strategy I*, there was too much for me to do. Enter Steve Patrick, our Jersey lawyer. We dumped on him all the organization, a few rule concepts, and a mess of final typing (he types very quickly). Dunnigan, Simonsen and I continued to fling nice ideas at him, and he back at us. Roughly two hundred pages of correspondence flowed back and forth from Atlantic City to New York. All the rules and sundry other materials were completed sometime in April, 1971. First there were several other games to be finished (we were converting our old games into a professional format), and then another issue of *S&T* had to be put out before art time (a euphemism for the waking hours of Simonsen) was available to complete *Strategy I*.

The money crunch entered also. SPI had just moved to a loft on East 23rd St. which cost roughly \$3500, partly supplied from *Strategy I* advance orders. Now it was time to pay the piper. Typesetting the rules was out of the question; it could have cost as much as \$750. On the maps we were committed to two colors. The counters were actually cheaper to have die-cut than the usual (at that time) hand cut counters. Try to imagine 1020 hand-cut counters in plastic baggies.

So the game was finished. Then we had to begin answering the numberless letters (literally hundreds) that began inquiring as to "how to do this," "may I do this," etc. We were entirely justified in the basic design decision by the inability of many buyers to extrapolate rules from the framework of design. So here we present our accumulated experience in the form of an errata sheet on the typos, errors and most misunderstood portions of the largest professional wargame ever published.

STRATEGY I ERRATA

In the first edition of *Strategy I* there were a number of rather glaring errors which the Players could not be expected to correct themselves. In this sheet we try to correct the most serious and obvious errors or omissions which several hundred letters of inquiry have revealed to us.

First a comment on the mapsheets. Many people have not been able to figure out the geomorphic nature of the maps. You receive the maps folded; along these fold lines, each map may be abutted to any similar section of the other map. Thus the Players could use three quarters of the full map (eliminating Provinces H, I, J, L, and most of K), or one fourth of the map (using only Provinces D, E, F, S, T, U, and V). Try it and watch it work. This is of most benefit when using fewer Players, or desiring a short game.

The changes in the scenarios are as follows:

Scenario 1. Province E belongs to the Persian Provincial Forces. Remark 11 — one phalanx and one cavalry unit constitute the Guard. The Persians should receive one supply unit. Module variation #21 — a unit must be with Alexander all through its movement to receive the bonus. All Players use CRT #3.

Scenario 2. Province U is not a minor power; it properly belongs to the Seleucids.

Scenario 3. Province H should be a minor power. All Players use CRT #3.

Scenario 4. Substitute Province M for H in France Provincial. Vikings should use CRT #4.

Scenario 5. Aquitaine should have Province C rather than G. V is a minor province. Normandy should use CRT #4.

Scenario 6. Imperial Player should use CRT #4.

Scenario 7. Rebels should have Province Q, not G. Ignore Recommended Module 10.1b.

Scenario 8. Holy Roman Empire should not have Province I.

Scenario 10. Substitute Province C for L. in Occupied Provinces.

Scenario 11. Meluaha should have Province S. Ignore Module Variation 29.

Scenario 12. France should have Province C instead of L. Russia should have W.

Scenario 13. Add to recommended modules #34.

Scenario 14. Add module #34 to recommended modules. Production Interval for all Players is 5.

Scenario 15. Add to recommended modules #34. The given CRT factors are obviously erroneous; correct as dictated in Remarks. Delete Provinces Y and Z = non-existent.

Scenario 16. For recommended module 36, use all four sub-modules.

The players are encouraged to resolve their rule disputes in a logical and historical manner. No amount of explanation will make *Strategy I* a perfectly clear game. In its function as a

game designer's kit, it presents basic outlines for viable game systems on every period, without the exhaustive detail an individual game would have.

Fortifications and Cities:

There are basically two rules governing these areas: placement of fortifications and effect on combat.

In scenarios 1 through 11, forts may be placed solely in city hexes; in scenarios 12 through 17 they may be placed anywhere in Friendly territory.

In scenarios 4, 5 and 6 fortifications have an intrinsic Defense Value of five when unoccupied; if occupied, this strength is ignored.

In the following scenario groups, forts and cities have an effect on the Combat Factor of units in them for the defense only:

| Scenario | multiply combat value by: | |
|---------------|---------------------------|-----------|
| | in forts | in cities |
| 1 through 3 | 3 | 2 |
| 4 through 6 | 5 | 3 |
| 7 through 11 | 3 | 2 |
| 12 through 17 | 2 | 2 |

Order of Deployment and Movement

Players always set up their units and move in the order listed, left to right.

Artillery

In scenarios 9 through 17, artillery units may make separate bombardment attacks. They may attack only a single hex when doing so, although more than one artillery unit may attack that hex in combination. These attacks

are separate and before any ground attacks. The combat results, including exchanges, are applied solely to the defending units.

Module 10.3: each Production Center has an intrinsic Defense Value of one. On the Technological Level Chart, ignore effect (b); treat it as "N".

10.3c addenda: in addition when a Player's Technology Level is raised, all units on the map are automatically upgraded. A Player may not build units below his Technology Level.

Module 11.2 erroneously depicts a Light fleet for a Battle Fleet; this should be a Heavy Fleet (12-12-75).

Module 11.3: Guerilla units may be produced at a cost of one Food unit, one Tax Credit, and one Production Factor, in a space of one turn. The following units and weapon-types may never be produced: ICBM, IRBM, ABM, Atomic weapons, Hydrogen weapons.

Module 12.1 and 12.2: one Player may freely offer supply to another if he chooses to do so.

Module 15.1: doubling and tripling of taxes does not carry over from year to year. Each year stands on its own.

Module 32: airbases have an intrinsic Defense Value of one.

Module 36.4: Case 4. Guerrillas may be produced by major powers in their home country, as well as in Case 4.

In this second edition of Strategy I, we have also reworked some of the components of the game. As such this is the new inventory of parts, and the replacement parts price list for each:

Strategy I game inventory

| | |
|--|--------|
| Map 1 | \$2.00 |
| Map 2 | \$2.00 |
| Unit Counter Sheet - Black | \$1.00 |
| Unit Counter Sheet - Blue | \$1.00 |
| Unit Counter Sheet - Red | \$1.00 |
| Unit Counter Sheet - Green | \$1.00 |
| Rule Booklet | \$3.00 |
| Scenario Sheets (2) | \$1.50 |
| Combat Results Table Sheets (2) | \$0.50 |
| Conference maps, showing map in continental and transoceanic positions | |
| Set of five | \$1.00 |
| Errata Sheet | \$0.50 |

Order all replacement parts from:

Simulations Publications Inc.
44 East 23rd Street
New York, N.Y. 10010

In future issues of *MOVES* we will present gamer's reports on the flow of some *Strategy I* games, various articles on redesigning it, and perhaps some simply scenarios not using a full map that may be easily and quickly played.

In future columns we also hope to bring you corrections for *Phalanx*, redesigned situations, ways to simplify all of the Tactical Games series, plus Design information and computations used in *1812* and *Franco-Prussian War*.



Strategy I

Strategic Warfare: 350 B.C. to 1984

Strategy I is more than a game. It is a game designer's workshop. The 44 x 28" mapsheet is "geomorphic"; it can be fitted together 48 different ways. There are 1020 die-cut unit counters in eight colors. Seventeen scenarios cover all aspects of western warfare from Alexander the Great to World War Two, Neo-Colonial War and potential Nuclear Holocaust. Players can recreate changes in the dynamics of warfare through history. The rules are the largest and most complete yet written but their "modular" form allows players to select and combine them as they choose. Rule modules include, Taxation, Production, Leaders, Partisans, Guerillas, Drafts and Draft Riots, Diplomacy, Alliances, Air, Naval, and Submarine Forces, and even Plague and Disease (for medieval scenarios). The scope and variety of **Strategy I** literally must be seen to be believed. Many concepts first developed for **Strategy I** form the basis of later game systems. The game can be played by from two to eight players. In multi-player games, diplomacy and alliances play a critical role. Decisions on allocation of resources for production are also critical, particularly in the Late Modern (World War 1 - Future) scenarios. **Strategy I** is available from Simulations Publications for \$10.

- Most complete set of rules in print.
- More than 1,000 unit counter plus . . .
- A huge 44"x28" geomorphic map and much more.

