

Expanding Horizons

Things are changing at ADB faster than we can count them. For six years, we've done our jobs with an office staff of three. Now, Ken Burnside is here to help with marketing and product development, while Mike Sparks is here to do the warehouse work that used to fall to Steve Cole and Steve Petrick. This move (which should have been made years ago) puts the design team back to work designing new products instead of playing in the warehouse. The arrival of Ken Burnside means we will no longer miss deadlines for advertising. We plan to start attending GenCon and at least two "local" conventions (each 450 miles away) in Denver and Dallas.

With expert writers Jonathan Thompson and Scott Palter, we are converting our GURPS books into other game engines such as D6 and d20.

And that's just to get started.

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