

- ☐ Create a milestone `<Month> <Year> Recovery` **endgame champion**
- ☐ Bump the version number **endgame champion**
- ☐ [🔗 candidate issues](#)
- ☐ Assign candidate issues to the recovery milestone **team**
- ☐ Review the `candidate` issues, and if they pass the review assign them to the recovery milestone **team**
- ☐ All `candidate` fixes are peer reviewed and pushed to `main` and then cherry-picked into the release branch **team**
- ☐ Initiate `insiders` build from `main`
- ☐ Issues are tested in the `insiders` **team**
- ☐ Build `stable` for all platforms from release branch **endgame champion**
- ☐ Issues are verified on `stable` build and the `verified` label is added **endgame champion**
- ☐ Check `https://github.com/Microsoft/vscode/compare/release/<x.y>` to ensure no other commits have been made in the release branch **endgame champion**
- ☐ Update the release notes and include a link to a query for the fixed issues **@gregvanl**
- ☐ Sanity check of installable bits ([server instructions](#))
 - ☐ Windows 32 bit **endgame champion**
 - ☐ signed installer 32-bit
 - ☐ signed user installer 32-bit
 - ☐ zip 32-bit
 - ☐ server 32-bit
 - ☐ Windows 64 bit **endgame champion**
 - ☐ signed installer 64-bit
 - ☐ signed user installer 64-bit
 - ☐ zip 64-bit
 - ☐ server 64-bit
 - ☐ Windows ARM64 **endgame champion**
 - ☐ signed installer ARM64
 - ☐ signed user installer ARM64
 - ☐ zip ARM64
 - ☐ macOS
 - ☐ Universal **endgame champion**
 - ☐ Intel **endgame champion**
 - ☐ Intel server **endgame champion**
 - ☐ Apple Silicon **endgame champion**
 - ☐ Linux x64
 - ☐ deb **endgame champion**
 - ☐ rpm **endgame champion**
 - ☐ archives **endgame champion**
 - ☐ snap (`sudo snap install --classic --dangerous <file>.snap`) **endgame champion**
 - ☐ Linux server **endgame champion**

- ☐ x64
- ☐ x64 Alpine
- ☐ ARM32
- ☐ ARM64
- ☐ Publish website **@gregvanl**
- ☐ Publish stable build **endgame champion**
- ☐ Create an official release **endgame champion**
 - ☐ Create a tag (make sure you pull the release branch first): `git tag <x.y.z> release/<x.y>`
 - ☐ Push the tag: `git push origin <x.y.z>`
 - ☐ Create a GitHub release: [Open the GitHub tags](#), and click far right `... > Create Release` . Use the correct title and description from our release notes. [Example](#)
- ☐ Close the milestone on [GitHub](#) **endgame champion**