

My name is Predrag Lazovic. I was born in 1963. My parents were both history teachers so we had a lot of history books in our house. My father often told me stories about the great commanders and their brilliant victories in numerous battles so I developed an interest in studying the maps showing the maneuvers of the troops in particular battles. Then I imagined myself as a military commander and tried to find ways to surround my enemies and win crucial battles. Later, however, I started being especially interested in air force so I started buying and collecting books about planes as a student, and haven't stopped to this day. I currently have several hundred books in my collection and I am equally interested in the technical part (airplane types and their characteristics), as well as in the history of aviation, biographies of famous pilots, great ventures, etc. Among others, I particularly like the book Samurai! about the great Japanese pilot Saburo Sakai. I also studied in detail the aviation theorists like Billy Mitchell, Giulio Douhet, Hugh Dowding, Camille Ronger, Asher Lee, etc.

Speaking of games, in my country (then Yugoslavia, now Serbia) board games don't enjoy great popularity. At the time there were mostly children's games, and the most popular one was "Pachisi". As a matter of fact, no one was involved in creating original games for more serious, adult players. In the early 1990s, the first games for the adult public appeared, and these were mainly copies of famous games: "Risk", "Monopoly", "Scrabble" and the like. I wasn't at all interested in these games and I never really played any of them. Nevertheless, in the autumn of 1992, a friend invited me and a group of friends to play "Risk". We went there but we couldn't manage to play the game in the slightest because the rules were poorly translated into Serbian. The next morning I literally woke up with the vision of my first game. It was conceived as a pure battle of fighter planes. My inspiration was the Battle of Britain, mainly the Control room at the headquarters of the RAF Fighter Command (see the picture in the attachment). I worked on this game for a year. Initially, it was designed for two players, then for 4 and eventually for 6 (2-6). From a purely airfare game it became a simulation game of the air and naval warfare in which, besides the airplanes, participate cruisers and aircraft carriers. Then my Triangle system was created. Geometrically, it is very similar to hexes, but a clear distinction is that the points of the hexes and the intersection point of the diagonals work like fields and the sides of the equilateral triangles created that way mark paths where the pieces can go. The game was registered at the Yugoslavian Authors Agency in 1994 as "Vazdušno-pomorska bitka" (Air-naval battle). Then I started looking for a publisher. It wasn't easy because in Yugoslavia there were only companies that made children's games or plagiarize foreign games. Finally, the game was published in 1996. Together with that game, in the box were two other smaller games I created in a couple of days and the whole set was named "Saratoga".

<https://boardgamegeek.com/boardgame/172883/saratoga>

<https://www.gamesforsage.com/saratoga>

This game didn't achieve great success on the market and we could say that it was partially because it was somewhat ahead of its time. However, all the rules that were developed then have been applied since in all of my later war games that use the Triangle system.

<https://boardgamegeek.com/boardgamefamily/26759/triangle-system>

<https://www.gamesforsage.com/triangle-system>

During the NATO actions against Yugoslavia in 1999, when the people of my country were exposed to bombing, I didn't want to make war games, and instead I created a game simply called "Football" along with my nephew Stefan Kovljanin.

<https://boardgamegeek.com/boardgame/173122/football>

We tried to make the most realistic simulation of a sport, and soon after we made a game named "Basketball".

<https://boardgamegeek.com/boardgame/173125/kosarka>

We offered the two games to a publishing company “Beoplast export import” that was publishing children’s and family games at the time. Apart from those games, “Beoplast” bought rights to a game that was in the “Saratoga” set, “Airtrace”, and renamed it to “Top Gun”.

<https://boardgamegeek.com/boardgame/173002/top-gun>

All these games achieved great success in Serbia and the region and they are still being produced in large batches. Later on, I began to work intensively on some new games. At first, those were mainly war games, and after that, at the request of my customers, I started creating family games, children’s games, sports and traffic-themed games, and so on. At the time, my main publisher was “Ponte Roso”.

<https://boardgamegeek.com/boardgamepublisher/29147/ponte-roso>

Soon after, I started publishing games on my own, at my “Graphic Studio Forsage”.

<https://boardgamegeek.com/boardgamepublisher/29102/graphic-studio-forsage>

For a decade now, my son Dragan (born 1996) has been actively involved in creating all of the games. In the last few years, we have significantly improved the rules and mechanics of several of our old editions, and on top of that we have also improved the design so that we could offer our games to the customers outside of Serbia and the region. It wasn’t easy at first, but after two successful Kickstarter campaigns, the interest in our games has grown enormously. Recently, we founded another company – “Forsage Games”, which will deal exclusively with the production of games for foreign market. There is a lot of work ahead, but we believe we will establish ourselves amongst the world’s major board game publishers. For the end of 2018, we plan to launch a new Kickstarter campaign. It will be a game called “Panzer Strike: France 1944”.

As I already said in another interview, I have never actually played board games of other publishers because I enjoy playing my games that are completely original and authentic. As a matter of fact, "Panzer Strike" is the game I play the most. This game has not yet had its "main" edition – it will be presented as our Kickstarter project. We have been working on this game constantly and improving it since its creation in 2006, when it was known as “Street Battle”, and later on as “Urban Battle”.

<https://www.gamesforsage.com/panzer-strike-history>

It was this game that led us to creating “Tank Chess”. The basics of the game were invented during a conversation in July 2015 between Dragan and me, as we wanted to make an abstract version out of one realistic game. It seems that we have succeeded in making a game that is at the same time very simple and also very deep and challenging for serious thinkers and strategists. The game had a very successful campaign even though we hadn’t invested a single dollar into the advertising. Articles on the game were published during the campaign in over 20 countries, including Japan, and from those countries comes the majority of our backers.

<http://gigazine.net/news/20171223-tank-chess/>

We plan to create different editions of this game. We are hoping to launch the most substantial one in 2020, and we plan to release it under the name “Panzer Strike - Eastern Front” after the front where the major tank battles were fought during WW2. We don’t intend to make a game that is a carbon copy of a historical battle and instead we want to make a realistic game in which players can choose different types of tanks, different army sizes, specific conditions (position, amount of ammunition, fuel, etc.) depending on the scenario or by free choice. This way, our games can provide a faithful battle experience, but also a completely different and freely chosen situation every time, in which the tactics, skills and intuition of a player should be decisive. This principle also applies to our other war games.