

starcitizen.exchange — A Trading Platform Built for Players, by Players

What is this?

starcitizen.exchange is a free, community-run trading marketplace for Star Citizen. You post what you're selling, buying, trading, or renting. Other players find it, make offers, and you do the deal. Simple concept — but the execution is what matters, and right now the execution everywhere else is bad.

We're building the platform that should have existed years ago.

Why does this need to exist?

If you've spent any time trying to trade in Star Citizen, you already know the answer. The existing platforms have gotten comfortable. They grew, they got popular, and somewhere along the way they stopped caring about the people actually using them.

Here's what that looks like in practice:

Scammers stick around. You report someone, you get a "thanks for your report" and then nothing. No follow-up, no visible action, no public warning. The same scammer is still posting listings a week later. The community has no way to know.

There's no real Discord integration. You find a listing, and then what? You go hunt the person down in some Discord server. Hope they're online. Hope they see your DM. The website and the place where the SC community actually lives are completely disconnected.

Orgs are ignored. Organizations are one of the biggest parts of how people play this game and not a single trading platform treats them as a real entity. No org profiles, no org listings, no org fleet pages. Nothing.

It's built around commodities, not players. The focus is on spreadsheet-style commodity trading data. That's useful for some people but it's not how most of us trade. Most of us are selling a gun we found, renting out a ship, looking for a hauler for a mission, or trying to buy a specific piece of armor. That kind of player-to-player trading is an afterthought.

No auctions. Everything is fixed price or "DM me." There's no way to actually run an auction, get competing offers, or let the market decide what something is worth.

We're not here to copy what exists and slap a new coat of paint on it. We're here to replace it.

What we're actually building

A marketplace that covers everything

Sell items, buy items, trade, rent out your ship, post a service (hauling, mining, security), or put up a contract for a job you need done. All listing types are first class. All categories are covered with the right fields — armor listings have quality and crafted flags, ship listings show cargo capacity, weapon listings have attachment slots. The details that matter are actually there.

Moderation that works

Every report goes into a real queue that real staff review. Staff can open a chat with you directly to ask for more info or evidence. You get a Discord DM when that happens so you're not refreshing a webpage waiting for something to happen. When action is taken, you know about it.

And for confirmed scammers — they get a public flag on their profile. Visible to everyone. Not hidden in some internal log. The community deserves to know who has been confirmed as bad actors, not just the staff.

Staff are named, not anonymous. When someone reviews your report and takes action, you know who made that call. Accountability goes both ways.

Discord built into everything, not bolted on

Login is through Discord. When someone makes an offer on your listing you get a Discord DM. When your offer gets accepted or rejected, you get a DM. When staff need to talk to you about a report, you get a DM.

There's also a public bot you can add to your Discord server. It can post new listings automatically to a channel you choose, filtered by category or item type. Your org's trading channel becomes a live feed of relevant listings. Players can search listings and even create new ones right from Discord with slash commands.

Online status from Discord shows on profiles too. You can see if a seller is actually online before you try to reach out.

Real player profiles

Your profile shows your RSI handle (verified, same bio method the community already knows), your reputation built from real completed deals, your fleet, your org memberships, your specializations, your availability. It's a real identity on the platform, not just a username attached to some listings.

Reviews are detailed — not just a star rating. Communication, speed, fairness, respect. You get a real picture of who you're dealing with before you commit to anything.

Org profiles that actually mean something

Orgs get a full profile page. Member list with ranks, synced from the RSI org page for members who have verified their handle on the platform. Org fleet. Org listings. Recruitment status. The org is a real entity on the marketplace, not an afterthought.

Trust earned, not bought

New accounts start with a limit on active listings — enough for a real player, a wall for bots and spam accounts. As you complete deals and build reputation, that limit goes up automatically. Veteran traders with a solid track record never feel a cap. Bad actors get nowhere fast.

Price history and statistics

Every item builds a price history over time. You can see what something has been selling for, whether prices are trending up or down, and how active the market is for it. Information that helps you make better decisions as a buyer and price competitively as a seller.

Item database done right

Every listable item comes from a curated database with the right presets per category — official images where available, the correct fields for that type of item. Players can suggest items that get added after staff review. The database stays clean and accurate.

What we are not

We are not a corporation. There is no company behind this, no investors to answer to, no monetization roadmap driven by someone in a boardroom. This is a passion project built by

people who play this game and got tired of the existing options.

We don't have a sales team. We don't have a PR department. We have a developer, a community, and a vision for what this should be.

That means decisions get made based on what's good for the platform and the players on it, not what looks good in a quarterly report.

How to support us

Running a platform like this costs real money. Servers, storage, domains, infrastructure. We're not going to pretend otherwise or hide it behind vague "operational costs" language.

One-time founding support

These tiers are for people who want to help get this off the ground before we even launch. Direct transfer, permanent perks, your name in the history of the platform.

\$100 — Founding Citizen Permanent supporter badge on your profile. Your name in the Hall of Founders on the site. Ad-free forever, even if you never pay another dollar.

\$250 — Pioneer Everything above, plus a custom profile background — your page, your look, permanently. Your name is highlighted in the Hall of Founders.

\$500 — Benefactor Everything above, plus a monthly featured listing slot (your listing gets bumped to the top of its category once a month, forever), an animated profile border, and a custom title you choose for your profile.

\$1000 — Patron Everything above, plus custom org page background if you run an org, permanent placement in the site footer under "Built with support from", and a direct line to the dev team in a private Discord channel. You helped build this — you should be able to talk to the people building it.

Monthly Patreon support

\$5/mo — Citizen Ad-free browsing. Supporter badge on your profile. Supporter role in the official SC Exchange Discord.

\$10/mo — Veteran Everything above, plus custom profile banner and background, 3 listing boosts per month (bumps a listing back to the top of its category), and richer deal notifications with buyer/seller profile previews instead of just a ping.

\$20/mo — Pioneer Everything above, plus an animated profile border, early access to new features before public rollout, 1 vote on the feature roadmap, and 8 listing boosts per month.

\$50/mo — Benefactor Everything above, plus custom org page background if you lead an org, 20 listing boosts per month, featured placement on the Hall of Supporters page, 3 votes on the feature roadmap, and a monthly shoutout in community updates.

What stays free forever

Everything that makes the platform actually work:

- All listings (WTS, WTB, WTT, WTR, contracts, services)
- Making and receiving offers
- Reviews
- Reports and moderation access
- Player profiles and fleet
- Org profiles
- Discord integration and bot
- Price history and statistics
- All core search and browsing

Patreon is how we keep the lights on. It is not a paywall for features that should be free.

Hall of Supporters

Every founding supporter and active Patreon member gets listed on the Hall of Supporters — a public page on the site that acknowledges the people who made this possible.

Founding tier supporters stay there permanently regardless of ongoing support. This isn't a marketing gimmick, it's a real record of who believed in this early.

Who's building this

This project is led by Wolfyo. Not a longtime backer, not someone who's been in the community since the Kickstarter — Wolfyo came into Star Citizen around 4.0, introduced to the game by veterans who had been playing and backing it for years before that. Fresh eyes, but with direct access to people who know this game and its community better than almost anyone.

What Wolfyo does bring is years of experience in community building, Discord server management, and developing bots and tools for gaming communities. The kind of behind-the-scenes work that keeps communities functional when nobody else wants to do it. That's the background this platform is being built from.

The team behind it is those same veterans — people who pledged early, watched this game grow from a crowdfunding campaign into something real, and have been frustrated with the state of player-to-player trading for years. They got Wolfyo into the game. Now they're all building the platform the game deserved from the start.

Nobody here is doing this for money. The frustration is real, the motivation is real, and that's not going away until this is done. The platform that currently dominates this space had years to get it right and chose comfort over the community instead. Reports go nowhere. Scammers stay. So we stopped waiting and started building.

Where we're at

This is in active development. The architecture is fully designed, infrastructure decisions are made, and a developer team is building it. We're not launching tomorrow but we're not vaporware either — this is real work being done by real people who have skin in the game as players.

We're being open about what we're building and why because we want the community involved from the start, not handed a finished product and told to be grateful.

If you have thoughts, feedback, feature ideas, or just want to follow along — we genuinely want to hear from you.

If you want to help make this real — the founding support tiers are open now.

Either way, thank you for giving a damn about having a better option.

Important — please read before supporting

All support, whether through the founding one-time tiers or monthly Patreon, is a contribution toward building and maintaining this platform. It is not a purchase of a product or service.

There are no refunds. When you contribute you are supporting the development of something that does not fully exist yet. We will deliver on what we have described here to

the best of our ability and we intend to — but we cannot offer guarantees on timelines, specific features, or outcomes. Software development is unpredictable and we will always be honest with you about where things stand.

What we can promise: your support goes directly into making this happen, we will be transparent about progress, and the perks outlined above will be honored once the platform is live. Founding tier perks are permanent and do not require ongoing payment.

If you are not comfortable contributing without a guarantee, that is completely fair — wait for the platform to launch and use it for free. The core product will always be free. Support is for people who want to be part of something from the beginning, not a requirement to use it.

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