



Surprised Stare Games newsletter #1 - December 2022

Seasons and Gaming Greetings! Welcome to the first of our occasional [Surprised Stare Games](#) newsletters, in which I will keep you up-to-date with SSG's activities.

SSG GAMES IN DEVELOPMENT

Last Bug Standing in the Circle of Doom!

Designed by [Bez Shahriari](#) (designer of [Yogi](#), and many a great party game!), [Last Bug Standing in the Circle of Doom](#) is a 2-player game that takes 30 to 45 minutes. Set in a futuristic arena on a planet far, far away, with striking B-Movie Sci-Fi artwork by [Akha Hulzebos](#), this is a game in which the Navigator directs the driver of the crew's Vehicle through an alien landscape, whilst the Gunner shoots at Bug-Eyed Monsters (BEMs).



This is a sample illustration of the Gunner from *Last Bug Standing in the Circle of Doom!*

We are currently at the prototype stage and will be releasing more information as and when it emerges. It's due for publication in 2023.

For more information, go to:

<https://www.surprisedstaregames.co.uk/last-bug-standing>

Three Sanchos

Designed by [David J Mortimer](#), [3 Sanchos](#) is the fourth of our Pocket Campaigns series. It's in the same style as [Cousins' War](#) and [Ming Voyages](#). It's set in 11th century Spain at the time of El Cid, when King Sancho Ramirez of Aragon, King Sancho IV of Navarre, and King Sancho II of Castile were warring over the legacy of the earlier rulers of almost all of Christian Spain. The game is for 1 to 3 players, each of whom represents one of the Kings. They are competing to win by capturing the castles and towers that control the regions. Like our other Pocket Campaigns games, *3 Sanchos* is illustrated by [Klemens Franz](#).

Here is the latest version of the *3 Sanchos'* board, by Klemens Franz.

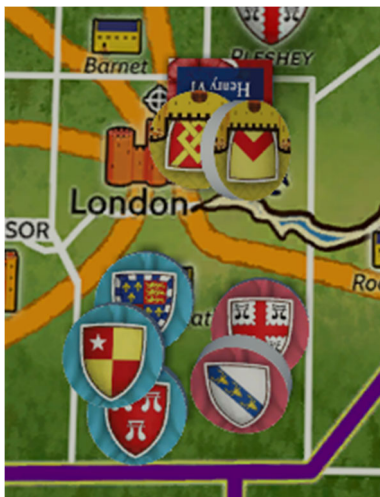
3 Sanchos is currently at the prototype stage, and our plan is to publish it in 2023, alongside our German partner, [Frosted Games](#), and our Spanish partner, [2 Tomatoes Games](#).



OTHER NEWS

Kingmaker

Alan has been working on the re-development of the old classic [Kingmaker](#) game since 2019 on behalf of [Gibsons Games](#). The original was by Andrew McNeil, and published by Gibsons Games, Ariel, Avalon Hill, and TM Games over the years. After a successful Kickstarter campaign in October, the [new edition of Kingmaker](#) is in production, and due for publication in March 2023. All game components have now been signed off, so now we just have to await, patiently, the final product.



Left is an image of a siege of London by an allied army including De Vere, Earl of Oxford (newly-minted for this edition), and Stanley, amongst others. Resisting the siege are Stafford, the Duke of Buckingham, and Audley, with Henry VI (probably sitting under a tree somewhere out of the way). The components are from the new edition by Gibsons Games.

For more information about Kingmaker, see: <https://www.surprisedstaregames.co.uk/kingmaker>.

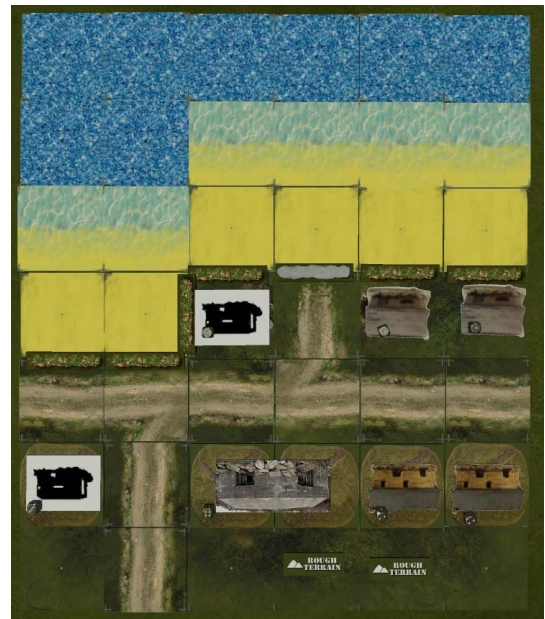
Airfix Battles: D-Day Compendium

Alongside my friend [Nick Fallon](#), I've been designing the new *D-Day Compendium* addition to our [Airfix Battles, The Introductory Wargame](#), published by **Modiphius Entertainment**. Though it's been a while in the making (the original game came out in 2016), we've now been able to release a playtest pack of the new scenarios for the D-Day Compendium to our little Facebook playtest group. As you might expect, these cover each of the Normandy beaches, plus a few extras. There are new rules for aircraft, artillery barrages, pillboxes and bunkers, slopes, buildings, mines, and so on, as well as quite a few new Unit cards, including a range of British "Funnies" from 79th Armoured

Division, and some French conversions for the Germans.

This is a screengrab from our early prototype Juno beach board on *Tabletop Simulator*. It has pillboxes, a bunker, and a Sea Wall for the Allies to get to grips with.

Airfix Battles is available from [Modiphius Entertainment](http://www.modiphius.com/).



WHERE WILL WE BE IN 2023?

We've not decided on all the conventions we'll be at in 2023, as our planning is continuing for next year. However, we will be playtesting at [Airecon](http://www.airecon.co.uk/) in March, and will have a full stand at [UK Games Expo](http://www.ukgamesexpo.co.uk/) in June, and [Essen Spiel](http://www.essen-spiel.de/) in October, amongst others. We will update you in future newsletters.

SSG'S GAMES THAT YOU CAN BUY NOW

Our current games-in-the-shops-or-online are, as follows. You should be able to get them from all good games shops, both bricks-and-mortar in the UK and online, and we're currently seeking to expand our coverage in North America. In cases of difficulty, don't hesitate to get in touch with me (see below).

Pocket Campaigns series



[Cousins' War](http://www.ssg.co.uk/), by David J Mortimer

[Ming Voyages](http://www.ssg.co.uk/), by David J Mortimer and Alan Paull

[March of Progress](http://www.ssg.co.uk/), by Alan Paull

Our Other Games

[Lux Aeterna](#), by Tony Boydell

[Mission Command: Normandy](#) (Reference Manual), by Alan Paull and Peter Connew (available via [Wargame Vault](#), or [Lulu](#))

Playing Mission Command: Normandy, by Alan Paull and Peter Connew (available via [Wargame Vault](#), or [Lulu](#))

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