A Funny Thing Happened...

on the way to this issue.

Actually, a lot has happened, most of it good, but a lot of things took longer. *Marines* took a lot longer to finish as we had to start over once we knew the playtesting had not found key problems. Dealing with our partners at Mongoose took up a lot of our time. Steve Cole suffered a painful injury that laid him up for weeks and slowed him down for months. *Trubbles vs. Klingons* appeared on our radar but its exotic new production methods took more time than expected just to figure out. Jean stopped by for her first summer visit, and we spent two weeks working on her epic Traveller Prime Directive. Without the deadline of Origins, we just kept working without any real focus and ended up with a lot of projects that were only partly complete. But that’s all over and we’re back at warp speed now.

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