
The Art Behind FTL:2448

Designers Notes

Tri Tac Games

The Art of FTL

Rich Tucholka

Artists

Doug Blanchard

Kathy Mandrinsk/Carter

Larry Dixon

Tom Dow

Kyle Miller

Scott Ruggels

Sandy Schreiber

Diana Harlan/Stein

Clifford 'Gideon' VanMeter

William Wardrop

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FTL:2448

It started in 1977 with the publication of Marc Miller's Traveller and a group of Michigan Gamers who wanted to Role Play in Space.

There was rumor of this new game and a copy was located in Lansing Michigan. I made the journey and bought the boxed set. With dice and rules in hand I generated a character and he died in training.

Then I generated another and he died in training.

Then I generated a Fleet Admiral and he died in training.

Slapping the book against the wall, I pondered and said I could do this. Bob Sadler had just done an unpublished short story called 'Star Heat' and I considered this a pivotal point. It was a good future, a time of exploration and humans heading into space in 2248. An independent freighter crew. I picked up the ball and ran with it. Galaxy was born.

We play tested a couple years and had a great time. I changed Galaxy to FTL:2448 and drove several groups crazy as I refined the play, styled the universe, and finally crafted the play mechanics. Somewhere during this I was sidetracked with a game design called the Morrow Project.

With the passing of my association with Timeline, Tri Tac Inc published Fringeworthy and then The ORIGINAL FTL. Nifty new game in a plastic binder. Color coded page sections. The distributors looked at it like it was a can of worms. 'Where was the box?' We showed it at Origins and Bob Boyle of Greenfield grabbed a hundred. Then other noticed and the game sold out in 3 months.

The second edition of FTL in 85 saw the expansion and addition of the bad guys, the Haggoni. We realized that historically, FTL had a lot of resemblance to the years before WWII and pushed into that direction. By this time FTL had a good following and a lot of material was coming in along with suggestions and art.

By 1993 the 2 volume 3rd edition hit and was well received. We had planned to add two more books with covers that continued the port picture. Unfortunately the advent of collectable cards and the absorption of most of the industry by Wizards (the end of small company Distribution) ended the era of small game companies.

Tri Tac Games nearly ended publication in 1997 but Richard Tucholka saw the possibility of electronic publishing. By 1999 the technology was there and the new TRI TAC GAMES began to produce books on CD.

Enjoy the history here.

TRITACGAMES.COM

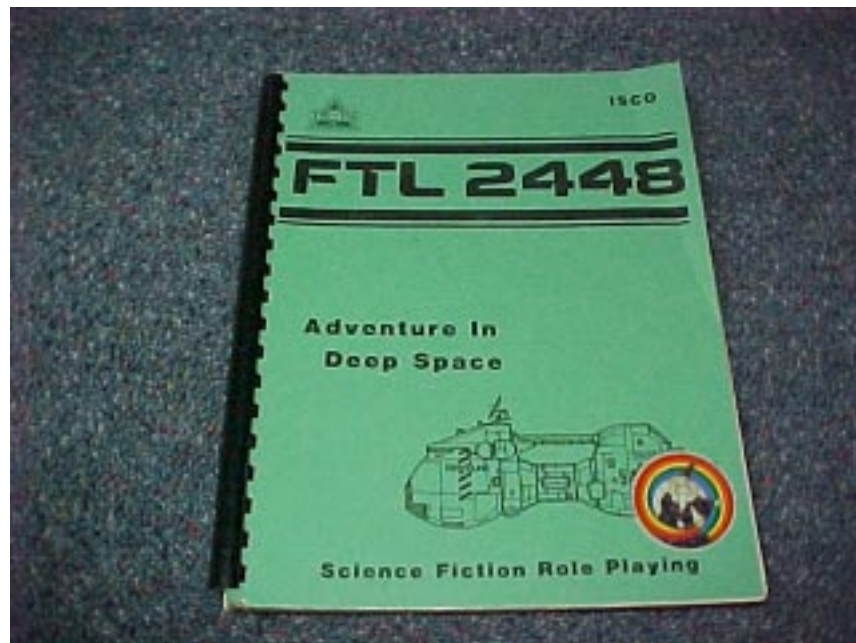


1982
Plastic Binder

Color Coded
Pages
102 Pages



1985
Spiral Bind
150 Pages

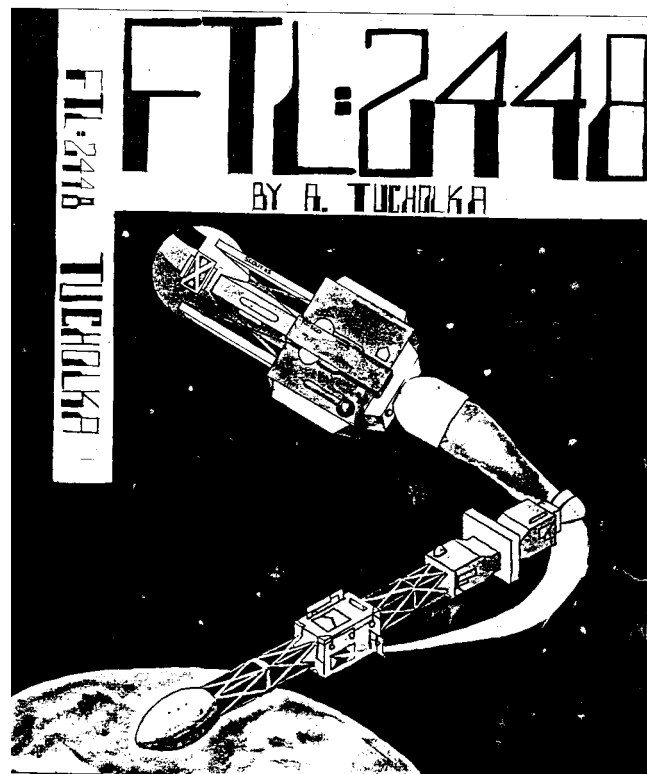




1993 Edition

384 Pages

The cover was magnificent.!



1980's Box

This design did not fly.

FTL Aliens

**Santa Barbara
Crew**



Crew of the Santa Barbara

by Kathy Mandrink

A lot of what became FTL is here. Borcha, Tugan, Kymnar, Kandak, Whurr, Kymnar, Vesh and a couple other things.



Barlow

by Kathy Mandrink

What is it with the Barlow? One of the three most popular Aliens from FTL. Larry Dixon is now married to Mercedes Lackey.



Barlow

by Larry Dixon

More serious view of FTL Aliens. Larry Dixon is now married to award winning SF writer Mercedes Lackey.

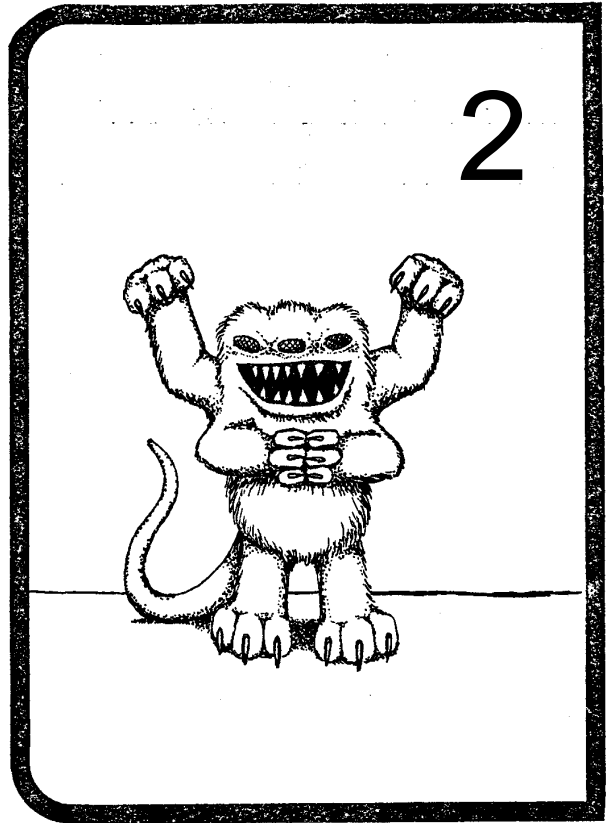


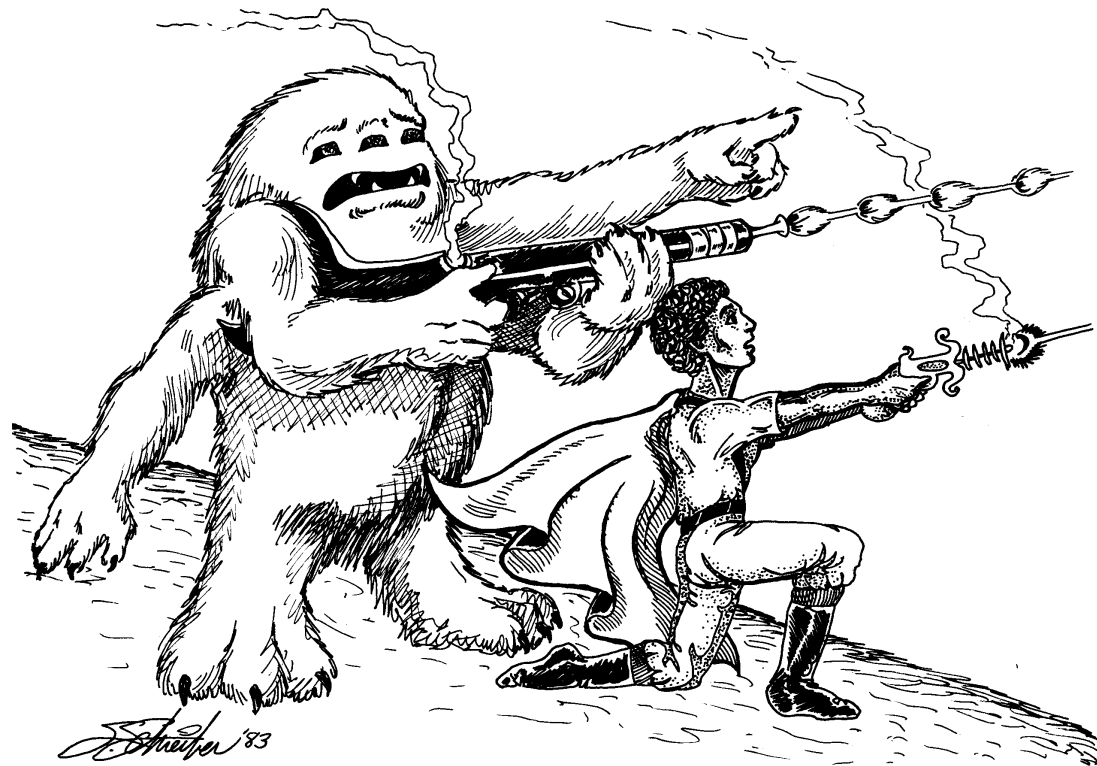
Dabes

Dabes are one of the fun Aliens. Never quite as bright as you'd expect, every crew seems to have one.

These are views of what Dabes look like.

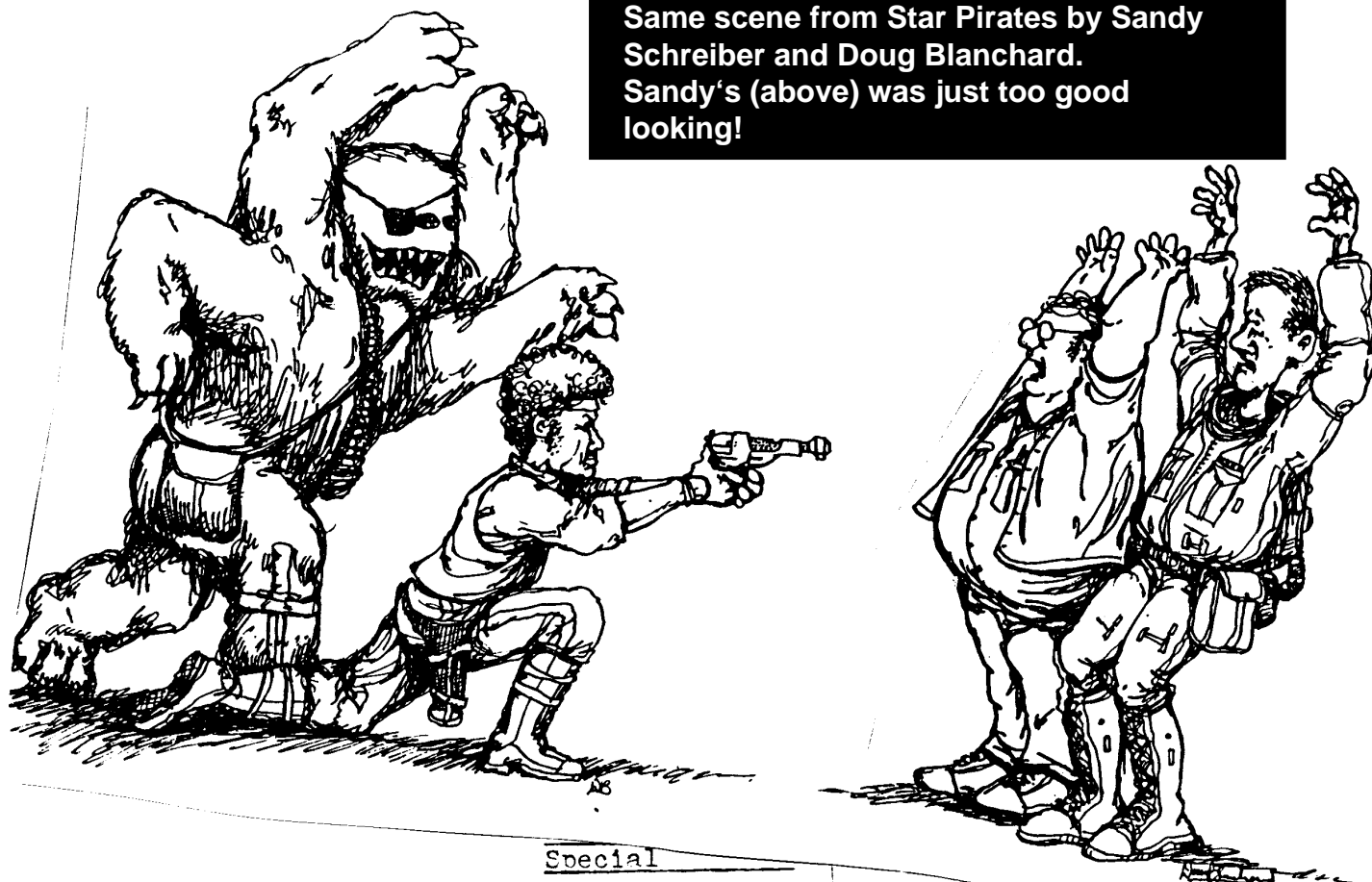
- 1 Gideon
- 2 Kathy Mandrink
- 3 Doug Blanchard
- 4 Randy Bathurst

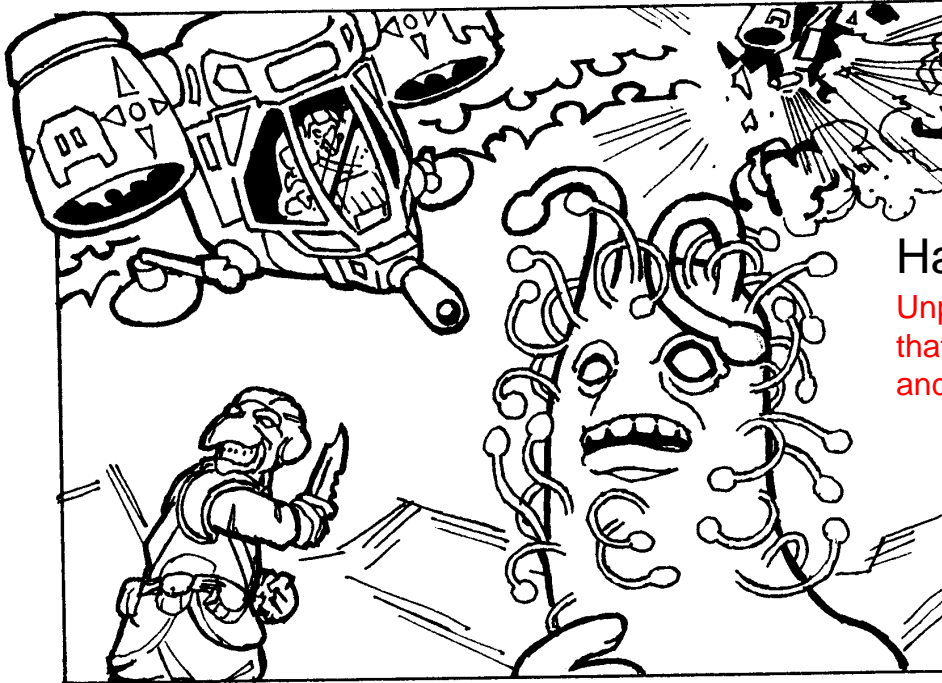




Views on a Scene

Same scene from *Star Pirates* by Sandy Schreiber and Doug Blanchard. Sandy's (above) was just too good looking!





Hagonni
Unpublished piece
that shows Hagonni
and Uranzi.



FTL Favorites
by Doug Blanchard
Just a single piece of
art said volumes. A
Human and a Whurr
on a repair.



FTL Favorites
by Doug Blanchard
Human nature never
changes.

Art and Humor

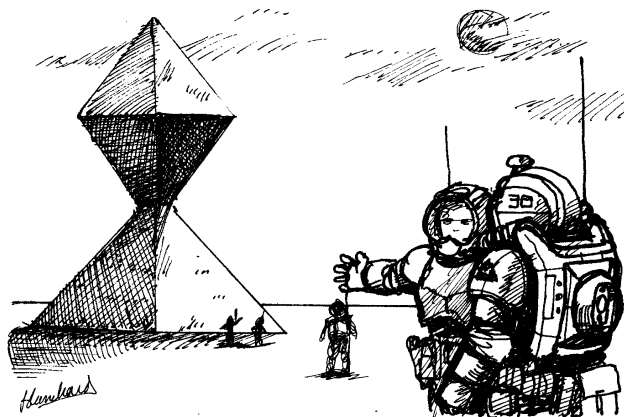
by Doug Blanchard

Most of the art was reasonably serious but we did let the artists add a little humor. The lower piece was known for the slugs comment:

'There Goes the Neighborhood!'



Intelligence



Intelligence

Trell

by Kathy Mandrink

Created by Diana Stein, Trell escaped their dying sun by going deep into their world. Close to Earth, they were discovered and quietly became an important race in the Federatd Races. Never said much but were oddly charming.



Kymnar

by Kathy Mandrink

Every space game seems to have a feline like alien species. FTL was no exception. I suspect either our love of Cats or Larry Niven started this.

FTL SCENES

by Scott Ruggels

Scott who went on to do 3DO's Army Men did a wealth of amazing pieces on general life in 2448. In this one we see a bar scene with a couple of angry Kymnar. Notice the NO signs in the background. The uniforms he created were pure WWII styled from the Germans and Allies. God these were magnificent!





FTL SCENES

by Scott Ruggels

GreX police trying to apprehend a criminal.

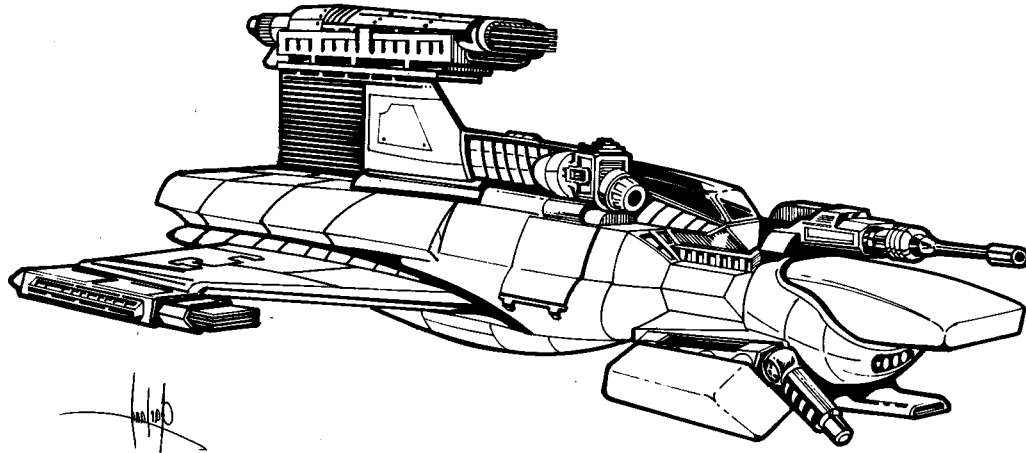
STERNMEYER AG



FTL SCENES

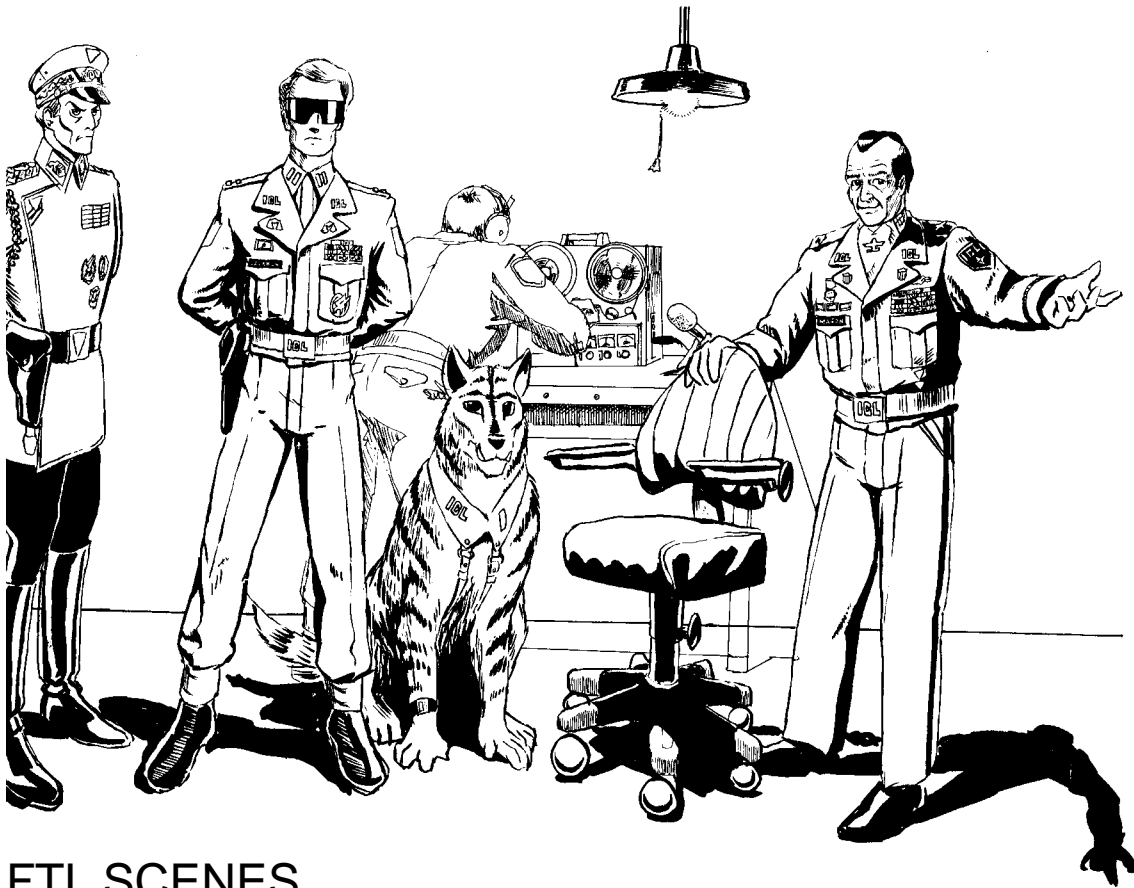
by Scott Ruggels

Anti War protest against the Interstellar Arms manufacturer Sternmeyer.



FTL SHIPS

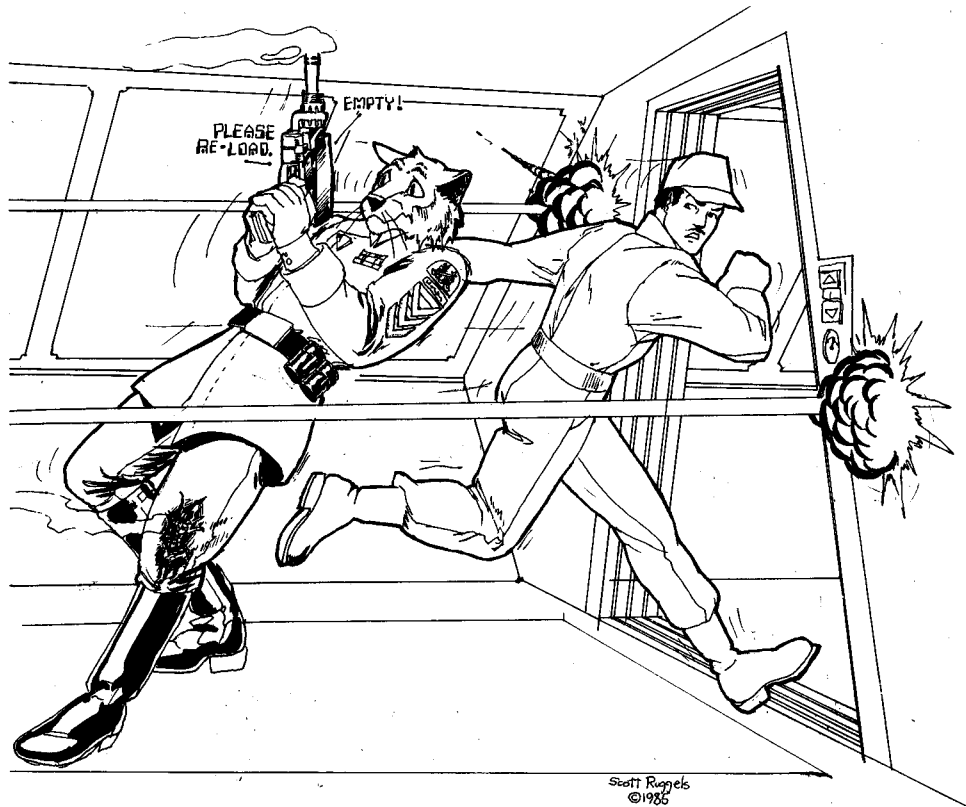
More designs and styles than I want to think about.



FTL SCENES

by Scott Ruggels

Interstellar Court of Law. Note the US WWII style uniforms.



FTL SCENES

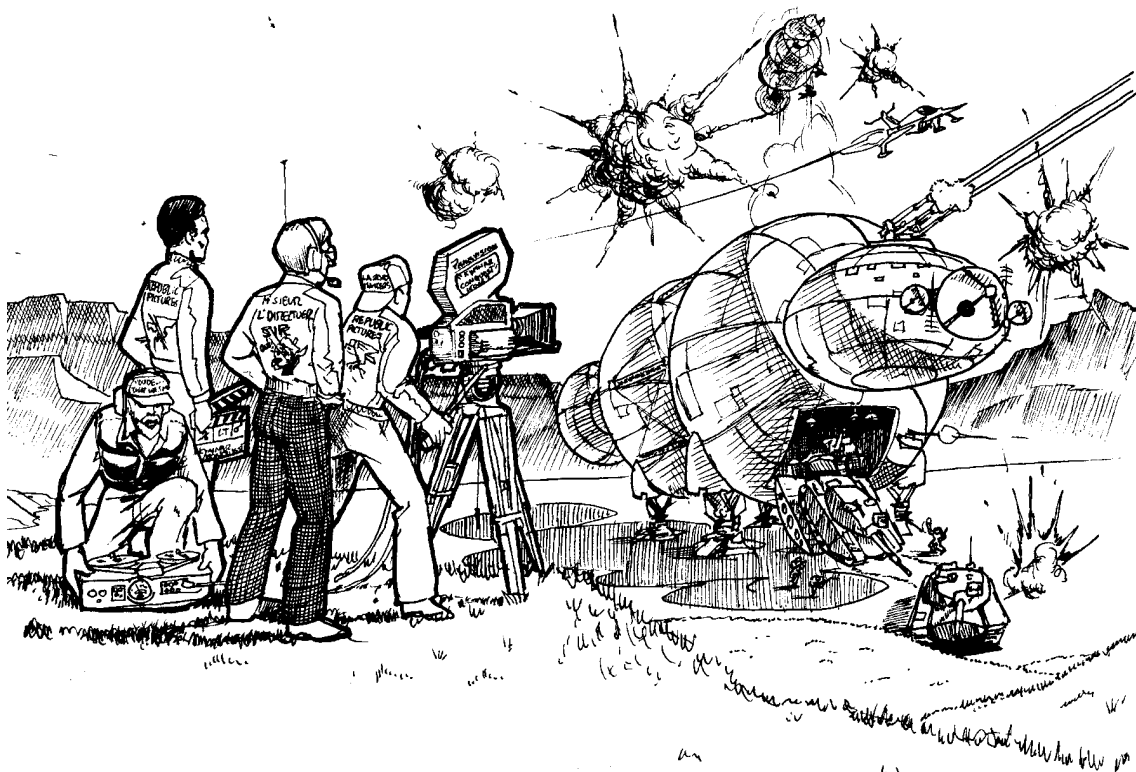
by Scott Ruggels

Combat scene with Human and Kymnar

FTL SCENES

by Scott Ruggels

Wonderful look at film production of a piece of history. In the FTL history the Kymnar were a war like race that federated into the ideals of the federated races. The ship design was a William Wardrop design from the first edition.



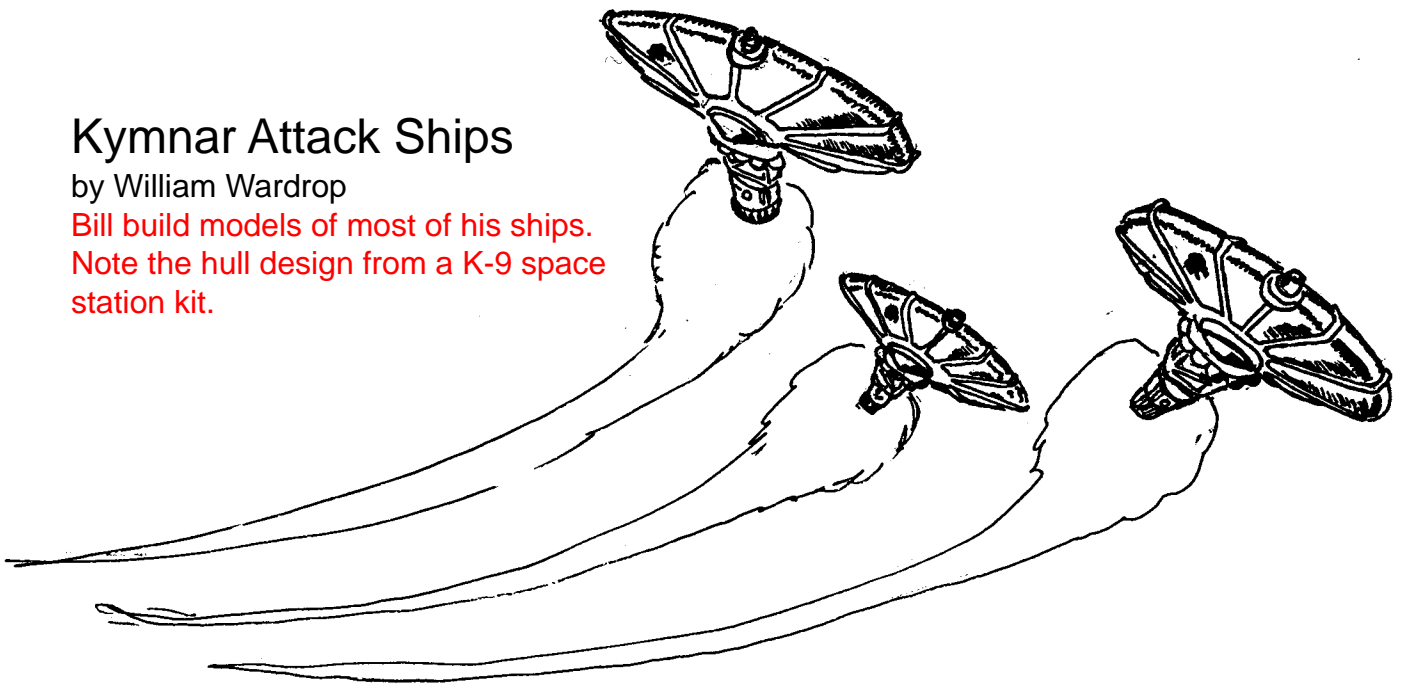
WHO NEEDS MINIATURES

William Wardrop

Kymnar Attack Ships

by William Wardrop

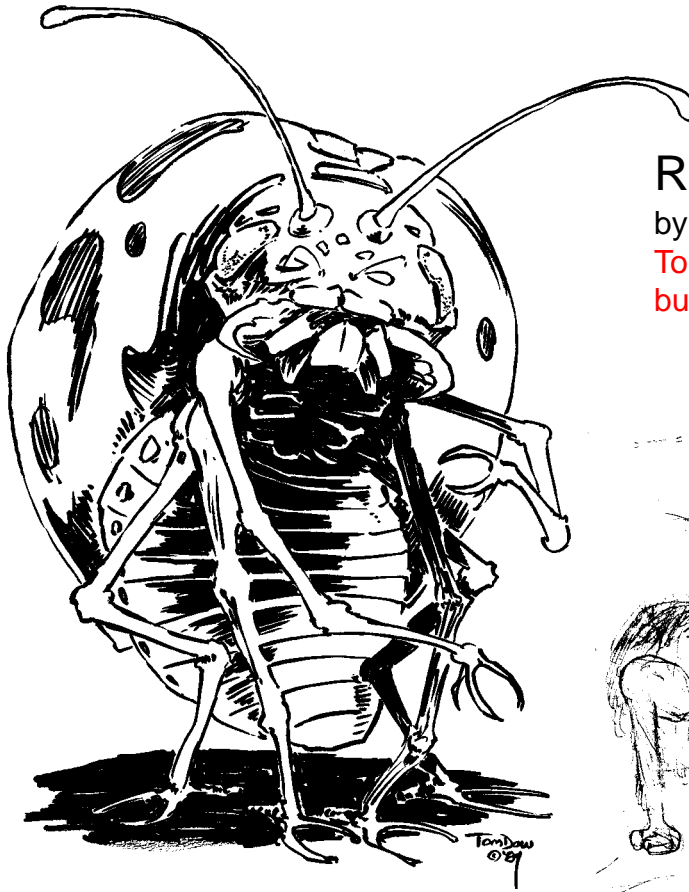
Bill build models of most of his ships.
Note the hull design from a K-9 space
station kit.



Gamers

by Kathy Mandrinsk

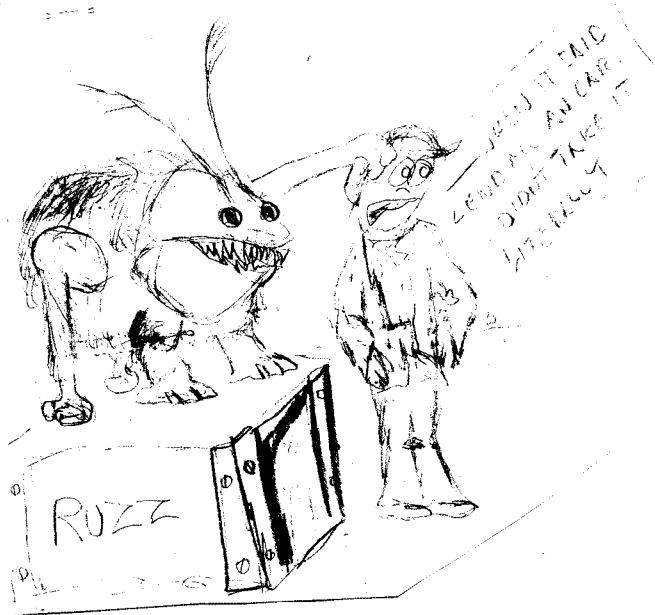
Left to Right
Ree Pruehs
Dave Stein
Jeff Matthews
and some guy
named Tucholka.



Ruzz

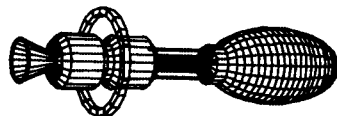
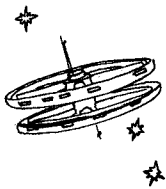
by Tom Dow

Tom Dow's Ruzz that were a lot more bug like.



Ruzz

Race prototype that didn't make the book.



Wire Frame

by David Strein

We won't say that Dave used a half million dollars of Military Computers at a Department of Defense Contractor to create ship angles for us. The station and funny bits are William Wardrop.

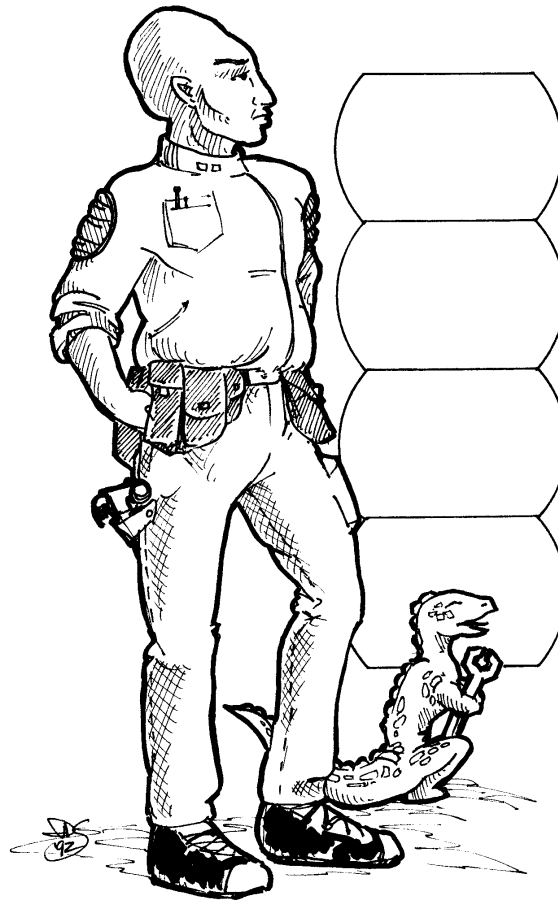
Paebak

by Diana Harlan-Stein

Paebacks are assigned Genetic Constructs at birth. These lizards are intelligent helpers that last the Paebacks lifetime. These aliens are born engineers.

Paebacks were first invaded by the Hagonni in 2467 and stopped them cold.

The older a Paebak gets the heavier they get. They believe this is a badge of rank as they add more pockets for tools and parts.



Paebak

by Gideon

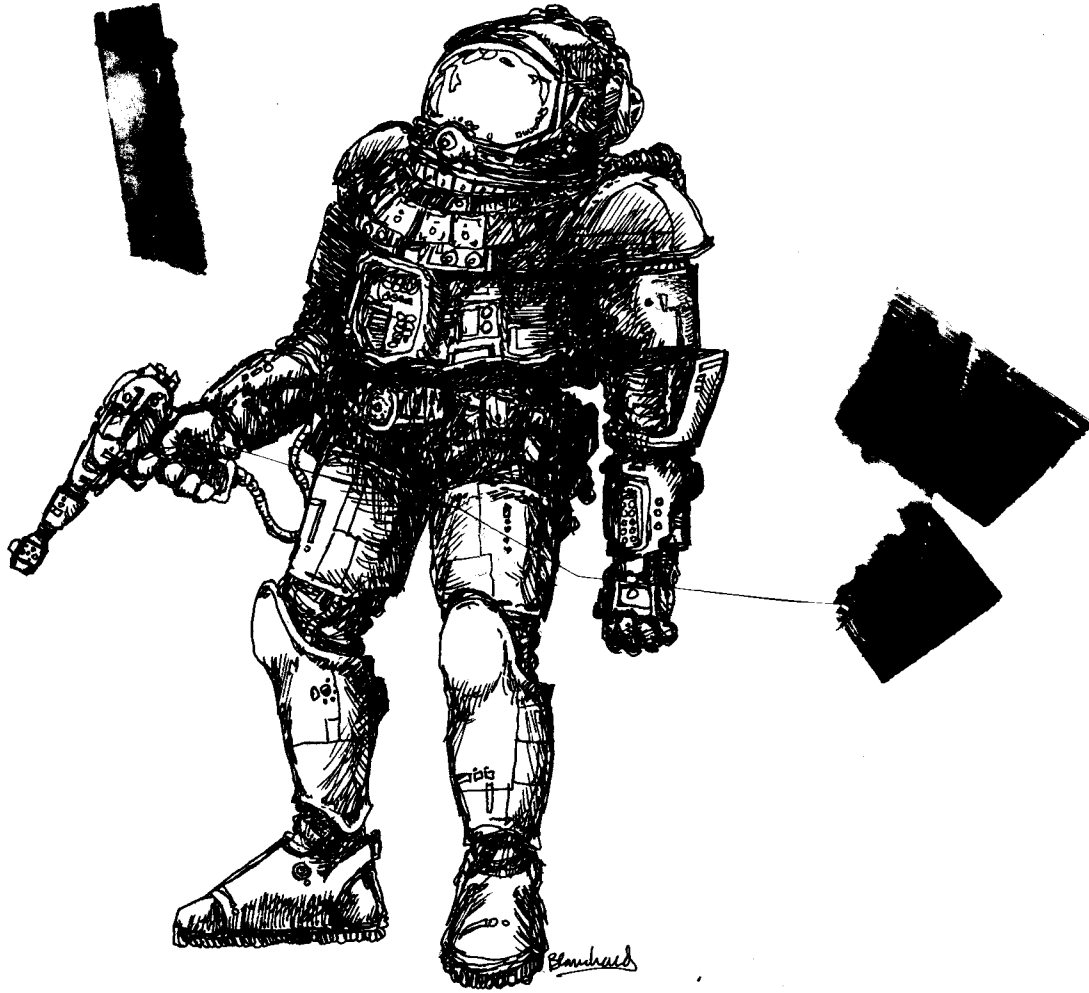
Same alien, different view.



Paebak

by Randy Bathurst

These were almost the design of the Paebak from an old alien race that did not make the first edition.



Vacsuit

by Doug Blanchard

Doug was prone to tape multiple pieces together and somehow it worked.

Hagonni

by William Wardrop

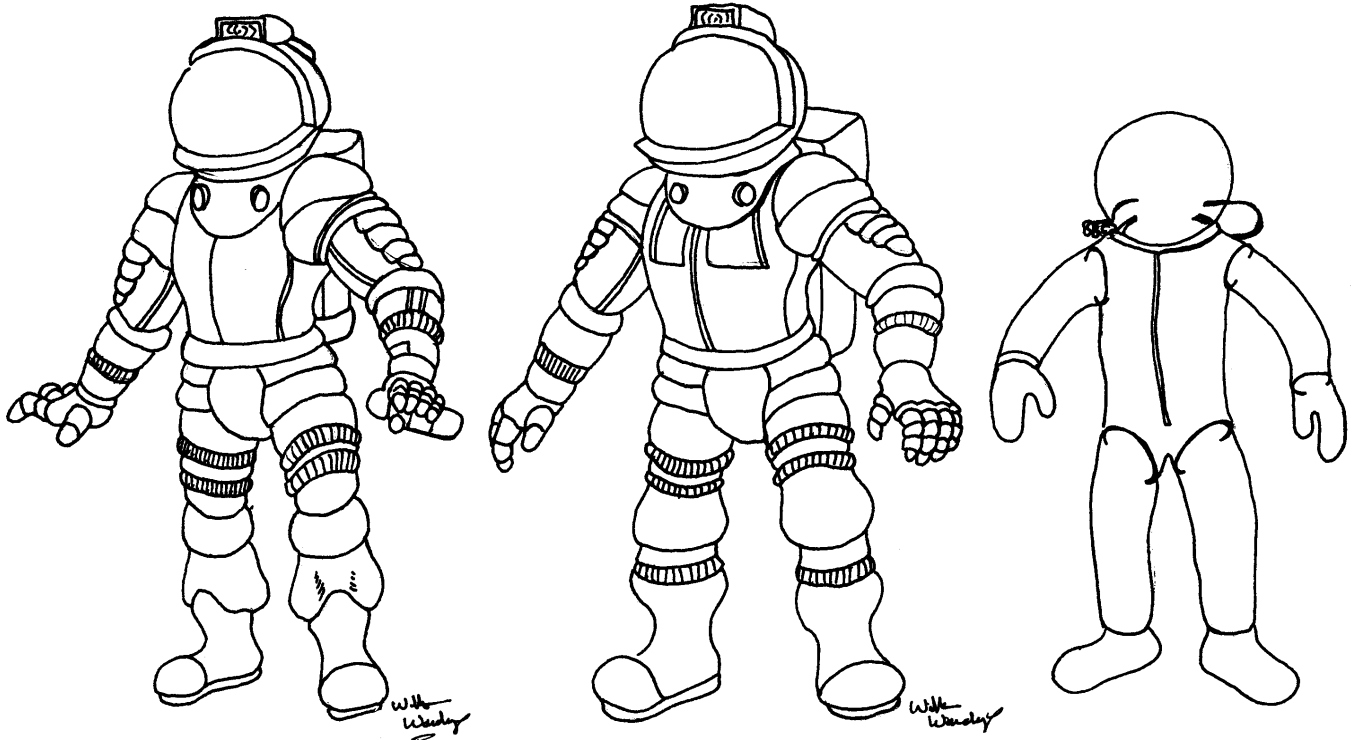
First renderings with a touch of Bode influence. Not sure about that single head feather but we were on the right track.



Hagonni

by Doug Blanchard

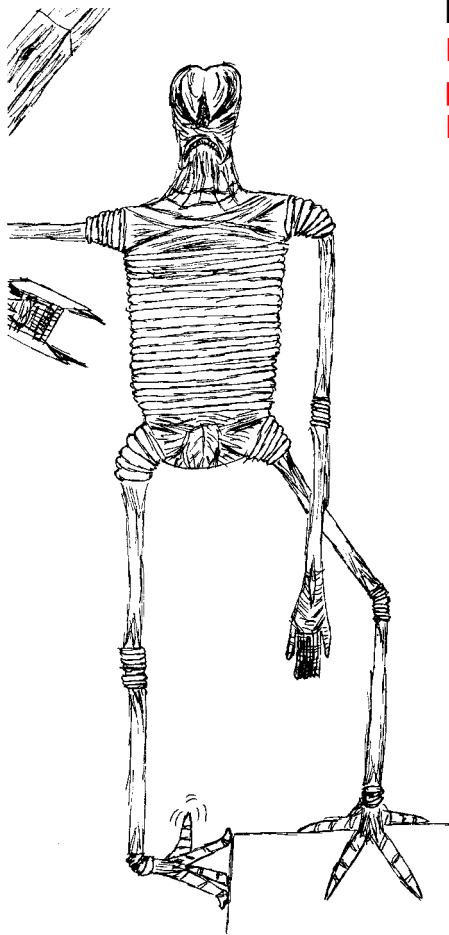
Absolutely perfect. I always had trouble with birds and Parrots always hated my guts.



Vacsuit

by William Wardrop

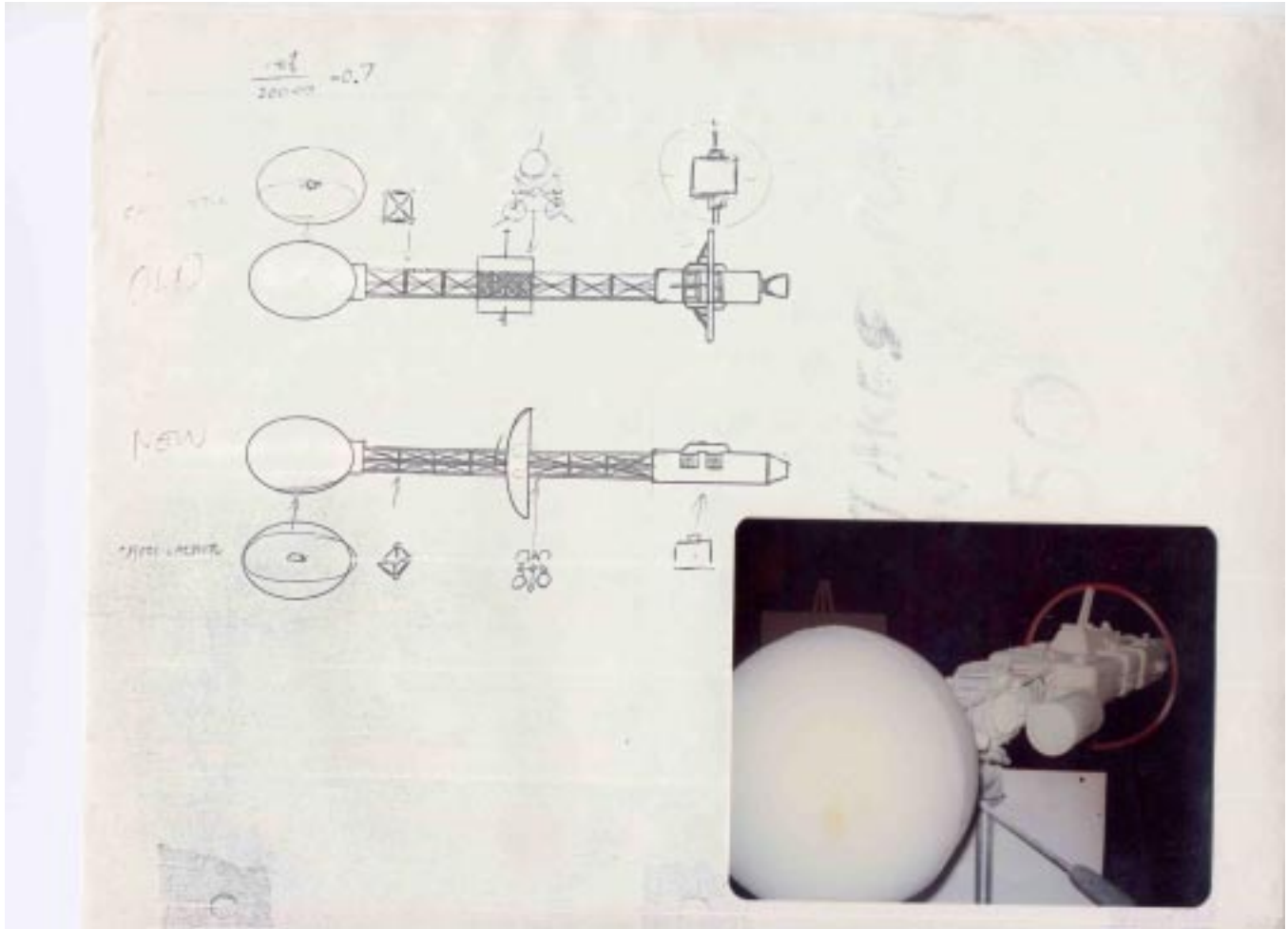
Early heavy Vac Suit designs. Bill was also the primary vehicle and equipment artist for the Morrow Project.



Vesh

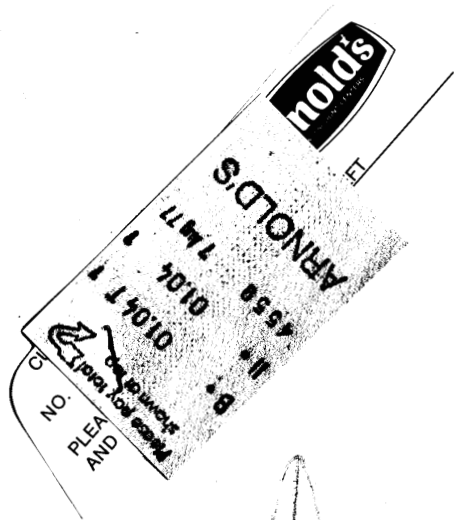
by John Reiher

John created the Vesh and crept us all out. A race that had given up their identity by gene manipulation and could tinker with themselves, adding other body parts.

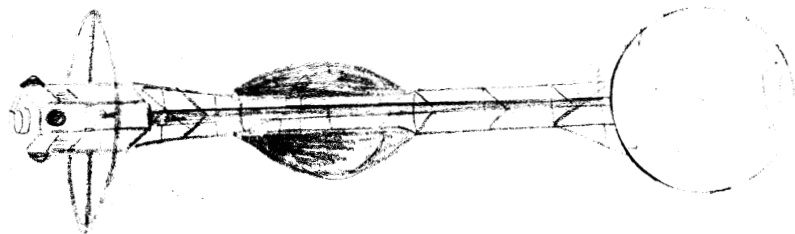


Kansas Class Freighter

For some odd reason we built a 3 foot long model of the freighter for art shots. Sadly the model was lost. The sketch below was the first rendering of the ship.



RECEIVED



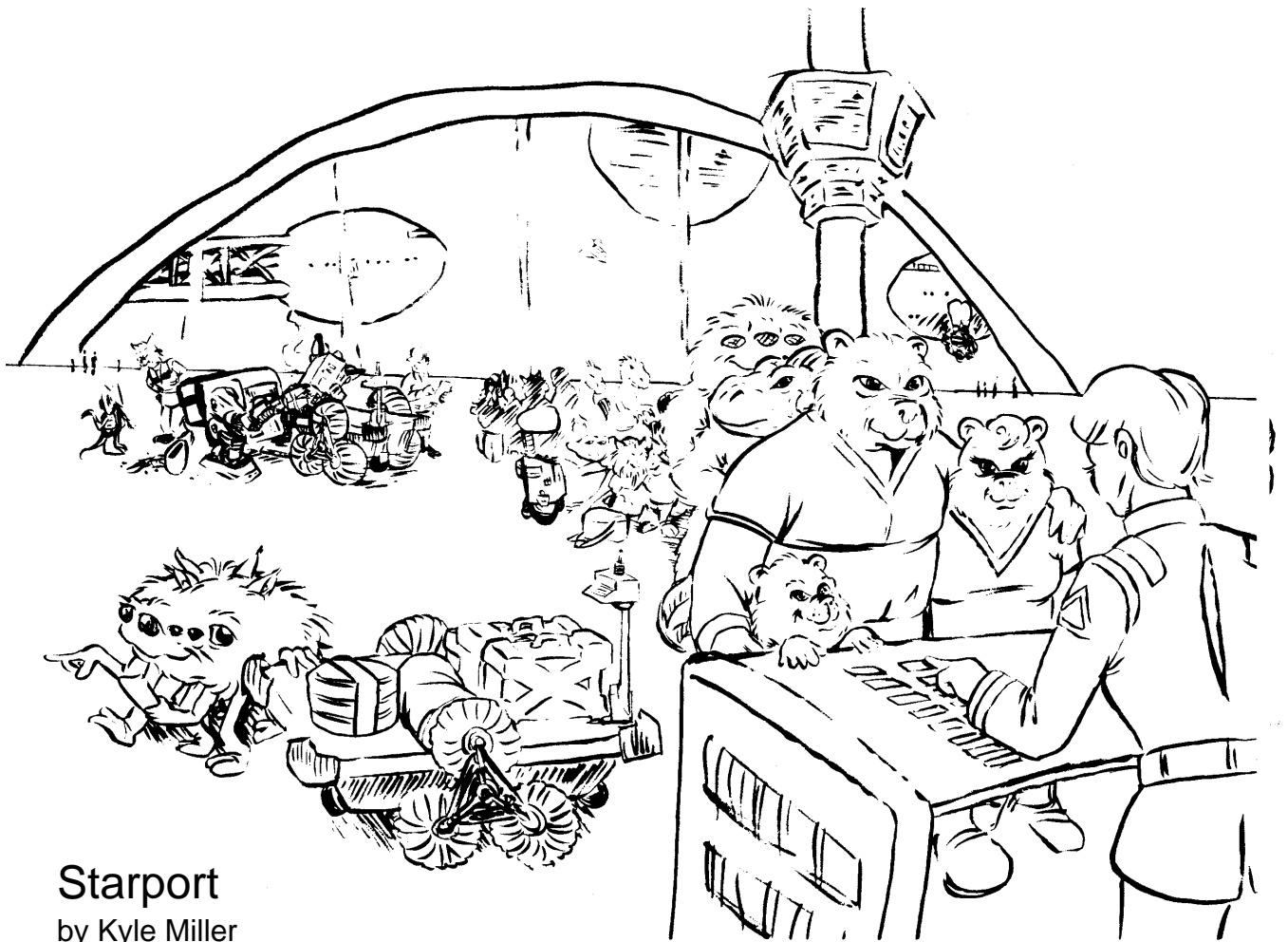


Dancing Kymnar

by Kyle Miller

We couldn't use this in the book but it was a great piece!

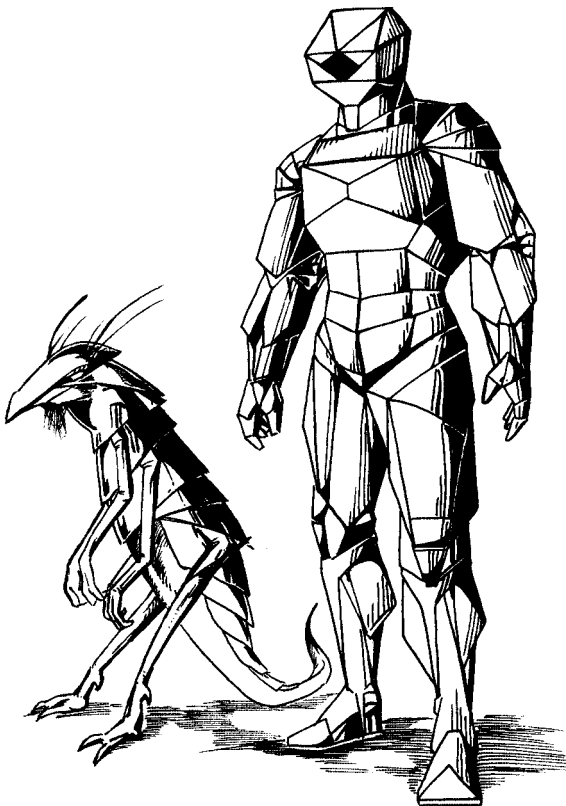
KYLE MILLER
©1994



Starport

by Kyle Miller

Kinda cute. It was never published.



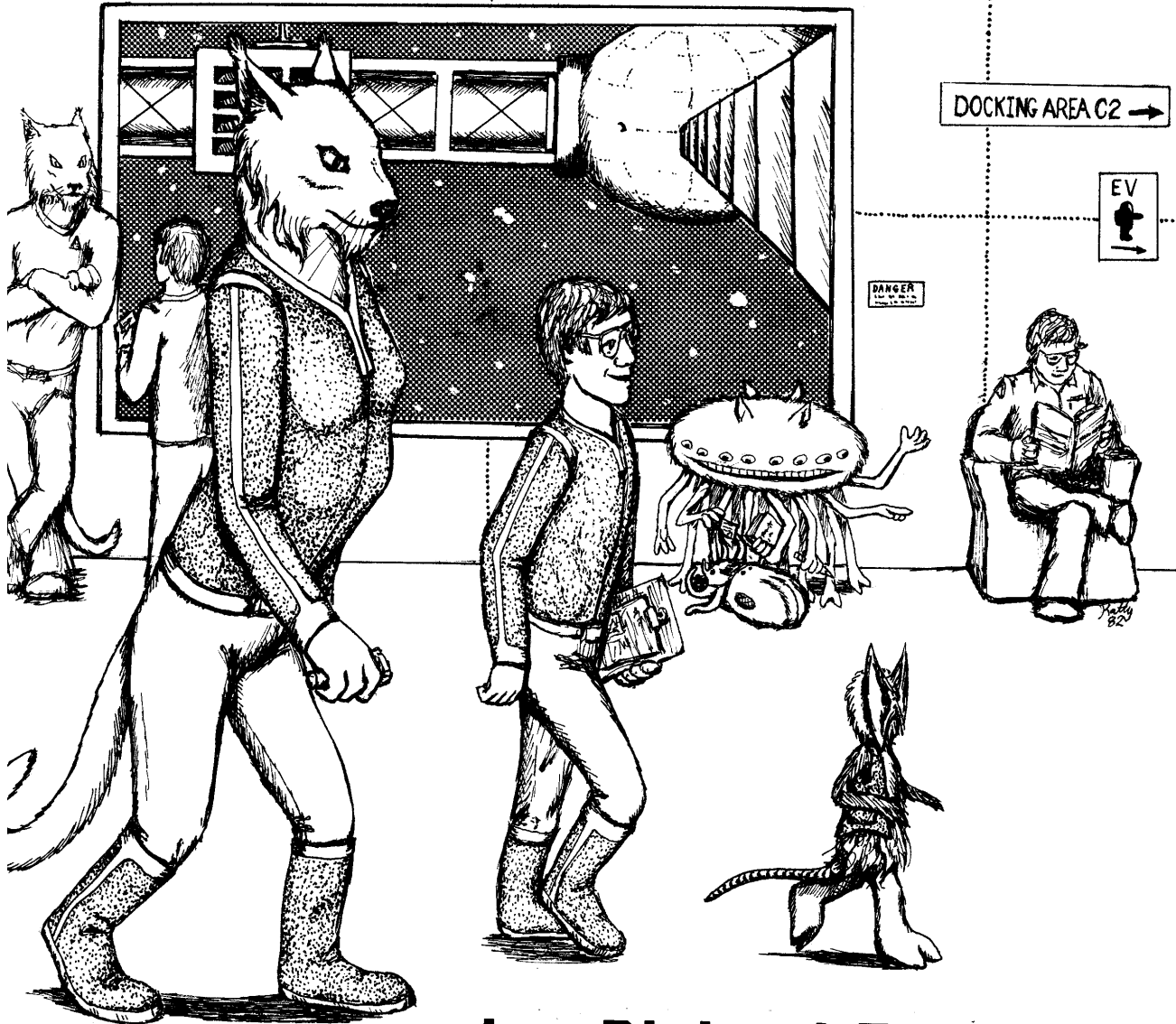
Sandrol

by Gideon

Nice look at the race that came from a pressure hell and used somebody else's encounter suits that had been left behind.

FASTER THAN LIGHT

2448



by **Richard Tucholka**

Splash Page First Edition

by Kathy Mandrink

Ben, Bells the Kymnar and Quag the Trell.

The guy reading in the background is the
game creator Rich Tucholka.