STELLAR JOCKEYS JUNE NEWSLETTER

Welcome to the Stellar Jockeys newsletter for June. We're going on break in July, but not before you get your monthly missive from us.

Benjamin, Stellar Jockeys

Blood Anniversary Desktop Wallpapers

Many thanks to everyone for their feedback on the recent Blood Anniversary update for Brigador: Up-Armored Edition. Following repeated requests, you can download wallpapers in **2560x1440** for the **Mongoose vs Zed Prime** and **Mother's Love** (click to open imgur links in a new tab).

Understanding The Brigador Journey: Toby

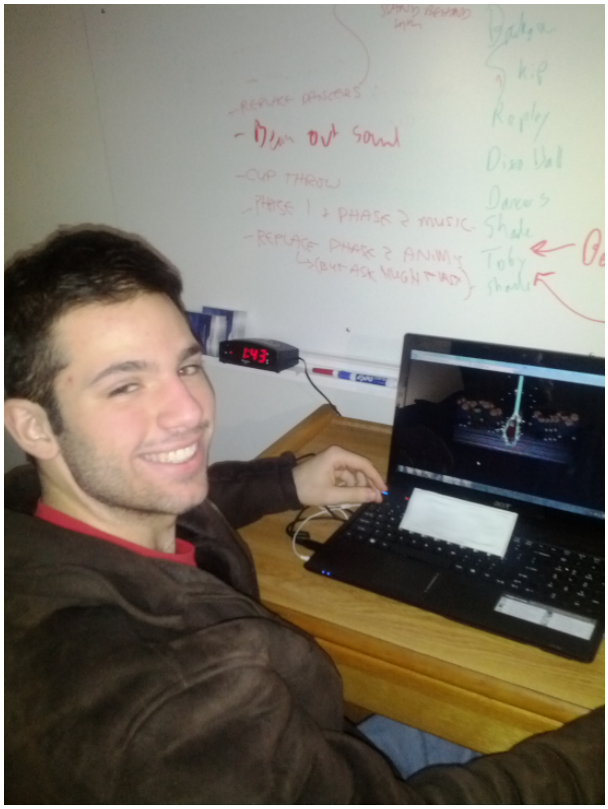
Last month we wrote about how three of the original members of Stellar Jockeys - Hugh, Dale and Harry - came to meet back in 2009. Roughly two years later a fourth figure comes into the story: Zach Reizner.

In the fall of 2011, Zach was a freshman at the University of Illinois studying Computer Science and also attended ACM GameBuilders. At the same time, Dale was graduating and, following another pitch by Hugh in

2011 for something called **That Thing You're Searching For** (or TTYSF), Zach was also signed on to work with Stellar Jockeys.

TTYSF was originally concepted as a Castle Crashers clone, an image of which we already shown, but here's another for good measure.

However, we're getting slightly ahead of ourselves and away from the topic at hand: who - or what - is Toby? Toby, or rather **The Toby Game** was one of the first things Stellar Jockeys produced. It was an internal gamejam project that took place in the first three months of 2012 created largely with the intention of Hugh having something to show for their first ever Game Developers Conference later in March that year. Pictured below is Zach in the office space Stellar Jockeys used in 2012, grinning with both the finished Toby and their first paycheck (image provided courtesy of Zach).



Unfortunately, despite Stellar Jockeys shipping Toby in time for GDC 2012, due to a variety of factors, Hugh ending up going to the Game Developers

Conference unable to display The Toby Game. This is because Hugh's entire portfolio website was unexpectedly brought down prior to attending the event - so the game never ended up getting shown to anyone there.

Yet it was not all bad. At Hugh's first GDC, they would end up meeting several other developers who would later go on to either directly join Stellar Jockeys proper, or have a significant impact on Brigador's eventual development.

Of course, we wouldn't close off this installment **without** giving you the opportunity to play The Toby Game. It's a short and simple pixel art experience, controlled by pressing WASD on your keyboard.

Play The Toby Game

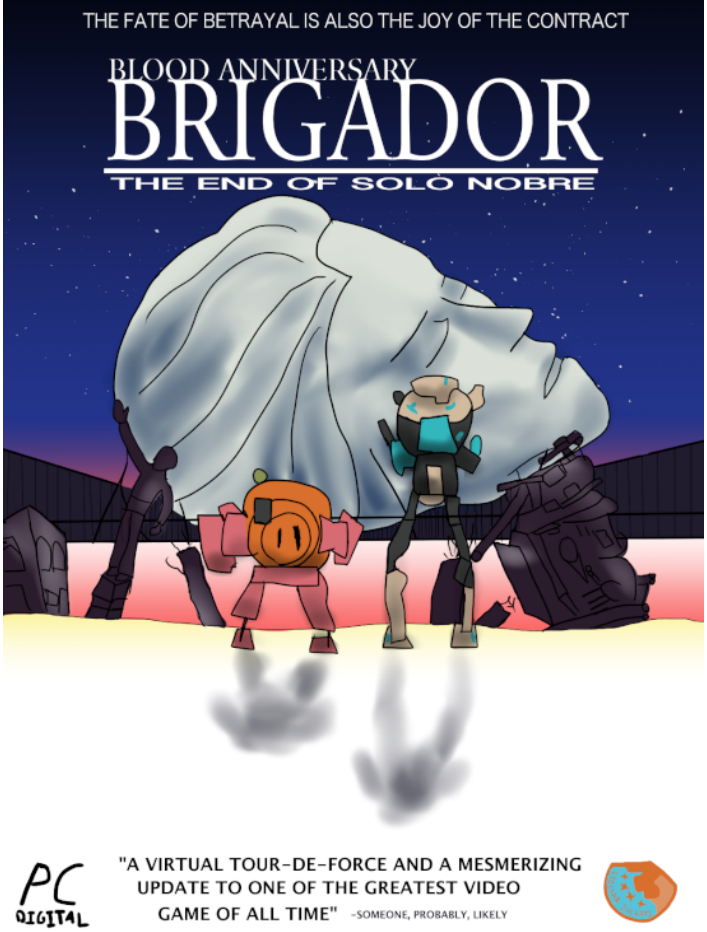
Community Spotlight

Juntti starts June's round up with a take on the Rust Cohle Smoking meme, but with Modesto Pires instead.

...@conceitedguy1 on Twitter ordered some of the 3D prints from our store and has done an astounding job painting both the Auditor and Modesto...

...joe.cucan on Steam did their own homage to Johnny 5 Aces...

...and server newcomer **keysonvannuys** was inspired by the recent addition of Mother's Love to create this.



As ever, this is just a sample. A frightening number of additional entries can be seen in the **#becks_best** channel over on our Discord server.

Join Our Discord Server

Next Month

July we hope will be quieter as we take some time off for the summer. Remember to stay hydrated until the next newsletter.

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