

STELLAR JOCKEYS FEBRUARY NEWSLETTER

Welcome to the Stellar Jockeys dispatch for February. Here's what we've been up to this month, as well as a round up of community submissions.

Benjamin, Stellar Jockeys





We're very excited to announce our first new store item for 2020: the SNC Skull & Laurel lighter. This authentic, SNC-branded Zippo will be available to purchase from both our online merchandise store and at PAX East **from**

10:00 EST on Thursday 27th February.



Get Sneak Peeks At PAX East



Drop by our booth at PAX East 2020 (official site) in Boston, MA, from **Thursday February 27th to Sunday March 1st**. We'll be personally demoing Brigador Killers as well as talking to fans and showing off prototypes of future merch, so come and see us! Our booth is number **#30041**, and here's where to find us on the show floor.



During PAX East we'll be having a fan meetup in Boston on the evening of Friday February 28th. Keep an eye on the community announcements channel on our Discord server for details.

Join our Discord server

What We're Up To

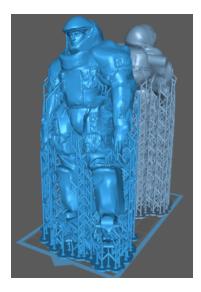
Karl has been getting the soundtracks of Brigador into shape for Steam's recent soundtrack sale. The "Deluxe DLC" has been retired and instead all Makeup And Vanity Set albums and the Brigador audiobook can either be purchased individually, or as a bundle with Brigador at a 34% discount.

In addition to script work on Brigador Killers, Hugh and Karl are going to be attending NarraScope 2020 at the end of May, this time in Champaign, IL. If you're interested in interactive fiction in games, this two-day conference might be up your street.

Benjamin, meanwhile, has been laying the groundwork for the marketing campaign of Brigador Killers, and in between corresponding with agencies has been watching several dozen talks on the subject.

Last but certainly not least, our artist Jack (AKA @gausswerks) got his hands on a 3D printer and is currently making prototypes based on his assets for BK. Here's a quick look at how a "Faber" suit test print has turned out.







Community Spotlight

In the maps and modding channel on our Discord server, community member Loki is currently putting together a tutorial on modding Brigador's audio files and has posted numerous examples of what you can do – from completely changing engine noises to adding enemy radio chatter.

Next Month

This month's newsletter was a short one due to PAX preparation, but you can look forward to a report on PAX East in March.



Stellar Jockeys

112 N Neil St Apt D, Champaign, IL United States

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