



# CITIZENCON CONFERENCE GUIDE

Frankfurt, Earth, Sol 2947.10.27

## EXPLORING NEW WORLDS

EVENT SCHEDULE  
PIONEERING THE FUTURE  
INNOVATOR OF THE YEAR  
SHIP SPOTLIGHT: THE RAVEN

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## RSI Proudly Congratulates **SILAS KOERNER** Recipient of the '2947 Innovator Of The Year' Award

Who, like Roberts Space Industries, has embraced the ideals of

Learning from the past, reaching for the future,  
fueling innovation, and cultivating talent.

**We cannot wait to take Humanity farther together.**

Innovator of the Year & CitizenCon are the registered property of C&D Events.

## EVENT SCHEDULE 2947.10.27 WELCOME CITIZEN

- 15:00** AEGIS DYNAMICS PRESENTS: CITIZENCON OPENING ADDRESS  
To mark the official start of this year's conference, we will hear from noted luminaries on what it means to be a Citizen in today's Empire, and how expanding and protecting Humanity's new frontier is changing us for the better.  
SPEAKER: Chris Roberts
- 15:30** DMC PRESENTS: EMPIRE ON THE MOVE  
A panel of noted kinesiologists and biomechanical engineers discuss how technological advances and increasing geodiversity have changed and evolved the way our bodies move and function over the centuries.  
TOPICS: Enhancing Mocap Data with Procedural Systems      SPEAKERS: Ivo Herzeg, Jason Cole, Steven Bender
- 16:30** ROBERTS SPACE INDUSTRIES PRESENTS: BEYOND THE CUTTING EDGE  
By analyzing the most recent ground-breaking research and technological trends, several of the brightest minds in tech try to answer the question, "Where are we going next?" And more importantly, "How do we get there?"  
TOPICS: Graphics and Tech Development for the Star Citizen engine      SPEAKERS: Alistair Brown, Sean Tracy
- 17:30** UEE DIPLOMATIC CORPS PRESENTS: EVERYDAY CLOSE ENCOUNTERS  
Xeno-experts who have studied and lived on Xi'an worlds provide unparalleled insight into the complex culture and language that makes our neighbors so compelling, as well as a look at how our relationship will continue to develop into the next decade.  
TOPICS: Xi'an history, physiology, and language      SPEAKERS: Josh Herman, Dave Haddock, Britton Watkins
- 18:30** COMPASS MAGAZINE PRESENTS: THE CORPORATE COLONIES OF STANTON  
Though only discovered a few decades ago, the Stanton system has quickly become a central hub of commerce and urban development. Learn how it's unique geography combined with privatized colonization to create one of the most diverse socio-economic systems of the modern era.  
TOPICS: The Art and Tech of Stanton      SPEAKERS: Ian Leyland, Pascal Muller, Michel Kooper
- 19:30** CONSOLIDATED OUTLAND PRESENTS: PIONEERING THE FUTURE  
Innovator of the Year Silas Koerner graces the CitizenCon stage along with Consolidated Outland engineers and designers to offer an inspiring look at the spacecraft being hailed as a "game changer" for Humanity's expansion throughout the stars.  
TOPICS: The Consolidated Outlands Pioneer      SPEAKERS: Paul Jones, Todd Papy, John Crewe
- 21:00** ELECTRONIC ACCESS PRESENTS: CITIZENCON KEYNOTE ADDRESS  
Whether it's visiting a city you've never traveled to before, charting a star system newly discovered, or even battling on virtual planet in a sim, Exploring New Worlds can mean many different things to many different citizens. Our keynote address will strive to get at heart of why exploring our universe is so important, and how each of us can be a part of it.  
SPEAKER: Chris Roberts

**UNIVERSUM SPONSORED BY ELECTRONIC ACCESS**

Electronic Access invites conference-goers to stop by one of their high-end terminals to be the first to experience their exciting new planetary technology.

Highlights: Test fly the Raven and try out planetary gameplay in Star Citizen 3.0 in our dedicated games room.

**TECH ATRIUM SPONSORED BY AEGIS DYNAMICS**

Journey to the cutting edge of technological innovation in CitizenCon's new Tech Atrium. Scientists, Designers, Artists and Engineers offer up close and exclusive looks at the latest advancements in disciplines ranging from geohacking to outpost design to weapon manufacture.

Highlights: Live tech demos featuring CIG developers who will show off some of the cutting edge features in Star Citizen.

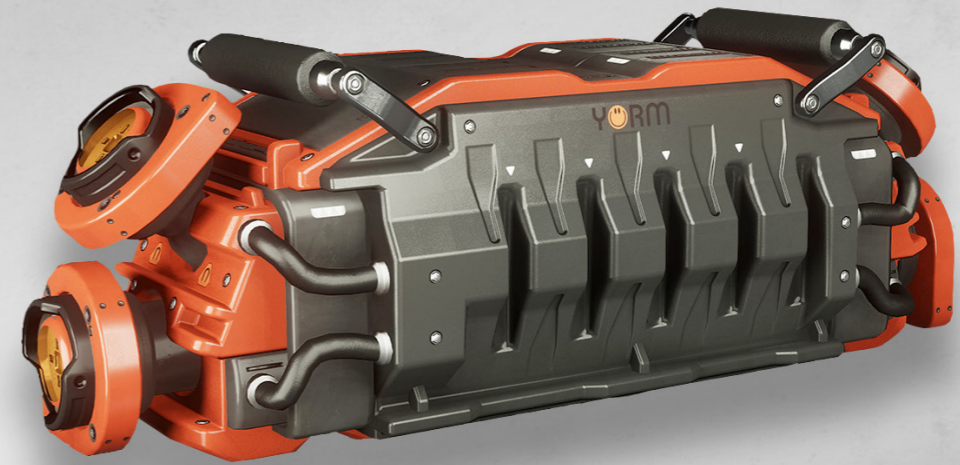
TIME	STATION	DEMO TITLE	PARTICIPANTS
15:30-16:30	Olisar Kareah Grim HEX	Creating Planets Building Solar Systems Designing A Location	Pascal Mueller, Michael Kooper Sascha Hoba Andreas Johansson, Tobias Johansson, Friedrich Bode
16:30-17:30	Olisar Kareah Grim HEX	Creating Planets Weapon Art. Customizing A Weapon VFX - The World Of Particles	Pascal Mueller, Michael Kooper David Sibbe, Tobias Wanke Caleb Essex
17:30-18:30	Olisar Kareah Grim HEX	Balancing Ships Building Solar Systems Designing A Location	John Crewe Sascha Hoba Andreas Johansson, Tobias Johansson, Friedrich Bode
18:30-19:30	Olisar Kareah Grim HEX	Bringing AI to life Weapon Art. Customizing a Weapon VFX - The World Of Particles	Francesco Roccucci David Sibbe, Tobias Wanke Caleb Essex

**FRONTIER BAR SPONSORED BY THE UEE DIPLOMATIC CORPS**

The Frontier Bar is the perfect place to network for your next exploration mission, simply connect with friends, or catch up with CitizenCon's panelists.

Highlights: Meet the speakers and developers from Cloud Imperium Games, who will be answering your questions throughout the day.

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**TAMING  
 THE  
 UNTAMED...**



## CONSOLIDATED OUTLAND

### The path less taken

Born from the passion and vision of one man, Consolidated Outland may have gotten its start manufacturing conversion kits, but it was with the development of its first full-fledged spacecraft, the Mustang, that the company would truly define itself. Founded on Bremen by industrialist and visionary, Silas Koerner, the company set the lofty goal of attempting to build the 'perfect' spacecraft. One that would not only be stylish and fast, but would also be economical and suitable for everyday flying. Determined not to be defined by "industry standards," the design and engineering team were challenged from day one to not limit their vision to the familiar, but rather to strike out and dare to defy expectations. Their efforts paid off.

### Where risk meets reward

Consolidated Outland's inaugural effort was a ship like nothing else on the market. From its cutting-edge ultralight metamaterial frame, to its re-engineered thruster system, the Mustang set new benchmarks for excellence in its class. For many, the most intriguing aspect was not the ship's bold design, but rather the entry-level price tag. Believing that a company should be beholden to its customers above all else, Silas saw the Mustang as a way to usher in social change, rather

than following the typical pattern of new technology filtering down from the wealthiest stratas of the population, Consolidated Outland's innovation was made available to everyone. Citizens from across the Empire leapt at the chance to have a Mustang of their very own.

### Say goodbye to the familiar

An award-winning success story, the Mustang and its specialized variants can found flying in close to every system today. However, when it came time to start production on their next ship, Silas was not satisfied to have Consolidated Outland rest on its laurels. Although a follow up to the Mustang was expected, under the leadership of their CEO, the company struck out in bold new direction and began developing a vessel not only significantly different from its predecessor, but one designed to change the very course of Humanity itself.

### Breaking new ground

Now, close to three years after the Mustang's introduction, Consolidated Outland has unveiled their latest ship — the Pioneer. Not simply content to construct a ship to fly to new worlds, Silas and his team dreamt of a craft that would help build them. Using the advanced ship manufacturing plants they had constructed on Bremen as their inspiration, the Consolidated Outland design team found a way to house an entire automated fabrication plant inside the hull of the Pioneer. For the first time ever, colonists can now custom manufacture outposts onsite to their own exacting specifications, stock their new home with supplies, and even defend it, all with just one single vessel. What used to take a corporation could now be done by a few individuals. With the Consolidated Outland's Pioneer, settling a new world is now something every Citizen can hope to achieve.



CONSOLIDATED OUTLANDS FEATURE  
AN EYE ON QUALITY

Positioned over the production lines on Bremen, Silas Koerner spends hours every week watching the ships under construction. Here, a new Pioneer waits to be fitted for the starboard arm. Once attached, the ship will be completed out of atmosphere at an undisclosed Consolidated Outlands facility.

CONSOLIDATED OUTLANDS FEATURE  
EMBRACING THE UNKNOWN



Pictured here, the Pioneer's advanced fabrication plant is fully capable of assembling a ready-to-deploy remote outpost from the construction materials stored aboard. With the ability to create additional structures at the scouted location, the hope of Consolidated Outland is that colonists will be able to accommodate for unexpected conditions at their new settlement.

# CONSOLIDATED OUTLANDS FEATURE EMBRACING THE UNKNOWN

## WELL STOCKED

When you're leaving civilization behind, having plenty of room for supplies is a must. The Pioneer's expansive stores can not only accommodate equipment and gear, but also the materials required for fabrication.

## HOME AWAY FROM HOME

During the long flight to the frontier, the Pioneer provides comfortable living space for crew and passengers alike.

## SAFE AND SECURE

Multiple turrets provide a comprehensive field of fire to protect the Pioneer in transit or planetside.

## POSITIVE OUTLOOK

The Pioneer's elevated bridge provides an eagle's eye view making it an ideal command center to get your new colony started.

## ROCKY START

Consolidated Outland put considerable effort in engineering a landing system that could handle the wide variety of terrain and environments the Pioneer is expected to encounter.

## BUILT TO LAST

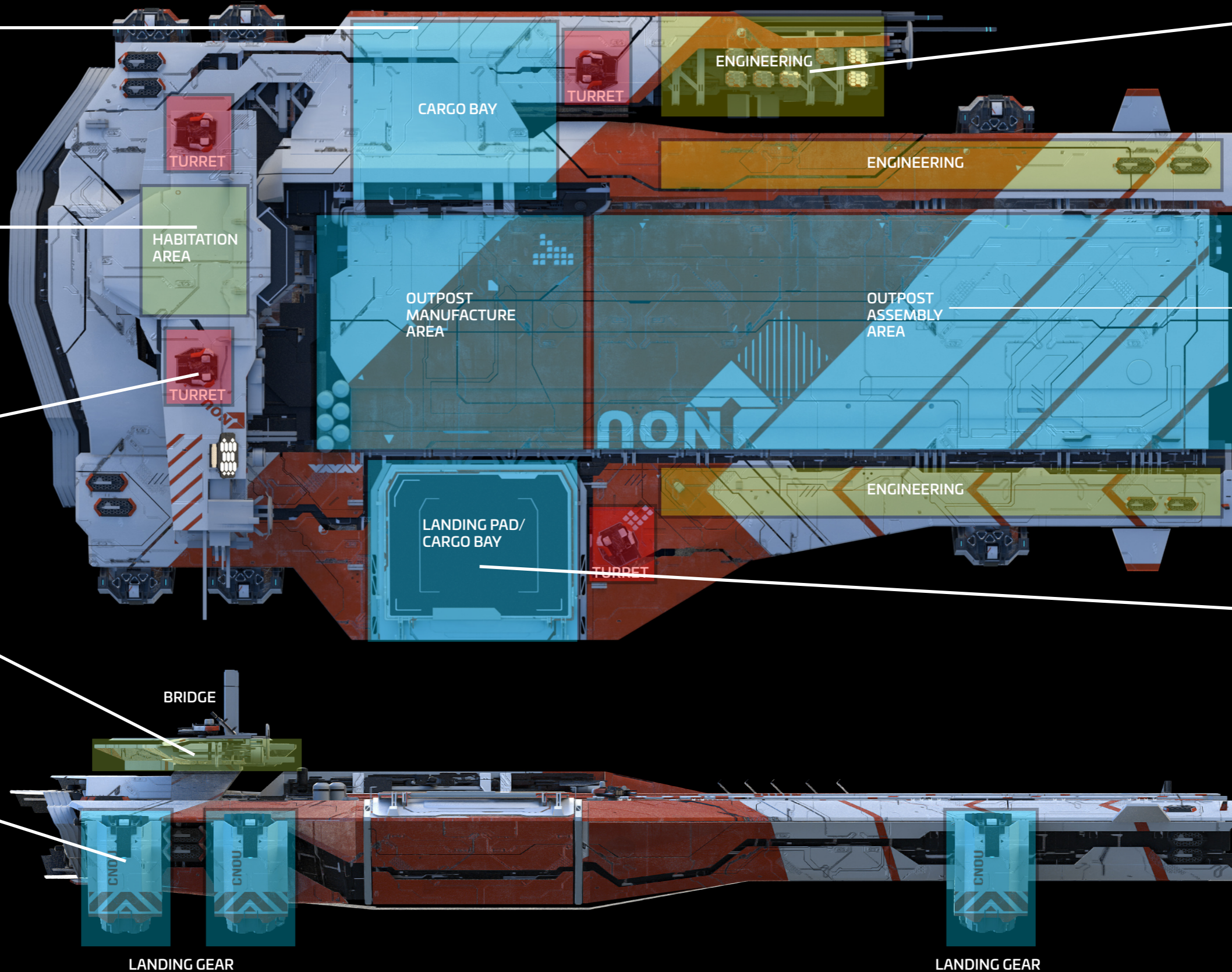
Engineers for the Pioneer performed rigorous independent tests to make sure they selected the most durable components they could, minimizing the need for emergency repairs while out in the wild.

## SETTLE DOWN

Here is where the magic happens. The advanced fabrication plant uses cutting-edge manufacturing techniques that allow the Pioneer to craft and deploy outposts onsite.

## GETTING AROUND

The Pioneer's utility landing pad makes it easy to coordinate with smaller scout and support vehicles.



CONSOLIDATED OUTLANDS FEATURE  
**WELCOME TO YOUR NEW HOME**



While on site, the Pioneer will not only be able to construct additional building modules, the ship's weapon turrets can also be used to support ground-based defensive systems against hostiles on the ground or air.



# SILAS KOERNER

‘Innovator of the year’

The panoramic office is drenched in deep orange light. Bremen’s star sinks low on the horizon as I wait in Silas Koerner’s ‘secondary office.’ The room is sparse, but comfortable. Interestingly, there aren’t any terminals in the room, just a low table in the center of the room and long couches that encircle it. When Silas Koerner finally arrives, he apologizes profusely for being detained and offers me a drink. I decline, but he’s already filling a glass.

For those who don’t know, Silas Koerner is as known for his hospitality as he is for his vast wealth and multiple business ventures. Although he still manages his responsibilities at Tri-Cross shipping and SRO Media Industries, within five seconds of talking to him, it’s obvious that his true passion lies in the operations of Consolidated Outland. After the company catapulted into the public consciousness with the release of the Mustang, Koerner immediately called together his key designers, engineers and artists (known as his “Idea Trust”) to this very office to discuss what they were going to do next.

“We spent weeks up here,” he explained as he sipped water and glanced at the breathtaking darkening sky outside. “A couple of us even slept here when the conversation was getting really interesting.” Koerner was grappling with a question and he turned to the Idea Trust to help him figure out an answer. His question was as simple one: what do we do next?

Most of his production executives recommended careful analytics of the Mustang’s sales and repair logs then using those metrics as a guide to chart where the company should go. The trouble was that this plan would require years before enough data could be accrued to make an informed decision. Silas didn’t want to wait years.

He didn’t just want to make ‘another ship.’ He didn’t want to siphon off the design choices of the Mustang and produce something that was “70% familiar, 20% defined tech and 10% new.” I came to find out that this oddly specific formula that he continually cited with increasing disdain was presented to him at the head of the executive brief. No, Silas Koerner wanted to change the universe. As sole owner of Consolidated Outland, he is in the unique position to dictate company policy without having to answer to a nervous board or thousands of stockholders, but that shouldn’t lessen the impact of his dedication to the pursuit of new ideas.

That’s what brings him to CitizenCon 2947. An idea so powerful that it’s netted him the Innovator of the Year award.

“I HOPE WE REACH  
A POINT WHERE  
INNOVATION  
DOESN’T NEED TO  
BE CELEBRATED,  
IT’S EXPECTED.”





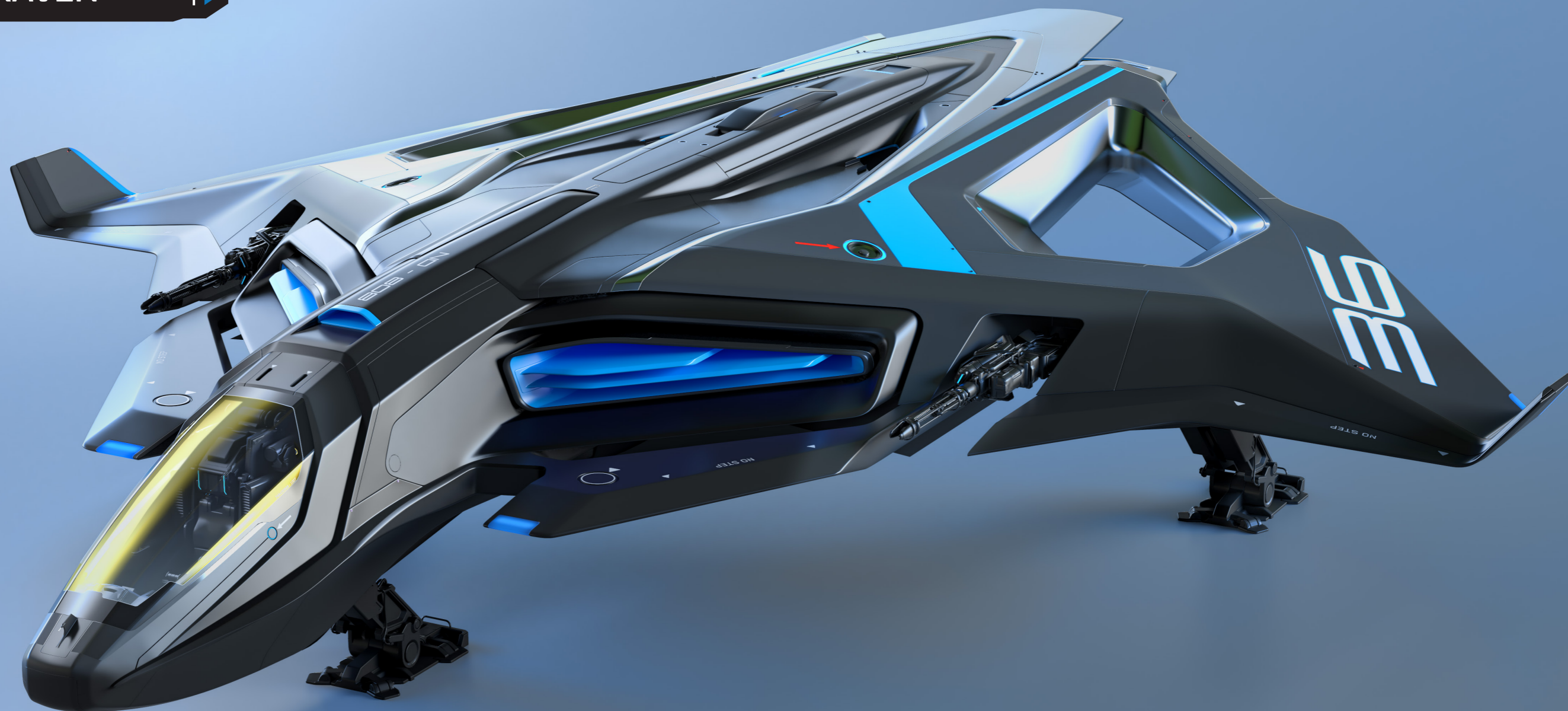
# FIRST RESPONDER

When Aegis Dynamics unveiled their Sabre as the first in their Phase Two line of spacecraft, few could have imagined that this agile dogfighter would launch the embattled company out of the Messers' shadow and into a commercial resurgence. The Sabre seemed to remind everyone what had established these ships as military mainstays in the first place: durability and performance. Now, Aegis seems poised to do it again with their new Sabre Raven. This isn't a simple variant though, the Raven features a redesigned hull that cuts down the wide wingspan of the original Sabre to a smaller profile.

Aegis wasn't going to rely on the reputation of the Sabre alone to carry the Raven, so they invited a select group of enthusiasts, personalities and journalists to an undisclosed testing facility to see for themselves. Among the group were two writers for Whitley's, several noted astroengineers and even Galactic Tour's own Jax McCleary, so needless to say, it was going to be an entertaining test flight.

We were met by the Raven team who gave us a top-down assessment of what to expect from the ship. The ship keeps the lightning speed of its forebear, but introduces some new tricks into the mix. Aegis has completely overhauled the Sabre's avionics module to include some of the most cutting-edge hardware and software available today. Along with increased data storage that makes it an ideal candidate for intelligence missions, there is a whole suite of new flight options waiting aboard for the pilot with skills enough to operate all the new high-tech goodies.





Probably the biggest surprise of the day came when Lead Designer Blair Nyberg brought us around from the cockpit to the dorsal and revealed that the Sabre's twin missile racks had been replaced with some menacing looking EMP pods. There were protests at first from the gathered crowd who seemed agitated at the thought of giving up the advantage of extra firepower, but then Blair took us through the design team's thought process. With the Raven's improved avionics suite and storage, along with the Sabre's already comparably low-signature, they expect many to utilize the new ship for survey-and-report runs. If the Raven does encounter hostiles, while it is fully capable of engaging with its stock wing-mounted laser canons, they found that the EMPs greatly improved the chances of the all-important information making it back in one piece. Equip a pilot with missiles and they are more inclined to want to stay around and use them. My own personal experience says it's hard to argue with that.

Of course, nothing proved how well Aegis' holistic design approach for the Raven worked like actually getting a chance to pilot it myself. Wonderfully nimble, the maneuvering thrusters were quick to respond to my

adjustments. As fast as the Sabre was to begin with, the lines of the new hull managed to improve on the formula. Moving around the obstacles in the course was almost second nature, with the ship responding to my course corrections with admirable precision.

To put the upgraded avionics through their paces, the Raven team had set up a game of cat and mouse with a series of hidden drones. Prowling through the obstacle field, I was guided through the new computer system's advanced functions. While I was definitely bottom of the pack when it came to tracking down my targets, it was easy to see watching some of the better trained pilots just how formidable the Raven would be in the right hands.

At the end of the day I walked away thinking that despite Aegis designing a craft that's specifically difficult to see, the Raven is definitely a ship to watch.

# DMC



**COMFORT NEVER  
GOES OUT OF  
STYLE**

# ENLIST

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# AURORA

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