

Interesting Times

That ancient Chinese curse seems to keep coming back to visit, and the last six months have indeed been interesting.

Having three major projects for the spring season delayed by months wasn't a good thing for anybody, and disrupted our plans.

The economy continues to be awful, with major game companies cutting back their print runs to the level we usually print.

Having at least four new products at Origins is certainly exciting, but GAMA's plans to reschedule the 2012 and 2013 shows to a time when most of you players cannot attend is a disturbing prophesy of a dire future for that event.

Most interesting of all are plans (page 32) for a joint venture with a larger game company that could put our products into ten times as many retail stores as currently carry them.

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