



Statement regarding "Drift Stage" development issues and abandonment of duties by programmer.

After the critical reception of Drift Stage's initial "Youtube" video in 2014 – demonstrating a prototype build featuring a single car driving on a floating highway – set to background music, and the following free "demo" version – A "Kickstarter" crowd funding campaign was launched – due to demand and many requests from the game's audience, now consisting of thousands of people. This crowd funding campaign was intended to fund development for one year - with a goal of \$25K. Due to the incredible demand, we ended up receiving almost \$60K - which was enough for two years of development.

The programmer I was working with – a person named "Chase Pettit" - began to behave erratically after the first year of development. He became very controlling and arrogant – not taking direction or criticism, and would disappear for months - leaving release goals and milestones missed. I would receive limited explanation & no follow-up for his absence, leaving me with the responsibility of explaining the lack of progress – without actually knowing why. I was only told he needed more time to fix or complete certain issues with the games code, or that he was busy working in a foreign country, or some personal life issue was preventing any progress on his part. Any time Chase would return or respond to emails, he would have vague, one sentence excuses for his absence, and would assure me he would have an updated version by the end of that week. This pattern continued for multiple years, with updates slowing to effectively nothing by 2018.

Adding to the issues of setting release dates; then having absolutely no contact with the programmer, or any delivered builds to release; Chase Pettit did not abide by the original design document for Drift Stage - which called for a very simple - three level "arcade racer", based on the original "demo" from 2014. Something that could be finished in about a year by a three person team.

Chase instead chose to over-engineer the games physics engine, and implement complicated features like a "decal editor" and "online mode" - none of which was planned or accounted for. This made releasing a monetizable - "feature complete" early access version impossible. It also made the final version of the game dependent on the "Steam" platform, something I had not wanted or intended to be committed to.

This pattern of behavior continued from 2017, with some progress made and a number of backer builds released, including the famed "Minecon" demo - all the way until 2019. Where by then, so many release windows had been missed - and "Drift Stage" was so incomplete - the entire Steam release had to be delayed indefinitely – leaving the Kickstarter frozen and the games backers confused and upset.

At this point (2019), I began to speak to a lawyer about removing Chase from Super Systems - with intention of hiring a new programmer to finish Drift Stage; but before anything could come out of that, a Chilean national; who had access to the "backer" version of Drift Stage – from the Kickstarter campaign - raided the Drift Stage forums on Steam, and a discord server run by fans of the project – advertising this game; which was effectively a cheap asset hack / flip of Drift Stage.

I can't confirm if the game's source code was stolen or not, but the art clearly was. The drama surrounding these events, and the necessity of contacting Apple to take the offending game down was enough to draw Chase back into the public - where he went on "Twitter" and made a very dramatic series of posts pertaining to his "mental health" as an excuse for his absence. This admission by Chase involved claims of

suicidal thoughts – and made for any public disclosure on my part extremely difficult; as I still have no way of proving the validity of any of his statements, and in no way was I under the impression my involvement in this endeavor would lead to the eventuality of publically disclosing Chase's self-destructive inclinations.

This led to a very bad internal dispute between myself and the games musician - Patrick; which eventually led to litigation regarding the rights to the game and company - as they were now in dispute with Chase and Patrick departing and "disassociating" with me; abandoning their responsibilities in the process and leading to outages in Drift Stage's web presence, like the website. I also made the decision to delete Drift Stage's "Twitter" account around this time, as I did not want any fight for control to occur; and personally having problems with the way "Twitter" was being administrated and abused by users at the time.

From 2019 until 2022, Drift Stage was stuck in litigation. Due to their abandonment of duties, total control of "Super Systems Softworks", and the rights to Drift Stage fell to me – Charles aka "DelkoDuck". Personal issues with my health made for complications in releasing any of this information – and I still do not feel comfortable discussing it, as I can only give my account of what happened – Chase Pettit has not as of yet released any form of public account since his "Twitter" admissions in 2019; leaving the responsibility to me.

By 2022, Chase Pettit had not sent any form of legal release for the games source code – despite no longer being part of "Super Systems"; which led to issues during publishing negotiations in 2023. Only after informing the game's community of this problem was I able to obtain a release from Chase; but it was too late in the year, and the opportunity fell through.

These turn of events cost myself and my family financially and emotionally – especially losing the publishing deal in 2023, which would have saved the project, and allowed for me to continue my work in game development as a graphic designer and finally release a finished version of Drift Stage.

I cannot express my regret and frustration enough in regard to the behavior and negligence of my former business partners. Their actions lead to the development of Drift Stage dragging out to almost 10 years, with my original obligation only being for 1 – 2 years of work. With the help of a legal team, spanning from 2019 to 2024; I was able to disseminate a limited release of the last uploaded version of Drift Stage on Steam. Beyond this, I cannot provide any further support to this project, outside of my current efforts. I am beyond the limits of my obligations to a "crowd funding" campaign, and under no circumstances would I have agreed to any formal dealings with a person who was suffering from self described "mental health issues". This information was kept from me, and I regret having vouched for this individual.

I apologize for the disappointment and having failed in delivering a feature complete version of "Drift Stage". The circumstances I was presented with were effectively impossible to overcome, as every avenue of success I perused was blocked; and the involved parties were non-cooperative, and clearly malicious in their intent towards the success of the project as a whole; and towards my well being and career.

Thank you for your patience and understanding; I regret these circumstances wholly and have spent the last five years of my life trying to remedy the situation, and bring some positive closure to the games fans and supporters.

CB "DelkoDuck"

Super Systems Softworks.