

## Khitomer Conference 2021

# Creating a Community Lore Sandbox

*Host: Cam ([Obsidian Fleet](#))*

*Room One • Session 2*

[OF] Cam 2/20/2021, 11:00:45 AM

Hello and welcome. As the title says, we're going to discuss using Lore to create a simmverse - a community-wide sandbox to allow different sims to connect via shared concepts and storylines. We'll also talk a little about how to manage this with evolving canon such as what's happened in Star Trek over the last couple years.

What makes a fleet more than just a collection of simms? In part, a common set of concepts for species, allies, and enemies, and possibly larger story arcs for some of those groups. Some of this comes from canon, but also comes through Lore - a shared mythos that creates a simmverse, a simm-ematic universe, if you will.

First let me say that the idea of this sandbox is that is BIG and has a lot of toys lying around for people to use to build their own castles and dioramas. What it is **not** is walled. It sits in the middle of a playground with other areas to explore. Every fleet that I know of has simms that fall outside the main fandom, time line, etc. - and we love those! - having a simmverse just provides those who choose to use it a larger shared universe to play in together. In fact, even the simms not strictly within it, like those in alternate times or timelines, can reference it if they choose.

So ways to create this:

1. Timeline - what is fleet history in time periods beyond what is (or recently was) defined in canon
2. Political intrigue - for instance, in Star Trek, factions within UFP or tensions with other powers
3. Lore as a basis for a shared concept of species/cultures in the simm

Now, since I got roped into this ...er, was honored to be asked to be on a panel... because I wrote a lot of OF's Romulan Lore, I was planning on using Romulans to discuss all three, as well as how to massage in newly emerging canon.

But I'm open to other suggestions. So before we go any farther, any questions, comments, observations?

No?

nope, continue!

**[PF] CorCordale 2/20/2021, 11:02:49 AM**

Seems like you're going to have an easy panel

**[OF] Cam 2/20/2021, 11:03:02 AM**

yay!

**[PF] Doug 2/20/2021, 11:03:03 AM**

*peers over his newspaper*

**[SC] KyleB 2/20/2021, 11:03:11 AM**

Set a course for Romulus.

**[OF] Cam 2/20/2021, 11:03:30 AM**

1: Having a common timeline, at least in broad strokes, puts provides markers and touchstones allowing for ships to do crossover missions and/or crew who transfer among them (or have related characters on different ships). Until *Picard* aired, any Star Trek simm running in a year much beyond 2380 has history that extends beyond canon, and almost certainly involves Romulans, though it may or may not have included Hobus going BOOM.

**[OF] Paul - CO USS Athena 2/20/2021, 11:03:35 AM**

Excited for this. I love shared simmiverse stories. 😊

**Rich 2/20/2021, 11:03:42 AM**

let them discover a weakness i say. good development and a twist in a story. CoS beams to planet and enters cave, discovers fear of spiders

**[OF] B 2/20/2021, 11:04:15 AM**

Definitely allows a chance to write with more than just your crew.

**[OF] Cam 2/20/2021, 11:04:39 AM**

2: Romulans are great for intrigue! Galactic rivalry, spying, running the kind of dirty trick covert ops that make Section 31 green with envy. They also have rebellious factions, ones curious about their Vulcan cousins and pro-reunification, various Great Houses vying internally for power, and now desperate refugees and an Empire sundered into a large remnant and several smaller ones much like Rome after its fall. That provides tons of opportunity for plotting.

of course the same can be said for Orions, etc. And for groups within the UFP. Ones wanting less exploration and more 'take care of stuff inside UFP!' for instance, which creates possible story arcs that can be used by multiple simms

#3 may be seem obvious - species/cultural profile. Lift it right from memory-alpha, right?

Sort of. In terms of both game space and evolving canon, we updated the RSE lore last fall and thought we had the lore all nicely written up and then Picard aired ...and after season 1 we needed to do a big rewrite. It's entirely likely that that will be the case after the next seasons air too, so nothing is written in stone. An important point for lore is to provide room for expansion and exceptions. (Yes, Star Trek tends to write non-human species as all having the same culture/govt/etc., but realistically, outside of the Borg, no group of billions of beings is going to be that monolithic, so leave some room for subcultures).

Another important aspect of this is to give writers common ground for creating non-human characters

has anyone looked at simm, seen another character in a race you like to write, but the history showed assumptions so different from how you play it that you decided not to go there?

**[OF] B 2/20/2021, 11:08:55 AM**

Yes!!

**[16th] Indrala Xerix 2/20/2021, 11:09:04 AM**

No

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:09:16 AM**

Yes, almost always in regards to Trill

**[OF] Cam 2/20/2021, 11:09:21 AM**

I have, with both Orions and Romulans

**[OF] B 2/20/2021, 11:09:55 AM**

Romulans. But I stalk you in hopes to learn one day 😁

**[OF] Cam 2/20/2021, 11:10:00 AM**

Lol

**Zhanyt Lafizatar 2/20/2021, 11:10:06 AM**

Yes, in a few places

**[PF] Doug 2/20/2021, 11:10:19 AM**

Yes, and I have found it challenging because I want to write *with* other people, but that's hard to do when our approaches and assumptions might be so different.

**[OF] B 2/20/2021, 11:10:43 AM**

What species??

**[OF] Cam 2/20/2021, 11:11:01 AM**

Exactly! It can be overcome with good communication, but having some baseline lore to start from helps that

**Shack 2/20/2021, 11:11:09 AM**

I treat that kinda thing as "different upbringing". No two individuals are exactly alike due to life, family, etc

**Terrie 2/20/2021, 11:11:54 AM**

Humans aren't a monolith, so other species really shouldn't be either

**[OF] Cam 2/20/2021, 11:12:00 AM**

^That

**Zhanyt Lafizatar 2/20/2021, 11:12:00 AM**

I think for me it was Caitian, but I also tend to roleplay species I can worldbuild from nothing, so I expect it to.. not agree when I move fleets. >\_>

**[SC] KyleB 2/20/2021, 11:12:12 AM**

100%

**[OF] Cam 2/20/2021, 11:12:17 AM**

For instance, Orions. Are the women slaves or in control? Depends on which series you watch 😊 But players have written characters based on either interpretation and others in between. Recognizing in the lore that an ancient civilization with tens of billions might have a variety of cultures that deal the females unique biochemistry differently helps a lot.

**[OF] Paul - CO USS Athena 2/20/2021, 11:13:02 AM**

@Nikki's Orion character is phenomenal at that.

**[SC] KyleB 2/20/2021, 11:13:03 AM**

I write an Orion and this has been a blast to explore.

**[OF] Sepandiyar 2/20/2021, 11:13:27 AM**

Could they be slaves *and* in control? Power dynamics are fun to explore

**Shack 2/20/2021, 11:13:31 AM**

I have a Ferasan character on a site out there. Only place you see that race is STO, but it was okay'd because it was Trek. They are the genetically engineered attempts by Caitians to become more aggressive and strong. An interesting species, to be sure

**[16th] Indrala Xerix 2/20/2021, 11:13:38 AM**

"I write an Orion" says the person with green skin 😊

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:13:46 AM**

Also there's a century between both interpretations. I don't see why they can't both exist. Especially since they are probably spread among different planets. Perhaps women got away from one planet, established a new one where they determine the narrative?

**[SC] KyleB 2/20/2021, 11:14:06 AM**

*chuckles.* 😊

**[PF] Doug 2/20/2021, 11:14:24 AM**

@Cam 🗨️: Like you said, a lot of those person-to-person differences can be worked out through communication at a player or simulation level. How can we better handle those sorts of differences at a larger level - say a story arc or community-wide canon?

**[OF] Cam 2/20/2021, 11:14:43 AM**

yes. Or, it's true for one group but other Orions realized it made a great excuse when dealing with starfleet

**Terrie 2/20/2021, 11:14:48 AM**

Right. That's like "How can human have monarchies AND democracies?" to say they can't have both at different times

**Nikki 2/20/2021, 11:14:50 AM**

When i write aliens and hybrids, i think about the melting pot of life experiences that is reality. people both are blessed by their cultural upbringings and the assumptions surrounding them AND can be hobbled or restricted by them.

**Shack 2/20/2021, 11:15:02 AM**

Orions are as prolific as Humans when it comes to their character. Plus, they ahve no shame when it comes to sexual acts, which always makes things...interesting

**[OF] Cam 2/20/2021, 11:15:51 AM**

Yes, though some of my Orions tend to be more reserved precisely because they are reacting against human stereotypes of them

**[PF] CorCordale 2/20/2021, 11:16:17 AM**

Just poking in to make sure we aren't drifting too terribly far off topic

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:16:29 AM**

I write an Orion that doesn't buy in to that and very much would like to be measured by her Engineering skills and intelligence rather than her green skin, the stereotype, and her looks

**Shack 2/20/2021, 11:16:37 AM**

I have an Orion female on a site, and I do the same with her. In private, she is herself. On duty, she's a hard-nosed marine

**[OF] Captain Hawkins 2/20/2021, 11:16:40 AM**

AND now we are off topic

**[OF] Cam 2/20/2021, 11:17:05 AM**

Yes, and more on topic, Lore needs to recognize the variety but have some foundation that gives people common ground to build on

**Nikki 2/20/2021, 11:17:17 AM**

well, the established lore informs all of this.

**[OF] Cam 2/20/2021, 11:17:45 AM**

That's where we get lore as a cornerstone for a simmverse

**Terrie 2/20/2021, 11:18:00 AM**

*(bites tongue to avoid making a joke about Lore)*

**[OF] Cam 2/20/2021, 11:18:09 AM**

(lol)

**[SC] KyleB 2/20/2021, 11:18:20 AM**

Lore needs to be backed up by Data? 😊

**[OF] Cam 2/20/2021, 11:18:37 AM**

It also helps inform story arcs that are developed based on species/galactic powers though those don't have to involve a specific species/govt

for instance, a political faction within Starfleet or the UFP causing conflict

in OF we have that out there as something a simm a can use, and several have, including for crossovers

I guess I should ask how many have done cross overs with other simms?

**[SC] KyleB 2/20/2021, 11:21:53 AM**

That's awesome. We are exploring that a bit in SC as well. Some deviant orgs, such as Optimists, or corporations that never fully align to Federation ideals.

We did a bit

We crossed with a station sim for a brief time.

**[OF] Captain Hawkins 2/20/2021, 11:22:24 AM**

Question: What if you are trying to build a Lore around established Canon species which have little to no canon data on their back ground and what not? does that make sense?

**[PF] Doug 2/20/2021, 11:22:32 AM**

Several years ago, I did joint missions with a couple. More recently, we've done crossover posts and shared arcs (with each sim having its own mission as part of that).

**[OF] Aranis 2/20/2021, 11:22:41 AM**

Like my El Aurians? 😊

**[SC] KyleB 2/20/2021, 11:22:52 AM**

Like say... Catullans?

**[OF] Cam 2/20/2021, 11:23:18 AM**

Yes - I have a Catullan as an NPC

**[SC] KyleB 2/20/2021, 11:23:29 AM**

Awesome!

**[OF] Cam 2/20/2021, 11:23:30 AM**

has been fun to write

**[OF] Captain Hawkins 2/20/2021, 11:23:31 AM**

That is a good one.

**[SC] KyleB 2/20/2021, 11:23:42 AM**

I have a Catullan cadet.

**[OF] Aranis 2/20/2021, 11:24:34 AM**

I have my own lore on the El Aurian species. As there is very little on them I have my own background, hell I've even given them a new planet in our quadrant to start rebuilding and I include it in some of my posts throughout all my El Aurian characters throughout the fleet.

**[OF] Aranis 2/20/2021, 11:25:01 AM**

My lore varies from educational set up, some language, government set up etc

**[OF] Cam 2/20/2021, 11:25:07 AM**

I pulled in some stuff from mem-beta to flesh out the minimal mem-alpha info, but otherwise have been developing ideas for Catullans as I go

while leaving a lot open as she is primarily a Starfleet brat lol

**[OF] Sepandiyar 2/20/2021, 11:25:30 AM**

something we should talk about including into the simmverse

**[SC] KyleB 2/20/2021, 11:25:44 AM**

Heck yes. I did for my Orion. And sort of adapted for the Catullans

**[OF] B 2/20/2021, 11:25:52 AM**

Yep. Busted now you're writing it @Aranis 😁

**[OF] Sepandiyar 2/20/2021, 11:25:58 AM**

Voluntold

**[OF] Aranis 2/20/2021, 11:25:59 AM**



**[OF] Cam 2/20/2021, 11:26:10 AM**

you have been drafted!

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:26:23 AM**

I have spoken

**[OF] Aranis 2/20/2021, 11:26:26 AM**

Well I guess I'll need to refine it now

**[PF] Doug 2/20/2021, 11:26:27 AM**

So, how does one bridge from this character-level or sim-level creativity to the community sandbox?

**[OF] Sepandiyar 2/20/2021, 11:26:41 AM**

Thanks for volunteering @Aranis. We appreciate it.

**[OF] Cam 2/20/2021, 11:27:00 AM**

this is where a community and lore team comes in

ideas are suggested and worked out with lots of input and feedback from others across the fleet

Like, that Romulan lore rewrite that had to be redone? We worked for 3 or 4 months on that with googledocs being shared and getting comments and suggestions

...and then rewrote with a similar level of input

**Nikki 2/20/2021, 11:29:31 AM**

I've been appreciating that fleet lore (esp on romulan issues) and timeline as we build up the sim plot lines. We'll be adding our own details, but it's helpful to have a root springboard to work from.



**[OF] Sepandiyar 2/20/2021, 11:29:48 AM**

and to add back to the lore when we're done.

**[OF] Cam 2/20/2021, 11:30:20 AM**

Yes. Especially for Romulans with the renewed interest after Picard

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:30:24 AM**

I feel like we could strengthen this feedback loop

**[OF] Aranis 2/20/2021, 11:30:51 AM**

If Guinan is coming on for season two of Picard I am interested to see if any El Aurian lore will be added.

**[OF] Sepandiyar 2/20/2021, 11:31:02 AM**

Could be awesome!

**[OF] Cam 2/20/2021, 11:31:32 AM**

It's always a balancing act - put it out to as many as will engage, but too many needed for approval can lead to paralysis

**[OF] Aranis 2/20/2021, 11:31:35 AM**

Nah 😊 It'll mess up my head

**[OF] Cam 2/20/2021, 11:31:46 AM**

and then you never get a published lore lol

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:32:09 AM**

how do you manage that @Cam 📄 how do you make sure that at some point you can say: "This is it"

**[OF] Cam 2/20/2021, 11:32:32 AM**

partly with a deadline of 'we are releasing this in Obsidian Day' 😂

**[PF] CorCordale 2/20/2021, 11:32:44 AM**

Just poking in to make sure we aren't drifting too terribly far off topic



**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:32:54 AM**

Hahaha! That really did help 😊

**[OF] Sepandiyar 2/20/2021, 11:32:57 AM**

I think we're right on the money 😊

**[OF] Cam 2/20/2021, 11:33:48 AM**

but more realistically, at a point where Picard was done, people had discussed to the point of little additional info, and we had supermajority buy in of those involved

even then, a big point was to leave a lot of latitude for other ideas to be used and accepted

**[PF] Doug 2/20/2021, 11:34:26 AM**

Something I've often experienced is that a lot of folks will kind of nod their heads and go along with this stuff until they come across something they really *don't* like (and then they make a ruckus). How can we do a better job shifting that engagement toward a more constructive side of things before there are issues?

**[OF] Cam 2/20/2021, 11:34:43 AM**

explicitly note that the RSE broke up into many factions so there are many to imagine

**[PF] Doug 2/20/2021, 11:35:03 AM**

Like, how do we encourage folks to be involved and tell us what they *do* want?

**[OF] Cam 2/20/2021, 11:35:23 AM**

Excellent question

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:35:25 AM**

This I feel is super important! I always liked that in for example Games Workshop's lore, always room for your own Space Marine chapters, always room for your own Eldar craft world. Individual player creativity is part of the package!

**[16th] Kate, GM Langley Station 2/20/2021, 11:35:39 AM**

I think a large thing to remember is that everyone is different. That is for people, but also for sims. That's why its often hard to get everyone to agree on one view.

And removing the optional part of something like this can really remove the fun for lots of people.

**[OF] Cam 2/20/2021, 11:36:56 AM**

I wish I had a perfect on how, but I think socializing ideas as much as we can is important

also, allow for variance - make that explicit

**Nikki 2/20/2021, 11:38:07 AM**

as a writer, i accept that if i develop something inside of a culture or race, it will probably NOT be taken up by the fleet or the general lore, so i design it with the caveat that it's a seperate cult or lesser aspect. so I made a religion on betazed, but i considered it an older, forgotten order, for instance.

**[16th] Kate, GM Langley Station 2/20/2021, 11:38:19 AM**

Exactly. More than one way of seeing things can be way more fun.

**[OF] Sepandiyar 2/20/2021, 11:38:55 AM**

I think it's important as part of the larger group we have to have the simiverse sandbox, and if the community is involved, it's a chance for ppl with strong feelings to contribute and help find a compromise.

**[OF] Cam 2/20/2021, 11:39:00 AM**

I absolutely loved what you created there

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:39:02 AM**

How would you balance that for sims in your fleet, though. I mean you want to be in a fleet for a reason. And some fleets provide a common narrative (on top of a common community). As long as that common narrative is written with enough leeway for personal deviation I don't see why we should say: "Oh, we decide here that Hobus exploded, but for some of the ships that don't like it we don't..." (and even then, for those situations you would probably want to have a section where those people can still engage with all the rest of your community)

**Zhanyt Lafizatar 2/20/2021, 11:39:35 AM**

I've seen some fleets have segments that are explicitly for 'does not share elements of canon'

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:39:37 AM**

Perfectly ties in with previous ideas that non-humans shouldn't be monolithic

**Nikki 2/20/2021, 11:39:51 AM**

oh that's right @Cam 📺 i forgot you saw that!

**Zhanyt Lafizatar 2/20/2021, 11:39:58 AM**

Although, personally, I agree that there should be more integration, but that's a personal belief

**[OF] Cam 2/20/2021, 11:40:12 AM**

yes. We have a whole task force group for that

**[16th] Kate, GM Langley Station 2/20/2021, 11:40:14 AM**

But why do all the sims within a fleet need to follow a story where Hobus was destroyed. Doesn't it create way more versatility to have sims where it didn't and sims where it did.

**[PF] AlexM 2/20/2021, 11:40:33 AM**

Yes and no

**[SC] KyleB 2/20/2021, 11:40:48 AM**

I one hundred percent agree with this. Though we don't want to make them humans with blue skin and antenna, or humans with pointed ears and superstrength either

**[OF] Sepandiyar 2/20/2021, 11:41:04 AM**

We set a seperate TF for that, so if someone wants to go that road, they can.

**[PF] AlexM 2/20/2021, 11:41:05 AM**

If you want a shared story arc, especially one that deals with the Romulans, you really need everyone involved on the same page.

**[16th] Harrington, SB50 2/20/2021, 11:41:06 AM**

you attract more players, I would think by having a variety... I agree with you.

**[PF] Doug 2/20/2021, 11:41:17 AM**

As someone who works in resourcing a community, the more variations there are, the harder our work is...and we are but humble volunteers.

**[OF] Sepandiyar 2/20/2021, 11:41:25 AM**

But the mainline group, at least for us, is part of the simm verse. I think that's the compromise. imo

**[PF] Doug 2/20/2021, 11:41:44 AM**

We simply don't have the time, energy, or resources to provide support to everyone's version of what happened.

**[16th] Kate, GM Langley Station 2/20/2021, 11:41:44 AM**

I think it depends what your desires are. Some GM's like that everything is already thought of for them. They can just follow that. But other GM's like to have the freedom to create their own lore.

**[OF] Cam 2/20/2021, 11:41:51 AM**

to reiterate what I said above:

First let me say that the idea of this sandbox is that is BIG and has a lot of toys lying around for people to use to build their own castles and dioramas. What it is **not** is walled. It sits in the middle of a playground with other areas to explore. Every fleet that I know of has simms that fall outside the main fandom, time line, etc. - and we love those! - having a simmverse just provides those who choose to use it a larger shared universe to play in together. In fact, even the simms not strictly within it, like those in alternate times or timelines, can reference it if they choose.

**[PF] Amethyst 2/20/2021, 11:42:15 AM**

^^ that

**[16th] Kate, GM Langley Station 2/20/2021, 11:42:24 AM**

If you are the first type of GM, then you need to find a fleet that offers that. And vice versa.

**[OF] Cam 2/20/2021, 11:42:40 AM**

again, see above

**[PF] Amethyst 2/20/2021, 11:42:52 AM**

Most sizeable fleets have allowances for sims that don't meet their 'prime' canon.

**[OF] Sepandiyar 2/20/2021, 11:43:08 AM**

Let's stay on the point of creating the simmverse, please :). We can debate the other bits in the overflow.

**[OF] Cam 2/20/2021, 11:43:19 AM**

but this gets to timeline as part of lore

**[16th] Kate, GM Langley Station 2/20/2021, 11:43:20 AM**

Why do you need to provide support for every the backstory of every sim with your fleet. CAN't a GM just run it's own lore. Why does a fleet need to do it for them.

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:43:30 AM**

@Cam 🗺️ I love how we included Hobus in the Loki universe to make it a super strong Romulan 3D chess play

**[OF] Cam 2/20/2021, 11:43:48 AM**

Exactly!

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:44:34 AM**

That's one of the choices a fleet can make. Do you want to be a loose collection of sims and just be in a fleet for the sense of community. Or do you want to also have an IC sense of continuity?

**[OF] Cam 2/20/2021, 11:44:38 AM**

So for illustration he two of us are on a simm where the Dominion War went the other way and the Dominion won

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:44:42 AM**

Different strokes for different folks

**[22] greenfelt 2/20/2021, 11:44:47 AM**

Please remember that this is a fleet neutral event. Some people like their independence and others like having a fleet backing. This panel is for those who identify with the latter.

**Reminder 2/20/2021, 11:45:09 AM**

*This is your 15-minute warning*

**[OF] Cam 2/20/2021, 11:45:43 AM**

Yes. And I've been in a number of indie simms I loved!

but this panel is on using lore to build a simmverse as a sandbox for a fleet

Again, no one is forced to play in that sandbox, but it provides a nice space for people to build their ideas together

think of it as a set of tools for collaboration

**[OF] Sepandiyar 2/20/2021, 11:47:44 AM**

Love the structure!

**[PF] Amethyst 2/20/2021, 11:47:54 AM**

One of the things I love about a prime fleet sandbox is the sense of continuity.

**[OF] Cam 2/20/2021, 11:48:16 AM**

*tosses shovels, buckets, shapers, seashells into sand for kids*

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:48:20 AM**

And so many opportunities to play with that continuity!

**[OF] Cam 2/20/2021, 11:48:40 AM**

yes - even AUs can reference it and have fun with that

**[PF] Amethyst 2/20/2021, 11:49:14 AM**

I know, in PF we have our primary fleet canon... and I love that I can move a character seamlessly from one sim to another without having to rewrite or lose their history.

**[16th] Harrington, SB50 2/20/2021, 11:49:32 AM**

I like the idea of a community sandbox, but on the other hand I think there needs to be option for people who wanna be a part of a group but develop their own Lore as [@Kate](#) stated. There is definitely two sides to the coin, to consider in developing our sandbox.

**[OF] Cam 2/20/2021, 11:49:37 AM**

which makes for interesting crossover opportunities too if you have AU characters phase between timelines

and again, there is that place

**[OF] Sepandiyar 2/20/2021, 11:50:24 AM**

Which, like @Cam 🗺️ said. Her game we won the Dominion war and plays in the fleet box while @RottenEmu we lost and he's in another one altogether, in the alternate group

**[OF] Cam 2/20/2021, 11:50:44 AM**

and within it, multiple simms can develop their own lore and interact too

we have a big sandbox, but it's in a bigger playground 😊

**[OF] B 2/20/2021, 11:51:43 AM**

Exactly this.

**[PF] Amethyst 2/20/2021, 11:51:47 AM**

PF, like many other Fleets, has an entire TF for sims/games that don't fit into the primary sandbox. There is ALWAYS options.

But again, this panel is about developing a sandbox for the simmverse.

**[OF] Cam 2/20/2021, 11:52:19 AM**

and I do think having that playground is important

**[PF] Amethyst 2/20/2021, 11:52:28 AM**

Statements about 'offering alternatives' have been addressed.

**[OF] B 2/20/2021, 11:52:42 AM**

Aye it's not a new thing for fleets. We've just got better toys recently with more shows.

**[OF] Cam 2/20/2021, 11:52:58 AM**

sorry - misread

Anyway, back on topic for our last 5 minutes

**[OF] Sepandiyar 2/20/2021, 11:53:46 AM**

*claps excitedly*

**[OF] Cam 2/20/2021, 11:54:51 AM**

there are a lot of ways to create a common lore and 'play area', but the important thing is to provide room for expansion and exceptions, even within the simmverse

**Reminder 2/20/2021, 11:55:07 AM**

*This is your 5-minute warning. Consider moving the conversation to the appropriate overflow room.*

**[OF] Cam 2/20/2021, 11:55:44 AM**

I've suggested timeline, politics, and species/culture lore as primary, but I'm sure there are others

though since we're running out of time, my plan to ask if anyone had other ideas or favorite/examples may have to go to overflow lol

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:57:30 AM**

Yeah, let's take that one to #overflow-one 😊

**[OF] Cam 2/20/2021, 11:57:53 AM**

okay, thank you all for joining in

hope this wasn't too disorganized - I haven't run a panel here before 🙄

**[PF] Amethyst 2/20/2021, 11:58:15 AM**

@Cam 📺 thank you for a fantastic panel! It was a great take on sandbox play 😄

You did great! 😊

**[OF] Sepandiyar 2/20/2021, 11:58:35 AM**

I think you did great! Woo!

**[OF] B 2/20/2021, 11:58:56 AM**

Really great. I loved hearing others thoughts on it.

**Allison 2/20/2021, 11:58:56 AM**

You did wonderful

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:58:52 AM**

I mentioned it before in regards to creating a fleet lore that leaves enough room for players to play around in. I feel like WH40k does a great job at this. They establish a common background, how some factions diverged from this, and explicitly mention that there are sub-factions that are lost / exist elsewhere.

In our fleet lore we mentioned that the Romulan Empire fell apart into bits, with two main factions and a lot more smaller factions vying for control. Gives you an awesome backdrop that you can draw from in general, and enough room to explore one of these factions making a power play to try and gain more ground / power / traction.

**[OF] Cam 2/20/2021, 12:01:19 PM**

plus there can be a few planets that are now essentially run by warlords that were former Tal Shiar or Galae commanders

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 12:01:39 PM**

I should really do something with this on the Fawkes 😞



They probably need weapons

I mean... medical supplies. Definitely not running weapons 😊

**[OF] B 2/20/2021, 12:02:10 PM**

It gives something for everyone

**[OF] Cam 2/20/2021, 12:02:59 PM**

lol

I think there are some great stories that could come of those

there's also emerging groups that will need lore, like Fenris Rangers, who can be allies or adversaries depending on circumstance

**[OF] B 2/20/2021, 12:05:33 PM**

Oh bother

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 12:05:59 PM**

What are we bothering?

**[OF] Cam 2/20/2021, 12:07:00 PM**

Fenris Rangers lol

**[OF] Sepandiyar 2/20/2021, 12:07:22 PM**

its touchy, like Marines

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 12:07:32 PM**

*writes a note* they could use some... medical supplies... as well

**[OF] Cam 2/20/2021, 12:11:10 PM**

the whole Wild West meets Mad Max aspect of the former Neutral Zone is a big new area of sandbox

**[OF] Sepandiyar 2/20/2021, 12:11:37 PM**

*quietly steals this description*

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 12:36:28 PM**

I feel like this is an area of space I should embrace more with the Fawkes

But I'm always afraid of attracting too many similarities with Firefly

**Cara Letsul 2/20/2021, 12:38:08 PM**

Firefly isn't that bad to simulate in some ways.

But Firefly has taken the similarities of steampunk and the westerns

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 12:38:49 PM**

We're a Star Trek simm set on a freighter that struggles to stay on the straight and narrow

**Cara Letsul 2/20/2021, 12:39:10 PM**

*nods*

Its a classic storyline honestly.

If you've read westerns, and books dealing with the pioneers and explorers it calls to the soul

**[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 12:40:56 PM**

I've increasingly wondered if I should lean into the 'moral grey ground' a lot more for the Fawkes. Recently rounded off a story line that involved a synthetic brain. Something banned in the era of Trek we're playing in.

**Terrie 2/20/2021, 12:42:09 PM**

I mean, moral ambiguity was very much a thing in DS9, and it remains my favorite, so....

**Cara Letsul 2/20/2021, 12:42:14 PM**

Sometimes you've got to cover the grey areas to created interesting stories

Nothing is truly black and white in aspect it has shades of grey, and the other colors intermixed.

**[OF] Cam 2/20/2021, 12:45:46 PM**

And TOS was originally pitched as 'Wagon Train to the Stars' so the western vibe is very much inline with trek

and TOS was prime time in the late 60s so they couldn't dark, but they had their share of grey

**Cara Letsul 2/20/2021, 12:47:27 PM**

And a neat note, DeForest Kelly had been in Westerns himself

**[OF] Cam 2/20/2021, 12:48:11 PM**

yes, and Nimoy

**Cara Letsul 2/20/2021, 12:48:55 PM**

*nods* so a western flavor isn't far fetched

**[SC] Reece 2/20/2021, 12:52:04 PM**

Let us not forget the Ancient West epic... *A Fistful of Datas*

**[22] greenfelt 2/20/2021, 12:52:58 PM**

That ENT episode from season 3 wasn't bad.

Can't remember the name.

**Cara Letsul 2/20/2021, 12:54:24 PM**

@reecesavage That was an awesome episode.

**[OF] Cam 2/20/2021, 12:54:45 PM**

yes

**[SC] Reece 2/20/2021, 12:54:52 PM**

Was it?



**Cara Letsul 2/20/2021, 12:55:11 PM**

@RottenEmu You can take the flavor of Firefly and make it your own.

There are those who are attracted to that aspect.

**[22] greenfelt 2/20/2021, 12:55:38 PM**

I've seen a couple civilian sims in Trek along that vein.

**[OF] Cam 2/20/2021, 12:55:54 PM**

yes, and it is there is trek. ENT had episodes with one of the crew's family who ran a freighter

I'm in one 😊

it's fun