

Development Schedules

WD - Amiga
SD - ST

ID - Mac
TD - Apple

KD - IIgs
PD - MS-DOS

(PD - Commodore
CO - Atari)

YD - Colibri

STORYTELLING PRODUCT SCHEDULES
Revised: 20-Jun-88

Titles	Formats	Start	Code Rel.	Introduction
INTERACTIVE FICTION:				
ZORK ZERO	ID, TD	Done	8/88	10/88
	KD, WD, PD	Done	11/88	1/89
SHOGUN	ID, TD	Done	8/88	10/88
	KD, WD, PD	Done	11/88	1/89
ARTHUR	ID, TD, KD, WD, PD	Done	11/88	1/89
CHALLENGE	ID, TD, KD, WD, PD	8/88	3/89	6/89
RESTAURANT	ID, TD, KD, WD, PD	Done	5/89	8/89
TBD 1	ID, TD, KD, WD, PD	10/88	6/89	9/89
TBD 2	ID, TD, KD, WD, PD	2/89	10/89	1/90
ROLE-PLAYING GAMES:				
QUARTERSTAFF	ID	Done	8/88	10/88
	PD	Done	11/88	2/89
BATTLETECH	PD, DD, TD	Done	11/88	1/89
SPACE	ID	Done	2/89	5/89
	PD, SD, KD, WD	Done	7/89	10/89
QUEST	TD, PD	Done	2/89	5/89
GRAVITY FAILS	PD	Done	6/89	9/89
	TD, DD	Done	10/89	1/90
QUARTERSTAFF 2	ID	9/88	8/89	11/89
BATTLETECH 2	PD	Done	8/89	11/89
SILVERADO	PD, TD, DD	8/88	10/89	1/90
GRAPHIC ADVENTURE GAMES:				
OUTLAND	PD, ID, SD, WD	Done	5/89	8/89
TBD 1	TBD	8/88	6/89	9/89
TBD 2	TBD	10/88	11/89	2/90
INFOCOMICS:				
ZORKQUEST 2	TD, DD	Done	7/88	9/88
	PD	Done	9/88	11/88
FAMOUS NAME	PD, TD, DD	7/88	11/88	1/89
TBD 1	TBD	10/88	1/89	4/89
TBD 2	TBD	1/89	4/89	7/89
TBD 3	TBD	4/89	7/89	10/89
TBD 4	TBD	7/89	10/89	1/90
NEW TYPES OF PRODUCTS:				
JOURNEY	ID, TD	Done	8/88	10/88
	KD, WD, PD	Done	11/88	1/89
JOURNEY 2	TBD	8/88	3/89	6/89
TBD 1	TBD	10/88	6/89	9/89
TBD 2	TBD	12/88	7/89	10/89

ID = Mac
TD = Apple
KD = IIgs

WD = Amiga
PD = MS-DOS
SD = ST

DD = Commodore

PRODUCT DEVELOPMENT SCHEDULE, 2/26/88

J. Palace

	Current Forecast	1/25/88 (Last Forecast)	Original Forecast
LANE INFOCOMIC			
First Apple version	done 1/15	12/4	
Second Apple version	done 1/18		
First C-64 version	done 2/2		
Text-edited IBM version, for outside testing	done 1/22	1/22	
Results/"action agenda" from outside testing	done 2/4	1/27	
IBM version frozen	done 2/18	2/5	
IBM disk to Xemag	done 2/23	2/15	1/18
Apple disk to Xemag	2/29	2/15	1/18
C-64 disk for testing	2/29 [new]		2/29
C-64 disk to Xemag	3/11	2/15	1/18
PIT INFOCOMIC			
First IBM version	11/20	completed on schedule	
Second IBM version	11/23	completed on schedule	
Comments to TSP on versions 1 & 2	11/24	completed on schedule	
Third IBM version	11/30	completed on schedule	
Comments to TSP on version 3	12/7	completed on schedule	
Fourth IBM version	12/7	completed on schedule	
Seventh IBM version	12/18	completed on schedule	
Story complete on IBM version	done 2/16	2/5	12/18
First Apple version	2/29	2/8	1/4
First C-64 version	3/4	2/8	1/4
IBM disk to Xemag	done 2/24	2/19	1/18
	redone 2/25		
Apple disk to Xemag	3/2	2/19	1/18
C-64 disk to Xemag	3/11	2/19	1/18
ZORKQUEST INFOCOMIC			
First IBM version (CES demo version)	don't bother	1/22	1/1
Story complete on IBM version	3/4	2/5	1/15
IBM version ready for testing	3/8 [new]		3/8
First Apple & C-64 versions	3/14	2/15	1/22
IBM disk to Xemag	3/14	2/19	2/1
Apple disk to Xemag	3/18	3/4	2/1
C-64 disk to Xemag	3/18	3/4	2/1

ZORK ZERO

Pre-alpha testing	done 12/14		1/6
Input meeting with artist	done 2/10	2/15	2/1
Alpha testing begins	2/26	2/1	3/21
First graphics from artist	2/29	3/10	3/1
Some graphics put in game	3/21	3/21	3/17
Beta testing begins	4/15	3/28	5/10
All graphics from artist	4/29	4/29	4/29
All graphics put in game	5/5	5/5	5/5
Gamma testing begins	6/3	5/9	6/23
Graphics final	6/13	6/13	7/15
Disks to XEMAG	7/15	6/20	8/4
Ship	8/1	8/1	9/2

SHOGUN

Input meeting with artist	done 1/26	1/26	12/18
Pre-alpha testing begins	2/8	2/8	1/15
First graphics from artist	3/18	3/18	2/12
Alpha testing begins	3/21	2/15	1/28
Some graphics put in game	4/11	4/11	3/2
Beta testing begins	5/16	4/18	3/4
All graphics from artist	5/20 [new]		5/20
All graphics put in game	6/3 [new]		6/3
Gamma testing begins	7/5	6/6	4/19
Graphics final	6/27	6/27	4/30
Disks to XEMAG	8/15	7/18	5/19
Ship	9/26	8/29	6/17

JOURNEY

Design from Marc Blank	done 1/20		1/4
Some early testing	done 2/22 [new]		2/22
Pre-alpha testing	3/25	3/25	3/25
Alpha testing begins	4/1	4/1	4/1
First graphics in	5/4	5/4	5/4
Beta testing begins	6/1	6/1	6/1
Gamma testing begins	7/13	7/13	7/13
Graphics final	8/8	8/8	8/8
Disks to XEMAG	8/30	8/30	8/30
Ship	9/30	9/30	9/30

ARTHUR

Bob Bates visits Infocom	2/29	2/29	2/29
for pre-alpha meeting			
First meeting with artist	3/16	3/1	3/1
Alpha testing begins	4/18	4/18	4/18
First graphics in	5/9	5/9	5/9
Beta testing begins	5/30	5/30	5/30
Gamma testing begins	7/18	7/18	7/18
Graphics final	8/5	8/5	8/5
Disks to XEMAG	8/19	8/19	8/19
Ship	9/23	9/23	9/23

*Sherry
Whiteley*

SPACE RPG

Prototype	??	2/1	2/1
Disk to XEMAG (Mac version only) ??		9/1	2/1/88
Ship (Mac version only) ??		10/15	3/1/89
OLD RESTAURANT SCHEDULE			
Input meeting with artist (if necessary)		4/4	1/15
M. Bywater visits Infocom		3/1	2/15
Pre-alpha testing		5/2	2/19
Alpha testing begins		5/23	3/10
First graphics from artist		6/6	3/4
Graphics put in game		6/20	3/8
All graphics from artist		7/4	4/1
All graphics put in game		7/18	4/15
Beta testing begins		8/1	4/19
Gamma testing begins		9/12	6/10
Graphics final		10/3	6/24
Disks to XEMAG		10/24	7/14
Ship		11/21	8/15
NEW RESTAURANT SCHEDULE?			
Magnetic Scrolls designs & implements game?			
Pre-alpha testing	5/2 [new]		5/2
Alpha testing begins	6/1 [new]		6/1
Beta testing begins	8/1 [new]		8/1
Gamma testing begins	10/15 [new]		10/15
Disks to XEMAG	1/15 [new]		1/15
Ship	3/1/89 [new]		3/1/89

Product Development 12/3/85

HOLLYWOOD HIJINX: Outside testing continued throughout the month; a gamma version was sent to outside testers 11/17. Marathons have been very helpful for Dave Anderson: seeing bottlenecks, common stumbling blocks, etc. No problems anticipated for on-schedule release of disks.

BUREAUCRACY: Outside testing began 11/21 for most EZIP interpreters, a few days later for the Commodore 64 and 128 (due to an interpreter glitch, since fixed). Adams has given us nothing; we expect nothing in the future, despite regular promises from him. The game is technologically secure but artistically incomplete (some text still to be written and some puzzles still to be developed). Still need to determine whether the game's speed is acceptable on the C-64. Much package copy completed. On-schedule release of disks likely. Potential problems: revisions from Adams (unlikely, and can be ignored); scarcity of good ideas to fill holes; space limitations.

STATIONFALL: Excellent progress made. Game will be ready for alpha testing in January, much earlier than anticipated.

LURKING FROB: Only fair progress made before Dave moved; good progress made more recently.

WORDS AT PLAY: Poor to fair progress made. Expect dramatic improvement immediately, due to Jeff's working at home.

ROMANCE: Good progress made. Amy seems secure and in control.

ZORK RPG: Good progress made. Because we've never written or tested a game like this before, the chances of unforeseen problems cropping up are greater than usual. However, Brian still seems enthusiastic and is thus working hard.

TENTATIVE 1987 SCHEDULE -- 11/18/86

HOLLYWOOD HIJINX

Gamma	11/18/86
Dysan	12/15/86
Ship	2/1/87

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BUREAUCRACY

Alpha	10/15/86
Beta	11/21/86
Gamma	1/1/87
Dysan	2/1/87
Ship	3/15/87

=====

STATIONFALL

Alpha	1/1/87
Beta	3/1/87
Gamma	4/1/87
Dysan	5/1/87
Ship	6/15/87

=====

LURKING FROB

Alpha	1/15/87
Beta	3/15/87
Gamma	4/15/87
Dysan	5/15/87
Ship	7/1/87

=====
WORDS AT PLAY

Alpha	2/15/87
Beta	4/15/87
Gamma	6/1/87
Dysan	7/1/87
Ship	8/15/87

=====
ZORK RPG

Alpha	3/15/87
Beta	5/1/87
Gamma	8/1/87
Dysan	9/1/87
Ship	10/15/87 [earlier?]

=====
ROMANCE

Alpha	2/15/87
Beta	5/15/87
Gamma	7/15/87
Dysan	9/1/87
Ship	10/15/87

TENTATIVE 1986 SCHEDULE
(as of 4/9/86)

Jeff's Ballyhoo

Ship....2/15/86

Brian's Trinity

Dysan....5/2
Ship.....6/13/86 (6 weeks from Dysan to Ship)

Steve's Leather Goddesses of Phobos

Alpha...1/20 (9 weeks of alpha)
Beta....3/24 (6 weeks of beta)
Gamma...5/5 (5 weeks of gamma)
Dysan...6/9
Ship....7/28/86 (?) (7 weeks from Dysan to Ship)

Stu's Moonmist (Jim Lawrence collaboration)

Alpha...2/4 (12 weeks of alpha)
Beta....4/28 (7 weeks of beta)
Gamma...6/16 (5 weeks of gamma)
Dysan...7/21
Ship....9/1/86 (6 weeks from Dysan to Ship)

Hollywood's Aunt Hildegard's Secrets

Pre-alpha.....4/21
Alpha.....5/5 (9 weeks of alpha)
Beta.....7/7
Gamma.....8/11 (5 weeks each of beta and gamma)
Dysan.....9/15
Ship.....10/20/86 (5 weeks from Dysan to Ship)

Jeff's Bureaucracy (Douglas Adams collaboration)

Alpha...7/1 (8 weeks of alpha)
Beta....8/25 (5 weeks of beta)
Gamma...9/29 (4 weeks of gamma)
Dysan...10/27
Ship....11/24/86 (4 weeks from Dysan to Ship)

TENTATIVE 1986 SCHEDULE

(as of 1/9/86)

Jeff's Ballyhoo

Snip 2/15/86

Brian's Trinity

Start work 7/1/85
Pre-Alpha 12/2
1 week to Alpha 12/2
8 weeks to Beta 2/17
4 weeks to Gamma 3/17
5 weeks to Dysan 4/21
6 weeks to Ship 6/2/86

Steve's Leather Goddesses of Photos

Start work 10/1/85
Pre-alpha 1/2
Alpha 1/20
10 weeks to Beta 3/31
6 weeks to Gamma 5/12
5 weeks to Dysan 6/16
6 weeks to Ship 7/29/86

Stu's Moonmist (Jim Lawrence collaborator)

Start work 5/15/85
Pre-Alpha 1/6
3 weeks to Alpha 1/27
10 weeks to Beta 4/7
7 weeks to Gamma 5/26
5 weeks to Dysan 6/30
6 weeks to Ship 8/11/86

Hollywood's first [QUESTIONABLE!!!!]

Start work 8/1/85
Alpha 4/14
10 weeks to Beta 6/23
5 weeks to Gamma 7/28
5 weeks to Dysan 9/1
6 weeks to Ship 10/13/86

Jeff's Bureaucracy [INCREDIBLY TIGHT SCHEDULE -- VERY QUESTIONABLE]

Start work 1/25/86
Alpha 6/16
8 weeks to Beta 8/11
5 weeks to Gamma 9/15
4 weeks to Dysan 10/13
5 weeks to Dysan 11/17/86

TELETYPE UNIT SCHEDULE

was at 10/31/88

Jeff's Holiday

Start work	8/22/88
Alpha	8/18
10 weeks to Beta	10/28
4 weeks to Gamma	11/21
4 weeks to Delta	12/20
4 weeks to Eric	1/18/89

Erin's Training

Start work	8/17/88
Pre-Alpha	10/2
1 week to Alpha	10/2
3 weeks to Beta	11/17
4 weeks to Gamma	12/17
3 weeks to Delta	1/21
3 weeks to Eric	2/1/89

Stu's Machine (Jim Lawrence Collaboration)

Start work	8/18/88
Pre-Alpha	10/2
2 weeks to Alpha	1/6
10 weeks to Beta	2/17
4 weeks to Gamma	3/16
3 weeks to Delta	4/21
3 weeks to Eric	5/14/88

Steve's Letter Submission of Project

Start work	10/1/88
Pre-Alpha	1/1/89
1 weeks to Alpha	1/18
10 weeks to Beta	2/11
5 weeks to Gamma	3/11
3 weeks to Delta	4/18
4 weeks to Eric	5/14/88

To be ad

Hollyhock's First SUBMISSIONS!!!!

Start work	8/1/88
Alpha	4/14
10 weeks to Beta	5/12
3 weeks to Gamma	7/28
3 weeks to Delta	8/1
3 weeks to Eric	10/18/88

TENTATIVE 1986 SCHEDULE

(as of 8/28/85)

Jeff's Circus

Start work	2/12/85	
6 months to Alpha	8/19	
2 months to Beta	10/21	
1 1/2 months to Gamma	12/2	
1 month to Dysan	1/3	12/20
1 1/2 months to Ship	2/15/86	

Brian's Trinity

Start work	6/1/85
5 months to Alpha	12/1
2 months to Beta	2/3
1 month to Gamma	3/3
1 1/2 months to Dysan	4/14
1 1/2 months to Ship	5/26/86

Stu's Moonmist (Jim Lawrence collaboration)

Start work	5/15/85
4 1/2 months to Alpha	11/11
2 1/2 months to Beta	1/27
2 months to Gamma	3/31
1 1/2 months to Dysan	5/12
1 1/2 months to Ship	6/23/86 — 7/27?

Steve's next

Start work	11/1/85	10/1
4 months to Alpha	3/3	1/1
2 months to Beta	5/5	4/1
1 month to Gamma	6/9	5/15
1 1/2 months to Dysan	7/28	7/1
1 1/2 months to Ship	9/8/86	8/15

Hollywood's first

Start work	8/1/85
8 months to Alpha	4/14
2 1/2 months to Beta	6/23
1 month to Gamma	7/28
1 month to Dysan	9/1
1 1/2 months to Ship	10/13/86

Jeff's next

Start work	2/1/86
4 months to Alpha	6/2
2 months to Beta	8/4

CONSUMER PRODUCT DEVELOPMENT SCHEDULE

(as of 2/20/85)

Brian's WISHBRINGER (Junior Fantasy)

Alpha 1/15 Beta 2/21 Gamma 3/26 Dysan 5/2 Ship 6/15

Stu's CHECKPOINT (Standard-Advanced? Intrigue)

Alpha 3/11 Beta 5/13 Gamma 6/17 Dysan 7/22 Ship 9/2

Steve's PRISM (Advanced? Sci Fi)

Alpha 3/15 Beta 5/24 Gamma 6/28 Dysan 8/2 Ship 9/13

Dave's ZORK VI (Expert Fantasy)

Alpha 4/15 Beta 6/17 Gamma 7/29 Dysan 9/2 Ship 10/14

CONSUMER PRODUCT DEVELOPMENT SCHEDULE

(as of 1/15/85)

Brian's WISHBRINGER (Junior Fantasy)

Alpha 1/15 Beta 3/1 Gamma 4/1 Dysan 5/1 Ship 6/15

Stu's CHECKPOINT (Standard-Advanced? Intrigue)

Alpha 2/8 Beta 4/8 Gamma 5/8 Dysan 6/10 Ship 7/26

Steve's PRISM (Advanced? Sci Fi)

Alpha 3/1 Beta 5/1 Gamma 6/1 Dysan 7/1 Ship 8/15

Jerry's WESTERN (Advanced? TOA?)

Alpha 4/1 Beta 6/1 Gamma 7/1 Dysan 8/1 Ship 9/15

Dave's ZORK VI (Expert Fantasy)

Alpha 4/15 Beta 6/15 Gamma 7/15 Dysan 8/15 Ship 10/1

CONSUMER PRODUCT LINE DEVELOPMENT SCHEDULE

WISBRINGER (Introductory Fantasy)

First meeting with G/P12/20/84
 Alpha (in-house) testing begins1/14/85
 Input to PR1/21
 Beta (outside) testing begins3/1
 90-day press release3/15
 Gamma (final) testing begins4/1
 Package elements to Research5/1
 Master disks to Dyan5/1
 Ship finished product6/15

PRISM (Advanced Science Fiction)

Alpha (in-house) testing begins4/4
 First production meeting4/15
 Input to PR4/20
 Beta (outside) testing begins5/4
 90-day press release5/15
 Gamma (final) testing begins7/4
 Package elements to Research8/4
 Master disks to Dyan8/4
 Ship finished product9/15

DUK VI (Expert Fantasy)

Alpha (in-house) testing begins6/15
 First production meeting6/20
 Input to PR7/1
 90-day press release7/15
 Beta (outside) testing begins8/1
 Package elements to Research9/15
 Master disks to Dyan9/15
 Ship finished product10/15

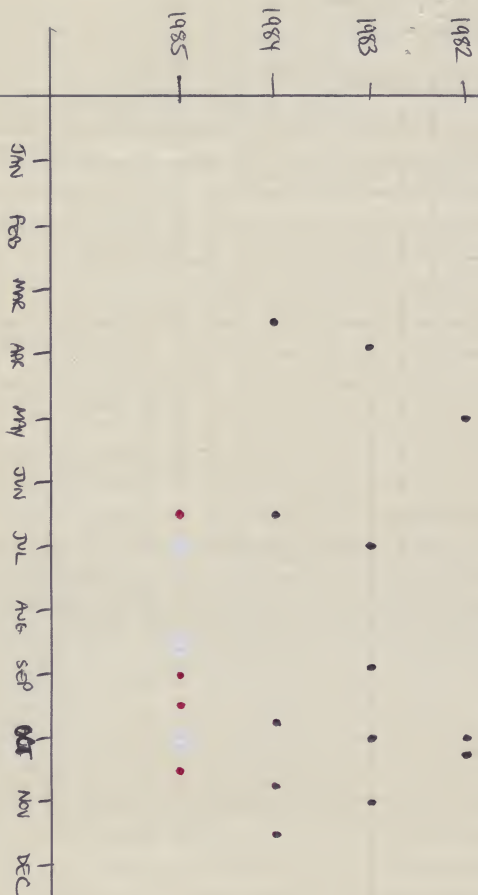
BUREAUCRACY (Advanced Satire?)

Alpha (in-house) testing begins8/15
 First production meeting8/20
 Input to PR7/1
 90-day press release7/15
 Beta (outside) testing begins8/1
 Package elements to Research9/15
 Master disks to Dyan8/15
 Ship finished product10/15

FOBLITZY

Outside testing round 1 4/15
 Outside testing round 2 5/6
 Out for type for final rules & package .. 4/10
 Master disks to Dyan 7/15
 Ship finished product 10/1

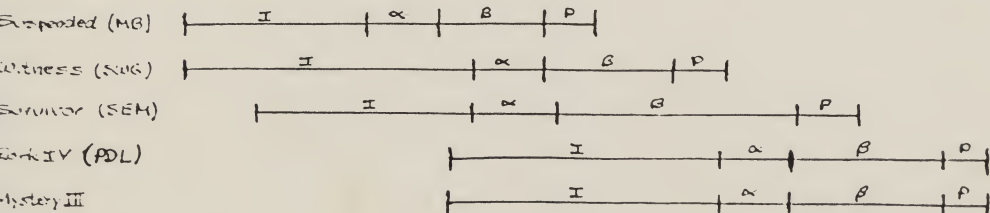
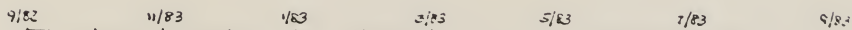
GAME RELEASE DATES



Interlogic Production Schedule

1983

Game	<u>Suspended</u>	<u>Witness!</u>	<u>Survivor</u>	<u>Endgame IV</u>	<u>Pyramid Mystery III</u>
Author	Berlyn	Galley	Meretzky	Lebling	?
Start	9/10/82	9/10/82	10/10/83	2/15/83	2/15/83
1st test	11/22/82	2 ¹⁵ 11/22/82	3 ¹⁵ 4/12/83	5/1/83	5/1/83
2nd test	1/20/83	4 ¹ 2/10/83	5 ¹ 2/10/83	7 ¹ 2/1/83	7 ¹ 2/1/83
Ready	2/15/83	5 ¹ 4/10/83	6 ¹ 4/10/83	8 ¹ 4/10/83	9 ¹ 4/10/83
Release	3/15/83	6 ¹ 4/1/83	7 ¹ 4/1/83	9/1/83	10 ¹ 4/1/83



Product Status 10/5/88

Title	Zork Zero	Battletech	Zorkquest II	Zorkquest II	Zork Zero	Journey	Battletech	Shogun	Shogun	Shogun	"Body Heat"
Computer Producer Product Manager	Macintosh Kawahara Sears	IBM/Tandy Erhardt Kirisch	Apple II Langosy Sears	C64/C128 Langosy Sears	Apple // Kawahara Sears	Macintosh Kawahara Sears	C64/C128 Erhardt Kirisch	Macintosh Kawahara Sears	Apple // Kawahara Sears	IBM/Tandy Kawahara Sears	IBM/Tandy Langosy/Joel Sears
??? Contract Signed/Project Start											
-30 Alpha Software Approved	Complete	Complete	Complete	Complete	10/13/88	10/13/88	10/13/88	10/13/88	10/27/88	11/17/88	12/8/88
-22 Beta Software Approved											
-22 Product Plan Kickoff Meeting					10/20/88	11/3/88	11/17/88				
-21 Product Name Proposal											
-20 Focus Group Completed											
-20 Product Plan Approved											
-20 Assign Bill of Materials Part #s											
-19 Final Schedule Approved											
-19 Package Kickoff Meeting											
-19 Manual Copy Start											
-19 Package Art Design Start											
-18 Package Layout Approved											
-15 Gamma Software Approved	Complete	Complete	Complete	Complete	9/15/88	11/10/88	11/23/88	11/10/88	11/23/88	12/15/88	12/27/88
-15 Package Final Copy Approved											
-14 Package Final Art Approved											
-14 Disk Label Copy Start											
-14 Sell Sheet Copy Start											
-14 Manual Final Copy to Typeset											
-13 Package Mechanical Approved											
-12 Ref Card Alpha Draft Due											
-12 Sticker Copy/Design Start											
-12 Package Film Separations and Prep											
-12 Disk Label Final Copy to Typeset											
-11 Final Launch Plan Approved											
-11 Screen Shots Selected											
-11 Sticker Copy Approved											
-11 Sell Sheet Final Copy Approved											
-10 Screen Shot Film Approved											
-10 Ref Card Final Copy to Typeset											
-10 Disk Label Mechanical to Mediagenic											
-10 Press Release Copy Start											
-9 Package Film to Printer											
-9 Code Release/Gold Creation	10/17/88	10/27/88	10/6/88	10/13/88	12/8/88	12/14/88	1/5/89	12/15/88	1/5/89	1/26/89	1/12/89
-9 Bill of Materials Approved											
-9 Manual Mechanical to Mediagenic											
-9 Sticker Mechanical to Mediagenic											
-8 Silvers Approved											
-8 Ref Card Mechanical to Mediagenic											
-8 Press Release Final Copy Approved											
-7 Sell Sheet Film to Printer											
-6 Press Release Mailing											
-5 Raw Goods											
-4 Trade/PR Evaluation Mailing											
0 Ship	11/1/88	11/8/88	11/17/88	11/17/88	1/6/89	1/12/89	1/26/89	1/26/89	2/9/89	2/9/89	2/16/89

	Title	Zork, Zero					
	Computer Producer	Amiga Kawahara					
	Product Manager	Sears					
	???	Contract Signed/Protect Start	TBD				
	-30	Alpha Software Approved					
	-22	Beta Software Approved					
	-22	Product Plan Kickoff Meeting					
	-21	Product Name Proposal					
	-20	Focus Group Completed					
	-20	Product Plan Approved					
	-20	Assign Bill of Materials Part #s					
	-19	Final Schedule Approved					
	-19	Package Kickoff Meeting					
	-19	Manual Copy Start					
	-19	Package Art Design Start					
	-18	Package Layout Approved					
	-15	Gamma Software Approved					
	-15	Package Final Copy Approved					
	-14	Package Final Art Approved					
	-14	Disk Label Copy Start					
	-14	Sell Sheet Copy Start					
	-13	Manual Final Copy to Typeset					
	-13	Package Mechanical Approved					
	-12	Ref Card Alpha Draft Due					
	-12	Sticker Copy/Design Start					
	-12	Package Film Separations and Prep					
	-12	Disk Label Final Copy to Typeset					
	-11	Final Launch Plan Approved					
	-11	Screen Shots Selected					
	-11	Sticker Copy Approved					
	-11	Sell Sheet Final Copy Approved					
	-10	Screen Shot Film Approved					
	-10	Ref Card Final Copy to Typeset					
	-10	Disk Label Mechanical to Mediagentic					
	-10	Press Release Copy Start					
	-9	Package Film to Printer					
	-9	Code Release/Gold Creation					
	-9	Bill of Materials Approved					
	-9	Manual Mechanical to Mediagentic					
	-9	Sticker Mechanical to Mediagentic					
	-8	Silvers Approved					
	-8	Ref Card Mechanical to Mediagentic					
	-8	Press Release Final Copy Approved					
	-7	Sell Sheet Film to Printer					
	-6	Press Release Mailing					
	-5	Raw Goods					
	-4	Trade/PR Evaluation Mailing					
	0	Ship					