Matt Peckam from PCWorld has posted parts 2&3 of the interview he did with us. It's a great read and really good insight into how the game process works, at least for us.

Building a Civil War: NorbSoftDev on Designing Scourge of War Gettysburg

Gettysburg Unplugged: NorbSoftDev on How Scourge of War Gettysburg Thinks