



WANDERSTAR



Welcome to WANDERSTAR! Whether you have played a Foulplay game before or this is your first time, we are excited to have you onboard! Our games are written by geeks for geeks. Get ready to be transported to a new world, immerse yourself as a new character, make some new friends (or enemies!), and solve a murder—all in a couple of hours!

Before you get started, here is a quick rundown of what to expect, as well as a few tips and tricks to keep in mind to make your experience even more enjoyable!

- The first part of the game occurs before the murder. Your character profile below covers who you are, your most important relationships and goals, and a few tasks to try to complete before the murder takes place.
- After the murder, you will receive your goals and objectives for the rest of the game. Make sure to read these carefully, as some of your goals may have changed! You'll then have the rest of the game to solve the murder and accomplish your goals!
- There is no required acting or roleplaying experience, nor a specific way you must play your character. Play to the level you are comfortable with and make the character your own!
- You are allowed to bribe, blackmail, lie, omit, make deals, form relationships, and share information as you feel your character would.
- Your character profile and objectives are a starting point! Your character won't know everything or everyone at the party—it's up to you to talk to other characters, ask questions, look at the evidence, and figure out whodunnit!
- Remember, the main goal of the night is for everyone to have fun in a safe and inclusive space. While you might be on opposing sides, be respectful, a good sport, and remember to include more introverted players.
- If you have a question about what you can and can't do, ask your host!

This game can be played entirely online or in-person with your friends, family, or coworkers! We hope you have a great time playing and would love to see pictures of your party!

You can share these photos with us at foulplaycompany@gmail.com or on Twitter and Instagram with #foulplaygames and #wanderstar.

Your Story Starts Here

In The Outskirts of the Frontier Star System, the crews of The Empress and The Calamity Jane have put aside old rivalries to apprehend infamous outlaw, Kaelen Longherst, and collect the bounty from Enforcer Barclay at Doublestar Cantina, a watering hole in Lone Rock Port well-known for attracting smugglers, gamblers, merchants, and crew members alike. But the past is not easily forgotten, and long-buried secrets and a mysterious lost treasure threaten to up the stakes.



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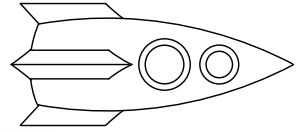
DAYNE ADLER

Age: Adult

Role: Lone Rock Port Resident

Personality Traits : Adventurous, Daring, Nostalgic

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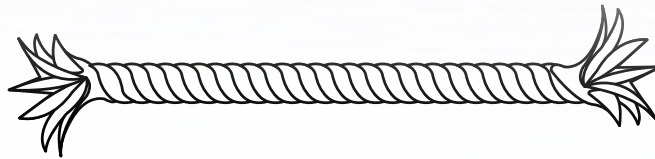
You are Dayne Adler. You've lived most of your life at Lone Rock Port. Your parents weren't around very much. Your parent served as the Captain of an old ship called The Revolver. Both of your parents lived a life of odd jobs and space missions, but they decided space was no place for a young child. Well, you can't say Lone Rock Port was much better. Your parents lived out in the stars which probably beats this forgotten rock They dropped you off with Mahan Cole, an old friend of Captain Adler's.

You are not sure what they were thinking. Sure, space is no place for a kid, but Mahan Cole is a legendary smuggler--not exactly a role model parental figure. It wasn't long before you were working for Mahan who makes the plans and their partner, Sola Bancroft, who smuggles goods in and out. You and Elix Youlen run many jobs. While Mahan is retired and lives a relatively quiet life outside of Lone Rock Port, you and Elix die hard, you suppress. Still, Mahan is the one who takes care of the profits.

This is an example of a Character Profile that your guests will receive before they arrive to the party. This gives them information on their backstory, their closest relationships, and what to do when they first arrive

Recently the port was visited by a ship named outflow. The ship was carrying a crew of 10. Apparently, the crew is exchanging Kaelen to Enforcer, Barclay for a handsome reward. To your surprise, Mahan insisted on taking you into the port to investigate. They mentioned they knew Kaelen from their past long ago and wanted to go check it out. It's unlike them to want to do a potential job in person, so it must be a pretty big payout.

Tonight, you are casually dropping by The Doublestar Cantina with Mahan and the rest of your crew to overhear the buzz and see if you can find out anything more.



When you arrive:

At the start of the evening, try to accomplish as many of these tasks as you can.

- Casually introduce yourself to the two ship crews and the Enforcer. Keep it casual and ask a lot of questions.
- Introduce yourself to Harlo Korwin. You were just a kid so they wouldn't remember you but they served on The Revolver.
- Check-in with Elix. How are they feeling about this particular job?
- Check-in with Mahan and see if they have anything for you to do.
- Billie Harend is a pain but you do admire their big plans. Ask them what they have planned next.