



SESSION TITLE

“Starbase VS Starship”

LOCATION

Room Two

HOSTED BY

[PF] AlexM (Pegasus Fleet)

TIME

5pm GMT

(all times presented in CST [UTC-6])

[PF] AlexM, 11:00:01 AM

== ^ == ^ == ^ == EVENT: STARBASE VS STARSHIP == ^ == ^ == ^ ==

Hello everyone, and thank you for joining me for this discussion. What I've envisioned for the next hour is for us to spend some talking about the biggest differences between a starbase sim and a starship sim, both from a player and game manager perspective. The idea for this panel actually originated a couple years back, during I believe the 2016 FallFest. It was not actually scheduled to be a panel at that event, but a conversation in a previous panel led to the impromptu creation of the topic in an empty time slot. So I thought it made perfect sense to revisit the topic today.

Before we really get started, I wanted to tell you a little about me. My name is Alex, and I've been simming for a little over ten years. All but the first year has been spent in Pegasus Fleet, where I started as a player, then joined the admiralty as Director of R&D, and eventually became the Fleet Commanding Officer back in October 2014, a position that I continue to hold. But what is more relevant to this discussion is that I have been a part of Pegasus Fleet's Starbase 332 sim since its inception, and have spent the last six and a half years of the sim's nine year history as the commanding officer.

I'm not going to suggest that I am the end all, be all expert on starbase sims. In fact, I'm sure there are things that I haven't experienced before. But that's why I wanted to have this discussion. In my opinion, a starbase is a very different animal compared to a starship, and because of that, is unlikely to be for everyone. If your character dreams of flying through the stars, visiting a strange new world or facing a different adversary each week, most likely you'll prefer life on a starship. But if you enjoy world building, character driven writing, story arcs, and a little more creative freedom, then a starbase is for you.

As a starting point, I've broken this discussion up into a few categories: the setting, crew organizational structure, and missions. I don't plan on this just you reading what I've typed up for an hour. I'm hoping that we can make this into a discussion, and if we branch out of these categories, that's perfectly fine. If anyone has any specific questions that they want to bring up, please ask. With that, before I start talking more about the setting, maybe we can quickly go around the room and find out who has simmed on a starbase before, and who might just be curious.

[SB118] CSO Lt. German Galven, 11:02:18 AM

We have 10 ships and as well as a StarBase

Beautiful Night, 11:02:44 AM

I run Deep Space Five, and have played there for nine years in total

[BF] BlackWolf, 11:02:49 AM

I have played on starbase before, currently member of Faltan Station

(BF) Skoll, 11:02:51 AM

I have simmed on and commanded a starbase before now.

[BF/PF] ConfusedFire, 11:02:57 AM

Running Vidal Fleet Yards is a bit out of my element because it's a station and because it's a fleet yard so it's highly niche and unmovable

[TF] Kaede Kayano, 11:03:12 AM

@[PF] AlexM Can I ask, will you be able to determine the difference between "Operations" and "Engineering" departments on a Starbase at any time please. Since DS9 screwed that up for us all... 😊

Ezri Steel, 11:03:22 AM

Technically it's Star Wars, but I've run a TTRPG that's taken place almost entirely on a station

[PF] AlexM, 11:03:39 AM

Sure, we can talk about that.

[BF] Bobby, 11:03:55 AM

And also @[PF] AlexM in along the same lines as what @[TF] Kaede Kayano the Strategic Operations Department and Security Departments?

[BF] Leah, 11:04:07 AM

Right now I command a Starbase but have a Starship as an attached 😊

[BF/PF] ConfusedFire, 11:04:17 AM

VFY uses engineering purely for the construction, repair, and repair of starships while operations is for the repair of the station and planetary settlement

[BF] Bobby, 11:04:22 AM

As traditionally, Security/Tactical was one Department but that changed in DS9

[PF] AlexM, 11:04:50 AM

We can do that too, Bobby.

[BF] Bobby, 11:04:55 AM

Thank you

[BF] Leah, 11:05:20 AM

For my sim I combined Operations/Engineering into Operations

[16th] Admiral Teagarden, 11:05:37 AM

I did that too

[BF] Leah, 11:06:02 AM

Since my Starbase is a Nor-class 😊

[TF] Kaede Kayano, 11:06:20 AM

@[PF] AlexM Sorry for being a pain, but I would also like to know if you have any knowledge on the power plants of different starbases. I have seen some sims saying that a Starbase may have a Warp Core mainly for power generation, as well as Fusion Reactors.

[BF] Leah, 11:06:32 AM

but each sim is different how they do that I am also a player on a Starbase that has them separated

[PF] AlexM, 11:07:11 AM

That's probably a preference of the CO. There are definitely going to be power generation of some sort, but it may not need to be a matter/antimatter reaction.

Large fusion generators are probably sufficient.

[16th] Admiral Teagarden, 11:07:23 AM

I have always seen fusion reactors

[PF] AlexM, 11:07:55 AM

I'll move on to my first little bit. I'll come back around to the departments.

I'll start with what is probably the most obvious difference between a starbase and a starship, the setting. Although there are some exceptions, starbases generally aren't boldly going anywhere. That alone changes the dynamic considerably. Again generally speaking, most starships are going where the plot is. Each mission the ship flies to some new world or new phenomenon. While there's no rule that says a starship can't revisit some favorite settings, the ability to travel opens up the possibility of new and exciting places each mission.

On a starbase, you're far less likely to be going anywhere. That means the story needs to come to you, not the other way around. That does mean that as a sim you'll likely need to rely on your galactic neighbors to drive your story. But to me, that's where starbases really shine. You get to truly develop not just the culture and characters of the base itself, but the culture and characters of the people and planets surrounding the base. Some of Deep Space Nine's best episodes dealt not with exploring a strange new world, although they did do some of that, but with exploring Bajor and their relationship with the Cardassians.

Ezri Steel, 11:08:14 AM

Thinking fusion material would be easier to get, but less portable than dilithium.

[PF] AlexM, 11:08:26 AM

This does introduce some challenges. Starships have the advantage of moving on if a new civilization seems to fall flat, or if players lose interest. On a starbase, there is a lot of pressure to develop the neighbors and adversaries into something interesting that make your players want to keep coming back for more.

[BF] BlackWolf, 11:08:37 AM

Oh @[PF] AlexM also to be a pain a bit, can we zoom in a bit on planetary bases ? 🙄 the difference of Starbase and Planetary base

[PF] AlexM, 11:08:39 AM

Starships are by no means prohibited from engaging in story arcs, but I've always found that starbases thrive under a story arc. Story arcs are both a great way to develop the region of space around the starbase as well as the characters. Recurring characters add a life to a sim and the surrounding universe.

Beautiful Night, 11:08:51 AM

@Kaede on DS5, Engineering is responsible for Power generation, structural integrity, the general hardware for weapons etc. Ops handles computers, sensors, comms, and also some of the less glamorous stuff, such as supplies and personnel,

[PF] AlexM, 11:09:43 AM

Starbases can be stations or planetary bases. In my sim, it's a station, but there are going to be a lot of similarities. The setting, for example, is going to be very similar. You still need to have the plot come to you, rather than the other way around.

Ezri Steel, 11:09:59 AM

Starbases do have the issues that the story has to come to them. A ship can go to the story, a station can't.

Beautiful Night, 11:10:20 AM

Though stations can get round that - DS9 showed the crew exploring beyond the worm hole

[BF] Bobby, 11:10:20 AM

@Beautiful Night I like that. I'm going to use that if that;'s okay?

Beautiful Night, 11:10:35 AM

@[BF] Bobby, feel free 😊

[BF/PF] ConfusedFire, 11:10:41 AM

How do you do the story arc and try to combine it into the niche your part of @[PF] AlexM I think that's the most difficult part for me is that my station is very niche?

Ezri Steel, 11:10:51 AM

A Defiant situation is the best solution.

[BF] BlackWolf, 11:10:53 AM

True, but so far in my experience is that a Planetary Base is easier to get a story then a Starbase 🙄 @Ezri Steel

[BF] Leah, 11:11:18 AM

Well there is nothing to say you can't have attached ships to a starbase so you can do missions off starbase

[BF] Bobby, 11:11:33 AM

I think @[BF/PF] ConfusedFire you could still bring the story to you, or have the story already there? There must be a planetary system nearby?

[PF] AlexM, 11:11:34 AM

I suppose that depends on your niche. You want to design a story arc around what you want your sim to be.

Even if you're in deep space, you're probably going to have visitors.

Griff, 11:12:04 AM

Well, more often than not, starbases are planetary bases, whether in orbit on planetside.

[BF/PF] ConfusedFire, 11:12:17 AM

VFY is engineering... And, yes the station is in orbit of a planet most of the station facilities are near the planet as well

[PF] AlexM, 11:12:21 AM

Right, Griff. I think they are very similar in their application.

The only real difference is that one is in orbit and the other on the planet. Something that I would like to get back to some more is developing Archa IV, the planet that 332 is orbiting. Like on DS9, Bajor was an important part of the show.

Marty, 11:14:27 AM

You'd need a good purpose platform for the sim first, and location location location. A garrison ship or two to assist with away mission type stuff.

[PF] AlexM, 11:15:45 AM

Right. We have a few garrison ships that we use when the crew needs to go somewhere. It gives us another avenue for advancing the story.

[BF] BlackWolf, 11:16:09 AM

I do agree with @Marty on this, the setting is important, but the location and your surrounding is important and getting some garrison to spread your wings is a good backup to have some switch

[PF] AlexM, 11:17:33 AM

And that's really what I was trying to get at with the setting. It's not just if you are on a station or a planet. What is the planet like? Are your galactic neighbors friendly? Are you on the frontier, or in the middle of civilized space?

Those are all important aspects to consider when thinking about your setting.

Are there any more thoughts on setting? If not, I'll move on.

[TF] Kaede Kayano, 11:18:58 AM

One quick one, I think.

Beautiful Night, 11:18:59 AM

Just to say, if you don't like your setting, Q can fix anything

[BF] Bobby, 11:19:04 AM

lol.

[16th] Admiral Teagarden, 11:19:13 AM

I like that one

Marty, 11:19:15 AM

@Beautiful Night yup lol

[PF] AlexM, 11:19:32 AM

Or a freak ion storm cough, cough

[TF] Kaede Kayano, 11:19:59 AM

I've seen Starbases and play on one with shipyards attached. I believe expanding your facilities and places to go can expand your game and story, what do you think to that @[PF] AlexM ?

Marty, 11:20:12 AM

ion storm.....

Rich, 11:21:25 AM

Same here @[TF] Kaede Kayano

[PF] AlexM, 11:21:32 AM

Absolutely. I believe that having a niche can serve you well, but other times it's more advantageous to have more options available. It really depends on your playstyle, I think. So players thrive on a more narrow focus, while others like the walls to be torn down.

And that's why I say starbases aren't for everyone. I think starbases do great with the expanded options.

[BF] BlackWolf, 11:23:39 AM

On that part, if there is a large expansion, been a battle of sorts that damage the starbase in any form. I think you win lot of story by staying realistic. I have seen such situations that a starbase got seriously damaged and was fixed within a week or two. Missed opportunity in my opinion as such damage can be a window of stories with stuff going wrong, being restricted to certain areas, engineering be busy as hell.

[PF] AlexM, 11:24:28 AM

Definitely. I'm a big fan of lingering damage. We had a terrorist attack on the station a while back, and although the damage has been mostly repaired, there are still lingering wounds.

[BF] Bobby, 11:24:51 AM

Is there even an Engineering in Stardocks or more modern Starbase designs?

Rich, 11:25:09 AM

I like that idea. Even for ships. Limp along to starbase can be good character development @[BF] BlackWolf

[PF] AlexM, 11:25:13 AM

Let's talk a little about that. I'm going to move on to my next topic.

[BF/PF] ConfusedFire, 11:25:20 AM

Sometimes there are and sometimes not it really depends on use in my opinion.

[PF] AlexM, 11:25:23 AM

There are a couple of things that I have been evolving over the years with Starbase 332 to help set the sim apart from starships sims. One of them is the organizational structure of the crew complement. The obvious difference between a starbase and starship when it comes to the crew manifest is the addition of civilian characters. While they can still be found on starships, bases provide a lot of options for civilians that ships do not, from families and shopkeepers, to recurring freighter crews. I have a secondary character on my sim that runs a shuttle dealership. Or as he would prefer I say, I have a character named Traxx of Traxx's Personal Spacecraft Emporium, for all of your personal spacecraft needs.

[BF] BlackWolf, 11:25:28 AM

I think it is Starbase Engineering and Starfleet Corps Engineering @[BF] Bobby

[PF] AlexM, 11:25:32 AM

We've also had a tendency to focus much more on lower deck characters. On Deep Space Nine, the station wasn't really that big, and the senior still found themselves doing a lot of the day to day work. On a stardock, or even larger, station, the overall size of the crew and residents is closer to that of a small city. Department heads are much more administrative in their functions. For example, our chief of operations manages a team of section chiefs, who in turn manage the offices in their sections. Lt. Commander Prescott may be capable of turning a wrench, but that's not his primary job. Starbase 332's vast medical facilities are run by an NPC administrator, with our chief medical officer only overseeing the doctors. The chief of security is going to be far more worried about looking over reports and directing officers where needed instead of patrolling the "streets" and making arrests. It's a bit of a different mindset, but I think it's been working well for us. It does mean that we have more NPCs and PNPCs that are in charge of a department, with the real work being done by junior officers and enlisted personnel. That can be very different than life on a starship sim, where the majority of the work is going to be done by the senior staff. Something like that could work on a starbase sim as well, but I've felt like the setting feels larger, feels more alive, when we let the boring administrative stuff be done by NPCs, and leave the players to the real work.

Beautiful Night, 11:25:41 AM

With time, and things like lingering damage, is that the plot hooks just keep building, to be used as needed. I've just used something on DS5 that happened way before I even joined, and that was 9 years ago

[PF] AlexM, 11:25:54 AM

A question was brought up earlier about the differences between Operations and Engineering on a starbase. I've treated Operations on the station as a blend of the two. Really, it's what engineering did, but there are no real engines on the station. Operations is going to cover resource management, including repairs and maintenance of visiting ships. At least that's how I do it on 332.

Strategic Operations and Security were also brought up. In my opinion, the simplest way to split these departments is that Security is responsible for internal threats, while Strategic Operations is responsible for external threats.

[BF] BlackWolf, 11:26:25 AM

@Rich yes, same with new starbases. They don't magically appear in my opinion, I would rather seeing it being built and being weak and open for interaction. Being depended on its surrounding

Marty, 11:27:06 AM

you can use our PM discussion if you like @[PF] AlexM

Beautiful Night, 11:27:56 AM

@[PF] AlexM I do the same with Strat OPs and Security on Ds5, but engineering definitely has a role on DS5, as it covers the power generation and physical infrastructure, whereas OPS is comms, sensors, computers. And DS5 has huge power generators, its a small city in space, so it definitely needs engineers

Marty, 11:28:20 AM

What about repairs to ships @Beautiful Night ?

[PF] AlexM, 11:28:22 AM

Yeah, Marty, Doug, and I have been talking a lot about Marty's character. Currently she's the boatswain, and has been asking about the difference between her position and a assistant chief of operations or even one of our section chiefs.

[BF] Bobby, 11:28:37 AM

So you don't have an Engineering Department?

Beautiful Night, 11:28:46 AM

@Marty Its not really come up. Though I would say it needs both engineers and ops.

Rich, 11:28:59 AM

Like astarfleet Swiss army knife lol

[PF] AlexM, 11:29:20 AM

We basically lumped operations and engineering together, which is more or less what DS9 did. But we have several section chiefs that oversee different aspects of the department. Operations is easily the largest department on the station.

Beautiful Night, 11:29:41 AM

@Marty afterall, you saw geordie and data working together a lot

[PF] AlexM, 11:29:48 AM

Repairs to visiting ships falls under one of the Operations sections.

Marty, 11:29:49 AM

true

[PF] AlexM, 11:30:34 AM

Along with station maintenance, damage control, quartermaster, and probably a few others that I'm forgetting right off hand.

Beautiful Night, 11:30:34 AM

I think the one thing stations have over starships is the potential for the civilian 'department' to get huge

Rich, 11:30:36 AM

Like O'Brien?

Marty, 11:30:40 AM

though engineering was more repairs while operations was more allocation of resources?

[PF] AlexM, 11:31:18 AM

Absolutely, @Beautiful Night. You can have civilians on starships, but there are so many more possibilities for civilians on a starbase.

Rich, 11:31:19 AM

Harry Kim dabbled in both

[PF] AlexM, 11:32:05 AM

That's why I blurred the lines. Operations and Engineering have always worked so closely together anyway. They almost seemed like subsets of each other anyway, so why not combine them?

Marty, 11:32:10 AM

teachers, bartenders, so on

Beautiful Night, 11:32:37 AM

Reporters, artists, craftsmen. And on DS5, all the alien consulates

Marty, 11:32:52 AM

Ambassadors ugh lol

[BF] Leah, 11:33:00 AM

Each sim is different on whether they want to combine them or not, I did on my sim but I am on another sim that is on a starbase that didn't

[PF] AlexM, 11:33:15 AM

I've actually tossed around the idea of putting a Klingon presence on the station. The story arc just never made it that far.

[BF] Leah, 11:33:17 AM

It's really up to the CO's whether they want to or not but can see them working together if not

[BF/PF] ConfusedFire, 11:33:26 AM

How do you come up with the story arcs for the starbase especially early on @[PF] AlexM ?

Marty, 11:33:40 AM

why do you want to use a station?

[BF] Leah, 11:34:50 AM

I think it's fun, something different than a starship got great storylines going it's fun 😊

[PF] AlexM, 11:35:01 AM

I was lucky that my predecessor had already started the ground work. It was actually a story arc that started back on another sim that expanded to 332. I kind of like to drop seeds of potential storylines, and see what people find interesting. If no one bites, then I try something else. Once we have one that people are invested in, then I start bringing it to the forefront.

Beautiful Night, 11:36:26 AM

@**[BF/PF] ConfusedFire** It's no different of coming up with plot arcs for ships, in my not so humble opinions, start with the players, their characters, and motivations and see what could wind them all together.

[BF/PF] ConfusedFire, 11:36:29 AM

I know SB332 runs differently in that there are multiple missions or episodes at the same time, but I've always found that to be confusing for the players. I think the hardest thing for me with VFY is organization and coming up with an intriguing arc for it that falls inside of its niche

[PF] AlexM, 11:36:47 AM

The last thing that I had prepared for today was to talk a little about the way I handle missions. Lately I have had a couple of full station missions that includes everyone, but I'd actually like to get away from that. I've found that we seem to do best when there is no one single mission for the crew to experience. During day to day operations of a real life city, rarely are people experiencing the same story in the same way. That's no different on a large starbase. Nova allows us to have multiple active missions at the same time, and as such, that allows us as a sim to have multiple missions going on at the same time. When the setting allows for a much more diversified cast of characters, that cast of characters allows for smaller scale stories and gives more players an opportunity to develop their characters. While one of our garrison ships flies off with a science team to investigate some anomaly, our security department may be back on the station investigating a murder. Meanwhile, the command staff is negotiating a deal for some new equipment that might increase the efficiency of the power systems. This varied approach offers much more flexibility for our characters and our players. One early complaint that I would see is that it could be a little confusing for new players because they weren't sure what mission they should be using for new posts. But we settled that one pretty quickly by creating a general catch-all mission that didn't quite fit in with one of the other plots.

@**[BF/PF] ConfusedFire** I couldn't have asked for a better segue.

[BF] BlackWolf, 11:37:35 AM

In my fair opinion, and correct me on this really. How approach a starbase these days is to have a couple of layers in plotting. The Major Plot that the senior crew focus on, the Side plot that is set up to focus on a certain department that the chief leads. But also Minor plots that can be setup by the players. This makes it overall a great thing to get everyone involved on a certain level.

[PF] Thompson, 11:38:02 AM

I would agree there black

[PF] AlexM, 11:38:15 AM

I agree as well. That's the way I really like to do things on 332.

I really like having the side plots and minor plots that are character driven.

Beautiful Night, 11:39:04 AM

And side plots are like rabbits if you have the right players

they are the gift that keeps on giving

[PF] AlexM, 11:39:54 AM

Really we just started falling into that anyway. I just started making separate missions for them to encourage it, and to split the posts so the plot could be followed individually.

[BF] Leah, 11:40:12 AM

We have side plots going as well on top of the regular missions so those not participating in the main mission can do something on the side to keep writing their characters etc. Though we keep it in one mission thread as I don't want to confuse people with multiple mission threads.

[BF] BlackWolf, 11:40:24 AM

Well to keep check on those stories is to have a strong backbone command team. Major plots are lead by the CO and XO, the Side plots are in check by the XO and leaded by the Chief, the Minor plots are in check by the 2O . That way, you keep things going

[PF] AlexM, 11:42:17 AM

It depends on the mission for us. The last couple of missions have been full station missions, so everyone is involved in some way. Just not the same way. While this ion storm was hitting the station, we have the command crew monitoring the situation from ops, while the operations staff are trying to keep main power online. Medical is dealing with injuries, while civilians are going to emergency shelters. They're independent plot threads, but related to the overall event.

Beautiful Night, 11:42:47 AM

One thing we have on DS5, which I don't know would be as relevant on a space ships... We have a 'mission' dedicated to back story. Where people can write all their dark and broody pasts full of the bad guys that will (probably/definitely) come back to get them. Being in one place means characters with dodgy histories can more easily have their pasts hunt there down...

[PF] AlexM, 11:43:25 AM

I really want to continue to develop my department heads to take lead on some of these side plots, while I manage the big picture. That should make it easier to get everyone involved because we can focus down on what each group should be doing.

We don't have a backstory mission, although I like the idea. We have one called "Day in the Life..." that's just for day to day roleplaying that may not be connected to any of the other ongoing missions. It's used for a similar purpose as your backstory mission.

Marty, 11:45:15 AM

for practicality a small station is better for simming so to have everyone involved, if more players then bigger station ?

[PF] AlexM, 11:45:39 AM

We're at the 15 minute warning, by the way.

[BF] BlackWolf, 11:45:45 AM(edited)

It is a learning curve @Marty

Marty, 11:45:58 AM

exactly so it's case by case

[BF] BlackWolf, 11:46:01 AM

Yes

Beautiful Night, 11:46:22 AM

@Marty I don't know. DS5 has always been a celestial class, thats 100K residents plus another 10 to 20k transients

[PF] AlexM, 11:46:30 AM

Yeah. Some COs and players like having a smaller player base. Others like a large player base. We're a bit of a hybrid because I encourage having secondary characters.

Beautiful Night, 11:46:37 AM

Its never been as issue for me

[BF] BlackWolf, 11:46:41 AM

Maybe fun idea

Beautiful Night, 11:46:47 AM

everyone throws in as they want

[PF] AlexM, 11:46:52 AM

That way a player can have their main, but are free to play a character that may be a little more experimental.

[BF] Leah, 11:46:58 AM

Well the sim I am on as a player is a Stardock class and he does a very good job of including everyone

Beautiful Night, 11:47:19 AM

I think part of the draw of a starbase is the facility to have Many many, npcs

[BF] BlackWolf, 11:47:29 AM

But I always been behind the idea, start small, expand big. Meaning that you start with a small basic foundation crew departments and when growing and gaining more members, you can open departments that are not directly needed but fun to have

[PF] AlexM, 11:47:41 AM

I know I try my best. It can be a challenge sometimes if the characters are very diverse in their roles. But multiple characters help with that.

Marty, 11:48:01 AM

The Celestial class is midway between Nor class and Stardock so it's a good size @Beautiful Night

[PF] AlexM, 11:48:23 AM

I definitely love having recurring characters that pop up on the station from time to time. It makes the setting feel more alive.

Marty, 11:49:17 AM

Could you have a starbase that had a ship that like MVAM could attach and detach for missions?
interesting idea... hmhhh

[PF] AlexM, 11:49:22 AM

If you're thinking about running a starbase sim, definitely think about the size of the base. A small station is likely to play differently than a large station. You want to tailor your characters and stories to the setting. And a little of vice versa.

It would be like having garrison ships, I'd think. Interesting idea.

Marty, 11:50:53 AM

like the ship was part of the starbase

[BF] BlackWolf, 11:51:12 AM

And stay realistic, to expand your horizon for potential character development

[PF] AlexM, 11:51:46 AM

Right. Small stations are going to have very different problems than large stations.

Marty, 11:52:30 AM

and remember smaller stations may be able to move should the need arise, EG DS9
or tractor beamed by a large ship

[PF] AlexM, 11:53:23 AM

We just have a few minutes left before switching to the next panel. If anyone still wants to talk about starbases, we can head on over to #overflow-two . Or feel free to drop me a PM sometime.

[BF] Leah, 11:53:27 AM

But they wouldn't be very fast if they do

Marty, 11:53:44 AM

i know but still if story needs it

[BF] Leah, 11:53:52 AM

indeed

[PF] AlexM, 11:54:09 AM

I would like to thank everyone for joining me for this panel. I think we've had some great conversation. It's amazing to me how quickly this hour has gone by.

[BF] BlackWolf, 11:54:26 AM

Thank you for this panel @[PF] AlexM

[PF] AlexM, 11:55:00 AM

You're very welcome. I hope this has been a helpful discussion for everyone!

[BF] Leah, 11:55:19 AM

It defiantly has 😊

Marty, 11:55:19 AM

@[PF] AlexM thankies

[BF] Leah, 11:55:28 AM

Yes thanks AlexM

Beautiful Night, 11:56:18 AM

@[PF] AlexM cheers, its been a really good hour

[PF] AlexM, 11:56:30 AM

Thanks, everyone!

[PF] Zerín Rolfe, 11:56:47 AM



Mecha meme, 11:57:47 AM

Aw man i missed the first discussions

Beautiful Night, 11:58:19 AM

you could either scroll forever, or wait till next week when they put the transcripts on the website @Mecha meme

Mecha meme, 11:58:28 AM

RIP me