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We haven't taken the opportunity to communicate with you to bringing you current with what is happening with us since around Christmas, so here is our update to you...

This is a new format for us at Marshal Enterprises (ME) and since it is different from our normal blog outline we want to let you know what is happening with us...first, though, a recap of what we have been doing before we outline what is in our short-term plans might be...as we write this, the scourge that is the Coronavirus pandemic is reaching out and touching us all throughout the world and reaching into the most minute details of our lives.



Memorial Mass Cancelled!

Just announced by the *Fondation Napoleon* in Paris, the annual mass to honor the Emperor Napoleon 1er and all of France's fallen, held every year on May 5 at the Cathedral of Saint-Louis des Invalides, has been cancelled with no plans to reschedule for this year. So even the remote is turned upside-down by the present.

2019 was the year of *La Bataille de Bautzen 1813*. As the year closed out, we had just about sold out all of our copies as the new year of 2020 dawned. Like so much of what happens in history, the best-laid plans turn to dust when confronted by the reality of the actual events.

As we do every year, shortly after the New Year, we finalize our plans for the next project, and so that happened like clockwork in 2020. We actually started our

process to publish our new game. But then the world slowly ground to a halt with the development of the Coronavirus in February and early March.

ME At The Dallas Consim Meeting

We had been approached by John Kranz to be sponsors of the initial Dallas Consim meeting the first weekend of March. We were happy to attend as it would give us an opportunity to meet with our sizeable Texas customer base—a group that had been helpful to us over the past couple of years in the development and play-testing of our annual release of games. We participated in the symposium of publishers held on that Friday evening told the attendees that our plans were to announce our game title at the Tempe meeting in June. It sounded all very realistic then, but there was a noticeable pall over the proceedings, with some involuntary social distancing occurring at the event, and some notable attendees declared themselves missing from the convention due to the fear factor arising out of public health concerns. However, the attendance at the convention exceeded 140 and all who attended seemed pleased by their participation. Despite the reservations of the impending Coronavirus social distancing lingering over the event, the future of the Dallas venue appears strong as the John Kranz and company did a fine job, and the location of the convention in Allen, Texas appeared to be a solid decision. We saw a number of ME and *La Bataille* supporters throughout the event, and enjoyed dining with our Dallas players on two different nights.

Our flight from Los Angeles to Dallas and back again in early March was absolutely packed. Passengers were attentive to sanitizing their immediate personal territories while on the flight with a good rubdown via sanitizers of their chairs and trays. However, just a week later when I picked up my daughter after a flight from San Francisco to Los Angeles, she reported that a 6 pm flight only had 12 people on the airplane. The social distancing had by then taken full effect, and my trip to LAX was over in an instant as the roads in West Los Angeles were empty.

Shortly after the Dallas convention concluded, two events merged for us. First, John Kranz decided to move the Tempe event from June to August. While that has been done, there still remains some question as to whether the event will happen this year at all. Only time will tell. If it does, we plan on being there as we can drive from our La Jolla and Silicon Beach offices to Tempe in about six-to-seven hours.

New Release Deferred To 2021

But for us, we have always used the Tempe meeting as an opportunity to announce our annual game and introduce it to the war-gaming public by a play-test of the new title just a couple months before its October release. But this year, with Tempe still up in the air, and more importantly, with millions of people

newly unemployed, we don't believe this is the right time to release a relatively expensive new game.

So we will defer our 2020 release into 2021. We will continue to develop what we have started and we are hopeful that the global state of affairs will have returned to some sort of normalcy. We hope to announce the new title at the Dallas convention in March 2021 and sell the new title in October of 2021.

However, we are doing something...our ME *La Bataille* community will recall that when we opened for business again in back in 2011, we did so with the Recession series games a series of free games. Our first release back then was The Battle of Halle, which won a Charles S. Roberts Award as Best Print and Play game of the year. We are currently developing a new and free print and play game. We will release the name of the game next month, but are fast on its way to completing our first development of the unnamed title. We are hopeful the game will be released on Memorial Day, 2020. This game will be released before the August Tempe meeting, but if that meeting does go through, you will be able to see the new game in Arizona in August.

Finally, there is always a guessing game every year as to what our new title will be. Rest assured, we have titles a plenty for the next several years, and we will allow you to speculate annually what the new title may be.

ME Calendar

- May 5, 2020...In honor of the Emperor and his mass day, our next title is announced.
- June 14, 2020...Our next title (free print and play) is released
- August 15-22...Tempe Consim Meeting...game displayed
- March 4-7, 2021...Dallas Consim Meeting...Fall 2021 release announced
- June 12-19, 2021 Tempe Consim Meeting 2021...Fall release previewed.
- October 7, 2021...2021 Fall Release published