

## Hull Down

**HULL DOWN** is a modern tank-to-tank combat game which is produced as a professional, wholesaled item.

**REALISM:** Poor. This would be "fair" or even "good" if so many unrealistic things didn't occur regularly in the game as a result of the abstract nature of the rules.

**COMPLEXITY:** Poor. Can be played by 8-year-olds with ease.

**PLAYABILITY:** Excellent. Ditto.

**RULES:** Good.

**CHANCE INVOLVED:** Greater than the average AH game.

**PLAYING TIME:** 1/2 to 1 hour.

**COMMENTS:** For your \$3.00 you get less than what you get in *Arbela* and then you must spend a few hours modeling the paper cut-out tanks. You must color in your own terrain on the playing boards. All told, you receive a playing board, sheets of cut-outs that turn into tanks (as realistic as you are handy with modeling), and a four-page rule book. Mr. Bradford's artwork is the only thing that makes the game worthwhile at all, especially at the price. While no one can fault him on the art, his design expertise is suspect. Fact is, the game is more like chess than a war-game — an abstraction with playing pieces in the form of tanks. Like chess, it is easy to learn and play. As a professional game it is way over priced. As an amateur game it is only fair.

**HULL DOWN** is designed and published by George A. Bradford, noted armored vehicle artist. It is available from ALNAVCO (whose ad appears in this issue) for \$3.00 a copy.

## Confrontation (2nd Edition)

**CONFRONTATION** is a game based on a fictionalized world political, economic, and military situation. The second edition kept all the good and bad points of the first, adding only a few new bad points. **CONFRONTATION** is the second game produced by the Gamescience Corp., and will be further revised within the next few months to appeal to the "mass market" (translation: it will probably cease to be a war-game).

**REALISM:** Good. Some bones may be picked with certain rules, especially in

a game as essentially complex as this one, but in general the bill is filled very nicely.

**COMPLEXITY:** Excellent. For those who enjoy complex games, this is it! For those who enjoy more straight-forward, less time-consuming games, this is not it. The game ranks with *Jutland* and *1914* in this regard and is probably the most complex wargame around.

**PLAYABILITY:** Fair. After you have the rules sorted out, it becomes apparent that a lot of thought went into the game's design. It plays fairly well for a game this complex.

**RULES:** Poor. The worst rules we've ever encountered in a professional war-game. They are all there somewhere, but where?

**CHANCE INVOLVED:** Slightly more than in the usual AH game.

**PHYSICAL QUALITY:** A bit disappointing for the price, especially the mapboard, but good.

**PLAYING TIME:** 6 to 12 hours.

**COMMENTS:** The game is great for those who enjoy complexity and multi-player action, once you have the rules sorted out. We liked the first edition mapboard that came rolled in a mailing tube better than the folded map that has trouble laying flat. For the real complexity enthusiasts who enjoy the game itself, there is a supplement kit available from PAC which plugs in several additional rules, games and components to the already existing playing pieces and board. If you like the game, we recommend the supplements.

Designed by Phillip Orbanes Jr., and published by the Gamescience Division of Renwall Products Inc., the game is available from PAC at \$7.00 (supplements at \$2.50) all postage paid.

## Vietnam

You will note that PAC has ceased handling this game. The physical qual-

ity of the second edition (playing board was eliminated in favor of folded-up sheets) is simply not acceptable at the \$4.95 price. Otherwise, our review in the May 1967 issue of *S&T* stands. For those masochists among you who would like to have a copy of the game before it goes out of print forever, send \$4.95 to Operations Design Corp., 404 Delsea Dr., Goshen, N.J. and they will send you a game after a while. We no longer recommend Vietnam.

## August 1914

**AUGUST 1914** was designed independently and simultaneously with Avalon Hill's 1914 game.

**REALISM:** Poor. The game is quite familiar to the early Avalon Hill efforts, and there is really no reason to go back to that format.

**COMPLEXITY:** Poor. For the same reasons given in the **REALISM** section, the game offers little complexity and no innovation.

**PLAYABILITY:** Fair.

**RULES:** Same as those for AH games with "revisions and clarifications".

**CHANCE INVOLVED:** Same as AH.

**PLAYING TIME:** Same as AH.

**PHYSICAL QUALITY:** Fair.

**COMMENTS:** The game consists of good-quality mimeographed rules, fold-up AH size mapboard, and counters. Hexagon grid on mapboard and rules show the game is merely an extension of the "old" Avalon Hill formula into the WWI situation. This is not bad in itself, but the game is simply poorly done. The mapboard is schematic, and much of the important terrain is simply left out. Units are eliminated wholesale. It just doesn't stack up — even as an amateur game.

Designed and published by Tom Jewett, Cornell College, Pauley Hall, Mt. Vernan Iowa 52314, the game is available from Mr. Jewett for \$3.00 postpaid.

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