

## STELLAR JOCKEYS' APRIL NEWSLETTER

Welcome to Stellar Jockeys' first newsletter. Each month you will get a digest of what we have been up to, where we're at with our current projects, and a round up of our community submissions.

Benjamin, Stellar Jockeys



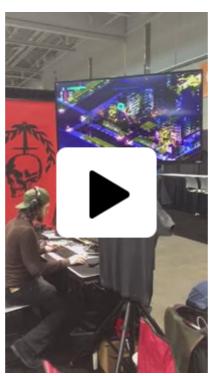
Stellar Jockeys at PAX East 2019

Karl and Hugh brought Brigador merch and demos to PAX East 2019 in Boston, MA. Friends of Stellar Jockeys Cameron and Yang were kind enough to take several photos of our booth. Check out the photos here. Many thanks to everyone who dropped by and especially to those who joined Hugh and Karl in a Boston pub after the show to hear tales of Brigador's development.

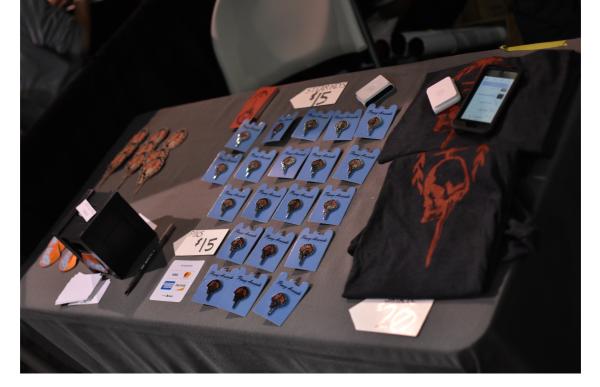
# BRIGADOR

#### Unannounced Brigador Universe Project

If you were at Stellar Jockeys' booth at PAX East 2019, then you likely saw one of our demo stations showing off our next entry in the Brigador universe.



Karl, Hugh and Jack are currently hard at work preparing the next game's story and configuring its backend. We're looking forward to telling you more about it later in 2019.



Stellar Jockeys' Merch: Season One

At PAX East, Karl and Hugh did a dry run selling merchandise which will be available for purchase soon on the Stellar Jockeys' website. Our first run of merch will include the t-shirts, badges, posters and pins that were seen at our PAX East booth.



### Game Updates

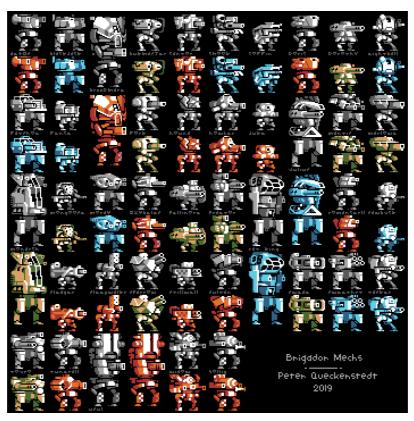
Korean localization is inbound for Brigador: Up-Armored Edition in the summer, bringing the total number of supported languages to twelve.



Community Spotlight

Jason Prentice (AKA @KoalaAesthetic on twitter) did an incredible short animation of the Fatshoe that you can see above.

Meanwhile, Peter Queckenstedt (@scutanddestroy) has made some fantastic pixel art renditions of all the mechs from Brigador.



Over on our Discord, community members Flyingdebris and Zi have added to the growing number of depictions of "SNC-chan".



SOLO NOBRE \* CONCERN\*



And Skybriggs continues to wow us with their LEGO creations, such as their Precursor James & Varlet.



These are just a few highlights from the past couple of months alone. Much more can be found in the #becks\_best channel on our Discord server.

Also check out our #maps\_and\_modding channel to see what the Stellar Jockeys mod community has already come up with. While adjusting values via the developer console is simple, if you want to do something more complicated then you will need to download a set of modkit tools (links and a brief explainer can be found on reddit) that let you repack new assets into the game, and even create your own maps.

Join our Discord server



#### **Next Month**

In May's newsletter, we'll detail the results of the community Nose Art Challenge, information on shipping and pricing for store merch, check in on what Karl, Hugh and Jack have been up to, and much more.





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