

Below is the first half of the transcript with Jim Brown:

*Dear Sir,*

*I would, first and foremost, like to thank you for taking the time to answer my questions on Sunday evening. I have no doubt that you are a busy man, and that you likely have a very full plate right now. However, I also realize that you stand on the verge of seeing something which you have long labored on, come to ruin.*

*Per our aforementioned conversation, you stated that you might be available should I require any further information. At this time I would like to offer you an opportunity to more completely answer some of the burning questions within the movement to return both Stargate Resistance and Stargate Worlds to development.*

*Below, you will find a list of eight Questions. Some of these questions were covered in our initial conversation. However, I am extending this opportunity so that we may more accurately quote you to a community that is hungry for, yet without many credible answers. We hope that you will accept this offer in order to quell the steady stream of misinformation which has flowed out of these most unfortunate circumstances.*

*Please feel free to elaborate as much or as little as you would like. I also understand that you may not be able to divulge certain things due to legal constraints.*

*CAMPAIGN: First, could you give us a brief history of how the SGW and SGR projects came about, and the role(s) you played in making it happen?*

*JIM BROWN: Stargate Worlds was an original concept of myself (Jim Brown), Todd Ellering and Daryl Wofford. In 2002 we pitched the concept to MGM, and after a whirlwind of development meetings, convinced them we could make it happen, and won the license. A paper contract was signed in February of 2003, based on negotiations finalized in November of 2002.*

*The one piece of the puzzle we did NOT have was funding. We spent the next 2 years in abortive attempts to finance Stargate Worlds and get it off the ground.*

*In Spring of 2005, Gary Whiting, a client of ours for software development, approached us about funding Stargate Worlds. After some negotiation, and a renewal of the contract with MGM, a deal was struck for Mr. Whiting to fund the company, and myself, Todd Ellering and Daryl Wofford to lead the development of Stargate Worlds.*

*After this point, I must be political. The political answer is, the deal was struck in July of 2005, by October of 2005, Mr. Ellering and myself were thrown off Stargate Worlds development (We'd hired people with as much as 25 years in the games industry to help develop and it was easier for Mr. Whiting to raise money using their names, rather than ours, so we were out).*

*Stargate Worlds became mired in development troubles, and finance troubles. The largest issue, I would say, is a lack of focus. As such, development kept slipping, but without accountability up the line, there was no reaction to missed deadlines to fix the process and ensure the project could ship.*

*With these problems, the project was delayed. Then, the economic collapse started as early as 2007 to cut into available funding. That, and the gross overruns on the project's schedule and budget made it increasingly difficult to raise capital, and payrolls started to be missed.*

*With team members leaving, and money impossible to come by, I returned in January of 2009, and convinced Mr. Whiting to replace the management of SGW, and take a careful look at where the game*

was, and what it would take to complete it. After a comprehensive analysis, it was determined that there was no way with the team remaining, and money available, to ship a Stargate Worlds that would be competitive, or good enough to appeal to fans, and be worth the money already spent.

A second strategy was to use some of the art assets, and a shooter development half finished by another studio Cheyenne owned, to create a Stargate shooter game (which became Stargate Resistance). This would keep the license with MGM alive, and help us recreate Cheyenne into a company capable of shipping product, as well as hopefully put us in a position to raise capital and complete Stargate Worlds.

Work began in earnest on Stargate Resistance in May of 2009, and I returned as Creative Director that summer, though I should say most of the heavy lifting and cool stuff was managed by Simon Lucas. My role was coordination of the teams to accomplish a singular creative vision (mainly Simon's vision). The game launched in February of 2010. It was originally scheduled to launch in March, with marketing to begin in January, but more money troubles and corporate conflict at CME led to lack of pay, and lack of payment to outside partners/contractors, which could have left the game dead before it launched, so we launched early, with no fanfair.

Dark Comet was created because there was no ability, under the structure of CME, and with the climate of fear and concern surrounding it, to get money into the company to pay the team and expand and market Stargate Resistance. Creating a satellite company ensured that funding would be used solely for that product.

Sadly, that fear and uncertainty surrounding CME led to intense distrust of Dark Comet by some investors who sued forcing Dark Comet to fold, returning everything to CME, where it now resides. There are no villains in that situation. With so much money being spent, and distrust of motives, it made the most sense to just return everything back to CME, since these investors also promised money to reconstruct CME and put a solid path to move forward in place.

The contract with MGM ended in November, and MGM chose not to renegotiate with CME at that time, but granted permission to keep the servers for Stargate Resistance alive until January 15, 2011. CME is working hard to put together a solid plan for SGW and SGR, and present that to MGM before that time, and I wish them luck in that endeavor.

*CA: What do you think of the campaign to return Stargate Resistance and/or Stargate Worlds to development?*

JB: I'd love to see the games finished. There was a LOT of cool in Stargate Worlds, and it could be a fun MMO filling a still open niche in the market. I, for one, want to play it.

Stargate Resistance was a fun little shooter, and there were big plans for it. The zat, a new map, the commando and a few other goodies remain nearly ready for release, and it would have been fun to see more levels and more playability. We were working on some new, persistent elements that would add a form of questing to the shooter game that I, at least, thought was going to be really cool. There's a chance CME will pick up those reigns and do something with it. I'm hopeful they do. I'd love to see what they come up with.

*CA: Many supporters have noted a lack of marketing strategy for either product. Did that hurt the cause as well?*

JB: That was a complete disaster for SGR, but SGW had solid marketing behind it... it just wasn't ready to release. Also, I would point out there was solid marketing strategy, but a failure to provide money for marketing by CME. It's been reported by one source that the key individual at CME had a solid marketing strategy he was prevented from engaging in. This is simply untrue. During the entire windup to launch, he failed to provide any funding for Stargate Resistance beyond the absolute minimum to prevent employee walkout. Payroll went unpaid. Bills went unpaid such that the servers were shut off in March and our lead engineer had to transfer the game to his own personal servers until a new contract could be

worked out.

A solid marketing strategy was in place, and plans were to begin the campaign in January, but with zero funding, the only thing we were able to do was a free play event through IGN, which went fairly well, but without anything beyond that, and CME declaring bankruptcy in the midst of a corporate control fight immediately after launch, there was little we could do.

Dark Comet was formed most specifically to market Stargate Resistance, so our investor's money could be used to market, and not litigate CME's troubles. Sadly, CME was thrown into Receivership during that period, which tied our hands. We could not take marketing action until the Receiver was fully installed, and approved our actions, which ate up a lot of our investors money just keeping the team paid and moving forward for the months this took.

As for Stargate Worlds, in 2008 there was a solid marketing campaign for its launch, with TV ads, a huge Comic Con presence and a lot of media. Sadly, the game was not going to be ready to launch that year.

*CA: Is there anything, beyond what has already been stated(zat, flamethrower, SL turret takeover, etc.) like new maps, modes, UI, functions in the game, or anything else that was in the works for SGR?*

JB: Mentioned some above. Flamethrower and turret takeover were in the works planned for launch, and got delayed when the launch got delayed. Zat we wanted to take our time on, because we wanted to get it right. The show has a complex mechanic for the zat, and we wanted to realize that as best as possible, without making it a super weapon. I really like what the guys came up with for it!

We were working on more gate travel, including ways to unlock levels from other levels, and had a gate dialing system working.

We also had a rank related ability system planned out that would have unlocked all manner of cool abilities for players, like holographic decoys for ashvak, limited teleports, a way to, once per map, drop all enemy cloak/shields for 30 seconds, etc.