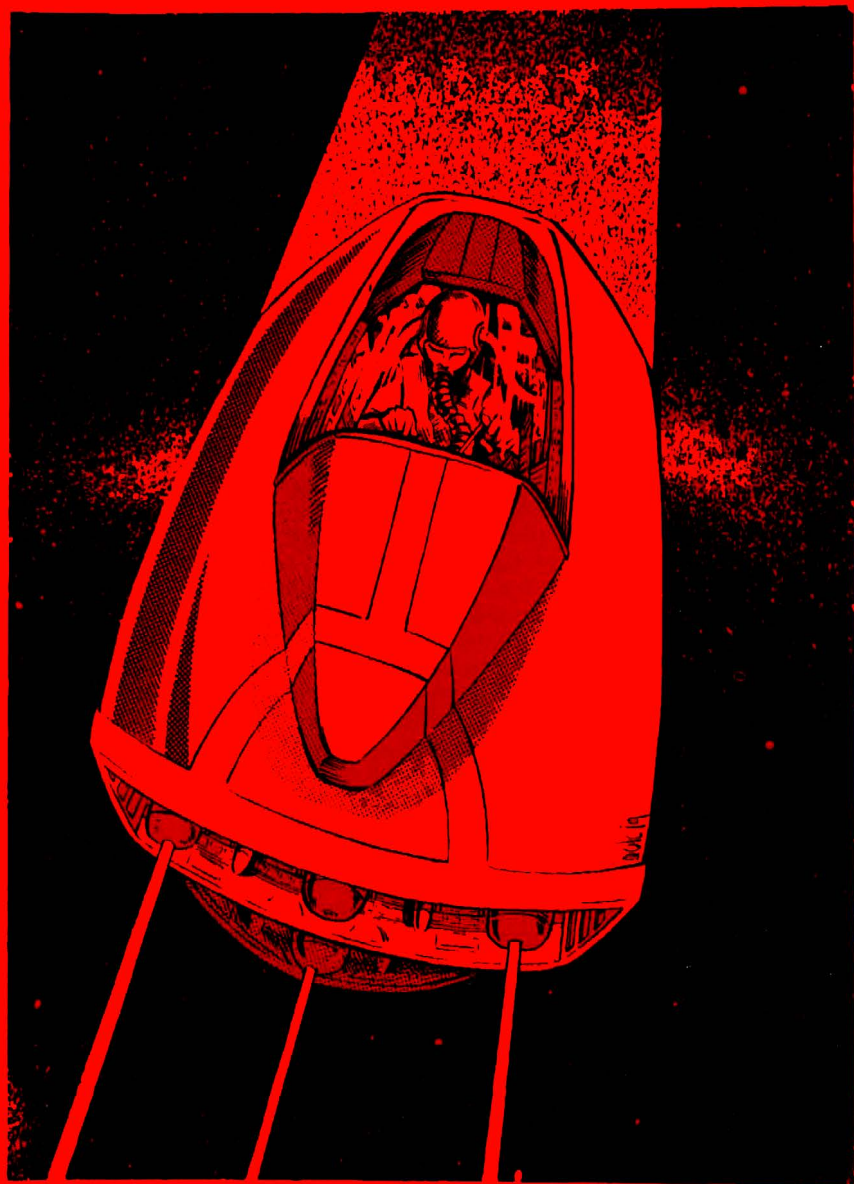


# THE EVENING STAR

---



---

R. Warfield Game Design & Marketing

Evening Star Design Credits

Game Design ..... Robert W. Warfield

Technical Assistance & Playtesting ..... Faron Bell, John Buster,  
Lala T. Butler

Artwork ..... Robert W. Warfield

Copyright ©1979, by R. Warfield

All Rights Reserved. Printed in the United States of America. No part of this book may be reproduced in any form or by any means without permission from the publisher.

The Evening Star is a playing aid to be used with Traveller™ or any other science-fiction role-playing game.

R. Warfield  
Box 1333  
Midland, Texas 79702

Traveller is a trademark of Games Design Workshop.

## Table of Contents

How to Use the Evening Star .....	1
History of the Evening Star .....	2
Construction of the Evening Star .....	3
Clubs & Organizations of the Evening Star .....	5
The Evening Star Legal System.....	7
Evening Star Police and Armed Forces .....	8
Sample Scenario.....	9
Guide to the Evening Star .....	11

## How to Use the Evening Star

The Evening Star is intended to be a setting for the play of role-playing science fiction campaigns. The 'Star was especially designed for use with Traveller™, but easily adapts for use with many other games. The referee should not approach the game with the idea that everything must be played exactly as it is in the book. Referees are encouraged to make minor modifications and to use only the features suited to their particular style of play. This section is intended for those referees who have not yet developed a style of play.

Basically, there are two approaches open for the campaign referee. He can run his adventures mostly with the die roll on random tables, allowing the players to wander about aimlessly. Alternately, he can try to organize the players and get them moving toward some specific goal. This second approach requires quite a bit more work on the part of the referee, but the results are well worth the trouble. Such an adventure plays as if it came from the pages of a novel. Indeed, a novel is perhaps the best guideline for setting up such a situation.

A referee planning to use the second method should take his favorite novel and set the basic plot down on paper. The players will control the hero; the referee controls the villain and the other characters. With the basic plot in mind, the referee can begin to adapt it to his particular setting. This usually takes very little away from the plot and makes things a lot easier on the referee.

The plot tells the referee the basic path the players need to follow, but is not very helpful in getting them onto that path. In order to keep the players on the path the referee will have to find a suitable carrot and stick. Usually there will be some type of material gain if players follow the path. There should be penalties of some sort if they stray from the path. Do not make things so one sided that players feel they are being manipulated. This takes a little practice but, with time, it can be worked out. Another important tool for the referee is the rumor. The referee should plant suitable rumors to tell players what they need to know. Above all, do not take the stand some referees do that it is the referee against the players in a fight to the death. The referee should be a neutral third party whose concern is in moderating the campaign.

Included in this booklet is a sample plot complete with rumors, rewards, penalties, and all of the other things needed to start from scratch. Beginning referees might find it instructive to use this scenario to get things started.

## **The History of the Evening Star**

The Evening Star was constructed during First Empire times. It was used at that time as a home for the monopole miners who occupied the system. None of the original structure from that time remains standing. The system has long since been mined out of monopoles. The only trace of that earlier time some 300 years ago is the Labyrinth. This is the network of inspection tunnels that runs through the outer hull of the 'Star. Some amazing finds have been reported from these tunnels, but there have also been reports of mutated monsters and humans who are hostile. There are many miles of tunnel space that have never been mapped so these stories may well be true. At any rate, all but a few well-hidden entry points have been blocked off.

It is not known what happened to the miners, as the 'Star was depressurized when it was first re-discovered some 90 years ago. There were no traces of bodies, and the whole place looked as if possessions had been neatly packed in their cupboards in preparation for the arrival of guests.

The 'Star lay dormant for another 15 years until the founder Rudolf Hind discovered it. He was then chairman of the Pax combine and they had a great deal of surplus money at that time. Hind had a great deal of trouble convincing the board of the Pax combine that his idea for a playground of the very rich was feasible, but he eventually managed it.

Today, the Evening Star is the most famous entertainment spot throughout Known Space, and all the rich of the galaxy flock to it. The Pax combine has since sold its other interests to devote more time to the 'Star. Hind is no longer living, but his son Allen has assumed control. The 'Star has full status as an independent world with all of the diplomatic privileges accompanying that condition. What little is known of the 'Star's history is kept in the archives of the Administration Building. The labyrinths were closed off after several crews were lost mapping the corridors, and others returned with strange tales of mutants.

## Construction of the Evening Star

The Evening Star is a hollowed-out cylindrical asteroid reinforced with a duralloy framework. It rotates about the lengthwise axis to provide the inhabitants with a sense of gravity. The spaceport consists of a circular framework of duralloy that orbits about 3 kilometers away from the 'Star. Transport between the two is by means of small space shuttles.

The entrance to the 'Star is along the central axis at one end (the end where the port authority is located on the mapsheet). Access to the interior is through a series of 9 airtight doors where pressure becomes gradually less as one moves towards space. One of the doors will open at a time, and the arrangement is constructed to conserve the atmosphere. Heavy freight moves down to the surface by means of the two gravity shafts while personnel use the elevators (marked "E").

Also located at the axis is a small rental shop for skycycles. These are small pedal-powered aircraft that may be flown along the central axis. They cannot land on the surface because matching with the rotation would be too hazardous a procedure. Along this axis there is no sensation of weight, so one cannot fall to the surface. These cycles are one way to reach the Evening Star Club, a platform situated along the central axis.

The hull of the 'Star is about 75 meters thick. Between the inner and outer surfaces there is a network of tunnels called the Labyrinth. As was mentioned in the History, these passages are largely unexplored and very dangerous. Most of the larger buildings extend underground because of the shortage of real estate. There are no buildings with more than 3 levels below ground.

The mapsheet shows the surface of the cylindrical hull if it could be rolled out flat. It should be realized that the long edges of the map connect and players may pass freely off one edge and on to the other. This is not so with the two shorter edges.

Lighting is provided by large tachyon generators whose emissions create Cerenkov radiation to illuminate the interior. These generators are of First Empire design and are unequalled anywhere else in Known Space.

Much of the food is produced on the farm which grows a genetically-engineered form of the Terran soybean. This crop is processed into any kind of foodstuff desired. A great deal of food is imported for the Patrons.

Transportation is by means of bicycle, electric scooter, or bubblecar. There is no system of street addresses. Nearly all locations are directly visible due to the curvature of the surface. When giving directions it is sufficient to simply point to the place in question.

All citizens have access through home terminals and pocket computers to the datanet. This is a computer service that has many facets. It provides music and Tri-D shows. It gives the user access to a large library equivalent to about 2 million books. It provides children with computer-assisted instruction (there are no schools per se on the 'Star). It provides general computer facilities. Lastly it provides for financial transactions of all kinds over the datanet. This system replaces the old telephone and mail systems.

## **Clubs and Organizations of the Evening Star**

Since the 'Star is located close to Hub, the center of the Imperium, very few institutions held in disfavor with the Empire can exist except in absolute secrecy. The finding of these organizations is left to the referee's discretion. They add an extra facet to life aboard the 'Star.

### **SOCIAL GROUPS:**

**Athletic Club:** This group organizes all of the athletic events that take place on the 'Star. They also organize the teams that are sent to Hub for the Olympics. The major events are held either at the theater or the Evening Star Club platform. To become a member, one must make a minimum 10,000CR endowment to the club. Membership carries prestige and adds about ½ a point to one's social class.

**Charity Ball Committee:** This group supervises the balls held at the Country Club. The proceeds are always donated to charity. Membership requires at least a 50,000CR endowment. It adds 1 point to the social class.

**Country Club:** Cost for membership is 25,000CR. The sole benefit is use of the facilities. Non-members are allowed only as guests of members. This is a good place to make contact with the rich and influential members of society.

**Dining Out Club:** This club organizes dinners for its members once a week. A membership costs 20,000CR and there is a 3-month waiting list. It is well known that the best foods are available only to members of the club. They hire special cooks and import fresh exotic foods for each meeting. The regular restaurants are rented out on the desired night. This is another good way to meet the rich.

### **GUILDS:**

**Thieves Guild:** This guild is the primary source of organized crime throughout Known Space. They immediately try to incorporate any medium to large scale independent operators they hear about. They wield a great deal of power, but the Guild is generally slow moving unless an emergency arises. Many of the wealthier individuals are officers of this Guild. They do not deal with the general public, and their presence is like a great, unknown shadow. They have access to extremely high technology, and many First Empire devices, but they use these only sparingly.

**Media Guild:** This is the Imperium's official news agency. It is privately operated, and is subject to no censorship except under extreme circumstances. Its members have diplomatic immunity throughout Known Space. They carry ID numbers in their heads that are easily checked by computer terminal.

**Free Traders Union:** This organization exists to help the owners of independent starships. It serves as a source of contracts, legal assistance, and loans. The Union is entirely non-profit, and has offices on most of the inhabited worlds. The requirements to join are ownership of a starship and a membership fee of 75,000CR.

**Medico Guild:** This is the organization that all medicos belong to. Any other individual cannot be licensed to practice medicine. Members of the Guild need only answer directly to the Imperium, and not to planetary governments. Medical knowledge of level 4 or greater is necessary. The Guild handles all legal matters for its members. Members are required to pay a flat 5% of their income to the Guild. The Guild spends a great deal of time hunting and exposing unlicensed practitioners. The penalty is usually a 50,000CR fine or imprisonment. First Aid is not illegal for non-members.

**Mercenary Guilds:** There exists several guilds for mercenaries that so far have not been consolidated. This is primarily due to the efforts of Imperial Intelligence who fear so great a power. There is a good deal of rivalry between guilds which often find themselves on opposite sides during a war. Assassination of key officers is not uncommon if a major contract is disputed among guilds.

## OTHER ORGANIZATIONS

**Klathans:** This is a secret group of humans who possess powers far beyond the ordinary. Their abilities are often outside the normal range and more closely resemble magic. The Klathans refer to themselves as witches. They control an entire planet called Karres, which is off limits to Empire citizens (by Imperial decree; the Klathans themselves don't mind visitors). The Empire has repeatedly tried to destroy the group, planet and all, but the witches are too powerful. They simply moved their planet outside the reaches of Known Space the last time the Empire tried to attack it. They are a friendly group so long as one does not harm them. It is not known how many are on the 'Star.

**Logicians' Guild:** This is really more a religion than a guild. Only those with an intelligence of 13 or higher may join. They undergo advanced and secret means of education and are left totally logical and loyal to the Guild after the process. They are without compare in matters to which logic can be applied. Their group keeps a fairly low profile. The cost to hire services is 10,000CR per day. They have perfect recall. This guild is involved in a great deal of competition with the information brokerages, and sometimes the fighting gets dirty. There are few members, so usually no more than two are on a given planet.

**Red Robes:** This is a para-religious political group. They believe entirely in survival of the fittest, and believe themselves to be the only fit members of the Imperium. They are very secretive, and the Empire is very suspicious of them. They appear to be responsible for a high percentage of the terrorist activities that go on, but this has never been proven. Their enemies have a way of disappearing. It is believed that they have access to a great deal of First Empire Technology.

## **The Evening Star Legal System**

**Wills:** All wills must be registered at the Administration building. The filing fee is 50 credits. If the will is ever carried out, there is a 10% tax on all inheritances. Material goods are included in the tax and will be appraised for value by the referee.

**Social Hierarchy:** The Evening Star was created as a playground for the very rich, so the laws are designed to give this class the most benefit. Roughly speaking, social class is an indication of a person's wealth. Those persons with more wealth are regarded with more respect by the legal system. A really wealthy individual (tens of millions) can do most anything he wants short of damage to the Evening Star itself with relative impunity. Poor folk receive heavy punishment for such misdemeanors as disrespect for a patron (a patron is the management's term for a wealthy individual).

**Criminal Law:** All judgment on the Evening Star is carried out by computers programmed to represent the best interests of the management. Referees should use the following chart for determination of the penalty once a player is convicted:

<b>Penalty</b>	<b>Crime</b>
1 million credits or personality wipe	Treason, Murder
500 thousand or personality edit with indentured servitude lasting 2-12 years	Rape, Extortion, Manslaughter, Theft of over a thousand credits, Battery
50 thousand credits or indentured servitude for 1-6 years	Conspiracy of any of above, Bribery, Theft, Malicious Disrespect

The criminal always has the choice of paying the fine or receiving the indicated penalty. Theft is defined as taking away of money or goods by any means; i.e. robbery, embezzlement, extortion, etc. Treason is any act taken against management orders or endangering more than 10 lives simultaneously whether the 10 survive or not. Malicious disrespect is undefined by law and amounts to whatever complaint a patron has against a person of social level 5 or lower. Referee will have to determine if enough proof for the conviction is available keeping in mind the advanced criminology techniques available. Remember the patrons are always right, and are unimpeachable witnesses against the lower classes. Patrons are those with a social level of 10 or higher. A personality edit lowers the IQ by 2 points, and makes the victim very docile. It is reversible. If a player receives a personality wipe his character may as well be considered dead. Criminals cannot leave wills.

## **Evening Star Police and Armed Forces**

### **Standard Police Equipment:**

Cloth Armor	Electric Scooter
Wrist Communicator	Gas Mask
Submachine Gun	30-round clips, 3
Tear Gas Grenades, 2	Red Flare/Smoke Grenade

## **Evening Star Special Operations Soldier (SOS Trooper)**

Battledress, Gauss Rifle, Anti-Grav Belt

There are a total of 120 police and 35 SOS Troopers. No officer is ever required to patrol alone. Patrolmen are required to report by radio every 10 minutes. The SOS Troopers seldom appear unless the situation is really bad. The SOS group also has 3 armored personnel carriers with laser cannon. Larger weapons are unsafe for use inside the 'Star as they might crack the hull. The flare is used to indicate the position of a crime when it is discovered, and police will rapidly converge on the spot.

## **Regulations & Procedures Concerning Arrival and Departure**

All incoming guests of social level 9 and lower are subjected to medical examination and searches of belongings. Any military-type weapons not declared will be confiscated. Hunting weapons are permitted. There is a space port where ships may tie down. There are facilities for fuel, maintenance, and construction at the port. Commercial vessels of more than 1200 tons may not anchor at the port; they are too large. The management maintains an 800-ton cruiser called the Omnipotent to discourage any illegal practices.

## **Sample Scenario**

### **Introduction:**

The players are contacted by a Mr. Ralf Jameson, a man who has a reputation for being powerful and wealthy. He wants the players to be bodyguards for his daughter Jacqueline. If the players accept they will be paid 2000CR per day per player. (Jameson is willing to pay up to 4000CR if players bargain well enough.) The job is expected to last for about 30 days while they await new guards hired from elsewhere.

For the first 1-6 days (roll a die) the girl will wander about the 'Star shopping and enjoying the entertainment. Players will have to stay as unobtrusive as possible to avoid irritating the girl. At the end of this period she will decide to go out on the family boat. She will only take 3 of the players along (the boat isn't large enough for too many).

The boat then sails to a point near the middle of the sea and drops anchor. They have lunch and Jacqueline begins an afternoon of sunbathing on the rear deck. No other boats come near, and nothing unusual happens. After about 2 hours, the players are suddenly overcome by drowsiness and fall unconscious. When they awake the daughter is gone and there is no trace of how it was done. The crew members were also affected. Divers using artificial gills swam under the boat and released bubbles of fast-acting knockout gas. If they had been discovered they would've taken the boat by force with their submachine guns.

When the players report back to Jameson, he is furious and threatens to kill them if they do not find his daughter. It is unlikely the players could leave the 'Star undetected; if they tried he would certainly kill them. Players must realize (with a little nudge if needed) that they will have to go to the bars and check out the rumors. The following chart tells what they find out:

The Cantina	125CR	"She was taken by Imperial Intelligence."
Drone Palace		No rumor
Evening Star Club	75CR	"The owner of Dream Weavers did it."
Jolly Roger Inn		No rumor
Lorenzo's		Players meet hostility; see note
The Pits		No rumor
Serviceman's Inn	200CR	Someone from Lorenzo's did it.
Traveller's Inn	300CR	"The Red Robes did it."
Vantage Point		No rumor

Rumors in quotes are untrue, though players will not know this. Note: Shortly after leaving Lorenzo's, the players are shot at by a passing bubblecar. If the players realize it is someone from Lorenzo's they must narrow it down to who. There are several ways to do this:

- A. Contact Thieves Guild and buy the information
- B. Locate divers at Jolly Roger and pay 500CR to find out who did it (these divers don't know about a kidnapping, only about new divers in town.
- C. Set a trap at ransom payoff (See next page)

If after 3 days the players haven't gotten the girl back, Jameson will receive a phone call demanding 1 million in cash. He is to place the money in a watertight container and drop it at a point just off Picnic Isle. There is to be a buoy attached to the container. The boat will leave immediately and the girl will be released within 8 hours. Referee Note: The divers who pick up the money are experts and they have a 50% chance to spot a trap. If this happens they will try to kill the players with submachine guns. The girl would then never be seen again.

Details of the kidnappers:

Jarl Scaggs

Employs up to 9 muscular types. Will keep the girl on his yacht and will leave with her if anything goes wrong. He employs a team of 5 divers. Players may stumble onto this information with referee's discretion if they aren't able to make progress finding the girl.

## **Guide to the Evening Star**

The basic format for this key is: Name of business, name of owner(s), personal characteristics of owner(s) (strength, dexterity, endurance, intelligence, education, social class), basic abilities of owner, and a brief description of the business with special referee notes at the end. The referee notes are things that should not be divulged to the players in the initial description of the place. They cover such things as what sort of illegal activity the owner is involved in.

## **Descriptions**

### **ART GALLERY**

Sir Eubank Klaw      14, 6, 14, 12, 9, 11

Admin-2, Jack-o-T, Gun Cbt-2

There is a variety of artwork on exhibit here, all of which is for sale. The work is all imported – some of it alien, some human. There are usually about 50 items on hand with a total value of about 1 million credits. No item worth less than 10,000 credits is considered worth carrying, and there will always be at least one big item valued at around 1 million credits. There are three plainclothes security guards armed with body pistols and cloth armor. There is an alarm system that can be activated by panic buttons carried by employees, and also a sensor alarm

that is used when the gallery is closed. All of these alarms are silent and go to the Evening Star Security Office. If the alarm is activated, the gallery is flooded by fast acting (3 second) anesthetic gas. All employees wear invisible nose filters.

## BOOKSTORE

Nicki Grex                      11, 3, 4, 5, 12, 5

Forgery-3, Bade Cbt-1

This shop specializes in rare texts from aliens and the First Empire. Many of these are reference books and contain valuable information. Grex doesn't really understand much of the technical material, but a well-trained man would. Book cost is usually around 7500 credits minimum. The better the condition the book is in, the higher the price. There is a silent alarm button under the counter. There are a few very advanced forerunner alien books on psionic technology worth millions to the proper buyer. There are also travel books giving clues on how to find undiscovered First Empire ruins. Lastly, there is a small manuscript telling how to find a disintegrator pistol (Tech 20) in the Evening Star Labyrinth. The shop is jammed with books, so players will have to spend quite a bit of time and know what they are doing to find these valuable books. The price will soar if Nicki suspects what the players have found.

## BROKERS

Hari Lorinyan                11, 9, 9, 5, 12, 7

Admin-3, Pilot 1

Sir Luke Murdock        12, 3, 4, 11, 3, 11

Admin-1, Pilot-2, Gun Cbt-2, Blade Cbt-1

Lisa Rijn                      2, 14, 4, 10, 9, 3

Streetwise, Forgery-2, Admin-1, Blade Cbt-1

This firm enables players to make investments. Treat this as gambling with a basic +1 adjustments for every 1500 credits the player spends for "investment counseling." Minimum investment is 2000 credits, and the firm charges a 10% commission on the amount invested. Referee Note: Lisa Rijn is the head of the Psi Institute on the Evening Star. There is a total of 8 members in this chapter. The management holds the group in disfavor so their activities are done in secret.

## BUBBLECAR GARAGE

Nicholas Adonim      9, 9, 8, 4, 7, 8

Admin-1, Jack-o-T, Gun Cbt-1

This garage provides for sales, leasing and servicing of the bubblecar (and land/air car used exclusively on the Evening Star). The cost to lease a bubblecar is 40 credits per day. Purchase of bubblecar averages 20,000 credits for the standard model. Servicing varies with the problem, but the basic rate is 25 credits per hour. Employees: 3 mechanics, 1 secretary, and 2 salesmen.

## BUILDING CONTRACTORS

Sean Long              9, 10, 14, 3, 11, 2

Blade Cbt-1, Gun Cbt-1, Streetwise, Brawling-1

Employs 5 assistants and 1 secretary. Will build any kind of structure. Cost to build: 1000 credits per square meter of floor space. Building materials are kept on hand along with a universal earth mover and a gravsled for hauling material. This machinery may also be rented out for 100 credits per day. The material commonly used is plastasteel that is sprayed into place and allowed to harden. For houses, Long imports timber from other planets. Depending on the type of wood selected, Expenses can run to considerably more than the previously quoted figure. Long is also the only source to go to for building repair, plumbing, and an electrician.

## CAMERA SHOP

Hal Esteban            6, 14, 14, 12, 13, 3

Electronic-2, Mechanical-1, Gambling-1, Streetwise, Gun Cbt-3

This store specializes in tri-d camera equipment of all kinds. There are the standard types used for a hobby, professional models, and concealable security cameras. Esteban has 1 female assistant helping in the shop. There is an audible alarm system for break in and Esteban wears a tear gas gun in a wrist holster. Referee Note: Esteban does part time work as a private investigator. His usual type of case is a surveillance type situation. Cost: 250CR/day plus expenses.

## CANDY STORE

Frank Abbing            3, 3, 12, 9, 4, 7

Streetwise, Blade Cbt-2, Bribery-2

Sells confections imported from all over Known Space. Included are hallucinogenics and a variety of narcotic types. Referee Note: An important legitimate front for the Thieves Guild. They launder dirty money and smuggle in drugs through this small store. The store is equipped with a well-concealed silent alarm to summon Guild members (not the security police) if someone tries to break in. There is also a small safe used to hold money and drugs. It will contain about 100,000 credits.

## THE CANTINA

Lord Ged                3, 9, 9, 8, 12, 12

Admin-1, Leader, Gambling-3, Tactics-1, Blade Cbt-4

Décor is Spanish in the Old-Earth style. There is a general air of luxury due to the fine woods, leathers, and leisurely atmosphere of the place. A variety of full meals is served, and the food is very good but not overly exotic. Drinks are served and there is an upstairs bar. Waitresses are dressed as Spanish señoritas. There are 3 musicians who move about from table to table doing songs on request. Employees: 6 waitresses, 7 busboys, 2 cooks, 1 assistant manager, and 2 bartenders. Seating capacity: 75 in restaurant, 25 in bar. The average meal cost is 250CR per person.

## COMPUTER SOFTWARE

Henry Beldan            10, 3, 12, 11, 8, 8

Electronic-2, Computer-5, Gun Cbt-2

This gentleman is a real wizard with computers, and can make one do practically anything. He markets custom software packages to anyone using computers. He is probably the best within 40 parsecs. His specialty is marketing software packages for smaller computers that work as well as those designed for larger units. For example, he can make an Evade 1 work as well as Evade 2. Referee Note: Beldan also specializes in illegal uses for computers. He is especially good with banking computers. He can change all identity and credit data on a person in about 15 minutes. Seldom works for corporations. Charges 75,000CR for new identity plus ½ of what's in new account. Won't set up accounts for more than a hundred thousand CR.

## DEPARTMENT STORE

Blane Matas 13, 12, 14, 10, 12, 8

Admin-1, Gun Cbt-1, Leader

Nicholas Adonim 9, 9, 8, 4, 7, 8

Gun Cbt-3, Blade Cbt-5, Brawling, Streetwise

There are 35 employees from janitor to salespersons. This store sells everything. There is a catalog department from which items not in stock can be ordered. The basement is used exclusively for sales, and there is nearly always one in progress. Adonim is the house detective. He is usually mingling and looking for shoplifters. Total inventory is valued at 100 million credits. Many items worth a million credits. The building is equipped with a modern anti-intrusion system with silent radar alarm and sleep gas. Valuables and cash (up to 10 million credits) are stored in a vault at night. Adonim carries an automatic pistol, throwing knife, and cloth armor. Referee Note: Adonim is dissatisfied and could be persuaded to help out on a heist.

## DREAMWAVERS, INC.

Onin Nepveau 7, 5, 8, 10, 8, 8

Streetwise, Psionic Strength-11

The business of this unique club is to allow clients to actually experience any dream they desire. An appointment must be made at least 2 weeks in advance. Hypnosis, psionics, drugs and psychoengineering devices are all used to make the fantasy very real. Upon arrival the clients are shown into a room, stripped, placed in a bed, and given a sedative. When the client awakes he will be in a dream world. The dream can last as long as the client indicated when he outlined the dream to the management. Outside time passes at a rate of one minute for every hour in the dream world. Cost: 20,000 credits per person. Their minds will all be linked. Referee Note: This group is not connected to the psi institute. The owner is used to underworld activity and this is a good place to but illegal drugs and psychoengineering devices. It is also a good place to perform brainwashing. It cannot be overstressed that these dreams are real to the dreamer. If he is killed in one, his heart will stop. Also, the dream is not controlled by the dreamer.

## DRONE PALACE

John Sith

5, 9, 12, 12, 12, 12

Electronics-4, Mechanical-3, Computer-4, Gun Cbt-2, Leader

This unique establishment appears to be a palace constructed of emerald and designed by alien architects. Inside there are no walls, but the space is divided into rooms by glowing field partitions of bright colors. A variety of alien fragrances and alien music drift through the palace to give it an uncanny atmosphere. The ventilation is designed so that there is always a slight breeze from some hidden source that blows in apparently random directions. Around the outer wall are display cases containing artifacts of the First Empire and of several forerunner alien races. The most unique feature of the palace is that of all the waiters and robots. There is seating for 250 persons and there are at least 25 robots on duty at all times. Nearly all of the robots are antique First Empire specimens; the rest are alien built (Human science has not been far enough advanced to build complex robots since the First Empire). Such artifacts are extremely rare, and this is the finest collection of working robots in Known Space. This establishment requires purchase of a yearly membership at a cost of 65,000CR. Cost for a meal averages 1500 credits. The Drone Palace is the most exclusive club on the Evening Star. Employees: 3 technicians, 4 cooks, 3 busboys. Referee Note: There are a total of 40 robots in the collection. Eight of these are warbots. Five of the warbots are under control and serve to repel criminals, but the other three are of such advanced design that their true function is unknown to Sith. It may be possible for the combat circuits in these to become activated. If this should happen, they would conduct open war against the inhabitants of the Evening Star. Two could be stopped after they did a great deal of damage. The third is fully intelligent and could not be destroyed except under fire from starship mounted armament. It has the means to masquerade as a human. It would realize that there is no war being fought and would therefore try to blend in. It would possibly try to seize as much power as it could, and it would have no qualms about killing anyone who knew it was a robot. The display cases contain a variety of devices, some of which are weapons. Very few of these have been examined closely and their true function determined. Quite a few of the devices still operate. The referee should decide what to allow the players to find.

## EMPLOYMENT AGENCY

Byron Thorkild 12, 12, 12, 11, 4, 5

Admin-2, Bribery-1, Brawling, Gun Cbt-1, Streetwise

This is the place to come if a job or employee are needed. Thorkild charges 100 credits to conduct a search for a given type of employee. He charges the employees 10% of their salary for his services in landing them a job. He can find someone for most any kind of job. Referee Note: Thorkild has underworld connections and can find hit men, smugglers, prostitutes, etc.

## EVENING STAR BANK & TRUST

Sir Poul MacTeague 11, 13, 11, 9, 11, 11

Admin-4, Computer-2

This is really only a safe deposit and money changing facility. Most transactions are carried out over the datanet. The tellers here are robotic and so cannot be held up. The vault is very sophisticated and virtually indestructible. There is an elaborate alarm system. MacTeague is President and principal owner of the bank. Other employees include 5 secretaries (all female), 2 computer programmers, and 3 public relations people. There are always 3 Imperial Marines on guard at the bank. This bank has connections with most others in the Imperium. The vault usually contains around five million credits in platinum currency. Another two hundred million in securities, bonds, jewelry, and cash can be found in the safe deposit boxes. Referee Note: During off hours the interior of the vault is flooded with lethal strength gamma radiation. There are warning signs that light up when the radiation is present.

## THE EVENING STAR CLUB

This club is not on the map because it is not on the surface. The club is on a platform suspended along the Evening Star's axis of rotation. There is no gravity and centrifugal force so the club is at zero-g. Drinks are served and there is a buffet serving food in zero-g containers. Dancing is allowed, and between dances professional dancers entertain the customers. The only way to reach the club is by skycycle. These are found at rental centers at the centers of the ends of the Evening Star. They rent for 10 credits an hour, and are simply bicycle type frames with props. These cannot be used for a trip down to the surface as it is difficult to match the velocity with the surface. The club also has three aircars

that it can send after customers for a 25-credit fee. Once a month the club is closed for 3 days and the platform is used for zero-g sports. There is seating for 150 people. Employees: 8 waitresses, 2 bartenders, 2 cooks, 3 busboys, 1 bouncer, and the manager:

Sergio Sava                      7, 5, 13, 5, 7, 5

Gun Cbt-2, Brawling-3, Streetwise, Admin-2

Average cost for a night is 300 credits.

#### THE EVENING STAR HOTEL

Sir Robert Mason      7, 8, 10, 7, 6, 11

Leader, Tactics, Gun Cbt-2, Blade Cbt-2, Admin-3

These are the only accommodations for visitors to the Evening Star. There are 100 rooms. Cost is 50 credits per day for a room. Rooms all have a datanet terminal and 2 double beds. Room service is available and there is a coffee shop. Reservations can be made in advance from most human settlements in Known Space. There are limited facilities to accommodate aliens who are oxygen breathers. The hotel has 5 levels above ground and 6 below ground. Employed are 1 maintenance man, 3 desk clerks, 5 bell hops, 5 maids, and 5 restaurant personnel.

#### THE EVENING STAR SUPERMARKET

Glisten Elspet              13, 9, 12, 12, 5, 5

Admin-1, Tactics-1, Blade Cbt-1, Gambling-1

Provides the more common items needed by the inhabitants of the Evening Star. Employees: 2 managers, 8 checkers, 12 sackers, 5 stockers, 2 janitors. Available items include fresh fruit, toiletries, frozen food, fresh meat, and all of the other items usually found in a supermarket. Referee Note: There is a vault containing around ten million credits in the basement. The store is protected by door switches and window foil, but there are no other alarms.

## EXPEDITIONS OUTFITTERS

Fritz Joachim                      4, 9, 11, 10, 2, 5

Jack-o-T-3, Blade Cbt-1

Provides the explorer, hunter, and colonist with a variety of equipment suitable for survival in alien environments. There are suits for all climates, breathing gear, cooking utensils, and all of the other items needed for survival in an unfriendly environment. There is also a bulletin board where expedition leaders post requests for men to go along on various expeditions to the frontier. Weapons, other than the various blade types adapted to survival, are not sold here. Joachim employs 1 part-time helper. He is the most experienced explorer in the region, but retired because he felt his luck had run out. Referee Note: Joachim is a good source of first-hand information about a number of frontier planets, many of which have never appeared on official Imperium charts, and would therefore remain unknown except through Joachim.

## FASHION SHOP

Lesley Hyde                      13, 8, 12, 10, 9, 7

Streetwise, Gun Cbt-1

This shop offers the finest fashions available anywhere in the Imperium. All of the outfits are psychoengineered to have the desired effect on the viewer. Minimum price for an outfit is 25,000 credits (for an out-of-date design that still looks good). Some outfits can go for up to a million credits. There are 3 clerks. Hyde wears a gun and his ring has a concealed panic button that summons the police. This shop is protected by radar motion sensors after hours. Referee Note: This is a laundering point for dirty Thieves Guild money. Hyde is an important underworld figure, though he keeps a very low profile.

## FLORIST

Aldo Wyst                      5, 4, 13, 10, 4, 4

Gun Cbt-1, Gambling-3

This shop carries a wide variety of flowers from over 50 planets. The shop also caters flower arrangements for parties and homes of the rich. Consequently, Aldo would be a useful inside man for a burglary. Aldo employs 1 driver to deliver flowers. He was once a research botanist, and has a great deal of experience with alien flora.

## FURNITURE STORE

Pedro Ortega 4, 4, 8, 9, 3, 3

Admin-1, Gun Cbt-2

This unique store provides the patrons of the Evening Star with handcrafted furniture imported from the frontier of Known Space. All of the items are of the highest quality and are priced accordingly. Deliveries are made. Ortega can order pieces custom made at a substantially higher price. Ortega employs 1 salesman and 2 movers. He owns a heavy duty grav sled that is used for deliveries. Net worth of the furniture is 5 million credits. There is a ragged First Empire antique couch for sale at 15 thousand credits. Referee Note: The cushions contain a hidden cache of First Empire iridium currency in mint condition. The lot is worth about 20 million credits if auctioned to coin collectors on one of the Hub Sector planets. There are not enough coin collectors on the Evening Star to bring that kind of money.

## GIFT SHOP

George Gris 13, 3, 9, 9, 13, 3

This is a small shop dealing in gadgets, knickknacks, and curios from other worlds. It all looks like a bunch of junk that may be quite interesting but is really of little value. However, there is a small device that looks like an alien sculpture, but is really a psi amplifier of First Empire design. The device would be readily apparent to a psi sensitive. It raises the psi strength level to 15 (the maximum) for as long as the user channels psi power through the unit. There is no gradual buildup, and the user may use the unit at lower intensities with practice. The device is foolproof and cannot harm the user. Its value on the open market is inestimable, and the Imperial Intelligence agents and Thieves Guild members would both try to steal it at whatever cost was necessary. The referee may wish to use this shop as a place where other artifacts may be found as well.

## THE GLOBE

John Sith 5, 9, 12, 12, 12, 12

Gambling-5, Brawling-3, Electronics-1, Pilot-3

This restaurant is a re-creation of a Shakespearean Globe theater. The guests are served while they watch a drama in progress. There are two performances nightly and one in the afternoon. Reservations are needed. The cost is 750

credits per person. This establishment is highly regarded by the Patrons and is always full. The menu is very limited at any time, but changes when the plays change. The same is true of beverages available. Both are changed to fit the setting of the play in progress. Seating Capacity: 200. Closed Sundays. Employees: 10 waiters, 4 cooks, 2 bartenders, 3 stage hands, 8 busboys, 1 manager. Referee Note: Players may audition for parts in the play, but they will have to roll 10+ for a minor part and 12 for a major part. Minor parts pay 5000CR per performance and major parts will pay 10,000CR per performance. Add a +1 die modifier for every 5 plays (not performances) the player has been in. Plays change every week.

## GUN SHOP

Jon Claymore                      13, 12, 12, 13, 11, 4

Brawling-1, BladeCbt-1, GunCbt-5

This shop specializes in new and used (10-60% off list price) weapons for the hunter, homeowner and collector. A wide variety of guns (usually around 100) is stocked. There are two assistants. Claymore is an accomplished gunsmith and can repair or modify most types of weapons. Also stocked are blade weapons, holsters, ammunition, sights, literature, and miscellaneous hunting items. The shop does not carry weapons of a military nature, i.e. submachine guns. Referee Note: Those who can gain the trust of Claymore can get him to obtain for them any type of weapon known. He can also get unregistered handguns and special purpose (assassin type) weapons.

## HEALTH SPA

Enzo Barisini                      9, 9, 13, 5, 7, 7

Brawling-4, Leader-2, Gun Cbt-1, Blade Cbt-3

Through specially tailored programs of exercise and body building, players may increase strength, dexterity, and endurance by up to 3 points each. Also available are courses in martial arts (brawling and blade cbt) aimed at physical development and self-defense. Cost for a membership is 15,000 credits per year. It takes about 4 months to add 1 point in any category, but all three categories may be pursued at once. Martial arts study adds 4000 credits cost to the yearly membership. It takes 6 months to gain 1 level of skill in brawling or blade combat and these cannot be pursued at the same time. Maximum levels attainable at this school are brawling-4 and blade cbt-3 with any of the blade weapons. Only one blade weapon may be pursued at a time.

## IMPERIUM CONSULATE

Count George Sittle 13, 10, 3, 7, 13, 14

Admin-5, Gun Cbt-2, Brawling-2

Countess Rhea Sittle 9, 11, 4, 7, 10, 14

Admin-1

This is the home and offices for the Sittles, who are the diplomatic representatives of the Imperium. This consulate is more a clearinghouse for paperwork than anything else. There is an honor guard of 20 Imperial Marines in full battledress. Their armor is bronze in color, unlike the standard chameleon-type armor. The building is regularly checked for bugs and there is a very modern alarm system. All visitors are checked for weapons and bombs. Any business that concerns interstellar activity must be carried out here. That includes such things as purchase of trade goods on another planet and obtaining a passport for travel. There are 2 servants and 5 clerical secretaries working here.

## IMPORTER

Pierre Elan 14, 12, 6, 7, 10, 8

Admin-1, Streetwise, Pilot-4, Gun Cbt-2

This man is responsible for importing any item a patron is unable to find elsewhere on the Evening Star. He also brings in items for the other merchants to sell. He is an expert at obtaining practically anything for the lowest possible price. His fees amount to a 60% mark-up, but often there is no other way to obtain a particular item. Referee Note: Pierre is connected with the Thieves Guild. He conceals contraband inside the legal merchandise. His store is equipped with an alarm and a large vault for valuables. If players have a ship, it may be possible to make some runs for Pierre, but players will be unaware of any illegal items they take aboard. Pierre is also a good man to come to for advice and information on anything concerning intergalactic trade.

## INFORMATION BROKERAGE

Robert Micah 10, 2, 9, 10, 12, 5

Admin-3, Computer-1, Gun Cbt-1, Tactics-1

The information brokerage is in business to sell only one product: answers to questions. The extensive memory banks of the firm hold the answers to nearly 90% of the questions asked. Minor questions whose answers change and

which might be considered trivia cannot be answered, but questions dealing with data that can be found on a computer (no matter where the computer might be) can be answered. The fee is generally high, and is based on the amount of money the client might gain with a proper answer. It ranges from a minimum of 5000CR up to over a million credits. The fees are reduced if the client holds valuable data of his own that he will make available to the firm. The computer cross-checks all such data and nearly always turns up faked data unless it is very well done or in an area about which little is known. Micah and his secretary run the whole business. On entering the other office all visitors are subjected to a scan for weapons. They will be asked to surrender any they carry, and sleep gas will be used if necessary. In any case, the system will not operate without Micah. All business is treated as confidential. Micah has a lot of First Empire technology stored in the banks that is currently unknown. It is worth astronomical prices if players can obtain it.

#### THE JOLLY ROGER INN

Sir It Persis 7, 8, 10, 7, 6, 11

Gun Cbt-1, Leader-1, Admin-1, Electronics-1

This restaurant serves the best seafood available on the Evening Star. All food is brought fresh from the Sea. The walls of this establishment are transparent and reveal tanks containing a variety of alien sea life. Many of the creatures are very exotic, rare, and valuable. There are seats for 60 customers. Persis employs 4 waiters, 2 cooks, 4 busboys, and 1 bartender. The entertainment is provided by a human who was surgically altered to live underwater named Willie. Willie ventures out into the largest tank at the front of the room for 30 minutes each night and does a pantomimed magic act. Referee Note: The creatures in the tank are worth a total of about 35 million credits if sold on the black market to private collectors. This restaurant has no alarm system but nearly all of these creatures are very deadly. They represent the predators of their environments. Willie is the only one who knows how to handle most of them. Players attempting to abduct the creatures would either be killed or seriously injured; in either case, they would be unable to steal the creatures.

## LAW OFFICES

Elro Islwyn 5, 2, 13, 10, 12, 9

Admin-5, Bribery-2

Lord Ged 3, 9, 9, 8, 12, 12

Admin-5, Leader-3 (Twin to the Cantina owner)

This firm handles all types of legal activity, both civil and criminal. They employ a staff of 5 secretaries. The fee for legal services is 200 credits per day. A lawyer is necessary for wills, licenses, and most activities with the management or the Imperium. Players who attempt to handle matters on their own will find that, while it is not impossible, the results are certainly not as good as they would be with a reputable lawyer.

## LEATHER & HIDE SHOP

Jamie Cloots 9, 12, 4, 12, 11, 5

Gun Cbt-3, Streetwise

This shop offers finished leather and fur goods, raw hides, and the services of an experienced taxidermist for the mounting of trophies and zoological specimens. The shop either stocks or can obtain every conceivable animal hide found throughout Known Space. Many of the hides are very rare and some may cost up to several million credits. Others are available more cheaply. The shop makes fur rugs, fur coats, shoes, and a number of other leather goods ranging from wallets to holsters. Items can be custom made to the client's specifications. Referee Note: Cloots periodically (about once a year) set up big game hunting expeditions to the frontier worlds. He acts as guide and arranger for the group. His fee is usually about 50,000 credits per person. Cloots knows the best places to hunt. He also buys and sells raw hides to traders. Players may wish to set up their own hunting trip and sell the goods to Cloots.

## LIQUOR STORE

Earl Channing 4, 7, 6, 10, 7, 8

Streetwise, Brawling-1

Sells beverages from all over Known Space, both retail and wholesale. Anything and everything that is liquid and intoxicating can be found here, from euphorics (Saurian brandy) to hallucinogens (Trixtl). The store offers catering for parties; price is 15,000 credits. There is a cellar where the more exotic rare liquors and wines are stored under carefully controlled conditions. The most valuable item in stock is a bottle of wine from Old Earth that is over 500 years old. It has been appraised at a value of 2.5 million credits. Referee Note: The shop is equipped with an alarm that sounds if the door or windows are opened or broken.

## LORENZO'S

Noel Leblanc                      11, 11, 10, 10, 7, 7

Electronics-1, Navigator-2, Medical-1

This shop specializes in Old Earth Italian style food, a cooking art that has almost been lost save for a few restaurants such as this one. The décor includes the traditional candles and red checkered tablecloths. There is seating for 40. Average cost of a meal is 475 credits. Employees include 1 bartender, 2 busboys, 3 waitresses, and 2 cooks. There is a live band that plays after 1900 hours. Referee Note: This place is often used as a meeting place for upper echelon Thieves Guild members. These men will always be accompanied by their bodyguards. Many of these men are slightly paranoid about being noticed and are suspicious of everyone. They are all easily offended, and may take drastic measures against nosy players.

## MEDICAL BUILDING

Dr. Ross Tanzel                8, 6, 4, 13, 8, 5

Admin-2, Medical-4

Dr. Rhea Jardeen            5, 8, 10, 11, 9, 4

Medical-4

Dr. Lorenzo Jern            11, 12, 13, 11, 12, 4

Medical-6, Pilot-2

Dr. John Neera              5, 8, 13, 10, 12, 9

Medical-5

This building provides all medical care on the Evening Star. It has facilities for about 50 bedridden patients, twice that in an emergency. There is a robo-surgeon of the latest type that can cure most afflictions within about one week. There are limited facilities for the treatment of extraterrestrials. The cost for treatment is 500 credits per day. Referee Note: It may seem strange that these doctors charge so little and are of such low social status. This is due to the fact that this society views the doctor more as a mechanic and technical than anything else. After all, the robo-surgeon does all the work. The doctors can, of course, do minor surgery in an emergency, but such cases are extremely rare. Most of a doctor's training is in first aid and preservation of the patient until he can be gotten to a robo-surgeon. Dr Neera does unreported personality changes (illegal, but useful to many people) for a flat fee of 50,000 credits. He also does complete appearance changes with fingerprints and retinal patterns for 100,000 credits. The other doctors are unaware of this and will turn in someone who approaches them about these procedures.

## MEN'S CLOTHING

Sir Luke Padsert      5, 12, 5, 4, 3, 11

Blade Cbt-2, Admin-1, Streetwise

This shop specializes in psychoengineering clothing for men. The shop caters to rich businessmen whose aim is not to attract women but to avoid the attention of criminals. The right clothing can lower the chance for a hostile reaction by 2 points. Padsert and his two tailors can produce clothing to have virtually any effect. The average cost for one outfit is about 20,000 credits.

## MERCENARY SERVICES

Sir Blake Phypys      7, 9, 12, 12, 5, 11

Leader-3, Tactics-3, Admin-1, Gun Cbt-2, Retired Brigadier

This firm acts as a referral and training agency for mercenaries. The training takes place on a rather harsh, sparsely habited planet several light years away. The cost is 50,000 credits for two weeks of training. Alternatively, men may sign over their skills to Phypys and receive training free along with a guaranteed 100K salary per year. The referral cost is 1500 credits per mission. Employees: 2 secretaries and Sir Phypys' assistant:

Bryan Vann      12, 14, 8, 5, 7, 4

Leader, Tactics-4, Gun Cbt-3, Blade Cbt-2

## MERCENARY SERVICES

Loren Roberts      4, 4, 5, 9, 2, 4

Gun Cbt-3, Hvy Weapons-3, Demolitions-2, Instruction, Battle Dress

This shop provides weapons and equipment to the professional fighting man. Almost any type of weapon or piece of equipment from battledress to small artillery pieces is available. By law the ammunition and power packs for military weapons are not allowed within the Evening Star. Roberts maintains a warehouse outside where customers can pick up ammunition. They can also have it loaded aboard the ship of their choice. Referee Note: While it is illegal to have such ammunition inside the Evening Star, the proprietor can be bribed. He knows of an abandoned tunnel to the outside that was used for servicing. For a fee he will show players the tunnel and will sell them the ammunition to bring in through it. This shop is equipped with an alarm system.

## MUSIC SHOP

Kurt Flynt 2, 4, 7, 8, 14, 8

Streetwise, Medical-4

This small shop sells musical instruments and recorded music. They carry all types of music currently popular. The shop has listening booths that customers may use to see if they like a particular piece. Flynt employs no assistants. He is an expert musician and his medical knowledge is all in the field of psychology. Referee Note: Flynt has been experimenting with music that has an effect on the mind of the listener. He has been able to develop music that can do a number of interesting things to people listening. He recordings can put a person into a hypnotic state, put them to sleep, or cause deep (even suicidal) depression.

## NAVAL ARCHITECT

Sir Henry Braganza 12, 9, 8, 10, 10, 11

Engineering-4, Admin-2, Mechanical-2, Electronics-1

This firm is composed of 10 engineers including Sir Henry. They are responsible for all ship servicing, construction, and modification. They also manage the spaceport for the Evening Star.

## PET STORE

Henry Bosworth 12, 12, 8, 9, 9, 3

Medical-2

This shop specializes in animals for pets, entertainment, and defense. Most of the animals are extraterrestrial in origin, so dogs and cats are rare. There are several animals with ultra-heightened senses that would be useful as guard animals or on an expedition in an unexplored area. Bosworth also provides grooming, training, and medical attention for animals. He employs one helper. The police force of the Evening Star has purchased several animals that are particularly good at tracking. They resemble winged serpents, and have poison fangs that are very deadly. An animal such as the would cost around 10,000 credits if the owner wanted it to be trained when he received it. Bosworth provided the sea creatures for the Jolly Roger Inn. Referee Note: Bosworth is always in the market for rare animals. Occasionally he sets up an expedition to the frontier planets to collect the rarer specimens. He never accompanies these expeditions.

## THE PITS

Byron Malone            7, 9, 4, 10, 3, 10

Streetwise, Brawling-1

This restaurant is composed of a series of small cubicles, surrounded by energy absorption fields and lit by Cerenkov radiation. Once inside a cubicle, the client is sealed from the outside. There is almost total silence (except for the sounds made by those inside the cubicle) and only dim light. The rooms are arranged in honeycomb fashion and are a favorite meeting place for those who need secrecy. There is no way to bug the rooms. A cubicle will accommodate up to 5 people and there are 10 cubicles available. There is a network of passages that connect the cubicles, and there is light in them only when an employee passes through. Employees: 3 waiters, 2 busboys, 1 cook. Referee Note: There have been several occasions when clients were murdered in their cubicles and the killer never caught. There are also unknown cases of strange psychic and hallucinogenic experiences, particularly among those with psi talents. The sensory deadening fields used to isolate the rooms were originally designed for an experimental space drive and their full effect on humans is unknown. The Referee may wish to allow passage into other dimensions or sudden appearance of nightmarish creatures and aliens from other dimensions.

## PLANT SHOP

John Hogg                4, 14, 9, 6, 13, 5

Blade Cbt-1, Leader-1

Hogg carries a variety of plant life at fairly reasonable prices. One specimen commonly in stock that is of special note is the Syrtis alarm blossom. This unusual plant psychically detects hostile feelings and turns from its usual pale yellow to a brilliant scarlet in their presence. Many of the richer patrons keep them just for this purpose. He also carries some carnivorous specimens that are very dangerous. There is one specimen that releases spores that can penetrate the skin and attack the spinal cord.

## RNA TRAINING CLINIC

Aldo Ryl                9, 11, 4, 7, 10, 9

Admin-1, Medical-4

Nicki Ednar            9, 12, 5, 7, 8, 9

Medical-3

Also employed at the clinic are 6 nurses, 3 orderlies, and one receptionist.

Appointments must be made for treatment or examination. Through the use of injected RNA these doctors can provide a patient with any advanced education skill he desires. The process takes about two hours. The process is permanent, and any knowledge gained will not be forgotten. The treatment may only be administered once per month per patient, and only works on a specific area such as electronics. The doctors charge 25,000 credits per treatment. Referee Note: Nicki can be persuaded to do an illegal personality wipe or alteration for a fee of 200,000 credits. She can also transfer personalities to new bodies, thus giving the very rich practical immortality. Aldo is not involved, and would probably report anyone who approached him about these services to the authorities.

#### SECURITY SPECIALTIES SHOP

Robert Bahar                      12, 11, 12, 11, 4, 5

Gun Cbt-4, Mechanical-3, Streetwise, Electronics-3, Brawling, Blade Cbt-2  
Bahar's shop carries a wide variety of security oriented devices. Bugging equipment, long range sensors, personal anti-sensor shields, gas guns, modified bubblecars, and a number of other secret agent type gadgetry. Nothing is very cheap. A small lockpick designed to fit in one's shirt collar run 1000 credits. The more advanced a device is the more expensive it will be. Custom built items are also made. Bahar has an assistant (Gun Cbt-2, Str14, End9, Dex12). Both men wear body pistols. Bahar has cloth armor on under his clothing. The shop has a sophisticated alarm system that is the best on the Evening Star.

#### SENSE SHOP

Bob O'Neil                      7, 12, 10, 12, 10, 4

Electronics-4

This shop provides direct cerebral hookups, allowing one to "experience" most anything without actually being there. The experiences must actually happen to someone who volunteers to make a tape. The cost for a single play is 1000 credits. Tapes are available on a wide range of experiences from a quiet walk in an alien forest to being eaten alive by spiders. The pay for making a tape depends on how difficult the experience is. Obviously, the spider tape would pay more than the walk, but the subject would also be severely injured, if not dead. Those wishing to make a recording should realize that all the shop does is make the recording; they do not provide props or other subjects.

## SERVICEMAN'S INN

Henry Rowan                      5, 8, 10, 6, 4, 4

Brawling-4, Gun Cbt-3, Blade Cbt-4, Streetwise

This tavern is especially for spacers, mercenaries, and other common types. Décor is plain but the food and drinks are good. This is a good place to go for rumors. Fights often break out (60% chance per night). The upper classes do not venture here. Being streetwise is a necessity to avoid being harassed. These men will always stick together against an outsider. This is also a good place to go if a player wished to sign on for a job aboard one of the independent star ships. Seating capacity: 50. Referee Note: This is a very dangerous place for non-streetwise characters or well-known upper-class types. If the fight roll is successful (60%) then the players party has been attacked. Average cost for a meal here is 200 credits.

## SHOE STORE

Anton Fournier                  13, 4, 3, 10, 10, 3

Streetwise, Gun Cbt-4, Blade Cbt-1

This shop appears to be a high-class shoe store. In reality it conceals a secret underground entrance to the Evening Star labyrinth. It is here that the Thieves Guild meets. They also store most of their stolen goods here while waiting for a fence. The Evening Star is a major center for their activity throughout Known Space. They tend to keep a low profile on the 'Star itself. Fournier wears cloth armor and has an automatic pistol. The shop is monitored by hidden cameras and sensors. The other employees are similarly armed and armored. The shop does carry on a normal business. They close on the days a meeting is being held.

## SMOKE SHOP

Lesley Hoyte                      10, 5, 5, 5, 4, 7

Streetwise, Blade Cbt-1

This shop carries imported tobaccos and a variety of other substances that may be smoked. Everything from marijuana to Arcturian Nobleweed is available. Also in stock is the equipment needed, such as filters and water pipes. Prices range from credit to about a million per kilo of these tobaccos. Referee Note: The proprietor will finance trading expeditions to obtain his wares. Hoyte has been known to import illegal substances when a good deal presents itself.

## SPORTING GOODS

Steve Sorenson      10, 12, 9, 4, 3, 4

Brawling-4, Blade Cbt-2, Streetwise

Carries equipment for all of the popular sports. Sponsors the zero-g sports held at the Evening Star Club. Also sends a team from the Evening Star to Hub for the Olympics. Referee Note: Players may wish to try out for one of the teams. To get on one the player must have no less than 10 in strength, dexterity, and endurance. Sorenson is most widely known for the starship yacht races he sets up, and the illegal betting that goes along with them.

## STATIONARY AND CARDS

Romany Elspet      3, 3, 9, 8, 4, 4

Streetwise, Forgery-5, Blade Cbt-1

This small shop does printing of cards, stationary, and other such items. Average cost is 1 credit per card. Referee Note: Miss Elspet is one of the best forgers around. She is independent and does not work with the Thieves Guild. Her fee depends on the complexity of the item to be forged. She has a knife concealed in her sleeve. She has three other employees who are not connected with the forging.

## TRAVEL AGENT

Sir Murdock Barjaz    11, 13, 5, 14, 11, 11

Vacc Suit, Jack-o-T, Forgery-2

This man can set up a trip to any location in Known Space and many outside. He can do this for a lower price than an individual ever could on his own. He charges a straight commission of 150 credits. He only employee is his secretary. Referee Note: Sir Barjaz can provide quality forged visas and identity papers for those who need them. A full set of identity papers would cost 10,000 credits and would hold up under most conditions unless they were checked by computer.

## TRAVELER'S INN RESTAURANT

Patrick O'Callahan 12, 10, 7, 12, 2, 3

Brawling-1, Electronics-2

The walls of this establishment are invisible and the guests appear to be seated in the open. The scenery changes nightly. It is always a raw alien landscape without any trace of civilization or intelligence. The menu contains a variety of exotic entries from all over Known Space. A variety of intoxicants, smokes, and drinks are also available. There are no waiters and service is through a small slot located in the wall. Employees: 5 busboys, 1 manager, 5 cooks, 1 holographics technician. Average cost for a meal is 650 credits. Referee Note: The management is always in need of new landscapes and will pay 100,000 credits for a good taping of a new world. Referee should decide which worlds the restaurant does not already have. Seating capacity is 150 in 5 different rooms (each room has different scenery).

## TRI-D THEATER

Harold Cassidy 10, 7, 9, 4, 5, 9

Electronics

This is the largest meeting place on the Evening Star. There is a stage and seating for 4000. The theater is used for both taped and live productions. Admission varies from 10 credits to 300 depending on the quality of the show. The stage can be removed and sports events held in the center. Employees: 5 security guards, 8 ushers, 15 part-time helpers.

## VANTAGE POINT

Dan Reuter 6, 4, 4, 10, 9, 8

Vacc Suit, Mechanical-1, Bribery-1

Only the entrance to this unique restaurant is located inside the Evening Star. The actual restaurant is on the outside surface, and consists of a circular platform protected by a two-layer force field that is invisible. There is seating for 50. The two layers of the field are independent but, should both collapse, the tunnel is automatically blocked by heavy doors to prevent further loss of air (the customers would not be saved). The bubble has never yet had even one of its fields fail. There are 3 waitresses, 2 cooks, 1 bartender and 3 busboys. The view of the surrounding space is magnificent.

## WINERY

Esteban Verlaine     3, 5, 9, 6, 3, 3

Admin-1, Medical-2

This small winemaking firm produces a variety unlike any other in the galaxy. Its uniqueness is due to the zero-g hydroponic condition in which the grapes are grown and a secret process used to purify the wine. It is valued at 1200 credits a bottle on the Evening Star, and up to 3 times that much off-planet. The wine does not age well and goes sour in about 6 months, so it cannot be stored.

Referee Note: Verlaine drives a hard bargain with those wishing to export the wine in large quantities because the winery is not equipped to produce a large quantity at one time.

FARM

WAREHOUSE

G-SHAFT

SERVICE-  
MAN'S  
INN

STABLES

THE GLOBE

TRAVELER'S  
INN

THE CANTINA

THE PITS

VANTAGE  
POINT

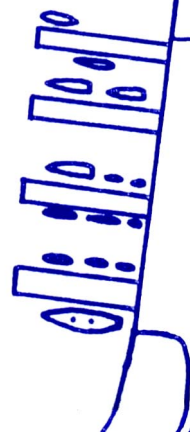
LORENZO'S

JOLLY ROGER  
INN

DREAM  
WEAVERS  
INC

DRONE PALACE

# THE EVENING STAR



MOTOR POOL

POLICE DEPT



BALLROOM

DINING ROOM

COUNTRY CLUB

G-SHAP

F

F

WAREHOUSE

GUN  
SHOP

TRAVEL  
AGENT

CAMERA  
SHOP

COMPUTER  
SOFTWARE

NAVAL  
ARCHITECT

BROKERS

EVENING STAR  
BANK

SECURITY  
SPECIALTIES

EMPLOYMENT  
AGENCY

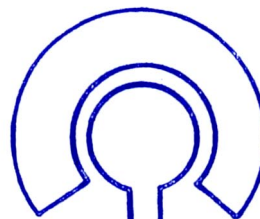
IMPORTER

SMOKE  
SHOP

LIQUOR  
STORE

WINERY

IMPERIUM CONSULATE



ART  
GALLERY

MERCENARY  
SERVICES

RNA T

INFORMATION  
BROKERAGE

BUILDING  
CONTRACTORS

LAW OFFICES

SENSE SHOP

SUPERMARKET

EVENINGSTAR HOTEL

BUBBLECAR  
GARAGE

TRI-D THEATER

DEPARTMENT STORE

FASHION SHOP

PLANT  
SHOP

SHOESHOP

GIFT SHOP

MEN'S  
CLOTHING

RAINING CLINIC

MEDICAL  
BUILDING

PET  
STORE

CANDY  
STORE

STATION-  
ERY &  
CARDS

JEWELER

FURNITURE  
STORE

MUSIC  
SHOP

LEATHER &  
HIDE SHOP

EXPEDITION  
OUTFITTERS

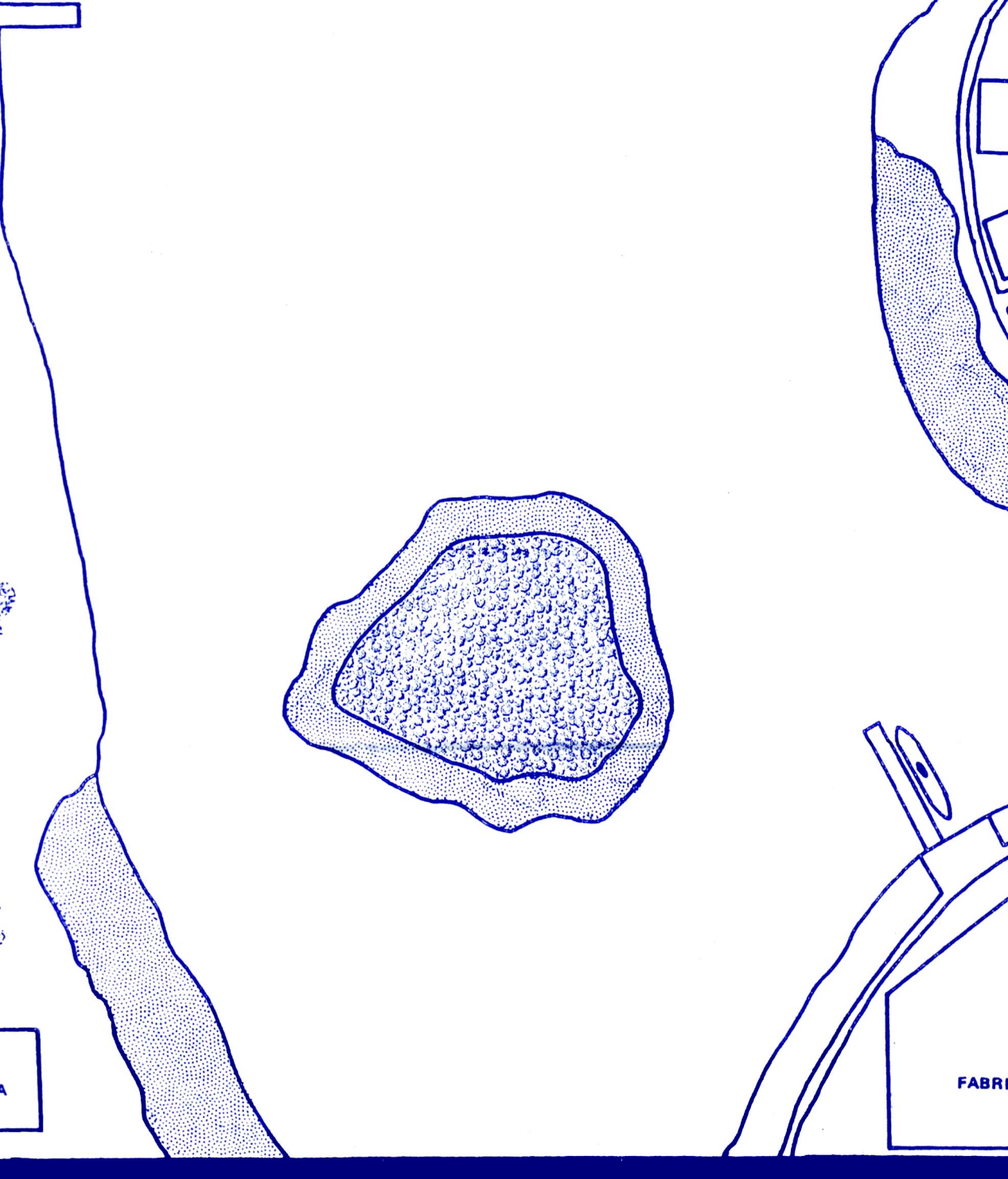
FLORIST

BOOKSTORE

SPORTING  
GOODS

MERCENARY SHOP

HEALTH SPA



FABRI



