

JUMP POINT

A ROBERTS SPACE INDUSTRIES PUBLICATION ISSUE 04.10

IN THIS ISSUE

- Work in Progress: Polaris..... 3
by Daniel Joustra & others
- Portfolio: Bremen Defense Force..... 27
by Adam Wieser
- Behind the Scenes: CitizenCon Volunteers ..30
by the Crew
- Galactic Guide: Leir..... 52
by Adam Wieser
- Lost Squad (Act Two)..... 55
fiction by Will Weissbaum

GREETINGS, CITIZENS!

CitizenCon was a great success, but making it happen was organized chaos (according to all the reports I've heard). The volunteer Crew pulled yeoman duty for several days in a row, at a time when many at CIG were exhausted from working toward Sunday's climax. It might have been possible without them, but they made everything run much more smoothly, and amicably, and all of CIG thanks them for their crucial assistance.



Of course, while they have been highlighted this month (and very deservedly so), so many others in the SC community also contribute toward making this game much more than a game. All of the regular streamers, Bar Citizen organizers, backers and subscribers, playtesters (formal and otherwise), advisors, and many more continue to come together, in reality and metaphorically, to keep pushing *Star Citizen* ever higher and farther. I gotta say, it's a lot of fun to be involved.

Especially when I get to experience something like the Homestead video. I didn't get to see it live, but it is worth taking half an hour to watch uninterrupted flow of action, from orbit, down to planetside travel, exploration and combat, then back into orbit.

But that's not what we have for you in this month's **JP**. We've got the Polaris, which I think is going to stay a corvette (as opposed to what happened to its bigger sister, the Idris). It may be small (or at least relatively small), but you don't want it upset with you.

We've also got the story of the Bremen Defense Force, one of the oldest established militia's in the Empire, but also one of the earliest civilian adopters of the Polaris. And our Galactic Guide has the story of Leir, which leaves more questions than answers. Perhaps we should add it to our bucket list of systems that have to be checked out.

The Chronicles, our serialized fiction at the end of every issue, continues with Act 2 of the shooting script for the first episode of *Lost Squad*. So far, I count more people who need rescuing than there are people available to rescue them, and this is before ... well, we know why it's called the Lost Squad. Lt. Blair and company are likely to have trouble surviving this first episode, much less an entire war.

I want to thank all the volunteers who participated in this month's Behind the Scenes conversation, and I especially want to thank Alex Baerresen and Justin Guarino for the hundreds of photos they took – especially the ones that are included in the BTS article this issue.

Speaking of credits, I need to make an apology to Will Maiden for miscrediting his initial blackout work on the Terrapin to Gavin Rothery in last month's **JP**. (It's fixed now, but the original release overlooked Will's contributions – sorry, Will!)

Hold on, it's gonna be a wild ride!

David

David.Ladyman@cloudimperiumgames.com

EDITOR: DAVID LADYMAN, INGAN MONKEY GOD STUDIOS
ROVING CORRESPONDENT: BEN LESNICK
© 2016 CLOUD IMPERIUM GAMES CORPORATION & ROBERTS
SPACE INDUSTRIES CORP. STAR CITIZEN IS A TRADEMARK OF
CLOUD IMPERIUM GAMES CORPORATION.

COVER: DANIEL JOUSTRA
PAGE 27: STUART JENNETT
PAGE 52: STUART JENNETT



FROM THE HIGHPI

Polaris: RSI Corvette

Star Citizen used to have a corvette, until the Idris just got too large to fit that class. Now it does again, with the introduction of RSI's Polaris. **Daniel Joustra, CIG Concept Artist**, did the concept work.

AIMS

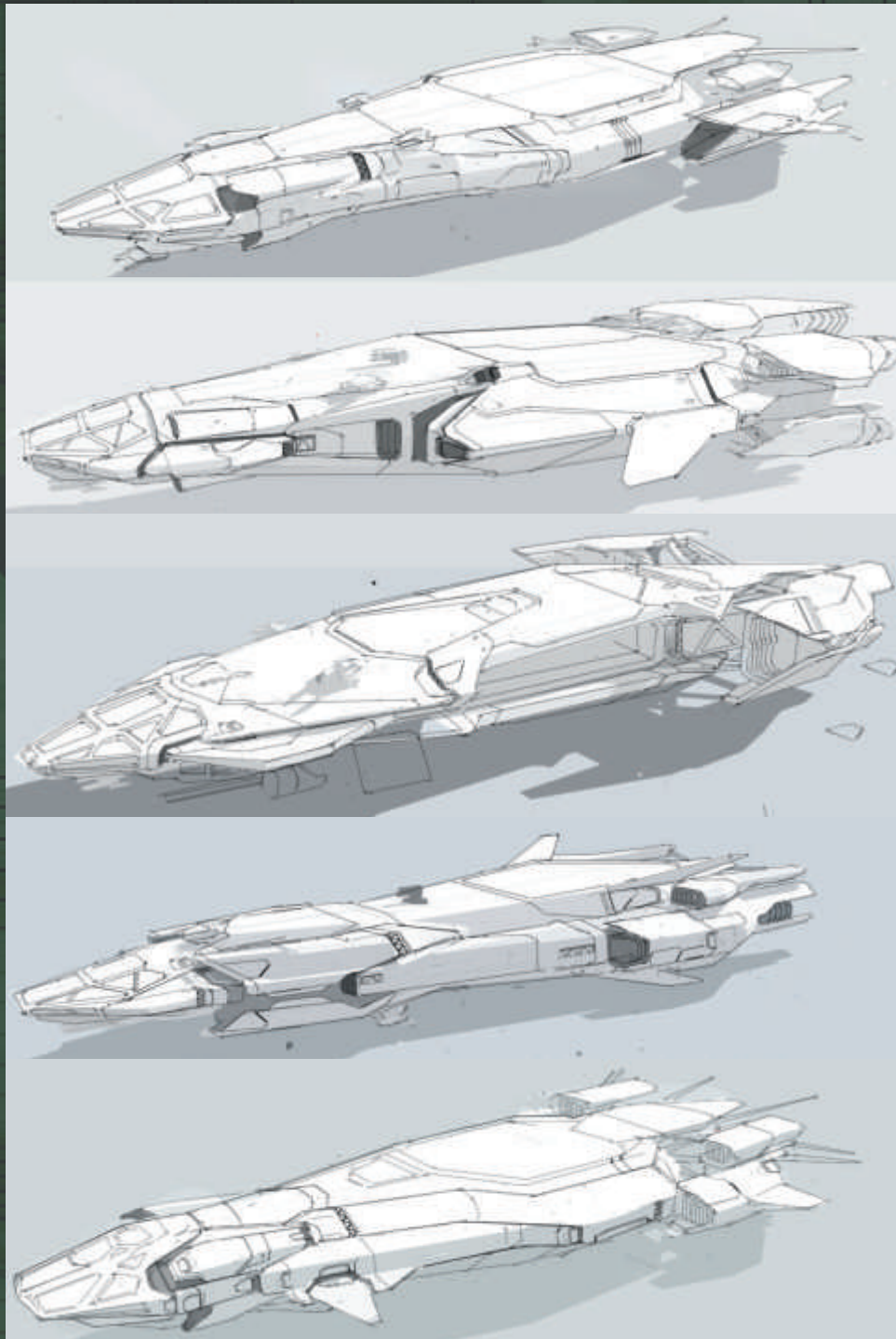
- UEE patrol vessel with a heavy S10 torpedo load-out
- An ideal ship for taking on small/medium sized cap ships, get in quick, deliver the torpedo payload and get out
- Offensive as opposed to defensive

AESTHETIC

- The goal for the RSI corvette is to keep RSI's signature styling and features, such as its high visibility bridges, and implement them into a long sleek hull
- Longer than a Starfarer, but not as wide

WIKIKONORIPENMUM

3



Daniel Joustra, Concept Artist: So, here are some options. Obviously, it's sketchy, but this should be enough to iterate on and generate some ideas.

Nathan Dearsley, Vehicle Art Director, F42: Middle one FTW! But then I'm biased, as that hangar config and being able to see through the ship is glorious. It also makes perfect sense to then connect this space with the cargo area with ease inside.

Great work on the nose on this, also! Could be interesting to see it with a flatter face so it's not quite so pretty. :D

Paul Jones, Art Director, F42: Great start!

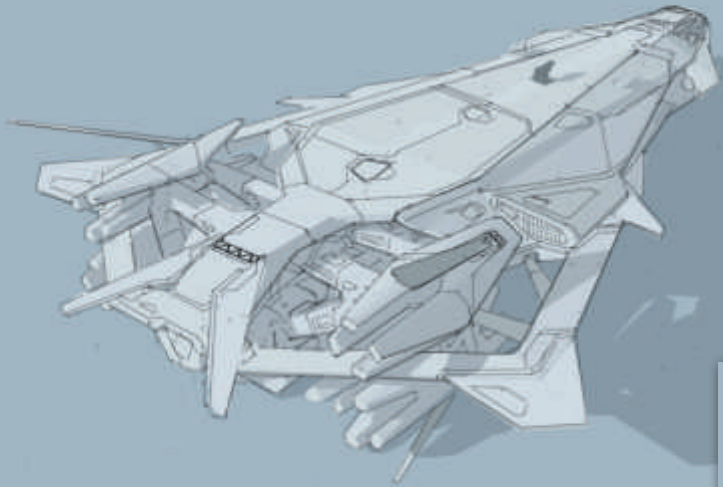
Before dialing in, I would like to see some rougher stuff - silhouette work that concentrates more on less-conventional shapes.

Let's consider what we can give this ship for its visual hook (apart from the side hangar). This is the RSI corvette so it should look badass and mean; it's the hunter-killer of the fleet.



WORK IN PROGRESS

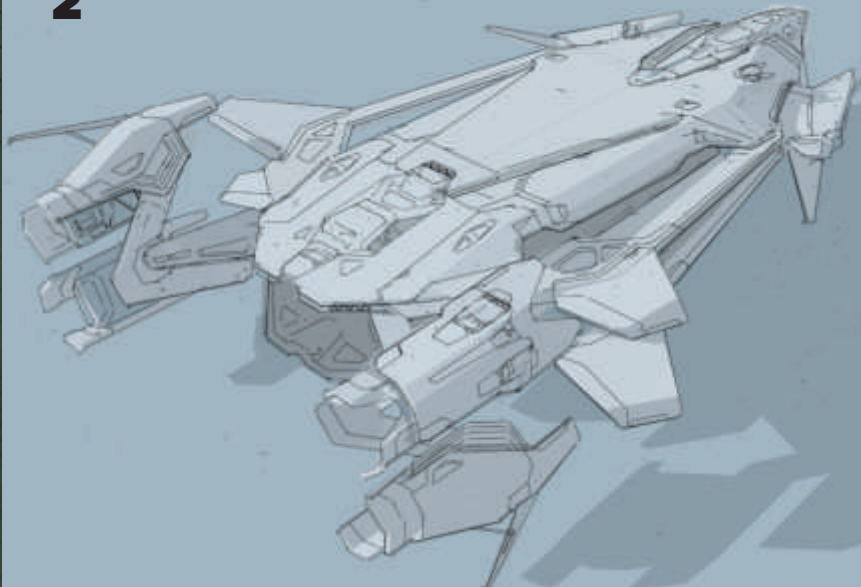
1



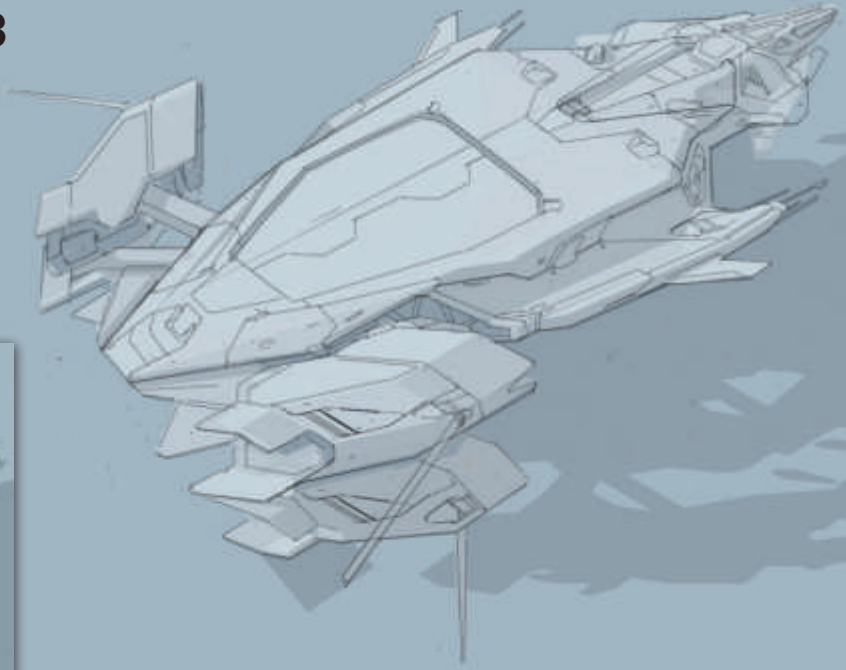
Paul J: Early shape exploration for you to choose from, Chris. Some have top hangars, some side entrance, one looks to be rear.

Chris Roberts: 2, 3 & 5 would be ones we could explore. I do think we're losing the sense of scale – I know these are simple shape explorations, but we need some reads that will make the ship feel 2x the length of a Connie. Maybe add some manned turrets, maybe a radar dish, maybe some windows.

2

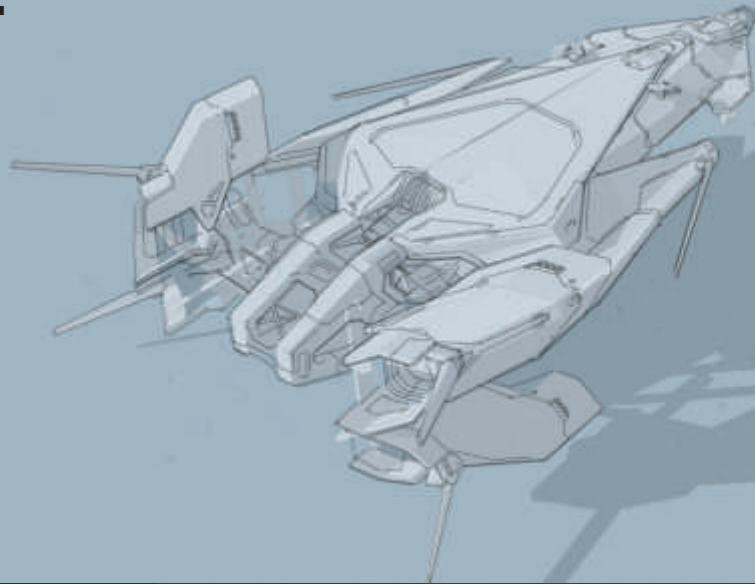


3

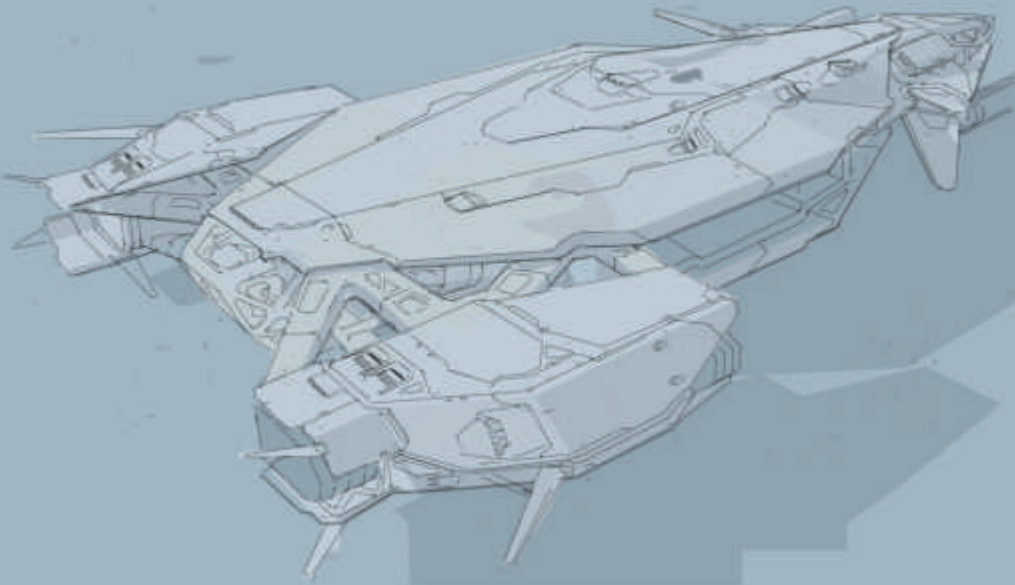


WORK IN PROGRESS

4



5



Steven Turberfeld, Tech Designer: Personally my preference would be to use the torpedo tube placement of 3, and everything else from 5.

Having given it some thought, I think a side landing entrance to the hangar, while fitting in aesthetically well with the cargo door system, could be problematic in terms of practicality.

An early revision of the whitebox I did had torp tubes sitting aside of the bridge, but concerns were raised about visibility and also distractions that this could cause when torps are launched.

Other than that, I think 5 also ties in a lot of the current RSI aesthetic (Connie especially).

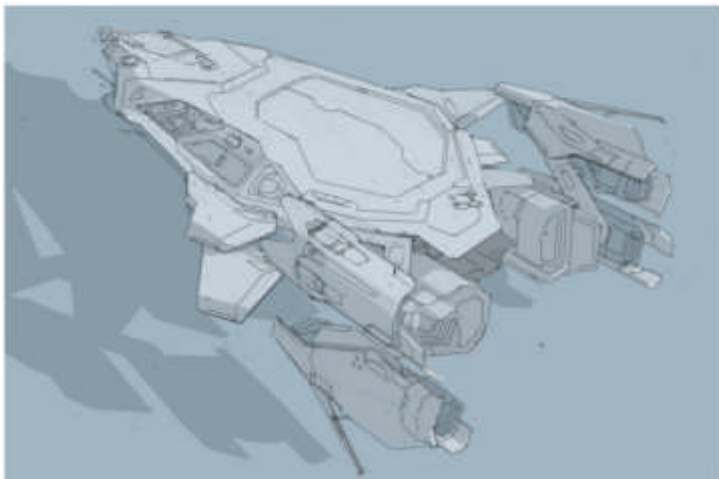
Daniel J: I spent yesterday working on the scale and detailing out the ones CR wanted to see. How do we proceed from here? I feel like working these 3 out in rough 3d+2d concepts is the next step. I can keep adding detail, etc., but with the main shapes and silhouettes roughly defined we might as well go for concepts that'll give us a better idea of how things will look in game.

John Crewe, Lead Tech Designer, F42: Just to confirm, do each of these show a different way of entering the hangar? 5 is side and the others are top and rear entry?

Phil Meller, Lead S42 Designer: I would have liked more variants of the top loader since that was our initial brief. Feels like the rear and side hangar variants are getting equal billing now.

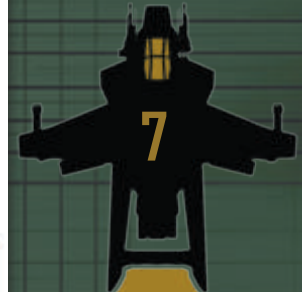


WORK IN PROGRESS

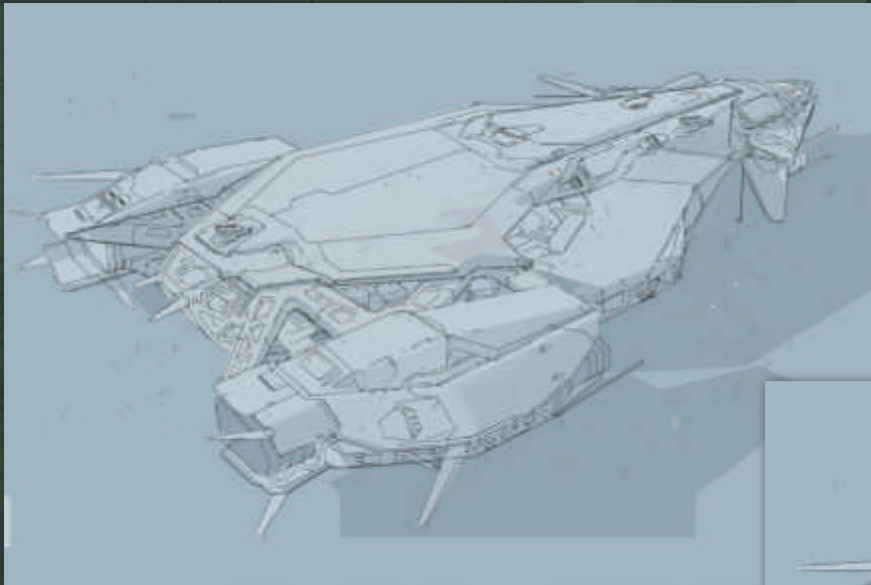


Paul J: Dan, grab me and we can chat about how to make it more RSI.

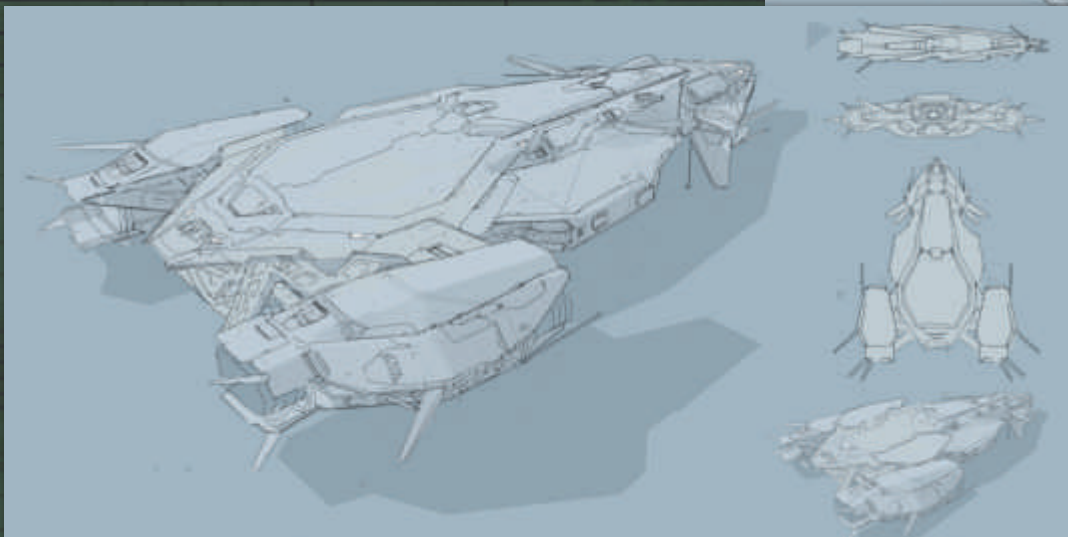
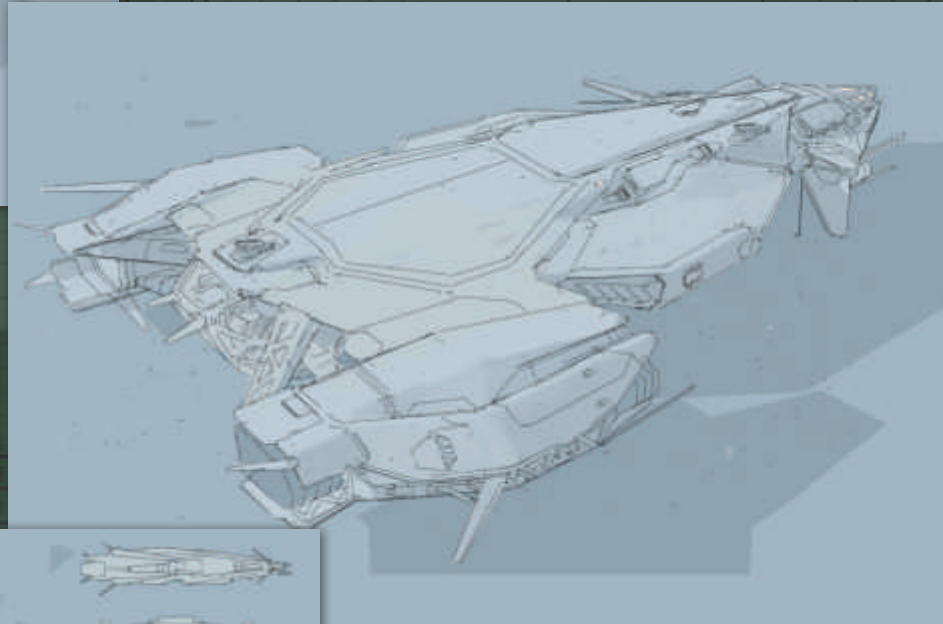
I've cut and pasted on yours as a talking point about how to get more family resemblance into this ship. We'll need to modify your engines to be a little more exotic. Even if we don't go full on crab claw, we'll need another pass. I'd suggest doing some more 2D to get this ship right before dialing into the 3D as it's intensive – that way we can get more CR feedback before committing.



WORK IN PROGRESS



Daniel J: More explorations.

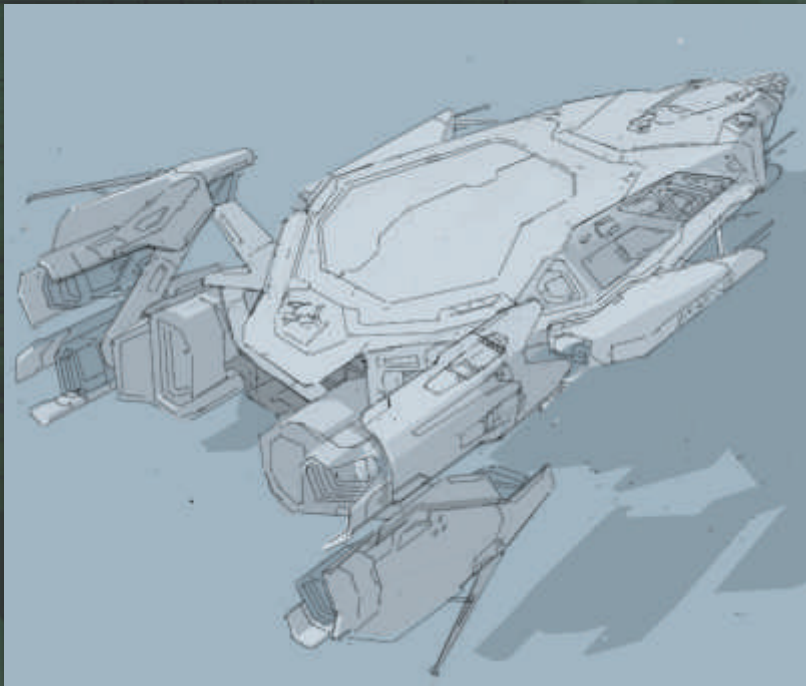


Phil M: This one makes me happy.

Nick Elms, Creative Director, F42:
Yup ... that one gets my thumbs up too!



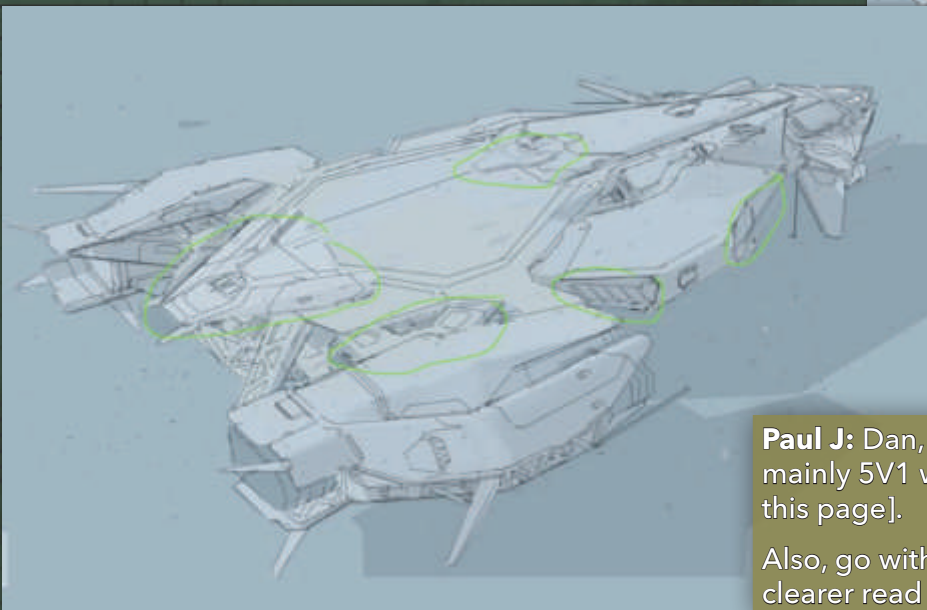
WORK IN PROGRESS



Chris R: This is my favorite of these variations – it has some nice RSI rear engine DNA from the Bengal, and feels like it has some size but also looks sleek.

It'd be awesome if we could get at least the exterior molded, along with the Pegasus exterior (assuming the RSI exterior development for the Bengal makes putting things together easier at least exterior-wise, as we could put it in the background of the huge opening battle to mix up the ships even more. :-)

Paul J: Ok, no problem, we're on it. Getting the exterior modeled – that's one for Nathan and Luke. :D



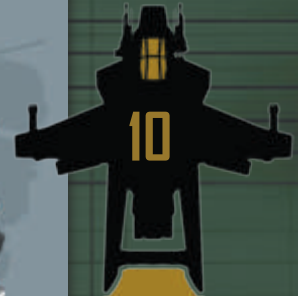
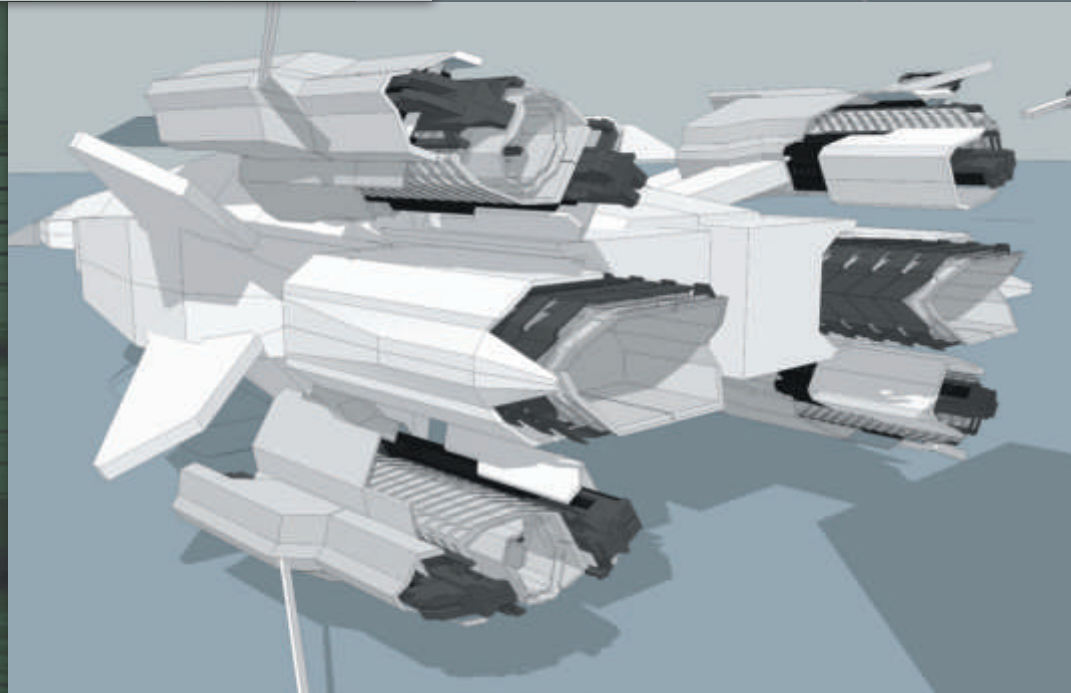
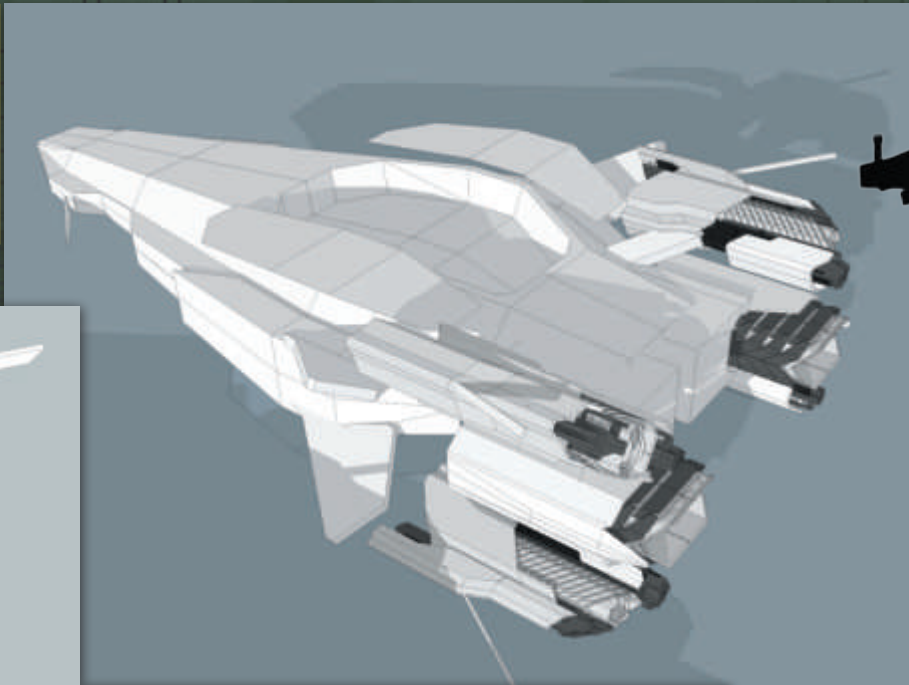
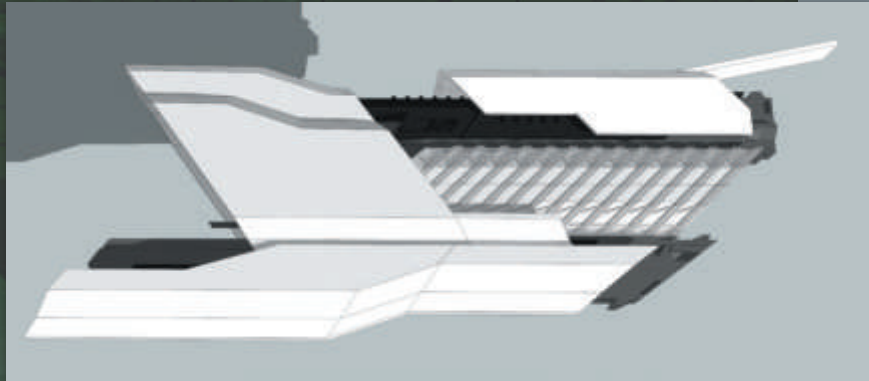
Paul J: Dan, can you give me a variant like this – it's mainly 5V1 with some bits from other variants [on this page].

Also, go with the darker shadows, it makes for a clearer read at the moment.



WORK IN PROGRESS

Daniel J: I fleshed out the engines. Basically RSI does not really have a specific engine shape as the Connie, Aurora and Bengal all have different shape language in this aspect. So I've taken some inspiration from the Connie's almost abstract looking engines. And I've fleshed out the body somewhat.



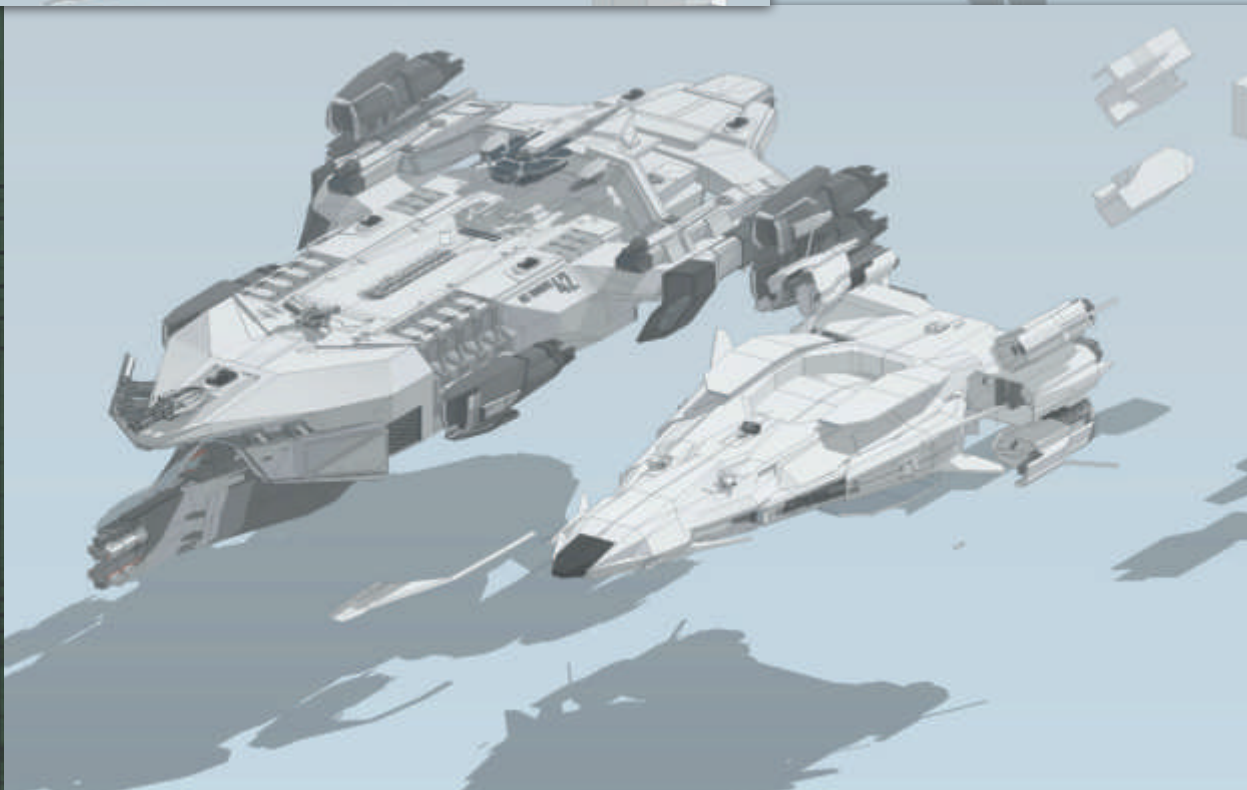
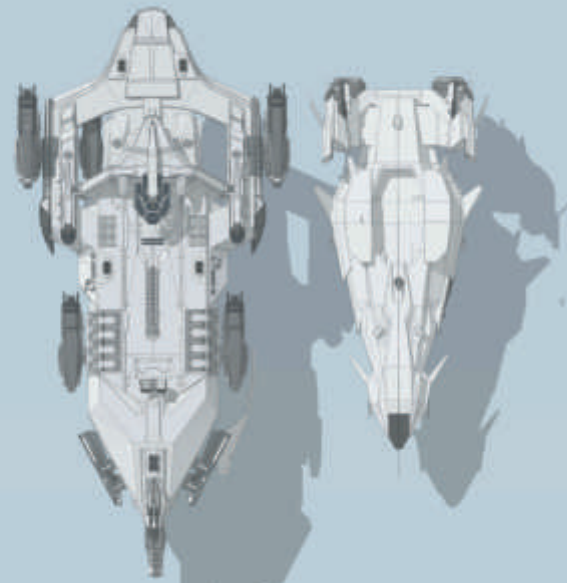
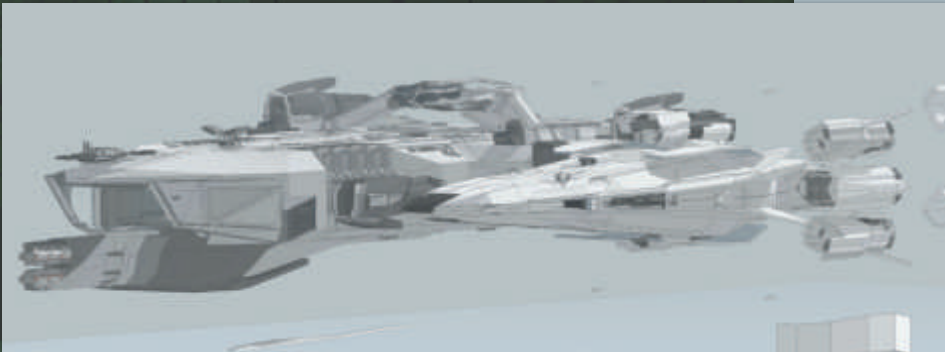
WORK IN PROGRESS

Daniel J: Phil asked for a size comparison between this ship and the Idris.

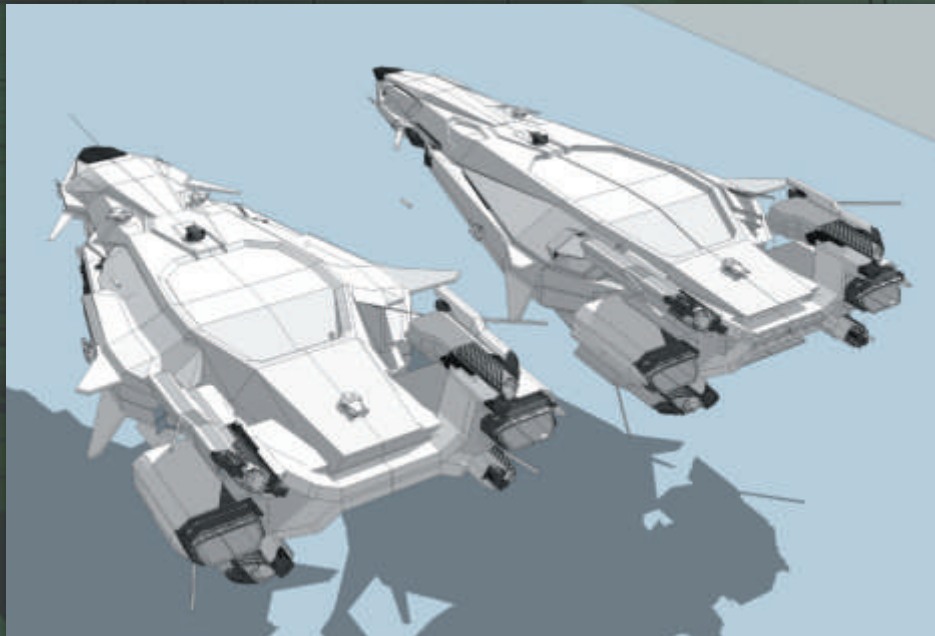
Phil M: Cheers for that.

Appreciate it's an art call but it looks to me that she's too wide round the middle, flanking the hangar bay.

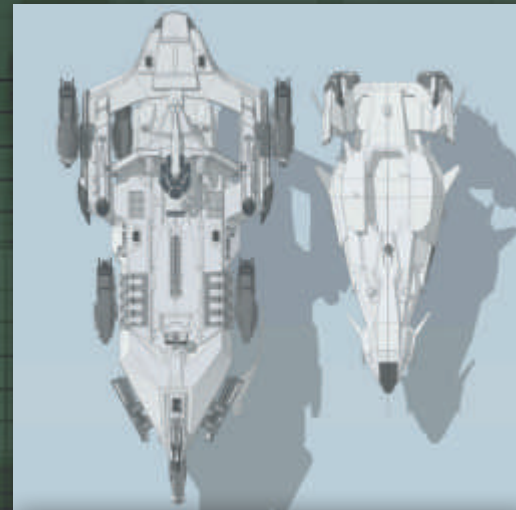
Paul J: She's a bit chubby but in proportion to me. :)



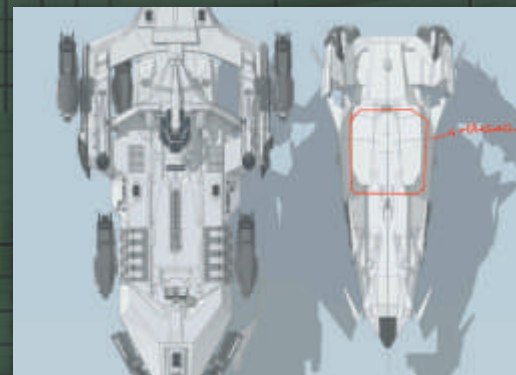
WORK IN PROGRESS



Daniel J: Got 2 versions for you guys, one of them a slimmer one with the fat trimmed a bit and different detailing/paneling.



Paul J: I prefer this one, Dan.

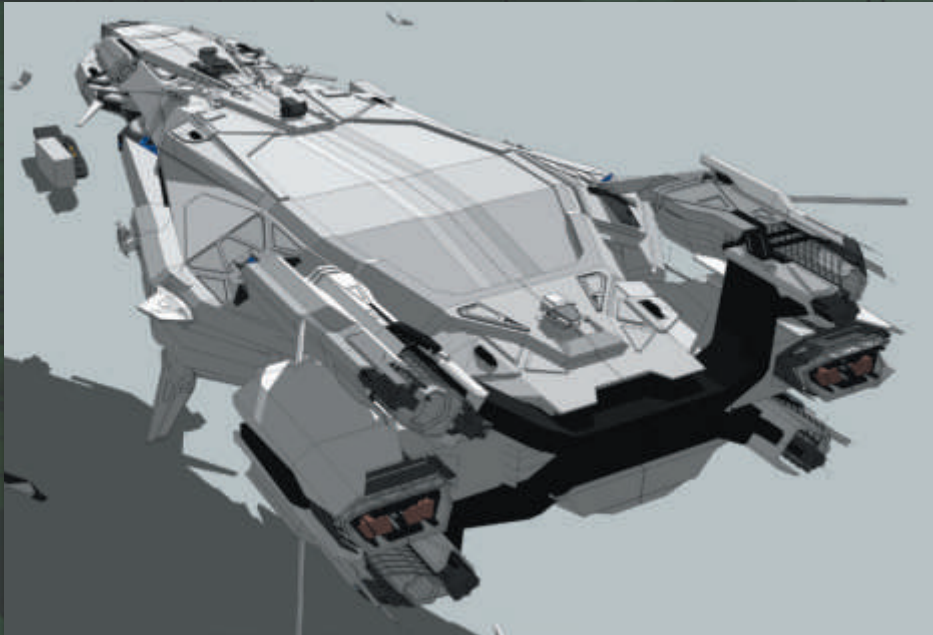


Daniel J: So yeah, this is an option but it's a shame to lose so much of the silhouette, plus the walls will become straight and I'll have less room to play with shape. For example, we can't slant the outer hull much since it'll start cutting into the hangar. The ship will become more elongated and straight and break from the angular RSI shape language.

Also the ship is more vertically laid out than any other RSI ship, with the hallway underneath the cockpit and all. So slimming it down will make it look even less streamlined as it will take a more horizontal skyscraper/rectangle in space like profile, imo. My 2 cents.



WORK IN PROGRESS



Daniel J: So 3d is mostly there. There's some stuff that can use some extra detail, like the landing gear. But the rest – like resolving some angles in the geometry and RSI's crazy paneling and the integrating and finishing the cockpit nicely – will be done in 2d.



Daniel J: how about something like this.

Paul J: Yep – keep going.



WORKING IN PROGRESS

Daniel J: [this page and next] I've been working on integrating the crazy RSI paneling into the body and engine. Especially the engines are getting more complex/abstract/unconventional with each iteration. CR has already seen these, seemed happy and picked v1.

Concerns he pointed out included windows, which still have to be added, and the cockpit reading too small, and visibility in general. To remedy scale issues he suggested to make it more faceted. This might prove tricky as more struts might impede visibility. And the Constellation has a very simple straight design that would be nice to keep.

I've chatted with Steve about the position of the crew and positioned these in the screenshot.

I suggest moving on to finishing the body in this brief (detail color, color schemes, scale cues, etc.) and tackling the cockpit in a separate concept. Same for the engines and the landing gear.

Paul J: Looks badass, I'm loving the touch of gold, too. :D

Plan sounds good.

Talking of landing gear, I'd still like to see some options; I'm not fully sold on the shapes – some 2D options would be good for this too.

1



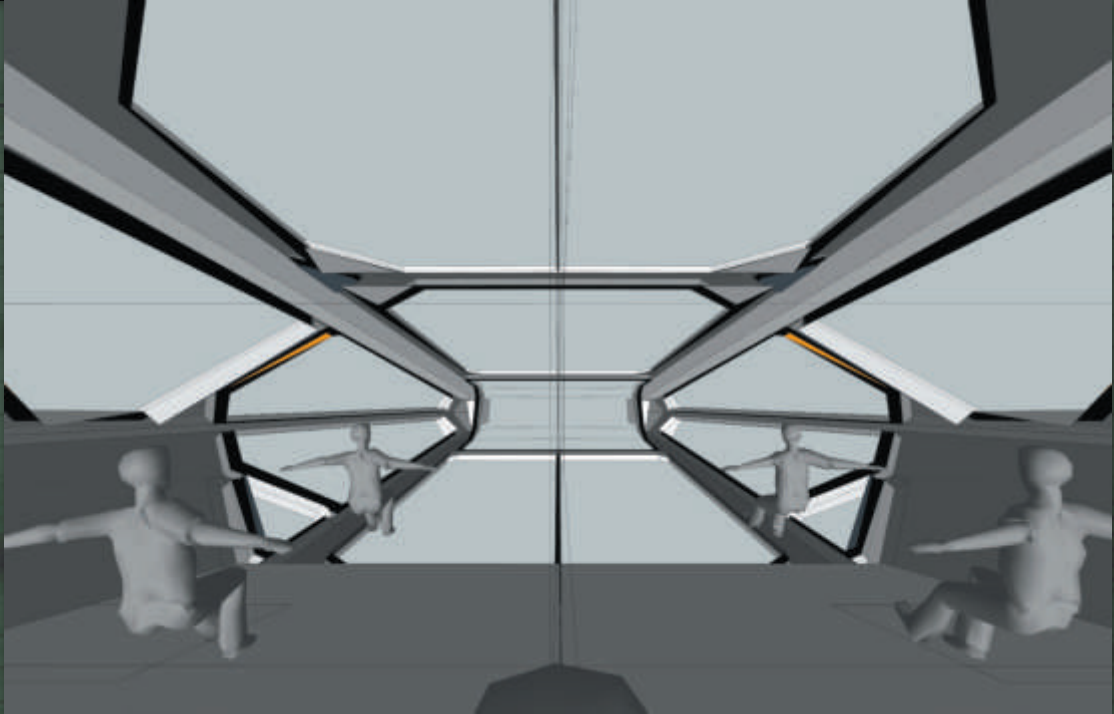
2



WORK IN PROGRESS

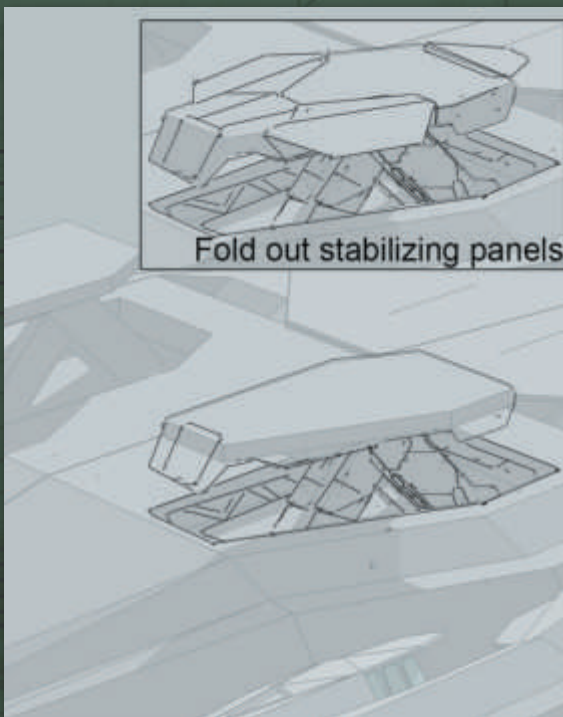
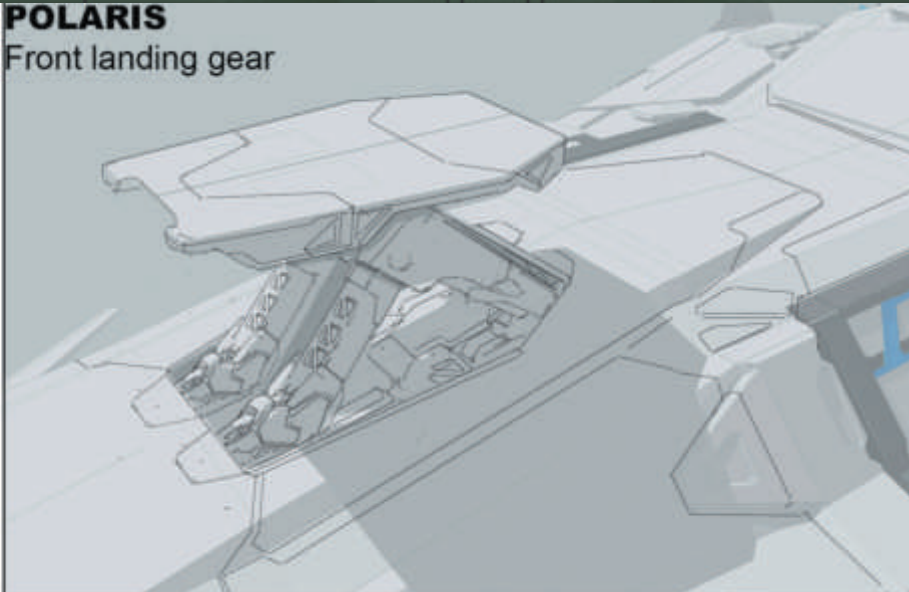


WORK IN PROGRESS





POLARIS
Front landing gear



POLARIS
Back landing gear

Fold out stabilizing panels

Daniel J: Paul told me that it would be good to be able to hide all of the landing gear for culling purposes. We can keep the options sketched here and just add a sliding cover over them to achieve this. The bottom shot will be copy-paste material from the top, so it should be done fairly quickly.



WORK IN PROGRESS

RSI CORVETTE

POLARIS

BOTTOM VIEW



Paul J: Dan has worked up the surfaces of the ship based on feedback from the art desk review. When we move to the interior of the bridge, we'll retroactively fix any struts based on the findings. There are some windows in this (gold) but they are quite small to keep with the armoured feel.

Chris R: I like it. I do think there could be a few more windows as the current ones (outside the bridge / cockpit) seem pretty small ...

Steve T: Looking good to me, man. Don't suppose we have the option to have the glass run further back on the top? No worries if not.

Daniel J: We do, but I'm going to have to look into it.

Daniel J: Basically, more big glass means the scale will get thrown off.

Steve T: It's more of a 'nice to have' rather than a need, so if it screws stuff up then don't worry. Was just thinking more visibility for the captain would have been good. Like I say, not essential. :)

Daniel J: yeah, all good.

RSI CORVETTE

POLARIS

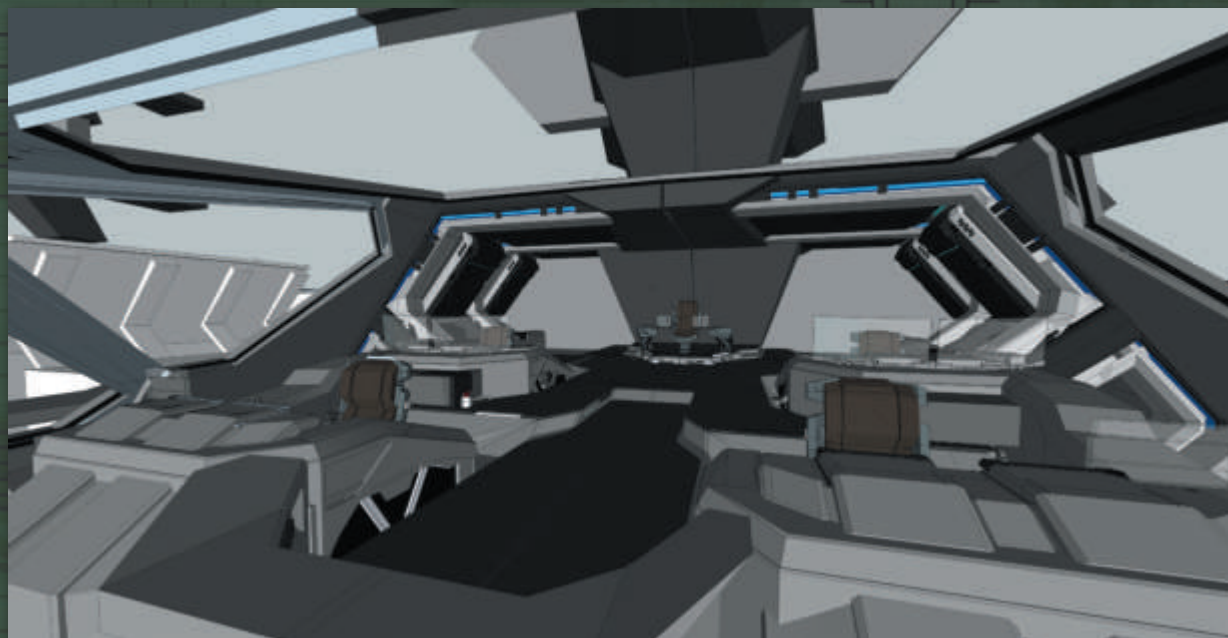
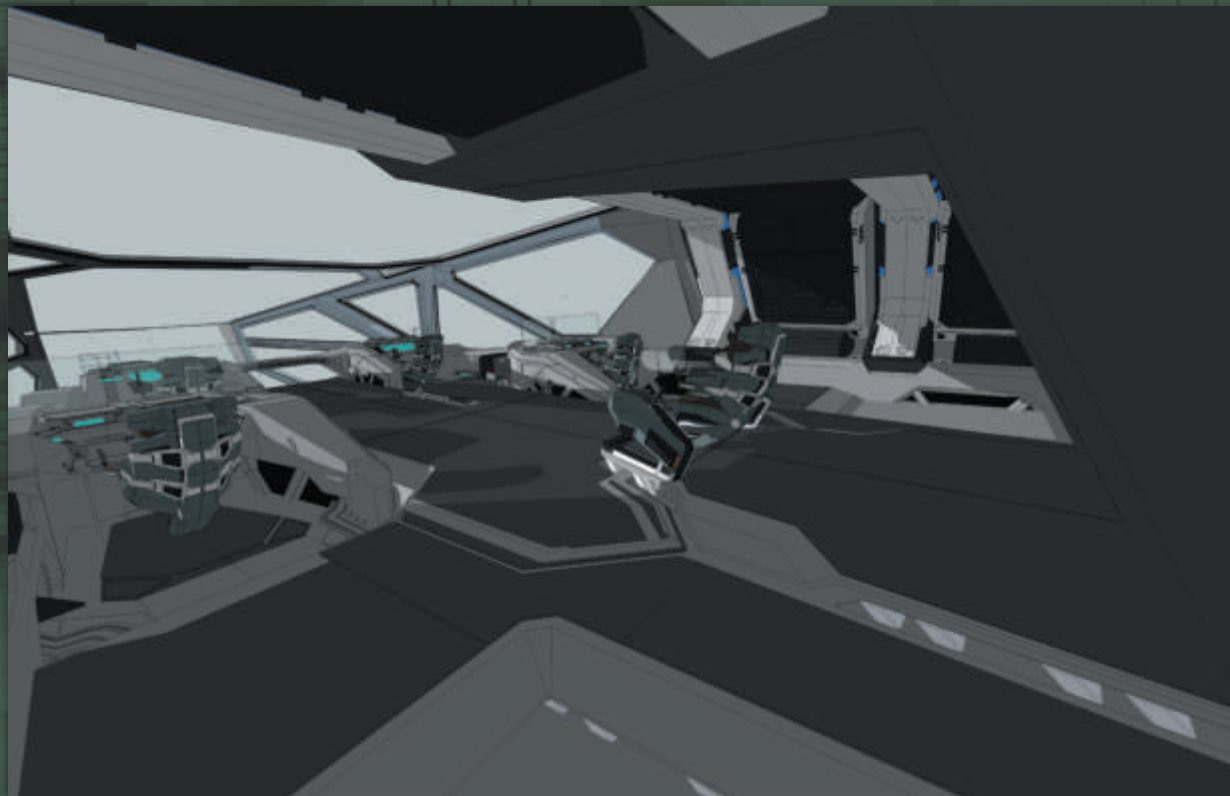
TOP VIEW



WORKING IN PROGRESS

Daniel J: Polaris Bridge. It's basically tying in what Nate is doing to the Bengal with the stuff I've already done. Can use more polish, etc., but how about this as a base?

Paul J: Looking solid to me so far, I want to get in it!



WORK IN PROGRESS



Daniel J: As always, it could use a lot more polish, but how about this?

Nathan D: Looks cool. I can see the consoles integrating nicely already. One thing we will be trying to achieve on the Bengal bridge is that the floors all merge with the consoles in a fashion that shows flow of data to that specific console. It doesn't need to be too detailed or crazy, but think sorta tree roots of info flowing to that console – this pretty much defines the floor layout and detailing, the rest is simple polished black.

Daniel J: Tweaked the lighting as well. Also went over the Polaris hangar with Steve and after a back and forth we found this to be the best shape for it.

Paul J: Shaping up nicely.

The bridge feels like it needs another pass to give interest

to the scene. It's very functional at the moment but I'd like to see more personality via materials (flooring – not sure what the plan is for the Bengal) and maybe some more monitors or interesting tech that looks cool and can give a few more areas of interest.

Nathan D: The floors on the Bengal bridge are a blend of simple polished surfaces on the walkways where it makes sense to get pop from the reflections / cubemaps. We can't model everything on the Bengal bridge as the area would become insanely expensive; any detail being modeled in is (as mentioned before) a visual hint at the wiring / loom being trailed to each individual console, helping ground these in. CR is a fan and wants to see more of this (at least on the Bengal).

I assume that's the captain in the center, Dan? Maybe introduce a central volume behind him / his chair to make the seat more prominent and not so isolated. I asked for this on the Bengal bridge but wasn't allowed to as they had PCAP'd there already. Using a similar approach to what is mentioned above you would then have a great introduction to the space as you walk in, lines that essentially lead you into each individual station and chair.

As a rule for the larger ships I think overall we simply need more buttons, screens, control panels, etc. to give the bridge more of a sense of purpose to the space, get some nice lighting effects and movement. We have some cool structural work going on, it'd be great to layer this stuff over / into it. These in turn complement the polished areas of the floors, if you get me.

Hangar - scope to investigate different overall profiles? Those walls look similar in profile to the Javelin hangar, which I'd prefer to not do. Walls sloping out / away from the floor as per Bengal would be cool, but understand this increases the footprint of the space and makes sealing the lift difficult. This also opens room for asset re-use a bit more easily, keeping things a bit more consistent.



WORK IN PROGRESS

BOTTOM



Daniel J: Update [this page and next two pages]

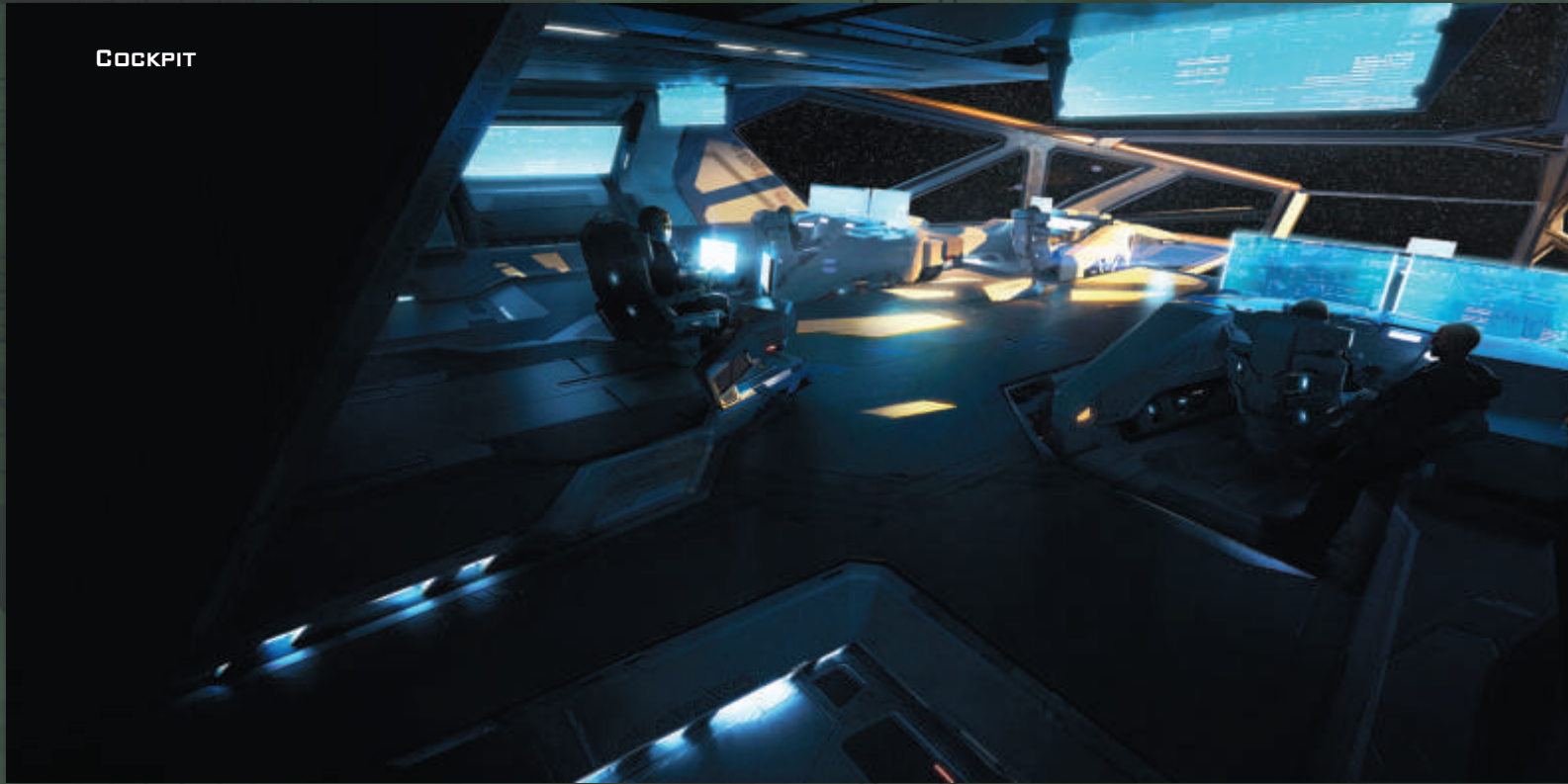
TOP



20

WORKING DRAFTS

COCKPIT



LANDING GEAR



WORK IN PROGRESS



HANGAR

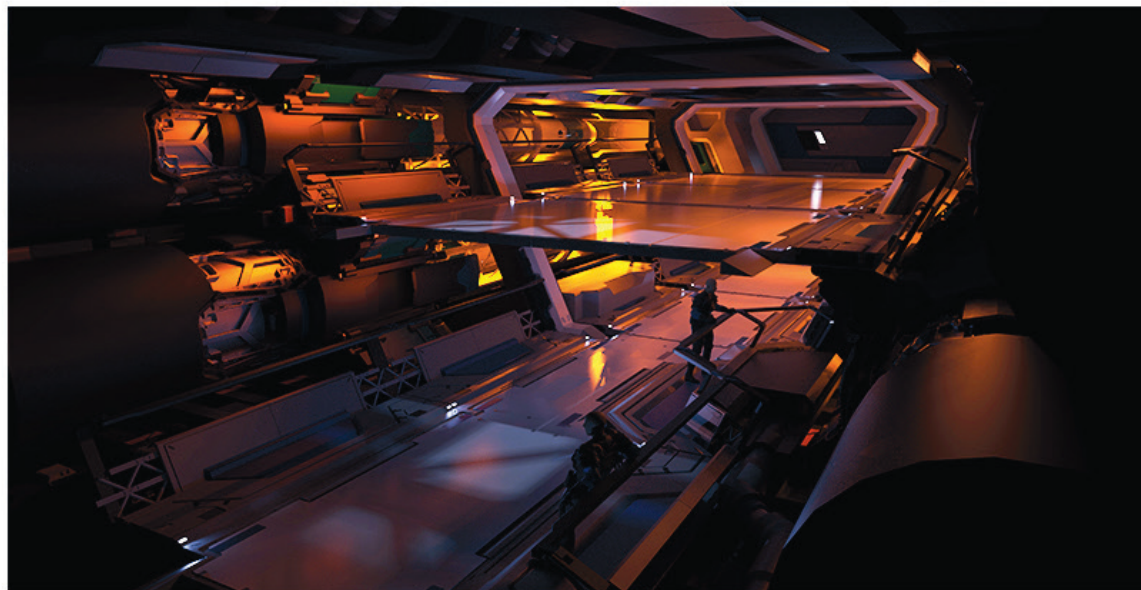
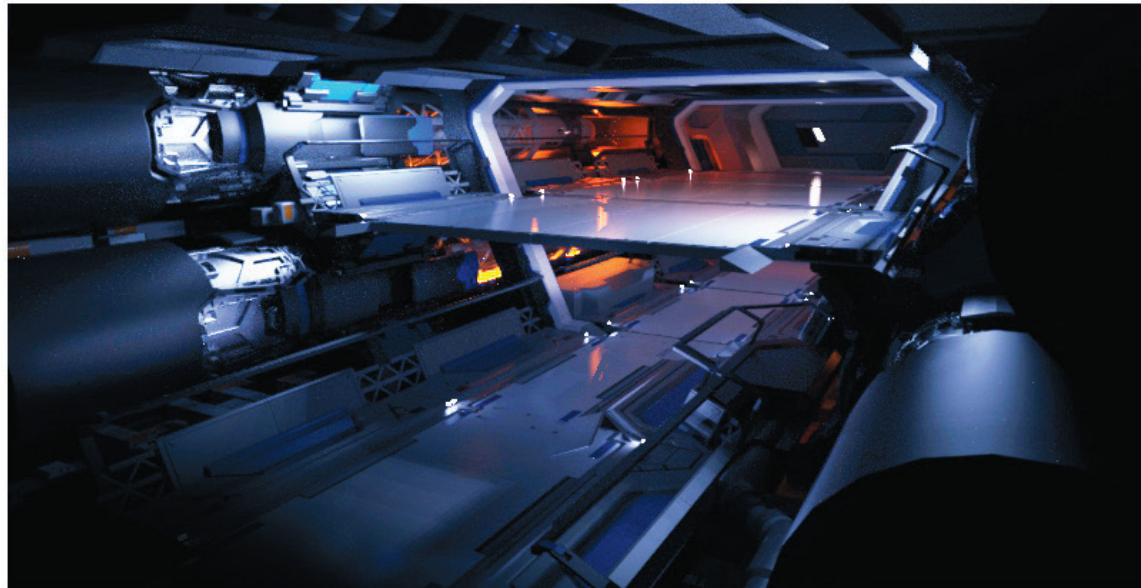
WORK IN PROGRESS

Daniel J: Hmm, I keep going back and forth between these 2 color schemes. What do you think?

Nathan D: Top as default, then warmer tones come alive for launch process.

Daniel J: Hah! That solves my problem. :D

Nathan D: That's what I would do. We need to start considering our lighting states more, looks great, man!



WORK IN PROGRESS

Daniel J: Good old Polly got a corridor now.

Nathan D: Nice one, Dan, loving what you have done layering the additional structural elements under the slab like panels, something we should definitely do in the more intimate areas of the Bengal (where we can afford to ;p), can then make good use of these cavities for different lighting scenarios such as the auxiliary power mode.

CORRIDOR



MISSILE ROOM

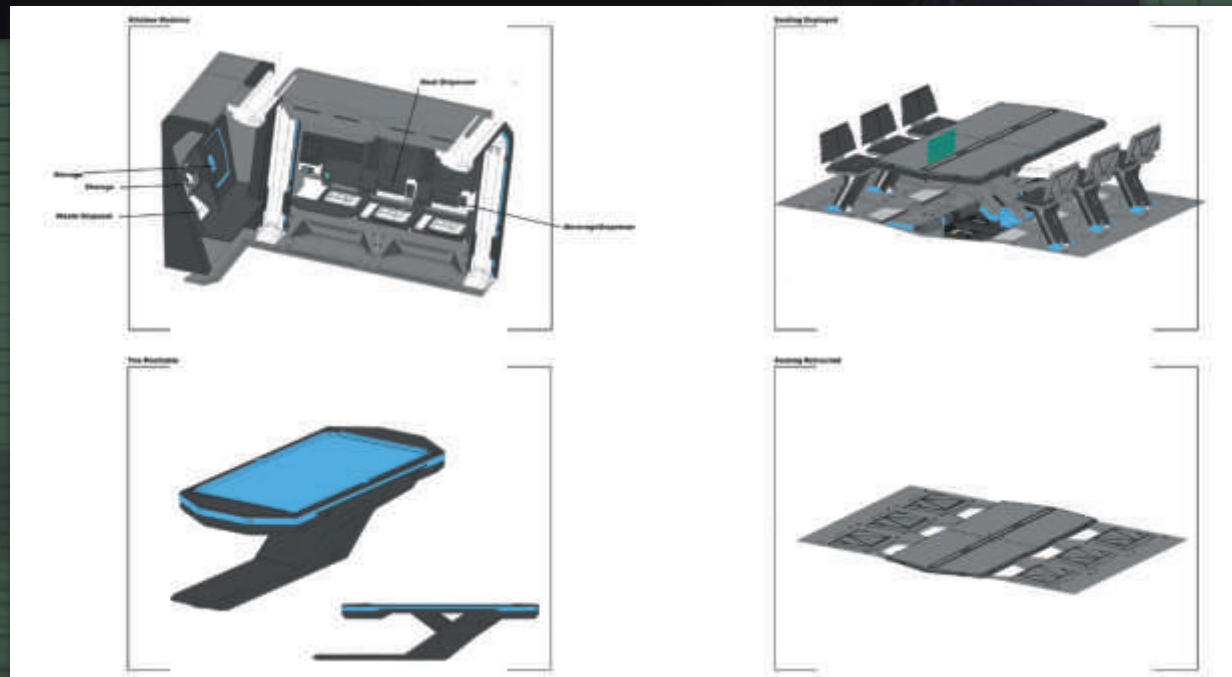


WORK IN PROGRESS

MESS HALL



WORK IN PROGRESS





Chris R: Looks very nice!



WORKING IN PROGRESS



Bremen Defense Force

With the launch of the UEE's "Militia Mobilization Initiative," the role that militias play in protecting the Empire has come front and center. The current directive aims to help arm civilian militias, so they can protect their homeworld and system against Vanduul incursions and outlaws. One system where militias have played a prominent role for centuries is Bremen – home to the famous Bremen Defense Force, which is the longest constantly active militia in the UEE.

Bremen was a relatively quiet and safe frontier system following its discovery in 2441. That all changed with the onset of the Second Tevarin War. The armadas of Co-rath'Thal utilized insurgency tactics to wage an unpredictable and shifting war against Humanity. With little idea as to where or when they might attack next, the UEE needed to raise a massive and expanding force in order to protect the populace, one that they struggled to properly feed. It was then that the fertile soil of Rytif (Bremen II) became the main producer of rations for UEE forces.

THE MILITIA

With this responsibility came both great wealth and an unexpected degree of danger. Bremen's location meant the chance of a Tevarin attack was relatively low, but residents still noticed an uptick in Human threats. These outlaws were smart enough to avoid targeting military convoys, instead concentrating their attacks on civilians enriched by the system's booming economy.

Philippe Lattimore almost lost his life in one such outlaw attack. The spry octogenarian was a veteran of the First Tevarin War who attempted to reenlist in the Navy when the second one began. After his application was politely denied, Lattimore took it upon himself to patrol the system. He spent his days responding to distress calls and meticulously documenting his experience. One day he answered a distress call only to be overwhelmed by outlaws still picking apart their latest catch. He barely survived the attack and although it was a close call (his first), it didn't deter him. In fact, it only made him more resolute to stop what was happening in Bremen, and he realized one thing: he wasn't going to be able to do this alone.

In 2605, Lattimore met with Arcturus Koerner, Rytif's largest landowner and de facto governor, to ask for funds to create the Bremen Defense Force (BDF). Legend has it that Lattimore spoke, uninterrupted, for over an hour about his recent experiences. He presented the detailed reports he had compiled while on patrol, highlighted the system's current crime stats, and argued that it was vital for the people of Bremen to stand together to keep their system safe. Once done, Koerner only had one question, "How much do you need?"

Weeks later, the Bremen Defense Force was up and running. Under Lattimore's leadership, the system's crime rate was quickly cut in half and remained that way for years to come. Being a member of the Bremen Defense Force became a major point of pride for those ineligible or unable to fight for the UEE Navy during the war. A proud tradition carries over to this day.

Peacetime Problems

Following the end of the Second Tevarin War, the UEE armed forces' demand for foodstuffs from Rytif was greatly reduced, yet the landowner collective known as Bremen Mills didn't slow production. They had become an economic powerhouse in the Empire's grain market, and had quickly shifted their focus to supplying food for the public. Security for these food shipments were of the utmost importance, and Bremen Mills quickly realized that subsidizing the Bremen Defense Force was cheaper than hiring full time private security forces.

This arrangement worked relatively well until the grain market crashed in 2640. Bremen Mills suffered a severe financial hit and was forced to cut funds to the BDF. In addition, millions of jobs related to the grain market were lost, and Bremen saw its population dwindle. Suddenly, the BDF was on a precipice. Lacking funding and losing members, many thought it didn't have a chance to survive.

Though he had stepped away from running the militia's day-to-day operations due to failing health, Philippe Lattimore once again got heavily involved to save the BDF. He made appeals to private citizens to donate time or equipment and called upon local businesses to provide financial support. Now, more than ever, he argued, Bremen was in need of a strong militia to protect its people during the insecurity of these tough economic times.

Many resisted until in 2642 the Advocacy's Travel Safety Advisory System (TSAS) upgraded the system's threat level to "Medium," its highest threat level to date. Worried that Bremen's safe reputation was on the line, the public and private sector rededicated themselves to ensuring the system's security. Since the Bremen Defense Force was already so deeply ingrained, the powers that be figured it would be quicker and cheaper to get it running at full capacity rather than expanding Rytif's anemic police force.



THE MILITIA

Public and private funds once again were funneled to the BDF and a widespread ad campaign to recruit volunteers was kicked off.

Some balked at the system's main defense force not being a wholly government-run operation, but it was impossible to argue with the results, as the system's threat level soon dropped back to its previous level. This action also reinforced the tradition of Bremen relying on militias instead of normal police forces for their security. This was a unique practice when compared to other system, and one that revolutionaries would eventually take advantage of to help bring down the Messer regime.

Revolutionary Road

Over the years, a number of other militias rose to prominence in Bremen, though none ever achieved the sophistication of the BDF. The system's reputation for being relatively safe persisted and remained a point of pride. It was only because of this that the Messer regime didn't insist that a more centralized, and controllable, security apparatus be installed. With the rising Vanduul threat on one front and the cold war with the Xi'An on another, the Messer regime didn't see a reason to change a system that was working for them. Yet, it was the Bremen Defense Force's decentralized nature that allowed anti-Messer activists to exploit it to their benefit.

According to reports released during the Truth and Reconciliation Commission, the Messers ran several concurrent operations that implanted loyal agents into the militia to monitor its activity. The militia stayed non-committal to Messer regime policies and deflected pressure to take sides on anything not directly related to Bremen. They changed their motto to "Bremen Above All," and instructed volunteers to not discuss Empire-wide politics while on duty. To avoid like-minded individuals consistently pairing up, patrol partners were randomly selected at roll call.

Actions like this helped the militia maintain their autonomy through the centuries of Messer rule. As the tide of public opinion turned against the despotic rulers, a brave faction within the BDF, unbeknownst to other volunteers, began to use the cover of the militia to smuggle anti-Messer activists through the system. This activity reached a fever pitch following the Massacre of Garron II in 2792.

The events of this time in the militia's history were captured in *The Bremen Beltway*, a harrowing account of what it was like to work this part of "revolutionary road." The book compiled interviews with former militia members and anti-Messer activists, journal excerpts, and declassified government documents to paint a picture of the extreme danger involved with smuggling revolutionaries through the system. Most of the activists were first smuggled from their system of origin into Xi'An territory and eventually into Nyx. That made Bremen the port of reentry into UEE, and a particularly perilous part of the journey. Without this secure gateway back into the Empire, many believe the overthrow of Emperor Linton Messer XI would not have happened nearly as quickly as it did. This only highlights the importance of high ranking BDF officials guaranteeing the revolutionaries safe passage through the system.

For nearly three and a half centuries, the Bremen Defense Force has been the standard that all other militias are held up to. Comprising a coalition of dedicated volunteers and funded by both public and private interests, the BDF has placed the security of their system above all else. When RSI looked to include militias in the design process of the *Polaris*, the BDF was their first call. Militia members consulted on the design and were among the first to purchase the new capital ship for their fleet. BDF officials can't wait to put the *Polaris* to use, in the defense of the system they believe is their responsibility over anyone else to protect.



THE CREW: CITIZENCON VOLUNTEERS



30

BEHIND THE SCENES



THE CALM BEFORE THE STORM. A TEAM MEETING THE FIRST DAY.

Have you noticed how often CIG devs refer to "The Community"? We got a vivid illustration of just how much our community means to us when a couple dozen volunteers, led by Fearless Leader (and Events and Marketing Manager) Cameron Wilkie, descended on LA to help make CitizenCon 2946 possible. Here is their story.

JP: *Let's start with introductions. What do you do in real life and how did you first hear about Star Citizen?*

Batgirl: I work for Apple, Inc. in Field Sales. My first introduction to *Star Citizen* was from YouTuber Scot Manley who created a video named Chris Roberts; From *Wing Commander* to *Star Citizen*. I pledged a week later. It was August of 2013.

Thereforelam: Film/TV editor and colorist. Learned about SC from guildies late 2012.

JP: "Colorist"? As in coloring b&w shows?

Thereforelam: No, color correction and finishing.

Stoutman: Web Applications Designer/Website Programming. My sister told me about *Star Citizen* when Brian Chambers started working for CIG in Frankfurt. He is my brother-in-law.

Thereforelam: Field Service Engineer. A friend from another online game got me interested (word of mouth).

WE WEREN'T ABLE TO GET EVERYONE, AND WE APOLOGIZE FOR THOSE NOT INCLUDED.



Eddie: IT Tech. Saw the GDC announcement in 2012, which spoke to me and made me pledge Day One.

Nighthawk_Zale: In RL I'm a ride operator at a local theme park, Knott's Berry Farm. I also dabble in game design when time permits. I found *Star Citizen* while still in school for Computer Animation. A classmate knew I played *Wing Commander* growing up and pointed out the announcement by Chris in October of 2012. I've been hooked ever since!

Logante: I work at a law firm doing litigation support and digital forensics. I was scouting around for anything interesting in terms of upcoming video game projects. I was always a big fan of *Wing Commander: Privateer*, and a game promising a modern spin on it was quite intriguing to me! When I saw it was Chris Roberts behind the project, backing was a given!

Sofiegrl: Tiger tear collector in real life. I was first introduced to SC via a Bugsmashers video; next was AtV, after that RtV, and finally I sat in front of a HOTAS, flew and ... the rest is in the stars.

JP: *What exactly is a tiger tear collector?*

Sofiegrl: I collect the tears of tigers.

JP: *Ah. Ok ...*

Phantomoftruth: Systems administrator. I heard about it with the Kickstarter; just backed last year.

Todd M: I work for the Federal Government where I regulate benefit payments to people on a needs based disability program. A very good friend of mine told me about the Kickstarter and showed me that epic first video.

Ariphaos: I have my own websites, as well as I contract out admin and webdev work on the side. I found out about *Star Citizen* during the Kickstarter, though I backed on the site.

'Airstrike' Ivanov: I do IT, programming, and game development mostly. I first heard about *Star Citizen* as I was QA'ing a competing space sim and *Star Citizen* just seemed about a hundred million times better; this was about January 2014. I was introduced to the game by Cameron, actually!

- 0) Cameron
- 1) Justin Guarino
- 2) Phantomoftruth
- 3) Eddie
- 4) Briglight
- 5) ThereforeIam
- 6) Stoutman
- 7) 'Airstrike' Ivanov
- 8) J_Coren
- 9) Sofiegrl
- 10) Wulf
- 11) Alastrom
- 12) Logante
- 13) Gerald Norman
- 14) Nighthawk_Zale
- 15) Todd M
- 16) Ariphaos
- 17) CptJMorgan
- 18) Journeyman
- 19) Beemish
- 20) Kikgomi
- 21) Batgirl
- 22) DrJeffreyW



BEHIND THE SCENES



But wait, there's more! 16) Jason Cobb (CIG) 26) sgt_gamble (onsite streamers, with Sofiegrl)
 2) Tom Hennessey (CIG) 25) capn_flint 27) WTFOSAURUS

- 0) Cameron Wilkie
- 1) Stoutman
- 2) J_Coren
- 3) Phantomoftruth
- 4) Aripaaos
- 5) ThereforeIam
- 6) Journeyman
- 7) Batgirl
- 8) Sofiegrl
- 9) Wulf
- 10) Twilly Frost
- 11) Xanthia
- 12) 'Airstrike' Ivanov
- 13) NotableJoe
- 14) DrJeffreyW
- 15) Kikgomi
- 16) Briglight
- 17) Negustordepeste
- 18) Alastrom
- 19) CptJMorgan
- 20) Logante
- 21) Nighthawk_Zale
- 22) Gerald Norman
- 23)
- 24)

Wulf: IT Professional. Learned about SC from a PC Gaming article (I'm actually the first post on the comments).

J_Coren: I first heard about *Star Citizen* from a member of simulation community. Initially they decided to tell me everything about the game in a way that would put someone off and make them immediately skeptical of the project. My thought process was "Why bother with *Star Citizen* when *Elite Dangerous* is already out and doing the same thing?" Then someone else in the community told me that it was a game by Chris Roberts, and as a die-hard *Wing Commander* fan I was immediately on board. My first ship was an Aegis Gladius four weeks before it was to appear in *Arena Commander*, but that one month of waiting was some of the most hyped I've ever been for something. I wasn't disappointed.

Justin Guarino: Photography & studying 3D sculpting. I first heard about *Star Citizen* by randomly looking through Google images for cool sci-fi concept art. Had to know where it was from.

NotableJoe: I'm a computer programmer. I heard about *Star Citizen* from a friend who followed the *Wing Commander* series.

Twilly Frost: I'm a CAD draftsman and surveyor, and I first heard about SC during the Kickstarter. I tried to pledge for a Digital Colonel package, Amazon wouldn't process my payment, and I got frustrated and took it as a sign. Then I changed my mind almost a year later, and haven't stopped pledging since.

JP: *How did you end up volunteering for CitizenCon? What should I do if I want to volunteer for the next big show?*

Aripaaos: Reading the forums at the right time, though it was a couple days before I decided to finally shoot Cameron a message.

Todd M: I responded to the post on the forums that asked for volunteers. I'm not sure what made them pick me as a volunteer, I just know that I told them I would work my butt off and that's what I did. So I guess: sign up when they ask and prepare yourself for a buttless existence?



BEHIND THE SCENES

Thereforelam: Saw the post asking for volunteers and emailed Cameron. Keep tuned into the forums for announcements requesting volunteers.

'Airstrike' Ivanov: I was invited by Cameron because some local hands were needed. He knew I was super into this game and that I was quite local.

Stoutman: I was told that a CIG employee recommended me to be a volunteer, so I said YES, of course! How to become a volunteer? I got no clue how to give advice on that other than being a good Citizen!

Thereforelam: Personally my view is simple. Volunteering is about helping and doing whatever is needed for the TEAM to achieve success. It is absolutely NOT a way to try to make yourself look good. It's a willingness to do the most basic to the most demanding tasks, switching gears on the moments notice. The best way to Volunteer.... show you care and HOPE you get selected when they build a crew for an event. Absolutely don't be offended if not chosen ... over a million people and less than 50 Volunteers = poor odds of being chosen ... Also, if possible learn in advance what is typically done by the volunteers and gaining those skill sets would possibly help.

Nighthawk_Zale: Honestly, I think someone threw my name out there as a recommendation. I didn't even know volunteering was an option, but can't think of having experienced CitizenCon in any other fashion. To anyone wanting to volunteer for an event run by CIG I recommend watching the forums for notifications/requests, talk to an "already known" volunteer, or contact CIG's CS Team to be guided to the right person(s).

Sofiegrl: As best I can recall I was led to a forum post on RSI – from there I replied to be a volunteer and voila. CIG

is great about informing the community when they need involvement. I suggest that you interact with the community and keep your ears open before an event. Follow up on the forums and send direct messages if you have to. Jared loves direct messages. ;)

Phantomoftruth: I lurk the forums. I saw Cameron's 'All Call' and PM'd him. I'd already committed to CitizenCon and thought it would be interesting. It didn't disappoint. What you can do if you want to volunteer for an event is watch for Cameron's All Call then PM him or be really proactive and just PM him now. Sorry, Cameron.

'Airstrike' Ivanov: To get involved, all you really have to do to is stick around and watch the forums. It's very easy to just answer the call, so to speak. :P

Batgirl: I actually asked Ben and Sandi if there was anything I could do for them during CitizenCon. When the event neared, I was contacted by Cameron. It was all downhill from there. Lol. Lots of work and all of it rewarding. I think the best way to get involved is to ask. Don't be shy. Post in a forum, send in a ticket. Get active in the community.

Logante: I'm a helpful personality, so I've always been volunteering my time at U.S. based *Star Citizen* events such as CitizenCon, SXSW, and so on. If you want to volunteer, keep tabs and be current on the forums! CIG posts when volunteers are needed. Post away, but expect to be doing a lot of work! It's hard but rewarding work.

Eddie: I got into volunteering a few years ago thanks to a backer who was known by CIG for being a big help in the community. I always like helping CIG out in any way, shape or form and asked if I could be part of the team. The rest is history.



BEHIND THE SCENES

Becoming a volunteer ranges from answering the call on the forums to just showing up and filling a gap somewhere during an event. For instance one European volunteer saw that a dev could use help at the booth at Gamescom and started helping out. He's been a volunteer ever since.

NotableJoe: I think I lucked out getting picked as a volunteer. I happened to see Cameron's call for volunteers, and answered right away.

Twilly Frost: I honestly don't recall. But I was going to be in L.A. and didn't have a ticket, so ... I must have seen it in the forums.

JP: *How rigorous was the selection process? Did you have*

SELECTING VOLUNTEERS (THE REAL STORY)

After seeing at GamesCom how a volunteer team could contribute to the smooth running of a large event, we were acutely aware of the need to put together a team for CitizenCon in LA. Eddie and Gaute both offered to be there (travelling from Holland and Norway respectively). I found out then that Ben, Alexis and Sandi already had a few people that had raised their hands months ago, so we started from there.

For CitizenCon I wanted to include a few community leaders, streamers and known personalities as I already had roles in mind for some of them, either as ambassadors in the queues or as natural leaders and focal points for organizing. I still needed plenty more so I posted on the forums "CitizenCon 2016 Volunteers answer the call" and quickly filled up the rest of the team. This included a couple to act as photographers, which really helped recording both behind the scenes footage as well as some wonderful candid moments.

A total team of 25 on the day, and there still seemed to always be more to do.

— Cameron

to slay waves of Vanduul or survive a zero-g shootout?

J_Coren: I'd bought a ticket to attend in March and was content with simply being in the audience. Several weeks before CitizenCon I saw a post on the forums by Cameron asking for volunteers. Being an LA local, I saw this as an opportunity to give back to CIG in a more meaningful way than just my continued pledges.

Ariphaos: I've killed lots of Vanduul in Swarm, and host the operationpitchfork.com website, but I dunno if that factored into Cameron picking me. I wasn't even sure I was in until I got the group message.

Logante: They have some weird ritual where a good 50 people are asked to drink a liquid and then walk from one end of a forest to the other end during the night. Typically only 12 or so survive, and those are our volunteers!

Nighthawk_Zale: If you can believe it, the selection process was more rigorous than attempting to join today's military! In stage 1 we had to take a 42-mile ruck march and only survivors moved on to stage 2. Stage 2 included verification of our combat skills on the ground and in the skies. Stage 3 was a written exam, and Stage 4 tested our janitorial skills to their limit. But seriously, all you have to do is prove your reliability by staying involved in the preparatory conversations and show a willingness to work hard.

Sofiegrl: I'm uncertain of their selection process. From what I gather folks who were involved with the community, not just the game but also the community in some way – were chosen.

Thereforelam: I emailed back and forth with Cameron a few times, answering questions about location and availability. Thankfully, torture implements were not involved.



BEHIND THE SCENES

J_Coren: I just had to find the starship keys and give them to Cameron.

Stoutman: I just had to say 'Yes.' Pretty sure they knew my answer already!

Batgirl: I waited and prayed every night after being asked if I was interested. I even lit some candles at church ... Lol. There was no selection process I know of. It was more like, "You wanna help?"
"Sure!"
"You're in!"

However, I can confirm that my Vanduul body count is well over 3K.

Phantomoftruth: I think the hardest part was the Lore-master's challenge of answering trivia, passing a "managing Hype" class with Matt Sherman, and writing a process document on "surviving Community Engagement" for Jared and Tyler.

Todd M: I'm not entirely sure how hard it was to be selected as a volunteer. I just popped in to chat, sent a response regarding the opportunity, told Cameron what times we were available and that was that.

Eddie: I used dutch cheese to bribe Cameron.

Thereforelam: (Cameron, that gold bar is due to arrive tomorrow :) – then again a Cider might work too.)

Sofiegrl: Haha

JP: *So, you've found out that you're a volunteer. What was the next step?*

Nighthawk_Zale: Early-early on most of the preparation revolved around getting to know one another and develop a level of camaraderie that would allow for



heightened efficiency on the day. As the event got closer, the conversation became more focused around specific positions and job to be given out. Since I live in the area resolving my accommodations was a simple matter, so I was able to focus more on the impending job and its responsibilities.

Batgirl: For me it was not very hard. Cameron created a Skype group for us and in that group I was able to make friends with Sofiegrl. She and I immediately became friends and decided to room together. The plane ticket was already purchased the same day I purchased the ticket to the con. So I was able to get a great rate by booking early. Planning outfits was the hardest part because much of the events were bar related, but there was much walking involved so ... I learned a long time ago in the Marines that early planning was a key to successful travel. So I had it all worked out within a day or so after being selected to be a volunteer.

Ariphaos: I needed to get a smartphone, I had been holding off on that forever.

'Airstrike' Ivanov: Same as Ariphaos, but in my case it was replacing one.



BEHIND THE SCENES

Twilly Frost: Next step was asking the wife for permission. And to include her as well. Easier to ask for forgiveness, so I accepted the volunteer spot and then asked the wife. Worked out well.

Logante: Next step was making plans for the week\week-end to ensure you're able to have some fun in California but still keep room for your crew duties on pre-event and event days.

NotableJoe: First was a bunch of daydreaming about how awesome it was going to be. Then I started talking to my org mates who were also volunteers, and we worked out the logistics – where everyone was staying, who had a car, when we were arriving. Then booking a room and flight. Finally, I asked my wife if I could go ...

Eddie: Joined the team last minute. Mostly rushed around finding an affordable plane ticket. Was lucky enough to find a volunteer I could share a hotel with. Came in cold, but the other volunteers did such a great job preparing everything with documents and such.

Justin Guarino: For me it was avoiding the ire of my fiancée because I got the last ticket available. :)

Thereforelam: I live locally, so didn't have to worry about travel ... went to CIG for a bit of an orientation on Saturday. Was bummed that I couldn't make it to the social nights on Fri and Sat due to RL constraints.

Phantomoftruth: Everything that one usually does for attending a con – booking room, saving up some extra money, and packing a flat of water.

Stoutman: I already had the ticket and was already going, so knowing that I was going to be a volunteer and get to see all kinds of cool stuff made me start jumping up and down with joy all over again. Just like when I got the CitizenCon ticket when they went on sale!

Sofiegrl: When I found out that I was selected as a volunteer, I already had a ticket purchased as I was planning on attending regardless. Cameron our fearless leader contacted everyone and gave us an in-depth email of what was to come. Most importantly and what brought us all together – Skype! A Skype channel was created for us to start dialoging about CitizenCon and to begin the planning process. We spent weeks discussing various venue options for the Friday and Saturday events. Some were able to scout locations where others like myself, were able to keep track of data on a spreadsheet. We each really had sort of a niche. By doing this pre-planning we all had weeks to get the feel of one another, so once we were together on Thursday the week of CitizenCon it was like meeting old friends.

J_Coren: Once I'd found out I was a volunteer I began to make plans. I booked a reservation at a hotel near the AVALON Hollywood since driving to and from the San Fernando Valley would add 4-6 hours to my day just sitting in traffic (and forego drinking at after parties). Seeing as hotels were rather expensive in Hollywood, I asked if any of the volunteers were willing to share a room and went ahead with it once someone accepted the offer. From there is was just packing and getting to the hotel.

Sofiegrl: Etc. etc. ;)

Todd M: Aggressive contract negotiations with my foreman. By that I mean sweet-talking my wife and taking huge chunks out of my honey-do list before leaving.

Thereforelam: I filled out a lot of the legal paperwork, once done I was only THEN cleared to join the group. Once actually confirmed I was in, then I also had to purchase a smart phone for our chats. I had a CitizenCon ticket so, I was already set for my travel plans. I prep'd my car



BEHIND THE SCENES

to assist with rides. We did T-shirt artwork planning, Bar Citizen site scouting and booking. Then our roles changed and we became less pre-show and more day of show. I got permission to make personal gifts of unique T-shirt artwork prints for the volunteers no one else will have ... then we did Bar Citizen Friday, a meeting at CIG on Saturday @ 10:00am for role clarification then ... day of.

JP: *So you designed your own T-shirts?*

Logante: We were able to provide some input. CIG was very kind to work with the crew team on this!

Thereforelam: The T-shirt was the same as we proposed, but "given age / flair ". One major change was from "staff" on the back to a better / more accurate "CREW".

Justin Guarino: Well ... more so slapped a layout together using some graphics that you guys already had.

J_Coren: Cameron discussed with volunteers about designs a few weeks before the event and we had some input, but CIG made the final decision. It was decided we'd wear an ocean blue shirt with the CitizenCon logo on

the front with the numbers "2946" under it and "Crew" on the back in white letters.

Twilly Frost: Turned out well I think.

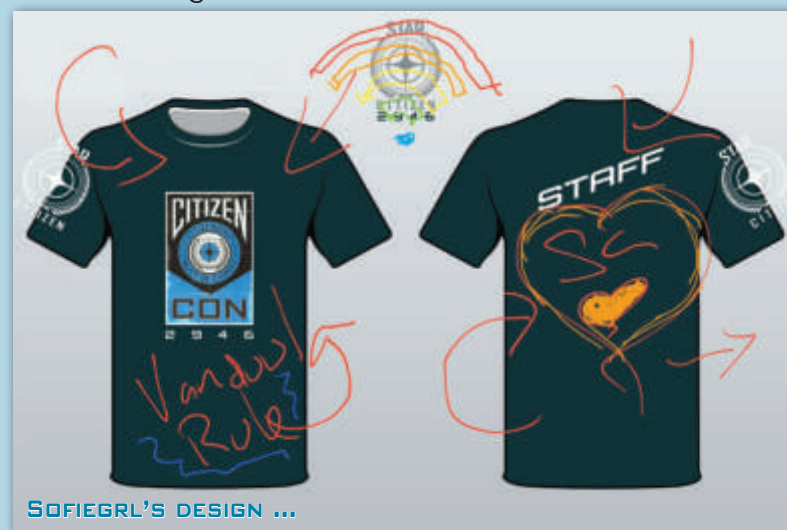
Sofiegrl: A few in the group designed several T-shirt options based off of feedback from the entire group. We narrowed the selection down to about four options and then one was selected by Sandi, I believe. Thank god those armpit antlers didn't make it in the final design. ;)

Also, my design was not selected.

Not sure why.

Batgirl: Unfortunately I had no part in the T-shirt design beside saying, "Wow! That looks awesome!" I attend college full time and work for Apple full time so my time was limited before the event.

Todd M: I was engaged in constant recon missions around my AO. I spent most of my time chasing my now crawling baby around the living room and keeping her from eating ... well about everything that doesn't fall under the categories of "food" or "edible". I wasn't able to contribute to the shirt design.



BEHIND THE SCENES

Stoutman: Hey, I just noticed. My shirt is missing the armpit flames!

Justin Guarino: Those were not armpit flames! hehehe

Stoutman: Yeah, the shirts should have had more hearts on them.

Phantomoftruth: Not enough space for the Saber, Sofiegrl.

Twilly Frost: Sofie, No great genius is appreciated in their time.

Sofiegrl: Thank you, Stoutman. Haha ... MORE HEARTS!!!

JP: *So once the crucial T-shirt decision was made, it sounds like you already knew what you would be doing before you got there?*

Ariphaos: Hahahaha

Phantomoftruth: In theory.

NotableJoe: We signed up for roles. But everyone pitched in wherever they were needed, regardless of assigned role.

Nighthawk_Zale: Yes, everyone's job/position was decided well in advance of the day. This was necessary to ensure Cameron had enough time to speak with each Volunteer Team Manager in order to clarify their responsibilities and the responsibilities of their respective teams. There were approximately two weeks of focused discussion leading up to the CitizenCon weekend. During the CitizenCon weekend there were two large Staff meetings to go over everything for final clarification, and then at least another two or three team meetings on the day to maximize efficiency.

Thereforelam: We had tentative roles, but for some of us that went right out the window after the event started. It was mostly filling needs and playing it by ear.

J_Coren: In the chaos of getting things ready people ended up doing some of everything.

Twilly Frost: I think most people had an idea, if not solid knowledge. Me, I just showed up and tried to be useful.

Logante: Somewhat. We were able to sign up for "general roles," but these were tweaked on the fly. It was a very dynamic situation. Sometimes you'd need to drop one thing to hop onto another task. You had to be able to react fast!

Todd M: I was going to meet as many people as I could, and work my butt off, that's all I really knew.

Batgirl: They made teams pretty quickly and picked team leads for the teams as well. Since Sofiegrl and I were rooming together, I decided/begged to be on her team. My job was to work the line. So I worked it and waled it. lol

Phantomoftruth: All the chatter in Skype allowed for us to gel a bit as a team and get a handle on how we would work together. The spreadsheets were just to keep thoughts organized.

Thereforelam: Cameron let us know he had "groupings" set up, and within those the roles would vary around the core idea of the group. He let people select what they wished to help with, though a few exceptions he appointed for leaders of the groups. To ensure I made the best contribution, I gave Cameron a brief idea of my skill set and let him pick what I should join. To be sure, each group was told to be prepared to switch gears and step in and help in any role at any time if called upon (be a team).

Sofiegrl: For the most part, yes. Leads were identified and from there we met to discuss who might fit well in particular roles. That said, this group has such a wide collective background and skill set that it was tricky picking who would do what. Cameron came up with the teams and we



BEHIND THE SCENES
CITIZENCON
2014

filled in according to where we saw fit. Some were better at AV than others and some were more prone to the social side of things such as my role in the community engagement team. The Day Of lots of things shifted, roles weren't adhered to strictly but were still there as a guideline. Everyone helped everyone. It was that simple.

JP: *What does Community Engagement involve?*

Sofiegrl: I was one of three volunteer leads. My main title for the event was queue engagement manager. I worked with a team of three: Stoutman, Batgirl and Vampiragrl. They were so awesome manning the queue and keeping me informed of what was happening that it freed me up a tad to be able to assist Cameron and the other leads as they needed. My position was very fluid and was able to be so because of the awesome effort of the team. This allowed for on-the-fly problem solving. As an example, about ten minutes before the doors opened I did one last look around the main floor. I looked up and Disco's dad was right next to me. He asked, "is that light supposed to be coming in?" Very clearly it was a propped open shutter of some sort. Upon investigating, cables were running out of it and it was not going to be closed. It was an obvious distraction in the main room and needed fixing. We grabbed garbage bags and black tape and covered the spot right as the doors opened. Things like this came up, and because the queue engagement team was on point – passing out water, sunblock, ice and swag, as well as keeping folks entertained – this freed me up personally to assist in multiple other capacities.

JP: *Well, that sort of demolishes my "what were the various tasks?" question. What did each of you end up doing?*

Batgirl: I had a variety of jobs at CitizenCon. I shot many of the set-up photos and video. Mine are the shaky ones



from Reverse the 'Verse. I also had jobs including working the line, handing out cake and keeping Erin from running away from the signing table. The most fun was handing out water to the wonderful backers waiting on line.

'Airstrike' Ivanov: I was with the IT department – moving, connecting and networking everything together and then the reverse after the presentation. But like everyone else has already said, we all just kind of did a lot of work for each other.

Twilly Frost: I ended up being Shanghai'd into security: standing around trying to project affable competency with just a hint of simmering malice.

Todd M: I had a number of responsibilities throughout the day: Setting up chairs, moving various items from one place to another, and valiantly guarding the *Star Citizen* cake, mostly from Sofiegrl. I also handed out a few hundred lanyards to people waiting in line. And then during the Meet and Greet, I told everyone waiting in line that they needed to keep their conversations as short as possible. I also had to tell people "I'm sorry, we need to keep



BEHIND THE SCENES

the line moving” if they talked to the developers too long. Yep I was that guy, but it was necessary.

Logante: I ended up helping set up the event ahead of time, preparing brochures, helping maintain the line outside pre-show to keep the Community members engaged and excited, helping maintain the line inside post-event for signatures, and helping with the sound booth upstairs, such as assisting with battery packs and generally running supplies for Sandi and Hennessy.

Nighthawk_Zale: I was the Queue Management Team Manager. I was in charge of ensuring all attendees had their tickets scanned and their arm stamped for check-in and that attendees were allowed admittance to the venue in a timely manner when the doors opened. I held The List at the front door while the rest of my team walked the length of the queue to scan every ticket and stamp every attendee. They were diligent in their efforts and I’m very proud of how hard they worked. After the presentation I was in charge of setting up and managing the queue for the Meet and Greet with Tony Zurovich, Ben Lesnick, Sandi Gardner, Erin Roberts and Chris Roberts. That was the hardest part of the whole event, from my perspective. Everyone wanted to get their pictures taken, collect their autographs, and share a kind word or short story with the devs, and I don’t blame them! It was wonderful to watch and help facilitate those moments, but what made this so difficult was constantly having to say, “Sorry, but your time is up. Please move on.” I wish everyone could have had ten minutes with each dev.

Thereforelam: Handing out water bottles to Citizens in line outside, since it was quite hot out. Then showing attendees to their seats, handing out the Polaris brochures at the proper time, and a multitude of various odds and ends.

Eddie: Logistics Manager for the most part. But I also jumped in where needed or where Cameron thought I would fit best.

JP: *What is a Logistics Manager in this context?*

Eddie: So the Logistics Manager is in charge of the logistics team. This team handles tasks inside the venue like: setting up banners, setting up the chairs, guard duty, and jumping in anywhere the other teams are a man short. So it’s my duty to assign people to tasks they are best suited for. And (for example) I gave Jerry an indefinite task for the whole day. But I got the sense he really liked that assignment.

Gerald Norman: I did, Eddie. It put me outside my normal roles and thus my “comfort” zone. But that is how one expands themselves ... I started on the logistics team, then got moved to a role that wasn’t even known till the need arose on the fly. So Eddie lost me from his team.

I showed up early, so did site scouting and site prep (clearing furniture from areas we needed, etc.). Helped move gear into the venue. Helped set up the green rooms. Ultimately with Nicole being delayed at the CIG offices, I was selected to assist Tyler Witkin as his producer for the Man on the Street interviews. Given he and I had talked a fair amount at the Friday and Saturday Bar Citizens, we had already developed a decent casual rapport. I also saw a need to be a timekeeper for fixed-time events (lunch, dinner, and the hard shutdown / exit times). At those times I ran around giving everyone I could find a time warning ... Due to being Tyler’s producer I was put on the radio and could hear calls for volunteers to be sent to locations. When possible I would just go to where they wanted a volunteer and get the task done. When I couldn’t, I would delegate it. Also a key function to ALL of our Roles was a



BEHIND THE SCENES

clearly defined interaction method with Cameron. He had prepped us on what to expect when he got busy, so we were not offended due to the rapid pace of interactions. The key point of all roles was these were generalized and would be fluid as needed, so be flexible on a moments notice ... and boy was that true.

Sofiegrl: Community or queue engagement team's purpose was to take care of and involve the crowd that gathered outside the building hours prior to CitizenCon. One objective was to engage the crowd – an example of this was when Stoutman tied on his Starfarer blanket as a cape and ran up and down the line outside. He came to me and asked if he could do it and I said go for it! Anything that would bring smiles to the faces of the backers was fair game. In addition to smiles, we wanted them to be cared for – water and sunblock were provided by CIG, along with ice buckets kindly offered by the Avalon! The idea was to create an atmosphere of togetherness and excitement and make sure people were comfortable. A nice touch was that my team had a reason to engage the backers: applying the SC tattoos! This was a very nice personal touch in my opinion, and folks seemed to like getting tatted up in line. I saw some footage of Dr. Jefferey with his water bottle outside pouring it on a backer's arm and carefully applying the tattoo. He did this in the heat and with a smile on his face! Love it! Engagement-wise, I asked various streamers to engage those waiting and that seemed to go over well. There were backers doing interviews and of course Batgirl talked to EVERYBODY. The community or queue engagement team worked very closely with the operations manager and team. Nighthawk was the queue manager and he and I were in constant communication regarding the state of the front of the line (aka "entry point") as well as any concerns that arose



or folks with particular needs/questions. Our teams also worked closely stamping hands and gifting swag. My team rocked – they worked hard and did an outstanding job communicating with each other and with me.

I know, I know ... a little long.

Justin Guarino: I floated around backstage and through the audience looking for moments to shoot that would illustrate just how excited and positive the atmosphere was there.

J_Coren: Everything from stage prep, setting up chairs, and moving things around. Mostly I ended up pulling backstage security, probably due to being so tall.

Ariphaos: I put myself on support, so ended up doing all sorts of random tasks. Most people probably saw me running the water by the boxload while Nikki and a couple of others handed it out personally.

Phantomoftruth: General Mook, Pack Mule, VIP Vittles Prep, and Pusher of Water.

Twilly Frost: Oh! I also helped pick up lunch. Got an itemized receipt and everything. (Self high-five)



BEHIND THE SCENES

NotableJoe: Before the show started, I helped hide all of the brochures, I helped try to hang a banner they decided they didn't want up after all, I helped out with the line out front, and I carried the cake in (you're welcome). Once the show started, one other volunteer and I were assigned to stay backstage with Hennessy and help him with anything he needed.

JP: *So you got to decide who got cake?*

NotableJoe: Well, I wasn't going to deny anyone. Although we did have to keep Sofiegrl from getting into it early.

Eddie: O boy, Sofiegrl ... took three big men to keep her from the cake >_>.

Phantomoftruth: Oh ... and some feeding and caring of hype levels for the backers in the queue.

Ariphaos: Twilly may or may not have gotten lost along the way.

Twilly Frost: I wasn't lost, I was being thorough. I figured if I checked off every pizza place within four square miles there'd be no way to screw it up.

Stoutman: I started off handing out bottles of water and keeping the Citizens in line entertained as best I could. Then I was placed in charge of handing out the *Star Citizen* pins and keeping the Citizens engaged. Finally I put on my Starfarer Captain's blanket as a cape, in Disco Lando fashion, and walked the line keeping people laughing and enjoying the California sun in Hollywood. I meet countless Citizens whom I have chatted with online, and even more for the first time. It was the most fun I have had in decades! It was something that I will never forget. :)

Oh yeah, first thing when I got out of my car, I was asked to guard the streaming rigs out in the parking lot while CIG staff carried boxes in. This may have been the most important task of the day because if there was no stream, Citizens would not have been happy!

JP: *What were the three teams? And who were the managers?*

Logante: Logistics, Engagement, Queue, Support, IT. Managers were Eddie, Wulf, Sofie, and Nighthawk Zale.

Eddie: Head wrangler: Wulf

Logistics Manager: Eddie

Queue Manager: Nighthawk

Engagement Manager: Sofiegrl

Cameron Wilkie: I'm thinking of the rest of the team logging in tomorrow and seeing 1K messages on this chat log.

Gerald Norman: hahahahahaha

'Airstrike' Ivanov: I was the only volunteer on IT so not sure that counts as a "team."

Cameron Wilkie: Wulf was head wrangler, a focal point for all kinds of tasks. The Support team included AV and IT support liaisons.

J_Coren: Security was a team which was organized later, after the queue had been let in. It only consisted of Twilly and myself, but we traded watching the Green Rooms and backstage to make sure only those allowed could get in.

JP: *I'm starting to get the sense that the teams were as fluid as the individual assignments.*

Gerald Norman: 10 times over, David.

Stoutman: We all just did what was needed. Not a problem.



BEHIND THE SCENES

Phantomoftruth: Very fluid. When nothing related to our 'Core' team was happening, we would backstop other teams.

JP: *If you had it all to do over again, what would you do differently?*

Gerald Norman: Actually, I wouldn't do anything different. It was fun but exhausting ... It's just a way to minimize some of the chaos.

Twilly Frost: I'd arrange my schedule to try and get to the earlier gatherings. I missed a lot coming into town so late. Team building. As Mr. Sloan always says, there is no "I" in team, but there is an "I" in pie. And there's an "i" in meat pie. Meat is the anagram of team ... I don't know what he's talking about ...

Todd M: I'm not sure what I would do differently except try to spend more time with the other volunteers. I feel like I shared a truly profound experience with the other crew members and I would have liked to hang out with them more. Granted, they were all pretty awesome people so I'm not sure what "enough" would have been.

I would also try to get my "Crew" shirt signed by the Devs. I regret not doing that.

Logante: Invest in comfortable shoes!

Phantomoftruth: Pack Advil. For any future volunteer, expect to be 'go' from the moment you arrive on site. Advil isn't just a quip, but a matter of self-care. Time passes quickly while set-up and prep-work continues apace and it is possible to forget to drink water or eat. Always have water on hand and graze as you can.

Batgirl: First off, sneakers on the event day. I wore flats and took 30K steps that day. Ouch! Secondly the signing table. I would have set up three tables, each with two of



the CIG staff signing autographs so you could have more movement and flow on the lines. That line got very long and I felt bad for those that had to stand in it. The third change is two types of cake. There were many people that just didn't want chocolate! Go figure. Someone that doesn't like chocolate cake. Who would have thought such a thing was possible? lol

Justin Guarino: If I could do it again, I'd make sure I had more time to hang out with the team. Everyone was great and a weekend wasn't enough.

Stoutman: Everything went very well overall. Perhaps two T-shirts rather than just one. One for working in beforehand, another for when the show starts. Also some minor tweaks to how we checked in people and verified tickets to help keep it organized. (No real issues, we just made some recommendations for next year.)

'Airstrike' Ivanov: Pack some Advil, eat a good hearty breakfast, and wear good walking-around shoes.

Nighthawk_Zale: It's difficult to think of doing this over any differently. I felt like the event was well planned. Communication within the team was opened at an early enough time to allow for some team building, details were



BEHIND THE SCENES

disseminated in a timely manner, tasks were managed efficiently and everyone got along really well. I guess the one thing I might plan out for next time is having more volunteers available to help with taking pictures during the Meet and Greet. That slowed the lined down a bit more than I had anticipated.

Ariphaos: For myself there wasn't much I could have done better. Things happened that made making it to all the bar meets impossible, but that happens.

Sofiegrl: I would have liked for the backers to have more time during the Meet and Greet and not have to rush them through it. That said, all of us would take an eternity talking to them if we could. Other than working that out a bit better, I would do it the same.

NotableJoe: I missed orientation, because I flew in Saturday morning, and that put me at a disadvantage. I should have come up Friday night.

Wear comfortable shoes.

Eddie: More time spent with Cameron and the volunteers. Some more team building and getting to know each other better. Time with Cameron seemed extra short this time around.

'Airstrike' Ivanov: Agreed with Eddie.

J_Coren: I'd have gotten inserts for my shoes. Despite how much I enjoyed my time over the weekend, my feet have been killing me for days. Also, Gatorade powder. When you're working hard for 12 hours and sweating constantly, water doesn't cut it.

Sofiegrl: I agree with Eddie. More time with each other is something I wished we had. I feel this way especially after having worked so closely with everyone. :)

Stoutman: Yeah we should have spent more time together on Saturday, maybe done something?

Sofiegrl: I heart you guys – even miss you dearly!

Twilly Frost: I definitely would have liked to get to know the other volunteers better. A lot of terrific people in this bunch.

Gerald Norman: More time would have been nice, maybe a dinner just before a Bar Citizen. I am sure we would not have minded buying our dinner to spend some casual quality time.

'Airstrike' Ivanov: I have Asperger's, and the time together really helped break me out of my antisocial shell before the big events started Friday.

It literally made all the difference in the world for someone like me.

Sofiegrl: Didn't know that, Airstrike; thought you were just a super hero.

You wanted to help anywhere and everywhere, and that was flippen awesome! Thank you for that. o7

Eddie: What ... no YOU were awesome. Actually telling THE Chris Roberts to move on every single time. Magical.

Sofiegrl: I was so happy to be where I was and doing what I was.

Ariphaos: Airstrike transformed between Thursday night and Sunday; it was awesome.

J_Coren: I'd also like to have spent more time with everyone outside of official CIG business. Not to say I didn't spend time with some, but most of it was over official business. The Bar Citizens were a little chaotic to really get to socialize. I found myself enjoying my time in small



BEHIND THE SCENES

groups more, where people weren't having to talk over one another.

Sofiegrl: I loved looking over at you, Eddie, as the time-keeper and you giving me that look like ... we gotta HURRY THIS UP!!

We worked so closely to achieve a common goal – make CitizenCon happen as smoothly as was in our power. We pulled together and worked as a unit and I think it's safe to say that we made that happen!

Eddie: Awwww, Sofie. We all miss you too. Sorry for making ya sick, btw.

Sofiegrl: Agreed J-Caren. Many times since Sunday I have had that feeling that I wanted to reach out to you all and see if you wanted to grab a drink or some dinner.

Eddie, I'm fighting it! Also, it was worth it to work that closely with you. You are an amazing man.

lol

J_Coren: "Caren" ...?

Sofiegrl: Yep, new nickname: Caren.

Eddie: Cause J Cares! My room8.

Phantomoftruth: Okay, so who got the Con-plague?

Stoutman: I don't think I got the plague, but I did start losing my voice Sunday evening towards the end.

'Airstrike' Ivanov: I lost my voice too, bigtime.

Stoutman: I wish I had taken more pictures, and I should have brought cough drops. But I've never had voice issues so I didn't think of it. Been cutting streaming short partially due to voice, but mostly due to being tired. lol

I think it's getting better, thank goodness.



JP: *It sounds like you felt like you were contributing. Would you suggest different tasks (for yourself) next time around?*

'Airstrike' Ivanov: I would totally put myself in Engagement in order to interact more with this awesome community.

Todd M: I enjoyed doing what I did and I hope I do the same things next time. I felt like I met hundreds of people, which was amazing, and I felt like I contributed to something I truly believe in, our community (it's not just about a game, I think we all know that now).

Nighthawk_Zale: I feel strongly that I, and the whole Volunteer team, contributed to the event's overall success. When I come back for the next one I hope to retain the same position of Queue Management Team Manager, but if Cameron needs me to take on a different position I'm content to just be a part of it again. Working with this team was an experience I wouldn't trade for anything.

Logante: Honestly, your "part" is so dynamic, you're rarely locked into one thing, and even if you pick something, you have to jump to other tasks so often.



BEHIND THE SCENES

Gerald Norman: Absolutely not, in my mind my “role” was to assist as needed. Cameron had made it clear many times, though we had roles to please be flexible and contribute as needed ... that’s how one gets a complex and very fluid task done.

J_Coren: I’d probably put myself in Queue or Engagement. You don’t get to interact with people as Security much unless you’re asking them if they’re CIG staff. Honestly though, anything which helps the event along is fine by me. My sense of fulfillment is knowing my efforts in part helped things go smoothly as a whole, not too dissimilar to *Star Citizen* itself. Gratification from accomplishing great things through teamwork.

Sofiegrl: Eddie and I kicked ass on that Meet and Greet – just gotta say. He and I really gelled on getting 300 plus folks through to hit that 10pm deadline.

Batgirl: The main reason for three leads was that the radios were limited and they wanted to limit access to the coms to few volunteers. Even so, there needed to be some more rungs in the ladder. But all in all I think Cameron and his team nailed it. We had a stressful but very rewarding experience.

NotableJoe: Most of my skills center around technical stuff, which is pretty common for a group like this, so I didn’t really have anything unique to add. My best contribution, then, would just be lifting heavy things.

Eddie: I was just there to help out. Any task Cameron or CIG gives me I’ll happily fulfill. Just being around awesome people is such a big reward I would be willing to do any task for it. And I got to meet someone like Sofie!

Twilly Frost: Actually, security suited me well. I was able to help people with all kinds of different tasks (mostly di-

recting traffic). And if worse came to worst I actually train in all manner of hand-to-hand combat, but the crowd was so orderly I didn’t have to so much as turn anyone away.

Cameron Wilkie: 210 in the Meet and Greet queue. Glad it wasn’t 600 and 1/min.

Sofiegrl: Imao – Felt like 1000.

Eddie: Sofie, I still feel the evil eyes on the top of my head – you know that. Glad you directed them somewhere else and not at the people. :s

Sofiegrl: Was that evil? I thought it was more anxious – something is about to go down – curse word curse word curse word ... but ok, we can call it evil. ;)

‘Airstrike’ Ivanov: I can say mine was taken into account wonderfully, anytime I needed to hop into the green room or out to the side alley for a bit of fresh air and quiet time, it was done.

Sofiegrl: We had several backers with spinal cord injuries that we hadn’t known about ahead of time. Nighthawk communicated with me and I was able to get those that could not stand or be in the heat inside and sitting. Those with known disabilities were asked to stay at the front of the line and were let in first to find the most preferred seating for themselves.

During the Meet and Greet, chairs were lined up at the front of the line for those with disabilities who could not stand. Folks with disabilities were able to go through the Meet and Greet first.

Addressing the needs of the backers was a very important point taken into consideration during the planning process.



BEHIND THE SCENES

Gerald Norman: I can't believe how giving CR, Sandi, Erin and the rest were to sit there for three hours after a week-long grind to prep for an ever-changing presentation right up to five minutes before live. It showed me a whole new level of caring and commitment ... I have seen the behind the scenes grind at a company for product launches, and I doubt they got four hours sleep a night ... yet gave it their all with the fans.

As time ran out, we rushed to get a volunteer photo. Sandi jumped in and assisted us by taking the group photos for us with two different cameras. So she filled the volunteer photographer role!

Wulf: My disability was well seen to. I just had to break fairly often near the end, and felt the need to explain to people a lot that I wasn't a lazy lump and I was just tending to the blazing of a thousand suns coming from the ends of my ankles.

Stoutman: I never mentioned any of my disabilities but didn't have any issues worth mentioning.

Twilly Frost: I guess if I could do anything differently, I would try and assist with more physical labor. I didn't realize so many people were struggling.

JP: *What was the highlight of the weekend for you?*

'Airstrike' Ivanov: Meeting Chris Roberts for the first time. The guy's one of my idols, because the first space sim game I ever played was *Wing Commander 3* for the SNES. This was actually my very first convention of any kind, even just going to one.

NotableJoe: Thomas Hennessy coming down into the green room and telling all of the volunteers there how much he and the other devs appreciated us.



Logante: Highlight was hanging out and meeting a lot of great Community members! This has been a great adventure ever since the beginning. I have a blast meeting new Community members, as well as meeting up with ones I've met before. It's always a great time!

Nighthawk_Zale: The highlight of my weekend would have to be that shared sense everyone had of finally being able to put names and faces together in such a "real" fashion. It was one of the most commonly stated things at any one of the many events that weekend, and was usually followed by a hug. This community, and coming face-to-face with it, is what made my weekend great.

Todd M: Besides meeting hundreds of awesome people? Many years ago I was a member of an organization called the SCA. I eventually left but while I was a member, I made some very good friends. These people became more like family than friends. I ran into one of those friends there.

Stoutman: Besides being part of CitizenCon, and meeting tons of Citizens for the first time, I would have to say Meeting Erin Roberts for the first time. I have meet most of the Los Angeles CIG staff already, and he was the one I really wanted to meet!



BEHIND THE SCENES

'Airstrike' Ivanov: Another point for me, I hadn't honestly been a huge part of the community until Thursday evening – that was sort of the fire that got me so going. I can say though that I'm so glad to be a part of the best community in the universe and there's no looking back at all.

Sofiegrl: Highlight of the weekend for me was working as a cohesive unit to accomplish a common goal. Coupled with this is meeting fellow volunteers and backers.

Twilly Frost: Sharing such a great time with my wife meeting great people, watching CitizenCon next to Ben, and getting to personally thank Sandi for a RL solid she helped me out with a few months ago. That actually meant a lot to me.

Cameron Wilkie: One of mine was setting a fairly decent high score on the CIG LA office Galaga arcade machine.

Sofiegrl: So very jealous, Cameron. Well done, though!
o7

Eddie: Very easy question: meeting everyone at these events. From the backers to the volunteers to the CIG Staff. Normally you would think all these groups are divided by an imaginary line, but with *Star Citizen* it all feels like a big happy family.

Batgirl: When I was working the line I was handing out water to all the backers waiting to get into the event. Instead of just grabbing a box, I grabbed ten waters at a time and handed them out personally so I could meet as many people as I could. Lady Nighthawk just made me feel special when she was so excited to meet me. I met so many amazing and wonderful people working the line, but a highlight would be getting to meet Baby Nighthawk. But that is not to say that it was much above meeting all the

wonderful people I did. There was one other thing. I was waling into Avalon for more water and one of the devs called me over. He was with four or five others. They then said thank you to me for my show and my contributions to the community. I met so many wonderful backers but I never knew how many people actually were thankful for my work on *Star Citizen* AA. It choked me up since I never expected the devs to be the ones watching. I love this community inside and out!

Ariphaos: Picking individual highlights is not my strong suit. Being a part of it as a whole, for the most part.

J_Coren: To say one more than any other was the highlight would do a disservice to the others. Between getting to meet hundreds of amazing people, to hanging out with other volunteers, to getting to meet the devs, with Bar Citizen events each night. Spending five hours talking with Cameron, Max, Airstrike, Wulf and Ariphaos on Thursday about *Star Citizen*. They're all highlights that come together to make a reel that started on Thursday and ended on Monday. I don't think it would have been as great a weekend had it been any other community.

Phantomoftruth: I don't have a single highlight. The SC community, backers, streamers, devs, is the best community I've ever had the fortune to be part of.

Gerald Norman: The genuine kindness, caring, concern, engagement and positive energy in many ways from each and every CIG employee I interacted with. From CR and all the execs to the boots on the ground. They still have the passion as "fans" of the game, not just employees, and that it in and of itself is exceedingly rare nowadays. Once you began to engage anyone – executive, dev, community person and so on – they were in no rush to move on and they FREELY shared their precious time.



BEHIND THE SCENES

CR made a profound effort to show respect to the fans by coming to the Friday Bar Citizen and spending two hours there while still having a very long prep time ahead for CitizenCon.

Many of the employees said they took great satisfaction seeing the emotional responses of the fans that validated their work ...

JP: *So, say I was looking to get a Crew T-shirt. Anyone know anyone who might be willing to part with one? :)*

NotableJoe: Nope

Twilly Frost: Ha ha ha! Best of luck!

Sofiegrl: Nope. Although I can be bribed for a large sum of money ...

JP: *It might be worth the laugh just seeing me try to fit into your T-shirt ...*

Sofiegrl: Again ... money will need to change hands if you want to see that a reality ... :)

NotableJoe: Washed, folded, and placed in the SC vault.

Eddie: NOPE. Precious memories. Never happening.

Batgirl: I would not be okay with that. These shirts are earned, not sold. Work a show and get your own. Mine, mine, mine!

Todd M: You could get one from my cold dead hand, but your chances aren't very good.

J_Coren: You'd have to pry it out of the poster I hung it up in!

Sofiegrl: Plus Eddie has the cooties.

Eddie: Says the one that gave it to me. >_>

Stoutman: You can dig up my grave after I am dead and



take it. I won't be needing it much but may haunt you if you do swipe it!

Nighthawk_Zale: Where did I get my shirt? From CIG. Where do you get yours? Pried from the cold dead fingers of my carcass on some uncharted planet after you've stalked me in-game for months on end. I kid! It's like your Citizenship, you have to volunteer and earn it. Then you get it!

'Airstrike' Ivanov: It's my one and only *Star Citizen* shirt so far. Mine. :D

Gerald Norman: My T-shirt is a treasured trophy / reminder ... not going anywhere. lol

Phantomoftruth: Only for an obscenely large sum of money and since this shall not happen, I believe my cat has decided it's great for napping in right now.

Sofiegrl: I see I hold a unique position here. Message me with dollar amounts.

Ariphaos: I am currently trying to get a CIG LA office tour since I didn't realize they were happening Monday. >_> Plan on wearing it. I suppose someone could murderize me for it.



BEHIND THE SCENES

Logante: I love the shirts.

It's great to feel more like part of the team.

'Airstrike' Ivanov: Yeah I love the posters, I am gonna try to frame them and frame the shirt as well

Phantomoftruth: Swag is nifty, and the shirts are near unique, and for me, experiences will always hold more value for me than things.

JP: Any final words?

'Airstrike' Ivanov: I hope to volunteer for each and every event, no matter where it is. This has been a real life-changing weekend and I could never imagine any game or community as amazing as *Star Citizen* after the weekend I had.

Twilly Frost: Why am I just now discovering the Shadow Warrior remake? The dialogue is hilarious! Also, great experience, super people, awesome to see all the people behind the creation of my soon to be favorite game and help in my small way.

Stoutman: I would love to thank CIG for the opportunity to be part of CitizenCon 2016. Thank my fellow volunteers for making it so fun. And thank the Citizens for being so awesome!

NotableJoe: It is a real honor being so intimately involved with a project like *Star Citizen*. A project like this comes by only rarely, perhaps once in a lifetime, and it is surrounded by a community just as unique.

Batgirl: I have been in the community for over three years and each one that goes by I meet more and more amazing people. Working with the volunteers on CitizenCon 2016 is by far the best experience I have had and that is a tough one to say since I have met you, Ben, Sandi, and spent 40



minutes with Chris at CIG. These folks are the rock of our community and I am honored to be among them. Thank you, Cameron, for giving this to me. It is the best gift CIG could have ever given to me. And on top of that I have made some new friends that I am sure will be around for a very long time.

Todd M: Keeping the Meet and Greet line going quickly wasn't just hard because of the backers. The devs appeared to be as much fans of the community, as the community members were fans of theirs. They seemed to light up every time they met a new backer and wanted to talk to each and every one of them at length. Sadly that wasn't possible because of the sheer number of backers in line. We did the best we could, in fact we were "asked" to leave the building at 10:00PM and the last backer went through that line around 9:57PM, so we gave you guys as much time as we could.

It was an honor and a privilege to serve such an amazing community by helping CIG with CitizenCon.



BEHIND THE SCENES

Eddie: I just want to thank all the backers out there for making this possible. Without them I couldn't volunteer for such an awesome company. Also thank CIG for giving me the opportunity every year and my awesome fellow volunteers. They worked 12+ hours without complaining, smiles on their faces and staying professional. It's truly inspiring. Cameron also should get his props but I don't want to make him blush too much.

Gerald Norman: First and foremost, CAMERON deserves a lot of credit for getting CitizenCon done. He was a non-stop machine getting things handled as needed on the fly ... though we did a lot of roles he was responsible and accountable for ALL and that's a heck of a lot of pressure for 14 hours non-stop !

NotableJoe: I agree. Cameron was on point.

'Airstrike' Ivanov: Yep, Cameron is easily top three in my best-friends list, has been up there for a while. It was amazing to finally meet him in person. :p

Twilly Frost: Have to agree about Cameron, great job and terrific enthusiasm.

Cameron Wilkie: Cheques are in the mail.

Ariphaos: Too bad this isn't a video chat so we'd get a shot of Cameron blushing.

Nighthawk_Zale: To my fellow staff: It was a deep honor & true pleasure to work with you. We made CitizenCon 2946 an amazing experience!

To my fellow attendees: I was truly humbled by how welcoming and friendly you were to everyone, regardless of Org or other affiliation. You've stoked the fires of my passion for this community, and I thank you for it!

To the greater *Star Citizen* Community: I look forward to

continuing this journey with you in the years to come, through localized events in the real world or by way of in-game interaction. Here's to 3.0 and beyond!!

Phantomoftruth: I was expecting to go to CitizenCon and have a fantastic experience. Volunteering brought that experience to a whole new level. Cameron knows

this gig inside and out, and with that knowledge was able to prepare us for the whole of the event from 'go' to 'done'.

Twilly Frost: Don't sell yourself short, Cameron, you really were a pleasure to work with. My wife was impressed with your enthusiasm and genuine personality. CIG is lucky to have folks like you.

Logante: It was a great overall experience meeting up with the devs as well as the Community members. I've been working with communities for over 18 years, and this is by far the best Community I've had the honor of working with. I look forward to future events!

Cameron Wilkie: Thank you all. Just doing my favourite job in the world and lovin' it.



BEHIND THE SCENES

LEIR SYSTEM

MYA



Leir is an unclaimed system that some once thought would develop into a major hub for Humanity. Discovered by an ICC scanning team canvassing Banshee in 2677, the pathfinders were thrilled to discover an A-type main sequence star with three mineral-rich and potentially habitable planets. The system's initial assessment sparked interest in both the public and private sectors. Imperator Illyana Messer VI, still tightening her grip on the reins of power, decided not to commit resources to the system, leaving Leir's official status in limbo.

Small time miners still went in droves. Many of them didn't come back. Strange stories circulated and the system soon had a bad reputation both for danger and for its lack of basic services. There was only one settlement with any kind of longevity in the system. Located on the second planet, the settlement of Leir was a nexus of shiftless travelers, greedy miners, fugitive criminals and cold mercs

looking to make a cred. Though the settlement was subsequently wiped out by the terraforming process, the name had been so firmly established in the public imagination that it became synonymous with the entire system.

In 2743, Galor Messer IX decided to capitalize on the still unclaimed system and opened the floodgates of commercial progress. He authorized the auctioning of a terraforming permit for Leir II, the system's clear crown jewel, in an effort to fund his legacy, a complete foundational redesign of UEE government buildings. The winning bid was so high that many assumed it was a mistake. Turns out, it wasn't.

The aggressive bid was the UEE's introduction to Hatfield & Harding, a new venture between Clarence Hatfield, an eccentric trillionaire from Lo, and Olive Harding, a self-made mining baron. The two had big plans for the planet. Now all they needed was someone to carry them out.

LEIR SYSTEM

THE NEW DOCTOR

Hatfield and Harding scoured the universe and eventually found Dr. Marcus Fayel. A terraforming expert at UPARO, his peers subsequently described him as brilliant, charismatic and ideal for the position. Dr. Fayel secured the job by the end of his initial interview.

Once operations began, Dr. Fayel established Leir II's first terraforming colony atop the planet's largest mineral mother lode. It wasn't long before a clandestine mining operation was up and running. For years, Dr. Fayel hid the operation from Hatfield and Harding and funneled the profits to himself and a close cadre of associates who oversaw the operation. No one knows exactly when, but the stress of overseeing a massive terraforming project and hiding an illegal mining operation got to Dr. Fayel.

In 2803, the Hatfield and Harding board of directors named Dr. Fayel the company's "Employee of the Year." He declined an offer to receive the award in person, and instead sent a vid to the banquet. In it, Dr. Fayel consistently repeated the phrase "purity of purpose" and spoke in grandiose terms about the world "I am creating."

No one batted an eye, though. According to multiple banquet guests, Dr. Fayel was hard to hear over the roar of company board members, who were more focused on advancing their own inebriation than hearing Dr. Fayel.

On May 3, 2812, the company abruptly lost all communication with their operations on Leir II. A few hours later, a looped message was broadcast from the planet. Dr. Fayel, dressed all in white, stood in the foreground while rows of workers stood in perfect order behind him. He announced that the planet's "purification" was accomplished, but control of it would remain in his hands. He spoke at length about Humanity's hubris and declared his intention to separate his believers from the rest of society. Dr. Fayel ended by declaring his intentions were peaceful, but that

TRAVEL WARNING Though the Outsiders shun external influences, don't assume they aren't equipped to protect themselves. A local militia patrols the planet in reliable yet aging ships, and they are not afraid to engage those seen as a threat.

his followers would defend the planet to their death if anyone attempted to overthrow their authority.

Hatfield and Harding were furious. The company had been hemorrhaging money for decades and were in desperate need of a revenue stream. Quietly, they scrounged together credits and hired mercs to retake the planet. Archival records would later reveal that the company's executives doubted the workers would stand with Dr. Fayel when push came to shove. They had no idea how wrong they were.

Though no one knows exactly what happened the day the mercs struck, scattered comms between them paint enough of a picture. The invading forces entered atmosphere and landed to find the population center deserted, only to be ambushed after they separated into teams to search for Dr. Fayel. The attack was designed to draw the mercs away from their ships and allow the craft to be taken intact. Some believe those ships constitute the backbone of the fleet that still patrols and protects the planet to this day.

Word of the failed operation spread fast, and Hatfield and Harding were brought before a Senate subcommittee to discuss the events. Investor confidence plummeted along with their stock price. It wasn't long before the company folded and the fate of Leir II was left in Dr. Fayel's hands.

Meanwhile, the UEE kept their distance since the system was officially unclaimed. Hatfield and Harding's attempt to retake the planet only proved that the residents were willing to fight to the death to protect their new home. And after only recently ousting the Messers from power, the UEE had no stomach to use military force to impose their will upon more people.



EMERGENCY

To this day, many have theorized, but little is truly known, about Dr. Fayel's tactics to convince the workers to stand by him for this grand experiment. Some believe it was decades of masterful information manipulation and brainwashing. Others have wondered if some unknown event triggered a mass psychosis upon the workers operating in an extremely stressful environment. Records turned over by Hatfield and Harding did show that no workers had requested to leave the planet in the project's final five years. It is unclear whether everyone truly believed Dr. Fayel or whether dissenting voices were imprisoned or faced a worse fate. Following the merc invasion, Dr. Fayel and his disciplines were effectively cut off from the rest of the universe, earning the name that is still used to describe them – the Outsiders.

So the Leir System has subsequently languished. It doesn't receive updated infrastructure and still lacks traditional trade routes and opportunities, all of which makes Leir one of the most fascinating systems around.

LEIR I

This small, rocky planet is naturally habitable, but not an ideal place to live due to its lack of infrastructure and amenities. A small mining population does call it home and is happy to trade with haulers.

LEIR II (MYA)

Descendants of the original Outsiders still control Leir II, though they call it Mya. Some of Dr. Fayel's hardline stances have been softened since his death, but most residents still treat visitors with contempt and most of the planet is deemed 'off limits' to visitors. Some are willing to sell items, but all refuse to buy anything.

Some visitors find the lack of commercial hustle and bustle unsettling, while others see it as soothing. Even without the appeal of trade, the planet is worth a visit solely

for its stunning mountain ranges. It's easy to see why so many believed this was a paradise worth protecting from the greater universe.

Purporting to be a "pure" planet, its population centers are unique. Due to the lack of building supplies from the greater universe, many structures use the same type of rocks, or are even cut directly into the mountainsides.

LEIR III

The third planet in the Leir System is a rocky orb teeming with resources. Early scans detected an abundance of graphite and crystals, encouraging many miners to risk landing on the planet despite the deadly storms that plague the surface.

Today, the planet has no permanent settlements since the large indigenous sandworms, known as Valakkar, seem to have a predilection towards destroying them. Some brave miners and outlaws do live in temporary encampments around the planet, but most embrace a nomadic existence and move regularly to stay ahead of the storms and worms.

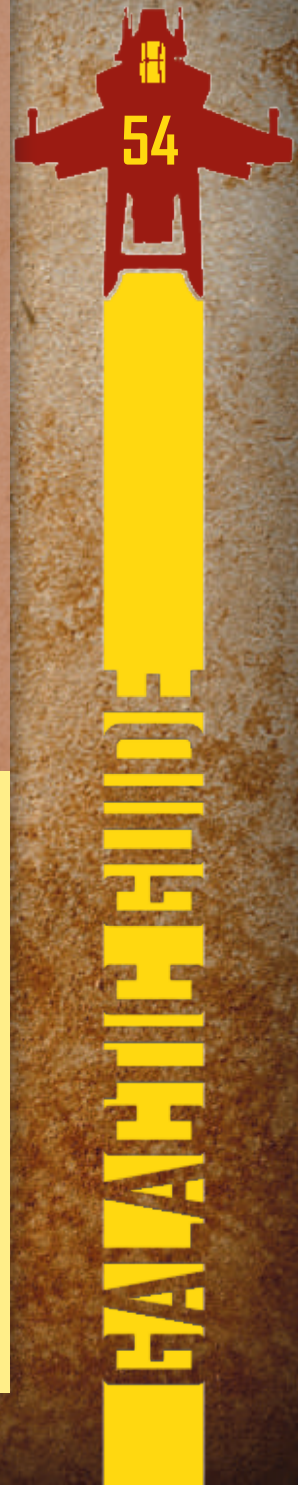
HEARD IN THE WIND

"As I stood, gazing upon what I had perceived to be Humanity's magnificence, a thought struck me, piercing my skull like a nail of light. It is only through purity of purpose that a planet such as this can be created to not only survive but thrive. I had been led astray. I had believed that I was righteous. I was not. But I will be."

- Dr. Marcus Fayel, *Hatfield and Harding*
"Employee of the Year" acceptance speech, 2803

"There's a potential for greatness in this system. The second world, in particular, features stunning landscapes, appears to be overflowing with resources, and is ripe for terraforming. If easy access to the system is ever attained, the UEE needs to ensure everything is done to bring it into the fold."

- Katherine Oliver, *ICC Stellar Surveyor's initial assessment, 2677*



LOST

S Q U A D



Act 2

Attached is the actual production 'shooting script' used to film "Before the Fall," the first episode of the spectrum vid series *Lost Squad*. As you are reading through, you may notice differences between this script and the episode that was eventually broadcast. This is due to adjustments made by the director and actors on set while filming, and from the choices made afterwards by the editing team. We have purposely left these discrepancies in and hope you enjoy the light they shed on the creative process.

LOST SQUAD
Episode 1.1: Pilot
"BEFORE THE FALL"

Written By

Jenna Tatman
Hadrian Weir

Based on real historical events

Registered with ICWA #233.451234
Draft 3.2
Shooting Script
Devil May Care Productions

CHRONICLES

ACT II

EXT. HERSERON STATION - HANGAR BAY

From the gaping open hangar nestled into the side of the Navy-converted terraforming station, a Terrapin launches through the atmo-shield and heads out into open space.

Suddenly, with a roar, a Squadron 88 RSI Maverick rockets past the Terrapin, narrowly avoiding it.

INT. MAVERICK COCKPIT

Blair, sits strapped into the claustrophobic cockpit, the acceleration pressing him firmly back into his seat while he tries to pilot with a death grip on the flight stick.

BLAIR COBALT
Damn it!

INT. TERRAPIN COCKPIT

Tyrese smiles from the pilot seat as he watches the Maverick shrink as it zooms away.

TYRESE 'FADER' JACKSON
I told him the throttle was touchy.

INT. MAVERICK COCKPIT

Blair, pulls back gradually on the throttle, but instead of slowing down gently, the reverse thrusters kick in hard and Blair is brutally slammed forward.

INT. TERRAPIN

Through the cockpit we see the Maverick flare to a halt.

LEN 'SNUFF' ALEXY (O.S.)
Be honest, you made the rookie fly the Maverick to knock him down a peg.

Len leans around the scanner monitor to look to where Tyrese sits in the cockpit.

TYRESE 'FADER' JACKSON
Of course not. That would be petty and unbecoming of a superior officer such as myself.

LEN 'SNUFF' ALEXY
Oh, well in that case ...

Blair pops onto the comm screen rubbing his neck.

BLAIR COBALT
(over comms)
Requesting permission to hunt down whoever thought giving a ship only two speeds was a good idea.

TYRESE 'FADER' JACKSON
Hey, the Maverick's a classic. You should feel honored to fly one. There's only three left in active service.

INT. MAVERICK COCKPIT

Blair talks to Tyrese and Len over the comm screens.



CHRONICLES

BLAIR COBALT
I'll try to remember later that these bruises are a privilege.

TYRESE 'FADER' JACKSON
(over comms)
Any guess where the other two Mavericks fly?

LEN 'SNUFF' ALEXY
(over comms)
Demonstration Squadron 151.

TYRESE 'FADER' JACKSON
(over comms)
I was asking the kid, Len. I know you know the answer.

LEN 'SNUFF' ALEXY
(over comms)
Sorry.

TYRESE 'FADER' JACKSON
(over comms)
Anyway yeah, Mavericks are big hits at the space expos because their accel / decel lets the 1-5-1 do crazy things with them. Use to drink with their flight leader. Told me the secret was to cut the linear thrust from the mains.

Blair thinks this over.

BLAIR COBALT
So if that's the case ...

His hand switches the toggle for the thrust-er decoupler.

BLAIR COBALT
... I should just drift-start at a tangent to my course.

Blair gently pushes down on the throttle while pulling the stick to the right. The ship still lurches forward but in a much more controlled way.

EXT. SPACE

The Maverick slides at an angle in a smooth acceleration before swinging the main thrusters into position and picking up speed. It's like watching a race course pilot drift a corner, except there's no track.

INT. TERRAPIN COCKPIT

Tyrese watches as the Maverick successfully rotates to a stop and then picks up again.

BLAIR COBALT
(over comms)
Okay, I think I got it.

Tyrese cuts off the comm.

LEN 'SNUFF' ALEXY (O.S.)
Hey, Fader, remind me, how long did it take you to learn that?

Tyrese's jaw tightens.

TYRESE 'FADER' JACKSON
What I want to know is how the hell did this kid end up in the 88?

LEN 'SNUFF' ALEXY
There's a sojourn saying, "Enjoy that which is set before you."



CHRONICLES

TYRESE 'FADER' JACKSON
Well there's a Fader saying too, "A
free cow is still full of shit."

LEN 'SNUFF' ALEXY
You've never said that.

EXT. OUTPOST TC3 - CALIBAN III

The squat buildings of the terraforming labs can barely be seen through the haze of the storm; its floodlight struggle to cut through the thick hail of crystalline shards pelting down from the looming, dark red clouds above.

A series of rapid lightning strikes briefly reveal the ROVER parked near a tube-hatch leading to the main building. A strong gust of wind suddenly TOPPLES THE ROVER onto its side like it was a mere toy.

INT. OUTPOST TC3 - MAIN LAB

Dr. Tate looks up at the sound of the Rover crashing.

DR. TATE
What was that?

Dora Reese looks away from the small viewport.

DORA REESE
The Rover flipped.

DR. TATE
Damn it.

He turns his attention back to the unconscious body of KAYLIE, a fastpatch covering a fresh burn on her face.

DORA REESE
We're not going to be able to move
Kaylie to TC2.

She crosses over through the lab crowded with equipment to where Dr. Tate is.

DR. TATE
She's stabilized for now, but I fear the storm's only going to get worse. Any luck getting in touch with Her-seron?

DORA REESE
Couldn't comm through the storm. Too much interference. What the hell's going on out there, doc?

DR. TATE
It's the ionizer. Here.

Dr. Tate heads to a terminal and brings up a stream of data.

DR. TATE
On a more developed world this wouldn't be an issue, but since our atmosphere is relatively light, abstractly speaking, a little miscalculation here or there could cause a massive pressure front ...

Reese looks over his shoulder at the screen.

DORA REESE
There. IS04-3 slightly to the west of us. The last reading before the signal was lost ...



CHRONICLES

DR. TATE
 Much higher than it should be. And
 if it's still running ...

A massive lightning strike shakes the building.

DORA REESE
 How do we turn it off?

INT. MAVERICK COCKPIT

Blair is getting the feel for the Maverick. The controls are still fighting him, but the smile on his face shows he's enjoying the challenge.

TYRESE 'FADER' JACKSON
 (over comms)
 We're still clear. You got anything?

BLAIR COBALT
 Nothing so far. You want me to scout ahead?

TYRESE 'FADER' JACKSON
 (over comms)
 What you mean is do you have permission to open her up.

BLAIR COBALT
 (grinning)
 Within the scope of the mission parameters, sir.

INT. TERRAPIN COCKPIT

Tyrese rolls his eyes at the eager Blair.

TYRESE 'FADER' JACKSON
 Yeah, go ahead. But I swear if I see a transfer request to join the 1-5-1 on my pad next week I'm gonna be pissed.

LEN 'SNUFF' ALEXY
 Why would he need to transfer when 88's got all his Maverick needs covered?

BLAIR COBALT
 (over comms)
 Actually. That's a good point. Why is 88 even flying a Maverick?

TYRESE 'FADER' JACKSON
 Well ... Technically we're not.

LEN 'SNUFF' ALEXY
 The ship you're currently jetting around in was decommed at the end of last year.

TYRESE 'FADER' JACKSON
 We were supposed to get a Hawk to replace it.

LEN 'SNUFF' ALEXY
 But the Hawk never showed, so we just kept flying the Maverick.

BLAIR COBALT
 (over comms)
 What do you mean the Hawk never showed?

TYRESE 'FADER' JACKSON
 There's a black hole in Caliban located somewhere around Herseon. Sucks up all supplies.



CHRONICLES

LEN 'SNUFF' ALEXY

What we do get is either old, not enough, or both.

TYRESE 'FADER' JACKSON

Take the beacons. Instead of upgrading the system like we should, we spend all shift patching up antiques.

A beep alerts from the scan console.

LEN 'SNUFF' ALEXY

Speaking of, we're nearing the dark beacon now.

TYRESE 'FADER' JACKSON

Go ahead and get your suit on, Len. Blair, once we clear the approach, circle on the 90 and keep an eye out.

INT. HERSERON STATION - HANGAR

In the back of the hangar, a cargo pallet sits forlornly with a single crate on it. CHIEF OBIOMA DUNDER, rail thin and bald, surveys it with Captain Herst.

CHIEF DUNDER

Do you know how many the order was for?

CAPTAIN HERST

Six.

CHIEF DUNDER

Do you know how many we got?

CAPTAIN HERST

I understand your frustration, Chief. We're trying to -

CHIEF DUNDER

The answer's one. One out of six. Will you tell me what the hell is happening that I order six cyclers and only one shows up? They do understand that we're trying to run a damn Naval operation out here, right?

CAPTAIN HERST

I promise you, we are looking into the supply issues. I've been assured that -

CHIEF DUNDER

Assured. Great. I feel better already. We're hanging by a thread here. Don't blame me when the damn thing snaps.

Chief Dunder stomps off leaving Herst alone with the crate.

INT. WAREHOUSE - NIGHT

Five crates that match the one we saw in Herseron sit on a cargo pallet in a dimly lit warehouse.

GREASY THUG (O.S.)

They're right over here, Mr. Liman.

GAIGE LIMAN (O.S.)

Open them.

A thick-necked GREASY THUG wearing a black skinner coat and tactical goggles taps in a code on one of the top crates and pulls it open. The pristine cycler inside catches the light.



CHRONICLES

A hand, carved with deep lines of blue luminous ink, reaches in and lifts the complex part out of the case to inspect it. This is GAIGE LIMAN, the "Bright Light of Blackwater."

GREASY THUG
Your friend really came through on this.

GAIGE LIMAN
Any trouble?

GREASY THUG
(shrug)
That idiot Yacov spilled coffee all over my nice, clean ship, but nah, no trouble.

Liman replaces the cyclor into the case and closes it.

GAIGE LIMAN
Good. Take the tags off, scrub 'em, and get the word out - We're having a sale.

EXT. EARLY WARNING BEACON

A small figure in an EVA suit, Len, jets towards the side of an EARLY WARNING BEACON. All of the normal myriad of blinking lights that adorn the beacon are off.

LEN 'SNUFF' ALEXY
Well. It's definitely dead.

TYRESE 'FADER' JACKSON (O.S.)
(eating)
Maybe that's just what it wants you to think.

With a CLINK, Len's boots attach to the side of the beacon.

LEN 'SNUFF' ALEXY
Know for sure in a second.

Len pulls a small arc-laser from his belt and starts cutting open an access panel with a bright shower of sparks.

INT. TERRAPIN COCKPIT

Tyrese watches Len with his feet up on the cockpit dash while snacking on small crunchy grain nuggets from a foil pack.

TYRESE 'FADER' JACKSON
(mouth still half full)
How's it look for you, Maverick?

INT. MAVERICK COCKPIT

Blair is adjusting the scanner on the console.

BLAIR COBALT
Was just about to comm. Might have got something.

He dials it in more, and the blip comes into focus.

BLAIR COBALT
I think it might be a quantum trail, but I'm not recognizing it.

TYRESE 'FADER' JACKSON
(over comms)
I'll give it a scan.



CHRONICLES

INT. TERRAPIN COCKPIT

Tyrese brushes the crumbs from his lap and heads back to the scan station. As he settles into the seat, he focuses the scanner onto where Blair is patrolling. There is a small unknown signal showing.

TYRESE 'FADER' JACKSON
Yeah, I see it. I think I can clean up the signal more. Len, do you think that -

Before Tyrese can finish the thought an alarm triggers. He swings around to view the second monitor. An EMERGENCY COMM flashes on screen.

INT. OUTPOST TC3 - MAIN LAB

The viewports are all rattling as the hurricane winds whip wildly at them.

Reese pulls herself out from underneath a terminal.

DORA REESE
Any luck now?

Dr. Tate types furiously at a terminal.

DR. TATE
It's no use, with the main tower out, we can't get the signal through the storm.

DORA REESE
Fine. Then I'll just have to go send it myself. Transfer the correction sequence on to a datafob.

DR. TATE
What do you mean send it yourself?

Reese pulls on her helmet.

DORA REESE
The sequence, doctor.

DR. TATE
Wait, you're not seriously thinking about flying up there? There's no way. It's too dangerous to take a step outside, let alone get into a cockpit.

DORA REESE
The options right now as I see it is either I fly in that storm, or we all die. Unless I'm missing something?

An intense moment passes as Dr. Tate studies Reese's face.

DR. TATE
You'll need the ionizer's access protocols too. Hold on.

Dr. Tate heads off to a terminal.

INT. TERRAPIN COCKPIT

Tyrese presses the screen to play the emergency message.

We see the face of a DISTRESSED CAPTAIN, clearly in the middle of a fire fight.

DISTRESSED CAPTAIN
(over comms)
Any ships in the area, this is the B.E.R. Swallow. We are under attack. Repeat, we are under -



CHRONICLES

The message cuts off there.

TYRESE 'FADER' JACKSON
You two catch that?

BLAIR COBALT
(over comms)
The coordinates they sent aren't too far from us.

Tyrese starts making his way back up to the cockpit.

TYRESE 'FADER' JACKSON
All right. Len, get back to the ship and we'll -

LEN 'SNUFF' ALEXY
(over comms)
Go on without me.

EXT. EARLY WARNING BEACON

Len looks over his shoulder at the Terrapin hull.

LEN 'SNUFF' ALEXY
By the time I EVA back aboard, you could already be helping them. I'll be fine here.

Len looks in at charred circuit boards inside the beacon.

LEN 'SNUFF' ALEXY
Plus, this board's going to take me hours to fix, anyway. The whole thing's charred to hell.

INT. MAVERICK COCKPIT

Blair steers the Maverick towards the beacon.

BLAIR COBALT
Snuff, do you know how many regs we'd be breaking if we left you out here?

TYRESE 'FADER' JACKSON
(over comms)
We're not leaving him.

LEN 'SNUFF' ALEXY
Look, if there's injured civs you'll need the extra room on the terra. You know I'm right, Fader.

INT. TERRAPIN COCKPIT

Tyrese has a grim look on his face.

TYRESE 'FADER' JACKSON
Fine. Let's go, Blair.

BLAIR COBALT
(over comms)
You can't be serious.

Tyrese answers by flying away.

END ACT TWO



CHRONICLES