

A Turning Point

Things did not go as planned, but these are plans delayed by circumstance, not plans cancelled. Moving to a new building has been a tremendous benefit, but cost us at least a month of work. Two projects each took more than twice the budgeted time, forcing other projects to the fall season, and the decision by the die-cutting company that they no longer wanted to do die-cutting caused the delay of two major products. Our RPG division did not produce the expected results, but is nearly done with two new books. Outside writers did not deliver books as expected, but nearly complete drafts now exist.

Planning and working ahead put us in a good position to survive any problems. Over half of this issue (including the hardest parts of it) was done months ago, leaving us a fairly easy path to bring this issue to Origins.

We greet the fall with excitement, as many very interesting products are near completion.

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PUBLISHER'S INFORMATION

Captain's Log #39 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 #39* is copyright © 2009 Amarillo Design Bureau, Inc.; all rights are reserved under the Pan-American, International, and Berne Copyright Conventions.

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