

SALLY: I'm just gonna come by and dab you—that's just what's gonna happen.

JORDAN: Thank you, thank you. Makeup! Can you make the nose smaller?

MITCH: I thought it, you said it!

SALLY: I gotta lean, okay. Wipe your forehead. I'm just... wiping Jordan's grease on your face.

MITCH AND JORDAN: [laughter]

JORDAN: Maybe it'll make you grow...

SALLY: Okay first, hi, I'm Sally. I'm gonna be askin' the questions so that's gonna happen. I'll be over there.

MITCH: Hi.

SALLY: All right, so, guys, we collected a lot of questions online on the forum, and we're just gonna holler out a few. At you. It's the first time you've ever heard them—it's pretty exciting for you.

JORDAN: Frightening. It's frightening. There's a difference.

SALLY: So, there have been a few that were prominent—we just sort of collected them. The first one is: when will the beta editor be available, and how accessible will it be for those with little to no programming experience to use the mission editor?

JORDAN: We can answer that in reverse order.

SALLY: Awesome.

MITCH: I like that plan.

JORDAN: Yes. Reverse order, uh, it'll be very accessible for people with no programming experience—

MITCH: I can do it.

JORDAN: Which... is a pretty damn low bar.

MITCH: Yeah, there goes.

JORDAN: Uh... our goal with this is, it's not a mod-ing editor, right. You're not going to be able to take this and turn it into any other game. It's a way of creating Shadowrun adventures, and so it will require no scripting and no programming. You do have to be able to have a clear sense of logic. Because you are going to be creating the logic on which the game runs, but you'll be doing that via dropdown boxes and drag-and-drop. You're not going to do that via scripting. So if your logic flow isn't right, the adventure won't play the way you want it to, but it isn't an issue of having to learn syntax or anything

like that. You just have to be able to clearly think out cause and effect relationships between the different parts of the adventure.

MITCH: Right. And part of that whole mod-ing thing, what we're saying is that you're not going to necessarily be able to import your own art; you're not going to be able to turn Shadowrun into a Western Adventure.

JORDAN: No. Noir Western, though... that's interesting. But we'll go there later. Uh—

MITCH: We *will* go there later.

JORDAN: Right so then—getting back to the original question—

MITCH: Mark this date.

JORDAN: Of—

MITCH: Okay, go ahead.

JORDAN: --when is it going to be available? Uh... we're not saying. It's because we don't really know yet, so we really don't want to put a date on it because we're... it's too early. It's too early in the development process to really have a realistic expectation for a release date.

MITCH: And we hate to lie to you. Or each other.

JORDAN: Or get caught.

MITCH: That's right.

JORDAN: Right.

MITCH: We're men of action. Lies do not become us.

SALLY: Awesome. So let's thank Nate1 for that question.

MITCH: Thank you, Nate1.

JORDAN: Thanks, Nate1.

SALLY: The next one is uh... so we had a lot of questions about the production timeline. What does the roadmap look like for revealing things like preliminary artwork, in-game screenshots, and is January 2013 still the estimated release date?

MITCH: Should we do that one in reverse order too?!

JORDAN: Sure!

MITCH: All right, go ahead.

JORDAN: No.

MITCH: ...No to what? Oh! To... is it the... January 2013? It was a great release date for the game we originally envisioned.

JORDAN: Which was much smaller.

MITCH: Yes. That was before our stretch goals.

JORDAN: You guys gave us more money.

MITCH: Yes, thank you for that.

JORDAN: Which is great, but it also means it's gonna take us more time. And not a huge amount more time. We're still looking at early 2013.

MITCH: Yeah.

JORDAN: But not, not by January. No chance.

MITCH: Not with everything we're adding. Okay, so that's that one. Go back. Tell us more. What?

SALLY: Uh, they also wanted to know about preliminary artwork and in-game screenshots.

JORDAN: Ooh, ohh! Well, there will be some preliminary sketchbook art simultaneous with this video, which leaves Mike McCain and the rest of the art team really scared. But! We know you're gonna like it because we like it. This is just kind of a conceptual phase, so it's all sketches that illustrate thoughts and directions on environments and characters, so we'll add stuff as we go.

MITCH: Yeah we're trying to wrap our heads around the look and feel of the game. It won't even be in game perspective either. It's just... tonal. Getting everybody on the same page.

JORDAN: Yep, so the first chunk of that will come out with this video and then on an irregular an unposted basis (except for Sally if you're really nice to her she might tell you when), we'll release more sketchbook stuff. Uh we will at some point, I'm guessing a month out from here, be able to put up the first things that represent the game perspective. Right?

MITCH: Yeah, that sounds about right. But just, to be clear, we're not planning on releasing this to you guys in terms of a road map. That's not the way we think. We think about 'how do we make the game?' and then when we're confident, then we'll show you. But until we're confident, then we're not showing you. So it's not like some sort of weird marketing then where it's like 'first we'll show them this, then we'll show them this,' right. That's too um... douchey.

JORDAN: Also there are no marketers at HBS.

MITCH: No.

JORDAN: So yeah, even if so, we wouldn't have such a plan.

MITCH: Yeah. We have nobody to make that plan.

JORDAN: Yeah. Did we answer all of that one or no?

SALLY: Yeah, you did.

JORDAN: And who do we thank for that?

SALLY: Uh, you thank RC—

MITCH: Who's that?

SALLY AND JORDAN: [laughter]

MITCH: I'm sorry, say this again.

SALLY: RC, dragon, and Necrogigas. Sorry if I'm pronouncing it wrong—

MITCH: Necrogigas?! No that's perfect. If that's not the way you pronounce it, I'd prefer you change it to that, thank you. All right, that's awesome.

SALLY: So twoedge says, 'will you create a deep and engrossing story, or will this be more of a skirmish romp, where it's all about the combat and build-up?

MITCH: Actually, we're going to make a FPS.

SALLY: [laughter]

JORDAN: But actually, 'skirmish romp'—

MITCH: 'Skirmish romp' is our next game. All right, wait, who asked that question? Because we want to give him credit for the 'skirmish romp' thing.

SALLY: twoedge.

JORDAN: Doesn't—doesn't 'skirmish romp' kinda sound like a British Bedroom Farce... right? Or like... mixed with large, sharp objects.

MITCH: You're really close. I was going Benny Hill—

JORDAN: Yeah!

MITCH: -- so we're so on the same page, right? ...what was the question?

JORDAN: I know the question! So the question, no, the skirmish romp sounds like it's going to be a future title. Uh, this one, uh, deep and engrossing stories

MITCH: Oh, yes, yes.

JORDAN: Something, you know, the Shadowrun universe was built for storytelling. I always say that. Especially if you look at the first edition rules. It's a story in a world that played in spite of its rules. We want a great combat engine at the core of it, but the game is all about the story. And so we are actually spending a huge amount of time on the story engine itself, and the conversation engine, because we want the game to be—the conversation engines are a huge part of the gameplay itself, and not part of the solution engine so that the adventures don't always end in a hail of fireballs and uzi fire. Adventures can be initiated, driven by, and concluded purely by conversation and information.

MITCH: We would love that. Yes, definitely.

JORDAN: Yeah, that's probably where we're trying to get to.

MITCH: And just to add to that, I'd say that a certain element that every RPG sort of has to have is sort of, just, entry into it—one of the areas that we're trying to invest a lot of energy into is that conversation engine that Jordan was talking about. So we have high hopes and we're gonna, frankly, experiment with that a lot, so—

JORDAN: Yeah.

SALLY: All right, well his, uh, question went on a little bit just to say that he'd love it you could include Maria Mercurial.

JORDAN: Ah

MITCH: Yep

JORDAN: Yeah, one hot metal chick.

MITCH: Yeah, no, Mulvihill's all over that one.

JORDAN: Oh yeah actually, that could be actionable—don't say that.

MITCH: Right, okay

JORDAN: He's really... he really likes that character.

MITCH: [sarcastic face] He's not overly involved with that at all...

SALLY: Great, so, our next question comes from Fred1. He wants to know if you have any plans or ideas about editing the in-game timeline. Um they say that Shadowrun Returns is set 36 years in the future in the late 2050s, but the latest Shadowrun tabletop lore is now set in the 2070s. Have you considered an in-game progression toward the 2070s in Shadowrun Returns? Perhaps with future add-ons or a sequel?

MITCH: Oooh! ...Oooh! ...Uh, you're looking at me, like what...

JORDAN: So uh we—as we said we’re gonna start in the 2050s, primarily because we think it’s, like all stories, it’s simpler at the beginning than that it is after 20 years. And in terms of storytelling, it’s the initial touch point for both the players of the SNES and the SEGA Genesis titles and the early players of the pen and paper and a lot of the novels. So it seemed like the right place to start. As we mentioned before, the cliffhanger Shadowrun Online is gonna be set in the 2070s, so we’re talking with them about story elements that could sort of carry through to what we’re working on. Uh, will our game progress in time? That is certainly possible.

MITCH: Yeah, but I’d really like to stay. I don’t want to evolve the game past the 2050s. There’s so much just in the 2050s. Like, you could go go 2051 2052 but you’re not thinking like—

JORDAN: Well I mean, to me, it’s kinda like, it’s, my guess is we’re probably gonna end up like late 2050s. Probably before Dunkelzahn’s death...?

MITCH: By the way, this is the big thing we’re working on right now.

JORDAN: Yeah we’re figuring out which side of that line we’re gonna be on.

MITCH: So if we advance the timeline, all I’m saying is, we’re not gonna advance by leaps and bounds.

JORDAN: Yeah, totally right.

MITCH: But, but I would say that timing will progress, but it won’t progress by fives or tens.

JORDAN: Yeah, we’re on the same page

MITCH: This is the way we work

SALLY: Yeah, so this is a pretty hot button topic on the forums—

MITCH: Oh, I thought that was going to be the name of the person, like “this is from ‘Pretty Hot Button Topic’”

SALLY: [laughter] Yeah, so it’s from Delurk, Oneshot, Livingstone, Birththeblack, and J2k. So we know that Jordan has mentioned there won’t be an immersive Matrix or Matrix minigame in Shadowrun Returns, but there will be deckers hacking systems, and the players will see an overlay in the deckers’ perspective. Can you tell us more about this overlay, and what sort of interaction the players will have with the Matrix?

JORDAN: Yeah, um

MITCH: I’ll tell you where we are right now. I think that’s the best way to start, right?

JORDAN: Yeah, as... as Sally mentioned from your guys’ questions we have mentioned that we’re not going to be doing an immersive matrix game. It’s just a whole different sort of development, and it’s way beyond our scope of our still pretty humble game development.

MITCH: And kind of our vision of where we really want to take the Matrix, it's not just new art or anything. If we're going to do the Matrix, we're gonna really do it.

JORDAN: Right, so that means it's just beyond the scope of what we can really do here. We do have a pretty cool idea of how to capture some of the essence of the Matrix game play with what we're talking about with the overlay view. So I'll describe what we're envisioning at the moment, and this is where a lawyer pops up and says "nothing said here is a commitment or could be... actual things may vary, or" —

MITCH: Yeah, we're not going to be held to this on the Internet on any way shape or form...

SALLY: It's not forever.

MITCH: [laughter] Yeah

JORDAN: Yeah, exactly. that'll never happen. So what we're looking at is sort of an isometric perspective of your environment, you've got your decker, your decker then creates kind of a hud overlay that illustrates the local matrix of the environment you're in. So points to jack in, control points that control things in the world, cars, doors, things like that, data stores that are within the local matrix that you may be trying to get access to. So thing gives you the information that you need for your decker to be able to jack in appropriately, and then navigate once he's jacked in around those control lines, virtually, to the data stores through the ice, to get to either... you know, if you're trying to open something for the rest of the physical runners to an environment or if you're trying to get into a data store. It's almost like a wiring diagram, like if you were to lay out a network of the wiring diagram of how the network is layed out, you're maneuvering about that in an iconic abstract form. And some of that, I'm actually embarrassed and proud to say, came from my son. We have two of my sons working on the design because I'm really old, and my sons who are actually 21 and 23 are like contributing adults. I'm pretty psyched about where we're going.

MITCH: The other thing we talked about that we haven't committed to yet is perhaps linking that to the conversation engine also so that a decker could use that same sort of system engine to talk to a computer. So we'll see, but that's kind of an interesting thing. And if the system exists, we might be able to extend it that way.

JORDAN: Yeah, well certainly with the existence of AIs. You could have a conversation with an AI just like any other NPC. So hopefully that just muddies the waters and you have no idea what we're talking about.

MITCH: Or we'll, we'll piss everybody off—

JORDAN: One or the other.

MITCH:-- but, but we're fightin' the good fight.

JORDAN: What's next?

MITCH: Yeah

SALLY: Okay, uh, this is from Trudeau and Sangius. So metahuman rights is a recurring theme in Shadowrun. Is Shadowrun Returns going to reflect some of that struggle, and include infamous groups such as the Humanis Policlub, and Alamos 20,000?

JORDAN: Well, yes. I think one of the things that we wanted to do with Shadowrun initially is to write the great American novel in the form of an RPG. We wanted it to touch on as many human elements as we possibly could. So we definitely try to touch on racism through the axes of extending that to metahuman. So, you know, people who are anti-ork, anti-elf, anti-troll. And actually I think the authors of the stories have captured that quite successfully. I think over the years there has been some really powerful work done with that. We're going to have all of those metahuman races represented in the game, and you're going to get to play them as your player character. So you're not just going to get to see them—you're going to get to choose and play a character of any race that you like. How much racism component plays into the story? TBD? It's not within the metaarch of the story, but instructurally we're trying to make sort of a braided anthology, so authors are going to be making sort of a textured extension from our metastory, and it's slightly possible that it ends up in one or more of their kin dof short stories. So uh, we'll see!

MITCH: Yeah, I mean the only thing I have to add is that there are things to play with there with metahumans. Right? Like, can elves and dwarves marry?

JORDAN: Yeah, yeah, brush up, brush up.

MITCH: Just sayin'.

JORDAN: Totally they can.

MITCH: Okay, just checkin'.

SALLY: All right, well this one next comes from Thorstein and Relaxin. Yeah.

MITCH: Relaxin! We should put that in the game.

JORDAN: "Try Relaxin!"

SALLY: It's a hormone that increases in your body when there's pregnancy, so... probably not.

MITCH: Oh!

SALLY: All right, so, random mission generator. Will there be Johnsons giving out missions that don't necessarily have to do with the storyline?

MITCH: Oh. Like, like in the SEGA game, right?

SALLY: Will the storyline be more sandbox or rails? Can the player take open runs or just the runs to progress the story? Slash, let me get you your chai.

JORDAN: Oooh!

MITCH: There's chai?

JORDAN: Tea. Ooh, tea. Uhh.

[chai-related babbling]

SALLY: All right, so Thorstein and Relaxin asked, uh, wull—uh, bluhbluh--

MITCH: You just gotta take some Relaxin.

JORDAN: You could use some Relaxin right now.

MITCH: "Relaxin! For the interviewer in all of us!"

JORDAN: Okay that's it, I think we need billboards, in the game, like "Try some Relaxin today!"

MITCH: Yeah we'll get McCain on that.

MITCH: [to Sally] You're gonna need to focus.

JORDAN: Come on, Sally.

SALLY: Uuhhh, oh, will there be Johnsons giving out missions that don't necessarily have to do with the storyline, slash will the progression of the storyline be more sandbox or rails?

MITCH: Okay I get the question now.

SALLY: And can the player take open runs, or just the runs to progress the story.

MITCH: Okay, so, sandbox or no sandbox.

JORDAN: Uh, yes, well, right in the middle.

MITCH: Something that will satisfy nobody. For those of you who love to be on rails, we're sorry, no.

JORDAN: What I mean by in the middle—and this is obviously, you know, early game, so all the normal caveats of "everything may change" still hold—

MITCH: Yeah considering for example when you came up with the idea for Strikefleet Omega, we didn't make that game. All right, so...

JORDAN: Well we made one very similar

MITCH: Similar, yeah.

JORDAN: We don't see within the scope we've got the ability to create a big sandbox. And uh, we think that actually the best way to do it is just for us to create a meta story arc that goes over our version of the game. So all the adventures that you guys are going to create all get added on to this. But our meta-arc is sort of throughout the adventure. And what we mean by that braided anthology concept is that we have numerous adventures that are written by us and the group of authors that will be weaving around that meta-arc. And there will be many of those running at any particular time. So it will be kind of sandbox feel in that you can be pursuing multiple paths of the story at the same time. Um, but each of the story lines are within a narrow container. They can branch, but they're not gonna be wildly branching. We don't have any concept for auto-generated runs where Mr. Johnsons are just handing out runs will-nilly. We're hoping that will inspire a large and talented audience that will create runs that actually have much more meat to them. That's why we wanted to release the editor. Rather than add random ones that lack story depth and sophisticated logic, you, the audience, can create that for each other.

MITCH: We don't think of the game as linear or as ending.

JORDAN: Yeah.

MITCH: Good question, thank you!

SALLY: Awesome.

JORDAN: And Relaxin will be in the game.

MITCH: Right. That's a commitment we can keep.

SALLY: Great. So, OgreLXXV, which is, you know, 75,

JORDAN: Hey! Someone older than me!

SALLY: And AnkleBiter

JORDAN: Someone younger than me!

SALLY: Um, say that part of what made Shadowrun so much fun was the system itself. Do you have any specific ideas of how to maintain that tabletop feel in a modern PC game?

MITCH: Yes!

SALLY: Yeah you do!

MITCH: I don't know the answer but yes, I've seen it happen! That's a big topic right now. We've been rolling dice and stuff.

JORDAN: Yeah, I mean the stage we're at right now is going through that very process. Mike Mulvihill and Trevor and myself have been working on a tabletop version of the game that takes what we loved about the RPG as much as we can and making it successful for a tabletop version that's also PC

compatible. And most importantly, able for us to create AI against that's going to be able to understand how to work within that system. We have to make sure to create a game that not only the player can play, but the computer can play as well if it's going to give you a decent challenge.

MITCH: Well another way to think about it—there's no game master to adjudicate rules, like “and then this happens!”

JORDAN: That's a better way to phrase it.

MITCH: It's okay, that's what I'm here for. Go on!

JORDAN: So we're trying to bring across as many of those concepts as we can. Obviously, you know, the buckets a dice nature of Shadowrun is kind of specifically to the tactile nature of a pen and paper role playing game. We're not going to bring that across in terms of pretending to roll a whole bunch of dice on the computer. So what we are trying to do is keep the nature of how attributes relate to skills and specializations. Karma allows you to grow characters, and we'll make sure to capture all the flavor as we can from the pen and paper RPG.

MITCH: Yeah we're definitely trying to keep the same tone as the pen and paper RPG, and I think that Mike and Trevor have a pretty good idea of how to simulate that—the lethality of Shadowrun. For one thing the idea of how the damage works in Shadowrun vs. accuracy and damage and stuff. They're really working to simulate the feel of Shadowrun as opposed to just numbers. But actually the numbers are really close to Shadowrun's numbers too.

JORDAN: All the core attributes and skills will be using the same rating system.

MITCH: Yeah.

JORDAN: What's next?

SALLY: The next one, Mitch is gonna like.

MITCH: Uh, doubt it, when you say it like that.

SALLY: It's from Mr. Jaggerz. It's common in modern games for female characters to be shallow, over-sexualized caricatures.

MITCH: [to Jordan] Oh, they've seen your games before!

JORDAN: Yeah.

MITCH: Keep going.

SALLY: What strategies or efforts might you take to ensure that writing and art direction from the team builds a rich set of strong, flawed, gender-positive female heroines, villainesses, and women will all shades of Shadowrun-grey backstories.

MITCH: You're right, this is one that I like—

SALLY: I know

MITCH:-- Because I have gamers in my family. Hard core, very female gamers. SO yeah, I've been trained on how to make sure this happens. Well, to start with, we hire women to make the game. So, that's a good one.

JORDAN: Yeah, and we actually have a fair amount of women on the team.

MITCH: Yeah, which is great.

JORDAN: Yeah, and a big change from what the games industry used to be like.

MITCH: Oh, yeah.

JORDAN: Shadowrun, even at its origins, dealt with strong female characters. They weren't just the classic, very stereotypical old character of women screaming off in the corner. They were major parts of the plot, and totally kick ass and powerful. So that part is core to Shadowrun. Over-sexualized? Well, you know, the guys are over-buff and the girls are over-sexualized. That's sort of what happens in games, to an extent. I mean, it was more of the case if we were to go back like thirty years. I think, hopefully, in some of the art that's gonna be coming out, we're trying to take a much more realistic sexy as opposed to a thematically inflated sexy.

SALLY: "Happy birthday, Mr. President" sexy.

MITCH: You know what? Think of it as this way. If, you know, there are hyper-sexual people in the world, and one or two of them might be in the game. But there are also other types of people in the world, and we're gonna reflect... people. That's modern sensibility, don't you think?

SALLY: There's nothing wrong with sexy people.

MITCH: No, there is nothing wrong with sexy people. [To Jordan] Right? I mean, you know. Being as hot as you are. You know, it's really hard to get work done around here. This guy is so distracting...

JORDAN: Well, you know, I try... I dress down.

MITCH: Thank you for that.

SALLY: Okay thanks for that. This one comes from Garas and J2K. They say, will character creation be classless or class-based? And how closely will it follow Shadowrun's tabletop RPG character creation, and what choices will we see?

MITCH: All right, cool. Well we are very careful not to use the word "class" around here. And that's important.

JORDAN: Because we... we don't really have much ourselves.

MITCH: No kidding.

JORDAN: We like the hodgepodge.

MITCH: We want to embrace the idea that characters grow the way you want them to grow.

JORDAN: Yeah, I mean the original idea for an RPG for Shadowrun was, in many ways set up to be sort of a counterpoint to D&D. The concept that the magic-wielders were not prohibited from carrying bladed weapons or machine guns. And that you didn't have to pick a class of who you are and have that define everything about you. Like you could grow and eventually change who you are. The burned-out mage could decide to put in cyber-gear and shift into a different thing. And the way we balance that is with essence. What defines you as a human or a metahuman was that essence. And that was kind of the balancing point. And we're really trying to make sure that that carries forward into the game.

MITCH: Hope that answers the question.

SALLY: Oh no it totally does. The following questions are somewhat related. This one comes from ApesAmongUs and Krak-jen or Krakyen... will we eventually get more metahuman race choices beyond ork, dwarf, elf, troll and human, and will we be able to choose or create our own historical background for our characters?

MITCH: Yeah, so the first one... metahuman races beyond what we've talked about so far, there are no plans to go beyond that as of now. That's just yet though, all right? We live in the moment. So, that's the first thing. Now in terms of backstory for your character, while you were on vacation we talked about the ability to input your own backstory so that when my character goes into your game, you can read my backstory if you so choose. That's not a, you know, tough feature.

JORDAN: To me, backstory is one of the keys and fine elements of creating a character. So being able to create backstories I think is important. One of my aspirations is that some of the aspects that we're using in the conversation engine have a part in character creation including your backstory. Rather than it only be fluff fiction that you've written, which is going to be fun, and fun when you exchange it with friends. But we want other characters to actually understand some of that background.

MITCH: Oh that's in the new version of your .doc?

JORDAN: Yeah.

MITCH: That you wrote while on vacation.

JORDAN: Yeah.

MITCH: Yeah nice vacation, by the way. Nice job. But yeah that does make sense, and I like that a lot. Going back to the whole class thing, right. One of the cool things about Shadowrun is that you can mix and match all these different elements. With a cool backstory justification for why you're so muddled really creates rich characters.

JORDAN: Yeah the minimum bar is yes you're going to be able to create your own backstory, and our maximum aspirations are "and it may even have in-game impact."

SALLY: JulianTempest says, have you or would you consider adding a mechanic to the game whereby a character could use cybertech to swap out his or her body for another body a la Ghost in the Shell?

MITCH: So we did come up with the idea that you could go to a plastic surgeon, right? And completely change the way you look.

JORDAN: But right now, well, let's just say see.

MITCH: I love it because every time you try to talk, features get added to our schedule, and so, you know...

JORDAN: As Mitch says, we have talked about some of this aspect. Some of it we think we can reflect, but some of it is beyond scope. So, for instance. You know, changing from bipedal human or metahuman into an arachnoid, that ain't happenin'. But there is potential for being able to upgrade your body and upgrade your cyberware. How far those changes go is kinda TBD.

SALLY: Awesome, so this is our last question, and I just wanted to thank everybody for sending in these questions.

MITCH: Yeah, thanks!

JORDAN: Thanks.

MITCH: Yeah, and just real fast, thanks for your patience. I think you know by now that there aren't a lot of people here to be answering all your questions, so we thought this was a good focused way of doing this. Hope you appreciate it.

SALLY: Yeah, so just a throwback to kickstarter real quick. They want to know if there's going to be an opportunity for kickstarter backers to be beta testers. Opportunity is one way to look at it, necessity is another way. Our test budget is... um... real slim. You know, and so we have to find a way of testing this thing thoroughly. An RPG is really fast, so we're gonna have to figure that out.

JORDAN: Yeah, and we'd really love for the people who are behind us to play a lead role in that. And so yes, we look forward to finding the right way to engage with people who put in that time, and at the same time will keep it under their hat.

MITCH: Oh, that's totally going to happen on the internet! It'll be great!

JORDAN: Yeah, I mean that's always one of the challenges. You gotta find the right way to walk that line.

MITCH: Yeah I mean it'll work out. The thing for me though, running a beta, it's another project in itself. It's hard, so we have to figure that part out too.

JORDAN: As Mitch said, we have to figure it out, and we'd love to have you guys involved in it.

MITCH: Yeah, absolutely. We need your help financing the game, we need your help finishing the game.

JORDAN: So imagine there's a little Princess Leia saying "we need your help!"

SALLY: Thanks so much, guys!

JORDAN: Yeah, thank you, and thank you Sally for organizing this.

MITCH: And RC, too.

SALLY AND JORDAN: Yeah!

JORDAN: And all the backers, thank you for your continued support. We look forward to getting more feedback and continuing to make this game. We're uh, pretty excited about it.

MITCH: Uh, yeah. Ha! We get to make Shadowrun. You know, it's okay... it'll do.

JORDAN: All right guys, talk to you soon.

MITCH: Yeah, take care.

JORDAN: Bye-bye!