

# THE FINAL CONFERENCE

Last Chance for Peace

An Interactive Drama

by

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The setting is a peace conference in a galaxy far away and a very very long long time ago. Participants have their own goals. They will either declare peace, truce, surrender, or war.

Before play, the Director and any Referee(s) (co-game masters) should read all of the material and be familiar with the piece. This is typically a pickup game or classroom communication/negotiations activity so casting is usually in the spur of the moment but if you pre-cast, you may give suggestions for coordinated costuming.

Print the briefing sheets and name tags on different color paper stock so that each species/space-empire is easily distinguished from one another.

Each player should receive their Character Card, a Cultural Affiliation briefing sheet, and a Name Tag. Factional leaders also receive a leader badge. You should also give each person a number of chits (poker chips, weiqi stones, marbles, pennies, whatever you want to use) equal to their voting chits rank.

At the beginning of play, the Director should describe the background . . . and basic rules information. The scenario will begin with each empire in their own area to discuss strategies - it's a good idea for leaders to ask underlings to seek out members of other empires to get the feel of the land and negotiation points or leverage. Once this initial planning stage is finished, groups then begin general discussion and communication with one another. Ideally, folks should break into small groups for discussion. Encourage players to talk to as many folks as possible and form alliances and negotiate personal deals to be taken back to leaders. Eventually, the leaders should sit and start hammering out the treaty while underlings continue information gathering and side point negotiations. Ideally, give time frames for activity phrases and a time limit for a signed treaty to occur. In some runs, individual groups may create their own private treaties (for instance, it is not unusual for the Kariman and Vashuto to suss out the Barin's agenda and create a private treaty in which they align with one another to destroy the common foe - this happens about twenty percent of the runs and can be more than a bit awesome when it happens).

Groups may stage a leadership crisis coup if at least half the votes in their faction are in favor of a vote. Two boxes (confidence, no confidence) are placed in the voting area and members cast their votes - leader and challenger do not vote. If eighty percent of cast chits are for the coup then a new leader is declared and negotiations continue with that leader. The deposed leader hands over all voting chits to the new leader. If the original leader maintains power then the challenger loses all voting chits and surrenders them to the new leader.

If a general treaty is agreed upon, it is put to a general vote of the population once the leaders sign it. The ACCEPT and REJECT boxes are set up and everyone votes according to their chits. Sometimes a leader may appear to support a new treaty only to actually support its rejection as a means to leverage negotiation points for the later treaty knowing other leaders may agree to certain concessions to break the stalemate.

Please be specific in voting instructions so players know that the two boxes are placed next to one another. Players place both hands in different boxes at the same time and remove them after dropping or placing their chits in the correct box. This way no one knows which choice they have voted for (hint . . . hide which hand has your chits, folks). Some people will split their votes by having chits in each hand. All eligible must vote.

Players may temporarily hand their chits over to others if they wish.

# CAST

🐾 Karimen	👤 Vashuto	👤 Barin	👁 Sojuk
01 Syl 🐾	05 P'Ris 🐾	09 Babaloo 🐾	10 M'lik 🐾
02 Jar	06 Karis	11 Bubaboo	12 M'lok
03 Geris	07 H'Ris	15 Boobaboo	16 P'lika
04 Pho	08 Varis	19 Flis	20 P'loka
13 Miikrat	14 Jis	23 Jasoba	24 Br'zt
17 Muso	18 Hrey	29 Nasoba	33 Cy'ril
21 Singlit	22 Gresis	32 Vavaloo	37 T'ika
25 Niglit	26 Vul	36 Vlis	44 T'oka
27 Vuso	28 Sul	40 Vavoba	48 P'etoe
30 Pyl	31 Fendis	43 Vasova	50 B'ob
34 Par	35 Kris	47 Vuvavoo	
38 Peris	39 Yaris	49 Voovavoo	
41 Fo	42 Fis		
45 Piikrat	46 Muris		

\* Characters with an 🐾 should receive a leadership tag so others will recognize them as the legal leader of their delegation.

If in question, actual rank and power of a character is demonstrated in their voting chits number.

The scenario is designed for anywhere from 12-50 players. Depending upon the number of players, cast in order of the numbers provided in the casting chart above. While it works fine with twelve players, it gets rather fun with the larger numbers.



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Affiliation **Kariman**

Service Icon



## Background

Your people are the Karimen. You have lived and loved and died for a thousand years among the stars, planets, and moons of the Mubato System. Then things started happening that were unthinkable, children were born disfigured or so sickly they soon died. Your people were at a loss to explain these strange births and deaths until you found the Vashuto Colony on Praxis. The Vashuto had begun a systematic process of poisoning the environment of the inhabitable worlds with foul chemicals and noxious substances. Your ruling elite sent emissaries to the Vashuto main colony to appeal to their humanity only to have them slaughtered by strange weapons of mass destruction.

The Bimbab Massacre was the final straw when the Vashuto miners destroyed the most holy shrine of your people, the Bimbab Burial Grounds and Incubation Shelters where no living soul has been allowed to set foot for three thousand years, destroying the stored embryos of a billion sleeping Kariman children. Your people had not raised a weapon in anger for a thousand years but the Clans took up the call and massed the greatest military expedition your kind has ever known . . . your aim was the Vashuto home world. Your justice was swift, leaving behind a burned out ball of rubble where a once beautiful world once orbited a peaceful star. It was only the intervention of the Barin traitors that halted your Final Solution to the Vashuto world. You have been at constant war ever since.

The War with the Vashuto has been dragging on for over fifty years now. The Karimen population is now less than a quarter of what it was a century ago and all signs point to even more loss of life if the fighting continues. You were born to the war and you assumed you would die in it. However, a surprise move towards peace was made last month by the Vashuto and their Barin allies which may bring an end to this long and costly war. An uneasy cease fire has been in effect since the first overtures of peace, but many of your people think the call for the Peace Conference is a trick.

You do not know who or what this Conference will bring, but you know it is the last hope for peace. If the Conference fails then the night sky will once again be filled with the screams of the dying and the smell of the scorched flesh of the dead.

Note: When the Kariman speak, they tend to use gruff course tones and shake their bodies as if in anger or laughter. They growl a lot and tend to sniff others and have low howls when agitated. You're Space Wolves, act like it.

Costumes: If casting is set with preparation time, coordinate your costuming with other players. Kariman tend to dress in a manor of Space Vikings . . . think cliché movies of Vikings and add some space components. They favor the colors Red and Gold. Coordinated makeup effects might go a long ways.

Affiliation **Vashuto**

Service Icon



## Background

Your people are the Vashuto. You have lived and loved and died for a thousand years among the stars, planets, and moons of the Khaless System. Then things started happening that were unthinkable, children were born disfigured or so sickly they soon died. It was time to move on to a new system. Your greatest thinkers and technicians built great ships to send your best and your brightest to colonize the Mubato System. Things went well as you went about your business terraforming the planets in the system to make them more hospitable to your people — refreshing the atmosphere with gasses and chemicals that would sustain your people, planting vegetation for food and raising home world animals. These hostile worlds were becoming paradises . . . until disaster struck. The Karimen sent a band of savage assassins to the Inner Ward of the Vashuto main Colony on Praxis. The Queen Mother and six of her seven children were brutally butchered before the Royal Guards could protect them. The assassins were killed but from that time on, the vicious murdering Karimen have been waging a constant war of genocide against your people . . . they don't seem to be willing to stop at anything less than the death of every last one of your race. This is a war of survival. Your people's only initial saving grace was the defence system sold to them by the Barin . . . the cost of the system almost bankrupted your society but it has preserved many lives that might otherwise have been lost — and your people are so few as it is that even one life is so very very precious.

You have thus far kept the Karimen savages at bay but the tide seems to have begun to turn. About fifty years ago, your scientists discovered a precious mineral in the Bimbab system that could mean perpetual cheap energy, enough to keep your biolabs working twenty-four hours a day for years to come as your scientists and bioengineers search desperately for a cure to the wasting illness that still affects so many of your dying race. Survival of the race is of utmost importance.

While your miners were peacefully excavating an abandoned Karimen settlement where obviously no one had lived for thousands of years, they were once again viciously attacked and murdered. The savages were so fierce and so filled with animalistic bloodlust that they actually ripped unborn children from their mothers' bellies and dashed the heads against the rocks. These people are barely more than animals and see murder as little more than sport. Then came the most unholy of horrors. The dread Karimen Horde made its way to the Vashuto home world — every place their ships landed the grass would never grow again. Their murderous onslaught was swift and complete, leaving behind no building unscorched, nothing will live again on Vashuto for at least ten thousand years. It was only the intervention of the Barin Host and their superior technology that saved the Vashuto people from complete extermination. Their aid has cost heavily in territory and precious minerals but the survival of the race must be first consideration.

Your people have been at constant war ever since. The War with the Karimen has been dragging on for over fifty years now. The Vashuto population is now less than one-ten-thousandth of what it was a century ago and all signs point to even more loss of life if the fighting continues. You were born to the war and you assumed you would die in it. However, a surprise move towards peace was made last month by the surviving Vashuto Queen Heir and through the Barin allies she has been negotiating with less violent Karimen in efforts which may bring an end to this long and costly war. An uneasy cease fire has been in effect since the first overtures of peace, but many of your people think the call for the Peace Conference is a trick. You do not know who or what this Conference will bring, but you know it is the last hope for peace. If the Conference fails then the night sky will once again be filled with the screams of the dying and the smell of the scorched flesh of the dead.

Note: When the Vashuto speak, they use formal grammar and speak in a singsong manner. Likewise, they tend to use plural pronouns and do NOT use singular pronouns (we instead of I, they instead of he or she). The only exception is when speaking about a member of the Royal Family for which the singular pronoun is always preferred. Vashuto purr a lot and tend to touch and rub their bodies against one another and others. You're Space Cats, act like it.

Costumes: If casting is set with preparation time, coordinate your costuming with other players. Vashuto tend to wear flowing clothing. Think Ancient Egyptians but in Space. They favor the colors Blue and Silver. Coordinated makeup effects might go a long ways.

Affiliation **Barin**

Service Icon



## Background

Your people are the Barin. You have lived and loved and died for a million years among the stars, planets, and moons of the Khales and Mubato Systems. Then things started happening that were unthinkable, younger races, the Vashuto and Karimen began encroaching upon your territory. At the time of the rise of these younger races you were few in number and not yet strong enough to fight off hostile aggression. It was time to move on to a new system. Your greatest thinkers and technicians built great ships to send your best and your brightest to colonize the Barin System where you have lived for thousands of years in peace.

About a hundred years ago, your scientists developed a plan that would return your race to glory and eliminate these upstart races. First Barin spies introduced a deadly virus into the Vashuto home world's atmosphere that is harmless to your species but very deadly to the Vashuto — it causes birth defects and a long term wasting sickness which left unchecked will drive the Vashuto into extinction in five more generations.

Naturally the Vashuto do not realize the origins of their troubles. Your ambassadors suggested that they should colonize leave the Khales System and colonize the Mubato System since it held many planets suitable for supporting life. Of course, the Vashuto were unaware that the Karimen already inhabited those planets.

Things have worked out rather well, the Vashuto and Karimen have begun a war of genocide, one against the other.

At one point about fifty years ago, it looked like the Karimen Horde would exterminate all of the Vashuto before depleting enough of their own numbers and so your government intervened and “allowed” the Vashuto to purchase some of your superior weapons of war to keep the playing field even. You know it is very undesirable for the Vashuto to have access to the only technology that may harm you but it is a calculated risk since (1) the Vashuto are trusting fools who do not question your motives and (2) in the long run it will help ensure the extinction of both the Vashuto and the Karimen, leaving the Barin to once again rule the stars.

It seems that there are a few Vashuto among the Royal House who suspect Barin motives but most of those were silenced when a cadre of Barin Assassins disguised as Karimen slipped into the Vashuto Queen Mother's Chambers on the Praxis Colony and butchered all within the Inner Ward, including the Queen Mother and six of her seven children . . . a very handsome and very secret reward has been posted for the head of the youngest child.

Your people have been maintaining a constant state of war between the Karimen and Vashuto every since . . . with the foolish Vashuto all the while thinking you are their allies.

The Vashuto-Karimen War has been dragging on for over fifty years now. The Vashuto population is now less than one-ten-thousandth of what it was a century ago while the Karimen are barely one-fourth of their former numbers — all signs point to even more loss of life if the fighting continues. You were born to the war and you assumed you would die in it with your great grand children inheriting worlds free of Vashuto or Karimen. However, a surprise move towards peace was made last month by the surviving Vashuto Queen Heir and through traitorous Barin allies she has been negotiating with less violent Karimen in efforts which may bring an end to this long and costly war. An uneasy cease fire has been in effect since the first overtures of peace, but many of your people think the call for the Peace Conference is a trick.

You do not know who or what this Conference will bring, but you know it is the last hope for peace. If the Conference fails then the night sky will once again be filled with the screams of the dying and the smell of the scorched flesh of the dead.

Note: When the Barin speak, they tend to elongate their's S sounds. Ssso, it isss time to ssseek peassssse.

Costumes: If casting is set with preparation time, coordinate your costuming with other players. Barin tend to dress like 20th Century business people but with blasters at their hips. They favor the colors Brown and Black.



## Background

Your people are the Sojuk. You have lived and loved and died for a million years among the stars, planets, and moons of the Khales and Mubato Systems. Then things started happening that were unthinkable, younger races, the Barin, Vashuto and Karimen began encroaching upon your territory. At the time of the rise of these younger races you were few in number and not yet strong enough to fight off hostile aggression. It was time to move on to a new system. Your greatest thinkers and technicians built great ships to send your best and your brightest to colonize the Sojuk System where you have lived for thousands of years in peace.

About a hundred years ago, your scientists developed a plan that would return your race to glory and eliminate the thread of these upstart races. Your spies planted seeds of discontent among the Barin who believe themselves superior to the other younger races . . . unfortunately this lead to the Barin developing materials that eventually caused further discontent among their peoples.

Somehow the Vashuto and the Karimen were drawn into a mutually destructive war that is impinging upon your own peace and threatening your own planets even further.

The Vashuto began leaving their own worlds of the Khales System and colonizing the the Mubato System since it held many planets suitable for supporting life. Of course, the Vashuto were unaware that the Karimen already inhabited those planets. Neither were aware that these systems once belonged to you.

Things have worked out horribly, the Vashuto and Karimen have begun a war of genocide, one against the other.

At one point about fifty years ago, it looked like the Karimen Horde would exterminate all of the Vashuto before depleting enough of their own numbers and so the Barimen government intervened and “allowed” the Vashuto to purchase some of their superior weapons of war to keep the playing field even. You know it is very undesirable for the Vashuto to have access to the only technology that may harm you and it looks as if all will be drawn into extinction if nothing is done.


It seems that there are a few Vashuto among the Royal House who suspect Barin motives in this peace conference but most of those were silenced when a cadre of Assassins disguised as Karimen slipped into the Vashuto Queen Mother’s Chambers on the Praxis Colony and butchered all within the Inner Ward, including the Queen Mother and six of her seven children . . . a very handsome and very secret reward has been posted for the head of the youngest child. You suspect the Barin are involved but currently have no proof.


The Vashuto-Karimen War has been dragging on for over fifty years now. The Vashuto population is now less than one-ten-thousandth of what it was a century ago while the Karimen are barely one-fourth of their former numbers — all signs point to even more loss of life if the fighting continues. You were born to the war and you assumed you would die in it with your great grand children inheriting worlds free of Vashuto or Karimen. However, a surprise move towards peace was made last month by the surviving Vashuto Queen Heir and through traitorous Barin allies she has been negotiating with less violent Karimen in efforts which may bring an end to this long and costly war. An uneasy cease fire has been in effect since the first overtures of peace, but many of your people think the call for the Peace Conference is a trick.


You do not know who or what this Conference will bring, but you know it is the last hope for peace. If the Conference fails then the night sky will once again be filled with the screams of the dying and the smell of the scorched flesh of the dead.


Note: The Sojuk are very elegant and very quiet. Use short sentences that are almost like Zen koans. Gentleness in demeanor is very important.


Costumes: If casting is set with preparation time, coordinate your costuming with other players. Sojuk tend to dress in the manner of ancient Asian temples. Think Jedi meets Monks. They favor the colors Pink and Purple.


Name and Rank:	Syl, Supreme Commander	01
Affiliation:	Kariman	Service Icon: 
Occupation:	Military Leader of the Karimen Horde	
Personal Goals:		
1. Punish the Vashuto for their crimes. Make certain the Queen Heir is executed. 2. Gain Barin technology as part of the surrender agreement. 3. Find and punish any traitors among your people.		
VOTING CHITS: 10		


Name and Rank:	Jar, General	02
Affiliation:	Kariman	Service Icon: 
Occupation:	Ambassador	
Personal Goals:		
1. Keep the war going. Do not allow peace to come until all of the Vashuto are dead. 2. Find a way to get the Barin to desert their Vashuto allies. 3. Replace Syl as Supreme Commander.		
VOTING CHITS: 5		


Name and Rank:	Geris, Shaman of the White Path	03
Affiliation:	Kariman	Service Icon: 
Occupation:	Spiritual Leader of the Karimen	
Personal Goals:		
1. You are actually a spy working for the Vashuto. Make certain that peace is agreed to according to their terms. 2. If anyone suspects you are a spy, then eliminate them from power.		
VOTING CHITS: 5		


Name and Rank:	Pho, General	04
Affiliation:	Kariman	Service Icon: 
Occupation:	Battle Commander of the Holy Host	
Personal Goals:		
1. You have actually been paid very well by the Barin to make certain that there is no peace. You don't know why they want the war to continue but you will honor your deal.		
VOTING CHITS: 2		


Name and Rank:	Miikrat, Ambassador	13
Affiliation:	Kariman	Service Icon: 
Occupation:	Diplomat — Assigned to the Barin Embassy	
Personal Goals:		
1. The Barin cannot be trusted . . . you trust them even less than the Vashuto. 2. Make certain peace is achieved at any cost — this war is destroying both the Karimen and the Vashuto.		
VOTING CHITS: 1		


Name and Rank:	Muso, Ambassador	17
Affiliation:	Kariman	Service Icon: 
Occupation:	Diplomat — Assigned to the Vashuto	
Personal Goals:		
1. Find peace. 2. Eliminate the military rulers of your race and replace them with diplomats.		
VOTING CHITS: 1		


Name and Rank:	Singlit, Ambassador	21
Affiliation:	Kariman	Service Icon: 
Occupation:	Diplomat	
Personal Goals:		
1. The Barin cannot be trusted . . . you trust them even less than the Vashuto. 2. Make certain peace is achieved at any cost — this war is destroying both the Karimen and the Vashuto. 3. The Vashuto should be made to pay for their war crimes.		
VOTING CHITS: 1		

Name and Rank:	Pyl, Sub-Commander	30
Affiliation:	Kariman	Service Icon: 
Occupation:	Military Officer of the Karimen Horde	
Personal Goals:		
1. Punish the Vashuto for their crimes. Make certain the Queen Heir is executed. 2. Gain Barin technology as part of the surrender agreement. 3. Find and punish any traitors among your people.		
VOTING CHITS: 1		


Name and Rank:	Par, Colonel	34
Affiliation:	Kariman	Service Icon: 
Occupation:	Ambassador	
Personal Goals:		
1. Keep the war going. Do not allow peace to come until all of the Vashuto are dead. 2. Find a way to get the Barin to desert their Vashuto allies. 3. Replace Syl as Supreme Commander.		
VOTING CHITS: 2		


Name and Rank:	Peris, Shaman of the Purple Light	38
Affiliation:	Kariman	Service Icon: 
Occupation:	Spiritual Guide of the Karimen	
Personal Goals:		
1. You are actually a spy working for the Barin. Make certain that peace is agreed to according to their terms. 2. If anyone suspects you are a spy, then eliminate them from power.		
VOTING CHITS: 2		


Name and Rank:	Fo, General	41
Affiliation:	Kariman	Service Icon: 
Occupation:	Battle Commander	
Personal Goals:		
1. You have actually been paid very well by the Vashuto to make certain that there is no peace. You don't know why they want the war to continue but you will honor your deal.		
VOTING CHITS: 1		


Name and Rank:	Piikrat, Ambassador	45
Affiliation:	Kariman	Service Icon: 
Occupation:	Diplomat — Assigned to the Barin Embassy	
Personal Goals:		
1. The Barin cannot be trusted . . . you trust them even less than the Vashuto. 2. Make certain peace is achieved at any cost — this war is destroying both the Karimen and the Vashuto.		
VOTING CHITS: 1		





Name and Rank:	Vuso, Ambassador	27
Affiliation:	Kariman	Service Icon: 
Occupation:	Diplomat — Assigned to the Vashuto	
Personal Goals:		
1. Find peace.		
2. Eliminate the military rulers of your race and replace them with diplomats.		
VOTING CHITS: 1		


Name and Rank:	Niglit, Ambassador	25
Affiliation:	Kariman	Service Icon: 
Occupation:	Diplomat	
Personal Goals:		
1. The Barin cannot be trusted . . . you trust them even less than the Vashuto.		
2. Make certain peace is achieved at any cost — this war is destroying both the Karimen and the Vashuto.		
3. The Vashuto should be made to pay for their war crimes.		
VOTING CHITS: 1		


Name and Rank:	Kris, Enlightened One	35
Affiliation:	Vashuto	Service Icon: 
Occupation:	Religious Leader of the Vashuto	
Personal Goals:		
1. You have received information from spies that the Barin may not be as benevolent as they seem, follow up on this.		
2. Achieve peace, protect the Queen Heir, and eliminate any traitors.		
VOTING CHITS: 5		


Name and Rank:	P'ris, Queen Heir	05
Affiliation:	Vashuto	Service Icon: 
Occupation:	Royal Heir to the Throne of the Vashuto	
Personal Goals:		
1. Find out the truth behind your mother's death and the murders of your brothers and sisters.		
2. Achieve peace and protect your race.		
3. Find out if the Barin are as benevolent as they seem.		
VOTING CHITS: 10		


Name and Rank:	Yaris, General Most High	39
Affiliation:	Vashuto	Service Icon: 
Occupation:	Military Commander of the Vashuto	
Personal Goals:		
1. Make certain that the Vashuto do not surrender. The Karimen should be harshly punished for their crimes.		
2. If possible, extend the war since it keeps the military in charge. Those who die are weak, the stronger survive and make for a stronger race.		
3. You do not trust the Barin but less so than the Karimen.		
VOTING CHITS: 5		


Name and Rank:	Fis, Lord High Scientist	42
Affiliation:	Vashuto	Service Icon: 
Occupation:	Chief Scientific Research Fellow of the Vashuto	
Personal Goals:		
1. You do not trust the military. 2. You are a spy for the Karimen, help them achieve their goals. 3. You do not trust the Barin.		
VOTING CHITS: 2		


Name and Rank:	Muris, Captain of the Royal Guard	46
Affiliation:	Vashuto	Service Icon: 
Occupation:	Commander of the Palace Guard	
Personal Goals:		
1. Try to help the Barin since they have helped your people so much. 2. You do not trust the Karimen but peace is needed if your race is to survive. 3. Find out what really happened on Praxis as your Royal Guards had been ordered away when the Queen Mother was assassinated. There must be a traitor amongst your people.		
VOTING CHITS: 2		


Name and Rank:	Fendis, Lt. of the Royal Guard	31
Affiliation:	Vashuto	Service Icon: 
Occupation:	Lt. in the Palace Guard	
Personal Goals:		
1. You do not trust the Karimen but peace is needed if your race is to survive. 2. Make certain the Karimen pay for their war crimes.		
VOTING CHITS: 1		


Name and Rank:	Sul, General	28
Affiliation:	Vashuto	Service Icon: 
Occupation:	Military Commander	
Personal Goals:		
1. Make certain that the Vashuto do not surrender. The Karimen should be harshly punished for their crimes. 2. If possible, extend the war since it keeps the military in charge. Those who die are weak, the stronger survive and make for a stronger race. 3. You do not trust the Barin but less so than the Karimen.		
VOTING CHITS: 2		


Name and Rank:	Karis, Enlightened One	06
Affiliation:	Vashuto	Service Icon: 
Occupation:	Religious Leader of the Vashuto Subcaste	
Personal Goals:		
1. You have received information from spies that the Barin may not be as benevolent as they seem, follow up on this. 2. Achieve peace, protect the Queen Heir, and eliminate any traitors.		
VOTING CHITS: 2		


Name and Rank:	H'ris, Queen's Cousin	07
Affiliation:	Vashuto	Service Icon: 
Occupation:	Royal Cousin	
Personal Goals:		
1. Find out the truth behind your cousin's death and the murders of your nephews and nieces. 2. Achieve peace and protect your race. 3. Find out if the Barin are as benevolent as they seem.		
VOTING CHITS: 1		


Name and Rank:	Varis, General	08
Affiliation:	Vashuto	Service Icon: 
Occupation:	Military Sub-Commander of the Vashuto	
Personal Goals:		
1. Make certain that the Vashuto do not surrender. The Karimen should be harshly punished for their crimes. 2. If possible, extend the war since it keeps the military in charge. Those who die are weak, the stronger survive and make for a stronger race. 3. You do not trust the Barin but less so than the Karimen.		
VOTING CHITS: 2		


Name and Rank:	Jis, Scientist	14
Affiliation:	Vashuto	Service Icon: 
Occupation:	Scientific Research Fellow of the Vashuto	
Personal Goals:		
1. You do not trust the military. 2. You are a spy for the Karimen, help them achieve their goals. 3. You do not trust the Barin.		
VOTING CHITS: 1		


Name and Rank:	Hrey, Lieutenant of the Royal Guard	18
Affiliation:	Vashuto	Service Icon: 
Occupation:	Sub-Commander of the Palace Guard	
Personal Goals:		
1. Try to help the Barin since they have helped your people so much. 2. You do not trust the Karimen but peace is needed if your race is to survive. 3. Find out what really happened on Praxis as your Royal Guards had been ordered away when the Queen Mother was assassinated. There must be a traitor amongst your people.		
VOTING CHITS: 1		


Name and Rank:	Gresis, Lt. of the Royal Guard	22
Affiliation:	Vashuto	Service Icon: 
Occupation:	Lt. in the Palace Guard	
Personal Goals:		
1. You do not trust the Karimen but peace is needed if your race is to survive. 2. Make certain the Karimen pay for their war crimes.		
VOTING CHITS: 1		


Name and Rank:	Vul, General	26
Affiliation:	Vashuto	Service Icon: 
Occupation:	Military Commander	
Personal Goals:		
1. Make certain that the Vashuto do not surrender. The Karimen should be harshly punished for their crimes. 2. If possible, extend the war since it keeps the military in charge. Those who die are weak, the stronger survive and make for a stronger race. 3. You do not trust the Barin but less so than the Karimen.		
VOTING CHITS: 1		


Name and Rank:	Babaloo, Ambassador	09
Affiliation:	Barin	Service Icon: 
Occupation:	Diplomat to the Karimen	
Personal Goals:		
1. You do not support the genocides of the Karimen and Vashuto, but you do not want your own people punished or destroyed. Find a way to stop the war without harming the needs of your own people — or arousing their suspicion.		
VOTING CHITS: 5		


Name and Rank:	Bubaboo, Ambassador	11
Affiliation:	Barin	Service Icon: 
Occupation:	Diplomat to the Vashuto	
Personal Goals:		
1. Stop any chance of peace without arousing the suspicion of the other races. Make certain the Barin always appear to be the “good” guys in this war.		
2. Play the Karimen against the Vashuto and make certain they stay very angry.		
VOTING CHITS: 3		


Name and Rank:	Boobaboo, Government Minister	15
Affiliation:	Barin	Service Icon: 
Occupation:	State Department Chief	
Personal Goals:		
1. Stop any chance of peace without arousing the suspicion of the other races. Make certain the Barin always appear to be the “good” guys in this war.		
2. Play the Karimen against the Vashuto and make certain they stay very angry.		
3. Find out if any of your people have unsanctioned attitudes and eliminate them.		
VOTING CHITS: 1		


Name and Rank:	Flis, State Minister	19
Affiliation:	Barin	Service Icon: 
Occupation:	Cabinet Minister of State	
Personal Goals:		
1. Try to help the Barin since they have helped your people so much.		
2. You do not trust the Karimen but peace is needed if your race is to survive.		
3. Find out what really happened on Praxis as the Royal Guards were away when the Queen Mother was assassinated. There must be traitors among your people — find them.		
VOTING CHITS: 1		


Name and Rank:	Jasoba, Minister of State	23
Affiliation:	Barin	Service Icon: 
Occupation:	State Department Chief	
Personal Goals:		
1. Gain peace at any cost.		
2. Eliminate the military rulers of your race and replace them with diplomats.		
3. Find any spies and discredit them.		
VOTING CHITS: 1		


Name and Rank:	Nasoba, Deputy Minister	29
Affiliation:	Barin	Service Icon: 
Occupation:	State Department Deputy Minister	
Personal Goals:		
1. Gain peace.		
2. Support the military rulers of your race.		
3. Find any spies and discredit them.		
VOTING CHITS: 1		


Name and Rank:	Valavoo, Ambassador	32
Affiliation:	Barin	Service Icon: 
Occupation:	Diplomat to the Karimen	
Personal Goals:		
1. You do not support the genocides of the Karimen and Vashuto, but you do not want your own people punished or destroyed. Find a way to stop the war without harming the needs of your own people — or arousing their suspicion.		
VOTING CHITS: 3		


Name and Rank:	Vuvavoo, Ambassador	47
Affiliation:	Barin	Service Icon: 
Occupation:	Diplomat to the Vashuto	
Personal Goals:		
1. Stop any chance of peace without arousing the suspicion of the other races. Make certain the Barin always appear to be the “good” guys in this war.		
2. Play the Karimen against the Vashuto and make certain they stay very angry.		
VOTING CHITS: 2		


Name and Rank:	Voovavoo, Government Minister	49
Affiliation:	Barin	Service Icon: 
Occupation:	State Department Sub-Chief	
Personal Goals:		
1. Stop any chance of peace without arousing the suspicion of the other races. Make certain the Barin always appear to be the “good” guys in this war.		
2. Play the Karimen against the Vashuto and make certain they stay very angry.		
3. Find out if any of your people have unsanctioned attitudes and eliminate them.		
VOTING CHITS: 1		


Name and Rank:	Vlis, State Minister	36
Affiliation:	Barin	Service Icon: 
Occupation:	Cabinet Sub-Minister	
Personal Goals:		
1. Try to help the Barin since they have helped your people so much.		
2. You do not trust the Karimen but peace is needed if your race is to survive.		
3. Find out what really happened on Praxis as the Royal Guards were away when the Queen Mother was assassinated. There must be traitors among your people — find them.		
VOTING CHITS: 1		


Name and Rank:	Vavoba, Government Minister	40
Affiliation:	Barin	Service Icon: 
Occupation:	State Department Sub-Chief	
Personal Goals:		
1. Gain peace at any cost.		
2. Eliminate the military rulers of your race and replace them with diplomats.		
3. Find any spies and discredit them.		
VOTING CHITS: 1		


Name and Rank:	Vasova, Deputy Sub-Minister	43
Affiliation:	Barin	Service Icon: 
Occupation:	State Department Deputy Sub-Minister	
Personal Goals:		
1. Gain peace.		
2. Support the military rulers of your race.		
3. Find any spies and discredit them.		
VOTING CHITS: 1		


Name and Rank:	M'lik, Supreme Minister of the Temple	10
Affiliation:	Sojuk	Service Icon: 
Occupation:	Religious Ruler, Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 5		


Name and Rank:	M'lok	12
Affiliation:	Sojuk	Service Icon: 
Occupation:	Religious Vice-Ruler, Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 3		


Name and Rank:	P'lika	16
Affiliation:	Sojuk	Service Icon: 
Occupation:	Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 2		


Name and Rank:	P'loka	20
Affiliation:	Sojuk	Service Icon: 
Occupation:	Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 2		


Name and Rank:	Br'zt	24
Affiliation:	Sojuk	Service Icon: 
Occupation:	Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 2		

Name and Rank:	Cy'ril	33
Affiliation:	Sojuk	Service Icon: 
Occupation:	Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 2		

Name and Rank:	T'ika	37
Affiliation:	Sojuk	Service Icon: 
Occupation:	Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 1		

Name and Rank:	T'oka	44
Affiliation:	Sojuk	Service Icon: 
Occupation:	Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 1		

Name and Rank:	P'etoa	48
Affiliation:	Sojuk	Service Icon: 
Occupation:	Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 1		

Name and Rank:	B'ob	50
Affiliation:	Sojuk	Service Icon: 
Occupation:	Minister of Peace	
Personal Goals:		
1. Gain peace. 2. Support the religious rulers of your race. 3. Find any spies and discredit them.		
VOTING CHITS: 1		

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Syl

Karimen Commander

Taipei Interactive Theatre Society

The Final Conference



Jar

Karimen General

Taipei Interactive Theatre Society

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Geris

Karimen Shaman

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Pho

Karimen General

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Miikrat

Karimen Ambassador

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Muso

Karimen Ambassador

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Singlit

Karimen Ambassador

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Niglit

Karimen Diplomat

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Vuso

Karimen Diplomat

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Pyl

Karimen SubComm

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Par

Karimen Colonel

Taipei Interactive Theatre Society

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Peris

Karimen Guide

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Fo

Karimen General

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Piikrat

Karimen Diplomat

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**Karis**

**Vashuto Sub-Priest**

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**H'ris**

**Vashuto Royal**

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**Varis**

**Vashuto Sub-General**

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**Jis**

**Vashuto Scientist**

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**Hrey**

**Vashuto Royal Guard**

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**Gresis**

**Vashuto Royal Guard**

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**Vul**

**Vashuto Military**

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**Sul**

**Vashuto General**

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**Fendis**

**Vashuto Royal Guard**

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Kris

Vashuto Enlightened

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P'ris

Vashuto Queen Heir

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Yaris

Vashuto General

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Fis

Vashuto Scientist

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Muris

Vashuto Royal Guard

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**Babaloo**

**Barin Ambassador**

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**Bubaboo**

**Barin Ambassador**

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**Boobaboo**

**Barin State Minister**

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**Flis**

**Barin State Minister**

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**Jasoba**

**Barin State Minister**

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**Nasoba**

**Barin Deputy Minister**

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**Vavaloo**

**Barin Ambassador**

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**Vlis**

**Barin State Minister**

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**Vavoba**

**Barin State Minister**

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The Final Conference

 M'LIK

High Minister of Peace

Taipei Interactive Theatre Society

The Final Conference

 M'LOK

Vice High Minister of Peace

Taipei Interactive Theatre Society

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 P'LIKA

Minister of Peace

Taipei Interactive Theatre Society

The Final Conference

 P'LOKA

Minister of Peace

Taipei Interactive Theatre Society

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 BR'ZT

Minister of Peace

Taipei Interactive Theatre Society

The Final Conference

 CY'RIL

Minister of Peace

Taipei Interactive Theatre Society

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 T'IKA

Minister of Peace

Taipei Interactive Theatre Society

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 T'OKA

Minister of Peace

Taipei Interactive Theatre Society

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 P'ETOA

Minister of Peace








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Minister of Peace

Taipei Interactive Theatre Society


<p>The Final Conference</p> <p> <b>Director</b></p> <p>The Big Guy in Charge</p> <p>Taipei Interactive Theatre Society</p>	<p>The Final Conference</p> <p> <b>Referee</b></p> <p>In Charge</p> <p>Taipei Interactive Theatre Society</p>	<p>The Final Conference</p> <p> <b>Referee</b></p> <p>In Charge</p> <p>Taipei Interactive Theatre Society</p>
<p>The Final Conference</p> <p> <b>Referee</b></p> <p>In Charge</p> <p>Taipei Interactive Theatre Society</p>	<p>The Final Conference</p> <p> <b>LEADER</b></p> <p>Negotiations Leader</p> <p>Taipei Interactive Theatre Society</p>	<p>The Final Conference</p> <p> <b>LEADER</b></p> <p>Negotiations Leader</p> <p>Taipei Interactive Theatre Society</p>
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