

# MAKE IT LOOK GREAT!

## Context

We all get engrossed in our games and are accepting of our own clutter. It's natural and I do it too!

Whenever we play, we are promoting the game and in some environments such as the Games Expo or Campaign, our hobby as a whole. We should do our fantastic figures and terrain justice and aim to make all our games look as good as they play.

I make a point of tidying up after every turn and take photos. It keeps me disciplined and takes no time at all. I also put casualties back into my army box as we don't need them on table, and I keep dice and markers in a tidy box which I put on a chair next to me rather than the tabletop (does of course need 2 chairs). Generally, my games look clutter free and the spectacle is all the game not the system.

Below is a summary of what I am doing for MeG to assist and some guidelines for you as players that umpires should nudge people towards. We don't want anything officious, I am sure we will all make an effort if broken from our immersion in the game. We just need to keep improving.

## Coming Soon – CCC revisited

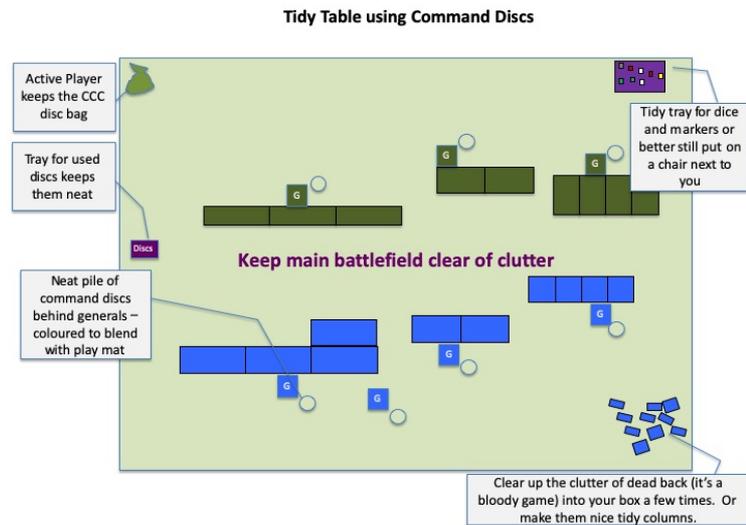
When I launched the rules, I went for some very strong purple branding on the rules and the accessories. The branding makes the game stand out and we will not lose this as it has worked well. But I am bringing in a system for the tabletop that will really help the games look better.

- ◇ PSC are producing double sided Battlemats with a grassy surface on one side and a desert one on the other. Similar to the ones I had done on my own, but now with more capacity to do them in volume and bring the prices down.
- ◇ We are taking the colour out of tabletop items and instead going for items that will blend in with those mats:
- ◇ Cards are being produced with a grey edging and with rears to match the Battlemats. This will create a nice blend into the tabletop while keeping them visible for players.
- ◇ Discs are being produced in heavy duty board game cards which also match the battle mats on their rear along with a CCC disc bag that matches the tabletop in colour.
- ◇ Wound markers are being produced that have images of casualties on the back and match the two sides of the battlemat.
- ◇ Accessories that do not need colour will be made from clear acrylic. These again blend in but are perfectly easy to see when using them. Charge markers will be clear; shatter/shove will remain red for the emphasis.

This new CCC system will then blend into the tabletop better, take some purple off the tabletop, and leave the vibrant colours as the dice. I hope it will make it easy for everyone to get greater pleasure from the visual aspect of the game. Most of these items will be ready in Q1 of 2020.

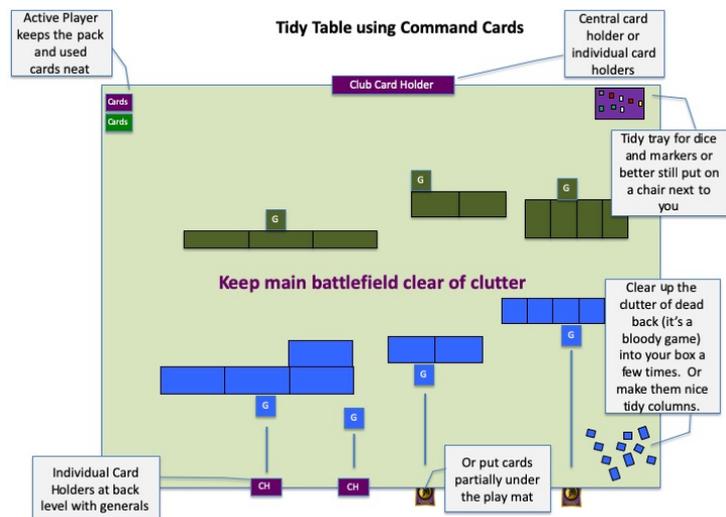
## Guidelines for Tidy Tables

Here are some guidelines for having a tidy table and a great looking game as you play – whether you prefer cards or discs for the command system.



If using the *command discs*:

- ◇ Use the CCC bag to show who is active
- ◇ Have a small tray for used discs – the MeG tidy box is perfect for this
- ◇ Keep command discs in a neat pile with generals
- ◇ Clear up the clutter of any dead – ideally put them away, or at least put them in next compact columns
- ◇ Have a tidy tray for your dice and markers and clear them away as soon as they are no longer needed.



If using cards most of the same applies but keep the cards tidy:

- ◇ Use the pack to show who is active
- ◇ Keep discarded cards tidy in a corner – I pass them to the active players as I spend them
- ◇ Use a single card holder in the centre or individual ones at the back level with generals

- ◇ Or just put the cards under the edge of the battlemat, level with generals (this is what I do now).

## Summary

I am sure we all want to promote the hobby and our favourite games. We will always have the cards and discs as methods for command, as some people prefer one and others another. Whichever you prefer, let's all try to **make our games look as good as they play** - then we will attract more people in wargaming and MeG.