

## A year to remember

This year has been probably the most productive year in the history of our great hobby. The Harpoon 2/3 crowd, Harpoon 97/2002 crowd, the paper rule crowd and soon to be Harpoon 4 crowd have all had something to be proud of. We at the Harpoon Headquarters would like to take a moment or two (or a page or two, as it is) to reflect on these accomplishments.

Harpoon 3 was probably a pipe dream not more than three years ago but thanks to the H3 team (Jesse Spears, Don Gilman, and unnamed others) and the passion of the Harpoon Community the dream has become a reality. The game is now rock-stable and screaming-fast within the Windows environment, many bugs of old have been repaired, new features are being added and the game is evolving into what we all wanted it to become. There are many possibilities left to explore and all parties seem to be as enthusiastic as they were on day one.

Harpoon 2002 was in a similar boat with Harpoon 3. Who would have expected an evolution of this game? Thanks to the hard work and dedication of the Harpoon 2002 team and Don Gilman this has become a reality. The bugs of the past are now gone, the capability of user created databases has been added, a new database in is the works and many more exciting improvements are being planned and executed.

The Harpoon paper rules crowd has been at it since day one. It was from them that the desire for a computer-based Harpoon game was born. Throughout the years, they have played, enjoyed and evolved their hobby into what they wish of it. This year a new update of the game was produced, as well as many exciting new supplements (including land warfare). Games are played often and the players get the same joy they got from the game since day one and this will surely carry on for many years to come.

The soon-to-be computer-Harpoon 4 crowd has much to be excited about. It has been a long time but progress has seemingly been made. The developers of the game (past and present) have had a rough ride but have managed to do the important thing and keep the game alive. And recently they have come forward with many exciting revelations about the upcoming game's features and mechanics. So let's support them in their endeavor as far as it may go. They could well have dropped the game years ago if they were in it purely for the bread, but something else has kept them at it. We suspect it's the harpooner in each and every one of them. So heads up and get ready to welcome the new ship into port.

Finally, it has been a great year for each and every one of us; regardless of what version flavor we call ours. Who do we have to thank for this? The Admiralty? The game teams? Well yes, but we also should thank the players. Why you may ask? Because you do the one thing that keeps the game going which is playing the game. It is the greatest contribution you can make. So keep having fun with your game regardless of what it is and surely we can have another good year next year.

Happy Holidays and Happy New Years! We hope you enjoy the first issue of this magazine.

The Harpoon HQ  
*For the Players by the Players*

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