

MURDER AT THE NIR CANTINA

A SCIENCE FICTION MURDER-MYSTERY PARTY

The Nir Cantina on Federal Station Nine in the Axilon Nebula attracts a diverse crowd of space travelers, including mercenaries, traders, diplomats, scientists, and smugglers. While most of these folks want nothing more than to have a quick drink and a meal on their way from one end of the galaxy to the other, at least one of them has a more sinister purpose in mind.

Murder at the Nir Cantina

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I. INTRODUCTORY MATERIALS

Section I of this instruction manual contains all of the introductory materials necessary for planning and preparing your party. In this section you will find a basic overview of the plot; a description of each of the characters; tips on preparing your playing area, choosing a menu, and organizing your printouts; and detailed instructions on how to go about inviting players and assigning characters.

Please note: The majority of the contents of this booklet are intended for the eyes of the Host/Hostess only! The success of your party hinges on a strong element of intrigue and mystery, so be certain not to share this book with the other players. The material that should be provided to your guests is clearly described in this book. Under no circumstances should you allow any of your players access to this book!

WELCOME!

Thank you for choosing *Murder at the Nir Cantina*, another fine product by PWM Press; this package contains everything you need to host a spectacular Murder-Mystery Party that your guests will remember for many years to come. Included are materials for hosting a party for anywhere from ten to fifteen participants (including yourself).

Mystery Parties are essentially a combination of improvisational acting, storytelling, and creative problem solving. Your guests will each assume the role of a particular character and will play the part of that character throughout the course of the game. Each character has specific personality traits, goals, secrets, and information, all of which are included in the character sheet. A big part of the entertainment value of Mystery Parties is getting into character and trying to achieve your character's individual goals.

At some point during the party, an Event will occur that will force the players to come together in order to solve a problem or unravel a mystery. Traditionally, the Event in question will be the murder of one of the characters (as played by a guest), but the basic framework of a Mystery Party can accommodate numerous different types of Events.

The guests will need to use the information that their characters know (as well as additional clues that are provided during the game) to solve the mystery or overcome the problem posed by the Event. Typically this culminates in the guests voting on the identity of the murderer, but again, different parties will have different specific goals. The party may also have certain additional subgames built into the framework; for example, many Mystery Parties will have some form of scavenger hunt built into the story.

Once the mystery has been solved or the problem has been overcome, the party draws to a close. Guests are provided with an opportunity to vote on the best actor/actress, the best-dressed player, and so forth, and are then given certificates and awards for their participation in the game.

Throughout the course of the party, the Host/Hostess is responsible for ensuring that the event continues to run smoothly. He or she sets the scene, provides dinner and drinks, and moves the plot along at key points by reading scripted descriptions of what is happening. Frequently the Host/Hostess will also play the part of one of the characters.

This particular Mystery Party, *Murder at the Nir Cantina*, is a Murder Mystery wherein each party guest will be playing the role of a patron or employee at the Nir Cantina, a tavern, fueling station, and trading outpost in deep space. The Host/Hostess will be playing the part of Nir Deware, the owner of the Cantina.

***Please be advised:** The parties developed by PWM Press are substantially more complex and detailed than other similar products. Even if you are experienced at hosting Murder-Mystery Parties, it is imperative that you read chapters one through seven carefully and completely before beginning to plan out your party!*

WHAT IS MY ROLE?

As the Host or Hostess, your role in the party is that of a facilitator or storyteller. It is your job to plan the event, prepare the playing area, and, once the game begins, move the story along and make certain that everyone is on task and enjoying themselves.

In many mystery parties the Host or Hostess is given the option to not learn the identity of the murderer before the game, thereby allowing them to participate in the party in the same way as the other guests. However, because *Murder at the Nir Cantina* is a more complex party, it is necessary for the Host or Hostess to have a clear understanding of all key plot points in order to ensure that the game runs smoothly. This means that you will be aware of the identity of the killer and victim in advance.

In *Murder at the Nir Cantina*, you will be taking the role of Nir Deware, owner of the cantina; this pivotal role will put you in a position where you can ensure that the game proceeds properly while still enjoying the opportunity to play a unique and interesting character.

RUNNING THE PARTY

This portion of the instruction manual will walk you through all of the steps you need to follow once your guests arrive. Read over this section carefully as it contains information vital to the success of the event.

Guest Arrival

As each guest arrives, you should pass out their nametag and character sheet (if needed) from the first folder and then allow them to mingle until everyone arrives.

During this stage of the event, the Host/Hostess should:

- Make certain that everyone has a visible nametag.
- Make certain that everyone has a copy of their character sheet.
- Give each guest the amount of preprinted Corporate Credits listed on their character sheet. **Important Note:** For all characters except Arian Zapho, their Corporate Credits should include a mix of different types. For Arian Zapho, *all* credits must be PsyTran Corporate Credits.

Introduction to the Guests

Once everyone has arrived, gather them together in the main room and read aloud the “Welcome to the Party” text, which will explain to them the basic framework of the event. This text is provided below and is also included in Section III of this handbook as a printout; if you are so inclined, you can print out a copy for each guest for easy reference.

During this stage of the event, the Host/Hostess should:

- Make certain that all the guests understand how the party is going to be run.
- Answer any questions regarding the introduction.

WELCOME TO THE PARTY

Script 1: To be read after all of the guests have arrived but before the event officially begins.

Welcome, everyone, and thank you for attending *Murder at the Nir Cantina*. As all of you know, this is a Murder-Mystery Party. During the party, each of you will be

playing the role of a patron or employee at the Nir Cantina, a tavern, fueling station, and trading outpost in deep space. Each of you has a character sheet that details special knowledge and goals that your character has, along with certain instructions for ways that your character should respond to specific situations. Aside from these instructions, and the general role-playing tips on your character sheets, there is no particular script that you need to follow; simply do your best to act as you believe your character would act.

During the course of the evening, I will be playing the part of Nir Deware, the owner of the Cantina. However, I will also be available to answer any questions about how the game works. Just let me know if you need to ask me something “out of character.”

Before we begin, we’ll give everyone a couple of minutes to read over your character sheets and make sure you understand everything. Remember not to show your character sheet to anyone else and to be careful with what information you end up sharing with other players. Most of you have secret information listed on your sheet that your character wouldn’t want disclosed to just anyone.

Please note that each of your character sheets lists certain specific goals, with a point value listed after them. If during the course of the evening you are able to accomplish one or more of your goals, you will earn the number of points listed next to the goal. There will be a special award at the end of the evening for the guest who scores the most points.

Each of you also has a certain amount of money in the form of Corporate Credits, which serve as the primary form of currency in the future. You will need to spend these credits in order to purchase food, information, services, and goods from each other. You should try to accumulate as many credits as you can; there will be an award at the end of the evening for the guest who ends up with the most credits.

[Once everyone has had a chance to read over their sheets, give them an opportunity to ask questions about how the game will work. Once all of their questions have been answered, continue with this script.]

Alright, if there are no further questions, let me describe the scene for you. You are inside the Nir Cantina, a rather dingy bar on Federal Station Nine in the Axilon Nebula.

[Point out each of the different rooms that are considered part of the game, and explain what part of the Cantina they represent. You should have at least one large room for the bar and another area that represents a restroom. You can specify other areas as you wish, depending on the size of the playing area.]

Owner and Proprietor of the Nir Cantina

Description: You are Nir Deware, owner and sole proprietor of the Nir Cantina, a bar and trading outpost on Federal Station Nine in the Axilon Nebula. In your heyday you were quite the adventurer, serving as a lieutenant in the Fed-Terra Recon Corps, a trade envoy between Terra-4 and Axilon-Beta, a smuggler, a bounty hunter, and a mercenary. Now your wild youth is behind you, and you are content to run your small tavern out here on the outskirts of civilized space, where no one bothers you. You make a more-than-reasonable living serving the various outlaws, traders, diplomats, and mercenaries who stop off at the Cantina, and you have recently begun writing down the various stories and tall tales that your patrons share; perhaps someday you will write a book.

You are cheerful and pleasant by disposition, but you know when to shut your mouth and serve the drinks as well. Not everyone who drops by the Cantina is operating on the right side of the law, and you have quickly learned that bounty hunters, smugglers, and mercenaries tend to be disinclined to casually chat about their business.

Costuming: As a human character, you don't require any special makeup, though you could certainly choose to add a few scars to your face as a testament to your past adventures. Your clothes are unremarkable, though even when just tending bar you always keep a blaster strapped to your waist.

Special Knowledge:

- Stress is a highly addictive illegal stimulant that frequently takes the form of small capsules filled with black, rose-scented powder. Users break open a capsule and inhale the powder.
- Onna, the Nir Cantina Serving Girl, is a convicted felon who served hard time at a Fed-Terra prison before you paid off her fines and took her on as an employee.
- Onna, the Nir Cantina Serving Girl, is originally from Terra-4, one of the first planets to be colonized by humans. Natives of Terra-4 have a reputation for being sly, untrustworthy, and violent.
- Fedor Mas, the Nir Cantina Mechanic, is an extremely competent technician. Given sufficient time and motivation there is little that he can't accomplish when it comes to electronic systems.
- Fedor Mas, the Nir Cantina Mechanic, is extremely arrogant and tends to look down on anyone not of the Divek race.
- Jaseph Kalovich, the Nir Cantina Mechanic, is in love with Onna, the Serving Girl.
- Jaseph Kalovich, the Nir Cantina Mechanic, hates Fedor Mas and is jealous of his technical competence.
- Caleb LaVorn, Short Order Cook at the Nir Cantina, lost his hand in a bar fight many years ago. Rumor has it that he killed the man who took his hand.
- Caleb LaVorn, Short Order Cook at the Nir Cantina, is a harsh manager; none of the other employees at the Nir Cantina like him much.

- Ryle Kan, the Bodyguard, is extremely proficient; no one under his protection has ever been killed.
- Ryle Kan, the Bodyguard, is an occasional user of the recreational stimulant known as Stress.
- Mak, the Infamous Smuggler, is the most famous smuggler in the galaxy.
- Mak, the Infamous Smuggler, usually has a supply of Stress available for sale.
- Macerak Sh'irr, the Bounty Hunter, is addicted to the recreational stimulant known as Stress.
- Macerak Sh'irr, the Bounty Hunter, killed a man over a minor disagreement several months ago.
- Canthalus, the Mercenary, harbors a deep hatred for Macerak Sh'irr.

Starting Credits: 200

Corporate Credits are the basic form of currency used in the future. You will need to spend credits to purchase items, services, and food and drink; similarly, you can earn credits by selling items or services to other guests. At the end of the evening an award will be given to the guest who has the most credits.

Goals: Please check off each goal that you are able to accomplish. At the end of the night an award will be given to the guest who earns the most points through completing goals. Note that all goals are cumulative; if, for example, you earn 175 credits selling food and drink, you would gain two points (one point for earning 100 or more credits through the sale of food and drinks and the second point for earning 150 or more credits through the sale of food and drinks).

- **1 Point:** Earn 100 or more credits through the sale of food and drinks.
- **1 Point:** Earn 150 or more credits through the sale of food and drinks.
- **1 Point:** Earn 200 or more credits through the sale of food and drinks.
- **2 Points:** If Fedor Mas contracts for any mechanical work while still in your employ, collect 25% of his profits.
- **2 Points:** If Jaseph Kalovich contracts for any mechanical work while still in your employ, collect 25% of his profits.
- **3 Points:** Keep Macerak Sh'irr from acquiring any weapons.
- **5 Points:** Onna is one of your prize employees; convince her not to quit.

You are cordially invited to

MURDER AT THE MINI CANTINA

A MURDER-MYSTERY PARTY

Date _____

Time _____

Location _____

Details Enclosed.

PLEASE RSVP NO LATER THAN

WHAT IS A MURDER-MYSTERY PARTY?

The Nir Cantina on Federal Station Nine in the Axilon Nebula attracts a diverse crowd of space travelers, including mercenaries, traders, diplomats, scientists, and smugglers. While most of these folks want nothing more than to have a quick drink and a meal on their way from one end of the galaxy to the other, at least one of them has a more sinister purpose in mind.

Murder at the Nir Cantina is a Murder-Mystery Party wherein the guests will take on the roles of patrons and employees at the Nir Cantina (a bar, trading post, and refueling station for space travelers) and play as those characters throughout the course of the event. At some point during the evening, one of the guests will be “killed” by one of the other participants, and the remainder of the evening will be spent piecing together clues in an attempt to determine who the murderer is. Food and drink will be provided.

Included with this invitation are an RSVP card and a brief description of the available characters. Please return the RSVP card as soon as possible!

THE GUEST LIST

Male roles are marked ♂, female roles are marked ♀, and characters that can be either gender are marked ♀♂.

♂ **Joseph Kalovich, Station Mechanic, Nir Cantina:** Joseph is the second mechanic at the Nir Cantina, working side by side with Fedor Mas. Joseph is a working-class man who dreams of a better life. Race: Human

♂ **Captain Sebastian Malachai, Captain of the *Sisyphus*:** Sebastian Malachai is the captain of the Fed-Terra trading vessel, the *Sisyphus*. He is an upstanding Fed-Terra citizen and a reputable businessman who makes his living transporting cargo. Race: Human

♀ **Onna, Serving Girl at the Nir Cantina:** Onna is the primary server at the Nir Cantina. Once a petty smuggler, Onna has turned over a new leaf here on Federal Outpost Nine. Race: Human from Terra-4

♀ **Erin Schale, First Mate of the *Sisyphus*:** Erin Schale is first mate of the Fed-Terra trading vessel, the *Sisyphus*, serving under Captain Sebastian Malachai. Professional, precise, and talented, Erin helps the captain operate his small but highly profitable business. Race: Human

♀♂ **Fedor Mas, Station Mechanic, Nir Cantina:** Fedor is one of two highly skilled mechanics at the Nir Cantina. He is a Divek, a feline humanoid from the jungle planet Divekan Zed. While highly competent, his somewhat arrogant demeanor makes it difficult for him to relate to others. Race: Divek

♀♂ **Caleb LaVorn, Short Order Cook, Nir Cantina:** A highly skilled chef whose talents are undoubtedly being wasted in the Cantina, Caleb rules his kitchen with an iron hand and an eye towards detail. Race: Human

♀♂ **Galen, Crew Member of the *Sisyphus*:** Galen is a highly advanced android who performs numerous tasks aboard the *Sisyphus* under Captain Malachai. Galen's mechanical body is capable of prodigious feats of strength, and the android's quadrilium alloy frame is all but indestructible. Race: Android

♀♂ **Arian Zapho, Diplomatic Envoy:** Arian Zapho is a minor diplomatic envoy from Calypsis, en route to the Fed-Terra Galactic Embassy. Arian has arranged for transport aboard the *Sisyphus* and is at the Cantina to rendezvous with Captain Malachai. Race: Calypsiian

♀♂ **Ryle Kan, Bodyguard:** Ryle Kan is a professional bodyguard and occasional mercenary. Ryle makes a living by ensuring the safety of important intergalactic travelers through dangerous territory. Race: Divek

♀♂ **Mak, Infamous Smuggler:** Mak is one of the most successful smugglers in the galaxy, eagerly sought after both by prospective clients and by Fed-Terra agents. Despite Mak's status as a wanted criminal, the smuggler rarely bothers to keep a low profile, instead trusting his luck, cunning, and charisma to avoid capture. Race: Human

♀♂ **Macerak Sh'irr, Bounty Hunter:** A short-tempered, greedy brawler, Macerak Sh'irr is a bounty hunter who delivers smugglers, space pirates, and escaped criminals to the Fed-Terra authorities. Race: Daculian

♀♂ **Millian Pardulo, Research Scientist:** Millian Pardulo is an alien scientist dedicated to the discovery and synthesis of sustainable, inexpensive energy drives for starships. Millian's work promises to usher in a glowing age of cheap, efficient interstellar travel. Race: Shivan

♀♂ **B9XL "Bean," Scientific Assistant Droid:** B9XL, nicknamed "Bean," serves as the primary research assistant for the scientist Millian Pardulo. Bean comes preprogrammed with an extremely happy artificial personality. Race: Droid

♀♂ **Canthalus, Mercenary:** Canthalus is a mercenary, bodyguard, and soldier-for-hire working out of the Axilon Nebula. Canthalus has a reputation for being even tempered and reasonably pleasant, as long as no one crosses him. Race: Calypsiian

♀♂ **Nir Deware, Owner and Proprietor of the Nir Cantina:** (Played by the Host/Hostess) Owner and sole proprietor of the Nir Cantina, Deware is an ex-adventurer with a cheerful disposition and a willingness to do business with anyone. Race: Human

CLUE 5: SMALL LASER KNIFE



In one of the station's waste disposal units you find a small laser knife, a tool that emits a focused beam of light that can be used to easily slice through nearly any material. This type of knife is consistent with the murder wounds on Millian Pardulo.

The knife has been inscribed with the initials JK.

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HIGH SCORE! AWARD

For earning the most points for completing character goals,

is hereby awarded the High Score! Award.
Great job, and thanks for playing
Murder at the Nir Cantina!

AWARDED ON

