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.

CAPTAIN’S LOG STAFF
Publisher ................................................. Stephen V. Cole
Managing Editor ...................................... Steven P. Petrick
Proofreader ............................................. Kenneth W. Burnside
Business Manager ................................. Leanna M. Cole
Star Fleet Staff ……. Stewart Frazier, John D. Berg, Chuck Strong, Jon Cleaves, Bruce Graw, Jeff Laikind, Gary Plana, Scott Moellmer, Joe Butler, Mike Filsinger, Nick Blank, Mike West, Andrew Harding, Trent Telenko, Alex Chobot, Richard Sherman, John Sickels, Matthew Francois, Chris Fant, Scott Tenhoff, Paul Franz
Security Staff ……………… Ramses, Isis
Cover Art ……………………………… Ted Geibel
Interior Art ………………………….... Dale McKee
Graphics ................................. Steve Cole, Ted Geibel

PUBLISHER’S INFORMATION

Captain’s Log #31 was created and published by Amarillo Design Bureau, Inc., P.O. Box 8759, Amarillo, TX 79114. Contact ADB, Inc. to order spare parts (or to obtain a list), replacement of defective or missing parts, or anything relating to Star Fleet products. Include a stamped self-addressed envelope. Captain’s Log #31 is copyright © 2005 Amarillo Design Bureau, Inc.; all rights are reserved under the Pan-American, International, and Berne Copyright Conventions.

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