

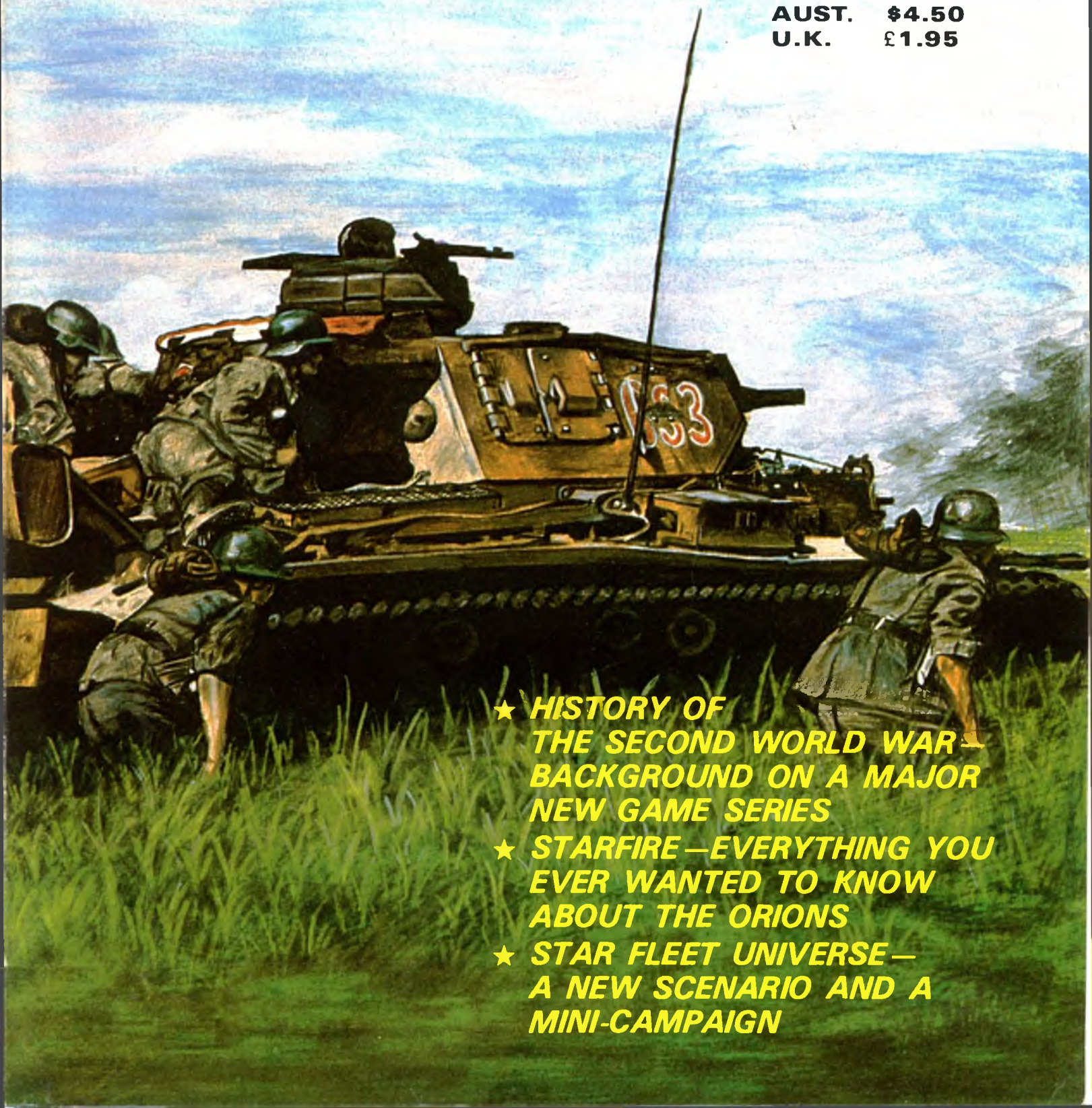
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The History People

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Most of you are probably aware by now that Task Force Games is currently changing directions somewhat. More than a year ago, we took stock of the company and realized that we were in danger of becoming a "one game" company. I'm sure most of you know that Star Fleet Battles was, and still is, our bread-and-butter. Even though that game and all of its products have been extremely successful, we realized that that wouldn't necessarily always be the case. For various combinations of reasons games lose their popularity and sales begin to drop. While this is not the case with Star Fleet Battles at this time (and we hope not in the foreseeable future), we certainly didn't want to get caught with our "shields down". We took stock of the major companies in the industry and assessed their strengths and weaknesses. We then set a course of action for Task Force that we hope will make us viable in the Adventure Gaming industry for many, many years to come.

First we realized that our pocket game line was in many ways becoming more of a liability than an asset. When Task Force jumped into the industry in 1979, the pocket game was what really established us. Since that time, however, the complexion of the industry has changed. The competition has become immense, both in terms of quantity and quality. For various reasons, the market for the "fast food" game has decreased. Hence, several months ago we dropped our pocket games from the line. (This doesn't mean that some of them won't reappear as re-worked boxed games. In fact, Battlewagon is now in the process of being re-done.)

The second thing we discovered is that while a quality stand-alone game can do well, it is much more desirable to the company, as well as the buying public, to publish "lines" of games (i.e. the Star Fleet line and the Starfire line). To this end, we are currently working on some new lines. Rather than a series of disjointed games, Starfire is being turned into a line of games. Also, we are about to release a major historical game line on B. H. Liddell Hart's History of the Second World War. (You can read more about both of these in the Coming Attractions article in this issue.)

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