From Development to Research: A Studio Update

(This statement was originally issued during the studio's transition from development to research. It is reproduced here as a formal record of that transition and the founder's public articulation of the studio's structural and directional changes.)

A few years ago, I decided to take the plunge and enter a field I have long loved: Roleplaying Games. Not just as a Professional Gamemaster, but as a Developer. I have developed countless amounts of system and setting throughout 35 years of running games, and I founded Late Age Studios as the business end of that. As a place to pursue dreams of creating deeper, more immersive games.

In the development of new game systems and playstyles, I found other gamers who shared my vision, and so Late Age Studios became a team. A small and scrappy team, but one which had no limits of imagination. Neither limits on stories told, nor how they could be shared. In fact we dedicated ourselves to sharing them with as many people possible, and so began a mission to break the limits of scale normally held in TTRPGs. Namely to allow a single human Gamemaster to run larger player parties than had ever been thought possible.

Over years of development, we reached a point where the systems we were building began to reveal both their promise and their limits. We could envision spaces less constrained by traditional scaling assumptions. Often unstable at times, yet compelling. As we explored further, we were often left with more questions than answers. This is a bad position for a development studio interested in launching complete game systems. However, it is an excellent position for exploring an emergent and evolving field of research: Narrative Governance.

So, as of February 2026, we have decided to move beyond our pursuit of developing deliverable systems. Instead, we are transitioning into a Research Studio dedicated to exploring this greater question of narrative governance in shared storytelling. Our love of the culture, community, and practice of sharing worlds and live experiences is so much greater than our desire to turn a profit. We believe that this very human craft needs to be handled responsibly, with care for the players and participants in it. Especially as new realms emerge, and commercial interests become involved.

This means you will see a change in the tenor of our reporting and publishing. While we will always retain some of the expressive, underground, punk sensibilities of gamer culture, our aim is shifting in line with our focus. Earlier posts have been archived in their original form for documentation and authorship purposes. Public versions have been edited to remove

operational details that no longer reflect the studios direction. The conceptual lineage remains intact, but we are no longer building hype to launch a product. Instead, we will move forward in the direction of eager yet earnest exploration of governance structures that support scalable, ethically grounded narrative environments.

If you have been paying attention, I hope you will continue to as we map the bounds of these exciting new vistas. Further publications, white papers, and research documents will follow. In the coming future we anticipate collaboration across many fields and forms, with ethicists, gamemasters, and fellow researchers as this inquiry develops. My hope is that we will find more people interested in discovery and expanding the ideas of what shared fantasy can be. All in line with our new motto: "Where the Impossible Becomes Practice."