

Introduction to [XES]

General Overview

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Disclaimer

- This is a living and breathing document, and will be updated over time. The game is still in Alpha, so expect us to adapt to suit.
- We are a 'Real Life First' organisation. Even though some of us put a lot of effort into making things work, none of us expect anyone to devote career-levels of time to the game and/or team.
- This presentation is merely an attempt to explain some of the most common questions about the organisation, using a traditional visual communication tool. Don't take it too seriously.

Who We Are

- Mining industry experts who offer solutions from prospecting through to refining and commodity trading.
- What differentiates us in the marketplace:
 - Our ability to analyse data and discover the best deposits in the 'Verse.
 - Our ability to secure these deposits via land claims and communicate these to our partners and customers in an industry leading fashion.
 - Our ability to provide a complete turn-key solution for any mining enterprise.
 - Our ability to provide these services thanks to a world-class support team and front-end client teams.
- What we sell:
 - Claimed mineral assets
 - Deposit coordinates
 - Outpost Construction
 - Mining services
 - Refining services
 - Any combination of the above

Our Values

- Integrity
- Fun
- Teamplay
- Friendly Community
- Inter-org Partnerships
- Adventure
- Thinking Ahead

Company Structure

How We Work

Xenosystems is comprised of 9 core departments, all critical to achieving our overall strategy. For the purpose of defining the general nature of who does what, we've allocated these into two distinct categories, based on their overall area of responsibility: Support and Client-facing.

All teams represent Xenosystems within the 'Verse and they are expected to be ambassadors of our values and professionalism.

Support Departments

Our support teams are responsible for making sure our client teams have what they need, when they need it. Whether this is moving ore from A to B, or resupplying our miners with fuel, they've got it covered.

Client Departments

Our client teams are responsible for carrying out our core profitable activities, further outlined in *routes to market*.

Company Structure

Support Depts

Mineral Intelligence

Logistics

Service Support

Commercial

Human Relations

Security



Client Depts

Mineral Properties

Mining Operations

Outpost Infrastructure

Team Roles 1/3 - Support

Mineral Intelligence

- Monitors mineral market supply and demand data
- Uses Geological data from the ARK Starmap to drive mineral exploration missions
- Maintains and updates the Xenosystems Star System Database

Logistics

- Manages the movement goods, people and ships to ensure the right resources are used or are in reach if need arises
- Backloads where possible
- Knows which routes are safe and those which are not
- Uses the right ships for the right jobs

Service Support

- Refuels, Maintains and Repairs our fleet of ships.
- Coordinates closely with Logistics

Team Roles 2/3 - Support

Commercial

- Increases profitability of existing activities
- Explores potentially new and profitable activities or partnerships
- Manages key client relationships

Human Relations

- Hires and retains the right people for the team.
- Nurtures and grows existing talent
- Develops training programs and events

Security

- Keeps our members and assets safe at all times
- Coordinates closely with Logistics
- Coordinates with our security providers

Team Roles 3/3 - Client facing

Mineral Properties

- Buys, Sells and Leases land claims which contain valuable and abundant mineral resources
- Lists and maintain all property listings within the Xenosystems web portal

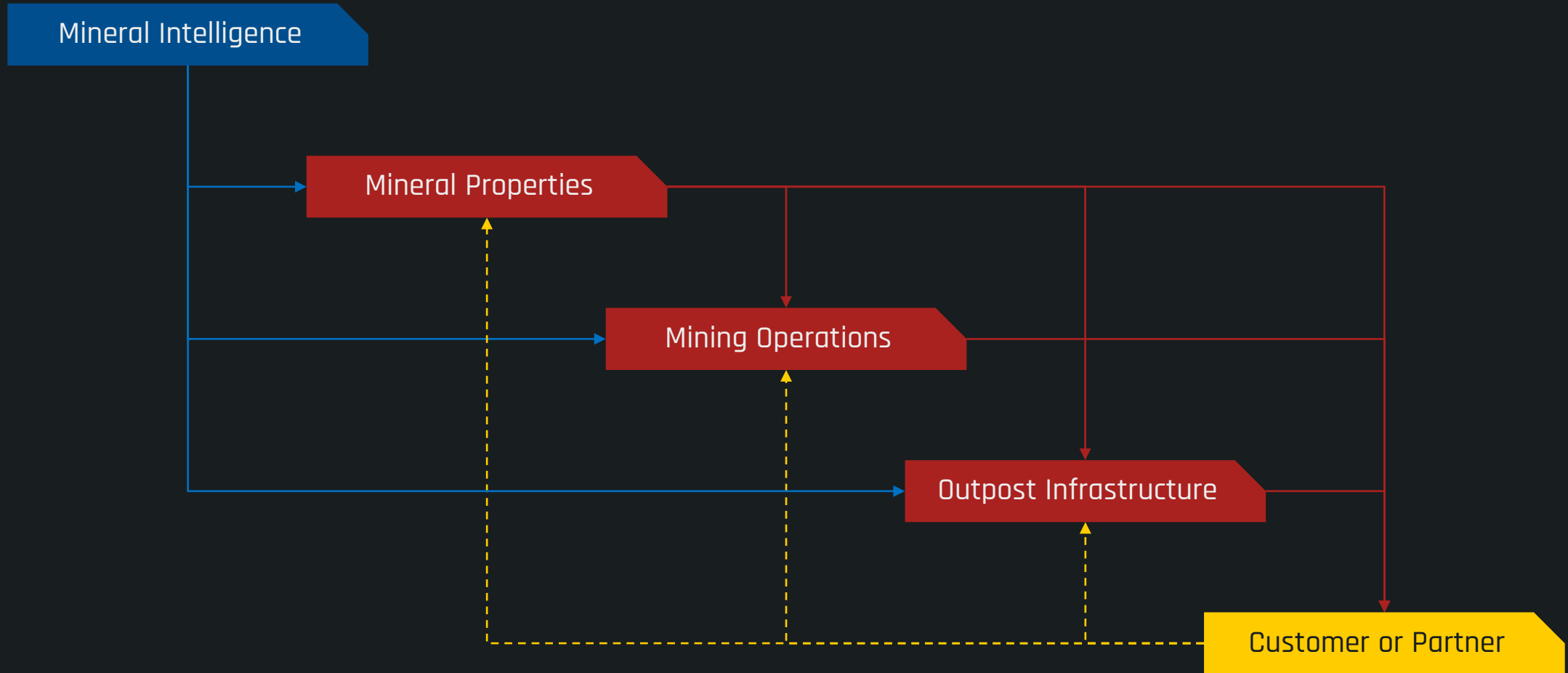
Mining Operations

- Mines and refines valuable minerals for both internal use and external sales.

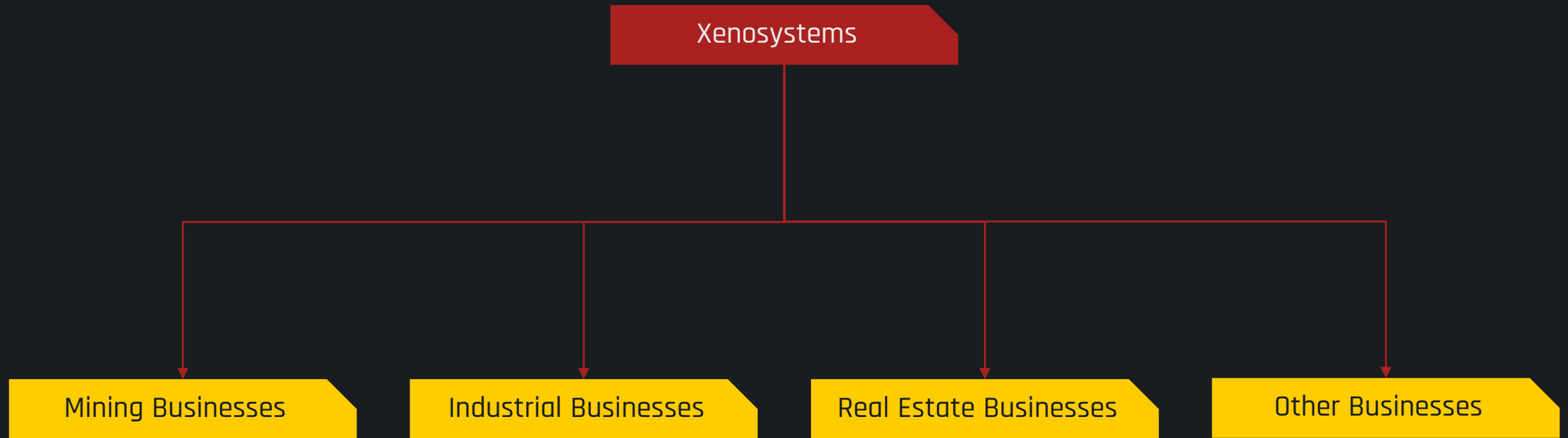
Outpost Infrastructure

- Carries out the design, build and installation of industrial outposts at from the locations determined by the Board

Routes to Market



Distribution Channels



Other Revenue Streams

While our core activities will generate the lion's share of our profits, we must be flexible and adapt to our circumstances to ensure we remain cash-rich.

- Mineral Commodities Trading
 - Taking advantages of low commodity prices and transferring the goods to more profitable locations.
- Backloading
 - The transportation of cargo or shipment on a return trip, using the space already paid for and used for the outward leg.

Decision Pyramid

FOUNDERS

- Important company decisions
- Setting company strategy

DIRECTORS

- Departmental and Moderator decisions
- Advising on & implementing company strategy

MANAGERS

- Mission/Project-level decisions
- Implementing departmental strategy

TEAM LEADERS

- Team-level decisions
- Achieving Mission/Project/Event objectives

Who makes the important decisions?

	Founder Kal Torvallen	Founder The Librarian	
Mineral Properties Director KOIOS	Mineral Intelligence Director Yzen	Security Director 3quin0x	
Mining Operations Director Medic	Outpost Infrastructure Director <i>unassigned</i>	Commercial Director <i>unassigned</i>	
Logistics Director <i>unassigned</i>	Service Support Director <i>unassigned</i>	Human Relations Director <i>unassigned</i>	

The combined team of Founders and Directors determines the overall strategy for Xenosystems. Each director is wholly responsible for his or her area of operation and is critical to the development of group strategy and success. The founders have the final say on any decision, but they will only exercise that right where they feel it is appropriate to protect the core values and goals of the organisation. Anyone is free to suggest ideas and opportunities and to act on initiative.

Why a Top-Down Management Model?

In a nutshell, because it's sustainable and should benefit everyone.

The idea behind our management structure is to have a core group of passionate members who are dedicated to making the process of working together as fun, painless and fruitful as possible.

Achieving this will take some preparation work, though. This is what we've been doing since the beginning of 2018 and it's what we'll continue to do, throughout the coming years.

This should result in a clearly defined mission system, for both solo players and teams. We don't want to breathe down people's necks. We want people to play at their own pace.

Having fun and making UEC are our priorities.

If the idea of putting in a few extra hours in for the benefit of the team lights you up, then please get in touch with a Director or Founder on our Discord.

What Can the Average Team Member Expect?

- Real life first
- Good company
- The freedom to choose whatever role you want, whenever you want. We are not division-based, we are mission based. Pick a mission and stick with it until it's complete. Then, pick a new one with a different team if you want.
- We don't offer a 'Captains and Crew' model. We offer a Teamwork model and we expect everyone will fulfil a number of different roles within our organisation.
- If you want to specialize, we'll support you.
- If you want to play solo for a while, go for it.

What Are We Working On?

- **Creating Quality and Meaningful Media**

- Types of media
 - Streaming
 - Podcasts
 - YouTube
- Types of content
 - Guides
 - Gameplay

- **Generating Regular and Meaningful Events**

- Star Citizen Events
 - Casual nights, mining nights, prospecting nights, etc.
- Coop Events
 - Great if Star Citizen, but cool to play other games that foster teamplay and have more fleshed out teamplay mechanics

- **Department & Site Projects**

- Property Management (feature complete)
- Mineral Intelligence Pages (early concept)
- XES Merchandise Store (in rework)
- Creating useful reasons for people to use our site

What Would You Like to See?