

Highlander Series  
Lore Design

Lore remain confident that they can make the January 15 date to deliver the version of the game in high resolution high color. We can begin final test, and on January 31. we will receive the final version of the game, with Goraude shading and light sourcing.

Work continues on disks two and three. The voices for the cinepaks recorded by Nelvana should be delivered by early next week. Both of these titles are holding their dates as per the management schedule.

Uncle Oswald  
Lore Design

We have received the updated design document as scheduled. The document contains much information on the background animations, and object/character interaction. This was our big concern. We have also received updated character pictures and screen shots. Work progresses on this title and we are still on schedule.

Rocky Horror Interactive  
On-line Development  
Diverse Productions

After a tense meeting with Clem Chambers this last Thursday, the game seems to have a good direction. Everyone concerned understands what is needed and why, and Clem is hesitantly willing to comply with our requests for a new TDR and milestone schedule. Clem's concern is that he feels we are withholding payment unjustly. He says that he is willing to do the new TDR and schedule, but we do not need to hold the payment for "Producer visit B" over his head to do it. Our position is that we will gladly give Clem the payment for the aforementioned milestone as soon as he gets a revised TDR and milestone schedule to us.

The next visit to see them is scheduled for the second week in February. By that time, we will have a final or close-to-final TDR and milestone schedule in our hands. We have made it very clear that we will not come unless we have a close-to-final version of the TDR and schedule.