

CA: Can you speculate on how close Stargate Worlds actually came to release?

JB: There are differing opinions on this, but based on documents written by all the team leads during that review done in late 2009, it's likely that SGW was never closer than 1 year from release, and probably longer. In late 2008, nearly every system reached a complete status. But, there was never the volume of complete content that tied it all together into a "game." It wasn't an issue of bugs or unfinished code so much as just the game itself... the fun bits, not being complete, or robust enough.

Adding the complexity of bringing the code up to current standards, and it was never really "just about to come out."

CA: Amidst many differing reports, what is the truth concerning the licensing situation with both SGW and SGR.

JB: As I stated above, the license with MGM was up for renewal in November of 2010. These licenses always have a term associated with them. MGM chose not to renegotiate the terms, and let the license lapse. They have stated a willingness to discuss the future of Stargate Worlds and Stargate Resistance, and CME is working on that endeavor.

CA: If MGM were to absolutely refuse renewing the license, is there any possibility of releasing the game to the community? Can it even be done from an engineering standpoint?

JB: SGR is an Unreal title, and could be released with some engineering. It's locked down right now to our servers and a very specific structure, due to achievements and rank. We had always intended to create an open version that could run on anyone's servers, but time and money prevented this from getting done. Without some investment into the product, I doubt this would happen. Though it's very possible MGM will extend the license on some level to allow this, or allow a new studio under contract to CME to work on the project.

CA: What can be done by the fans and players? Can they have any influence on MGM's decisions concerning the ultimate fate of either or both of the games?

JB: Let them know you want Stargate games. That's the biggest thing. If CME can manage to succeed with SGW and SGR, that's great, and that means not only will you have THOSE games to play, but there will be more that follow from other studios. Right now, there aren't any legitimate Stargate games being sold. SGR is the only one to make it to market as an "official" game. SGW and SGA before that both had development troubles and failed to come to market. That makes other game developers edgy. Nobody wants to be the first on the playground. But, if a Stargate game comes out and does well, others will follow.

CA: Lastly, is there anything you would like to say, personally, to the fans and players who have supported the games to this point?

JB: The fans were the main reason my team stuck with SGR so long, despite not being paid. They came to work every day because they believed in the game, loved working on it, and were buoyed every day

by the fans on the forums and in game. We all loved the Stargate shows, and loved working on a game in that universe, and spent long hours plotting and planning all the cool things we could do. And, underneath, we always, always wanted to see SGW finished, as well.

Thank you all for your support. CME is in good hands and doing their best, now, to develop the best plan forward for their games. I'm hopeful that they'll work it out and renegotiate successfully with MGM. Your support can only help that effort. It can also renew their efforts to get more games done for Stargate.