This is the information that goes out in the pre-game email:

- The Hint from this page
- The Alexandria Mission Statement Bluesheet
- The Alexandria Crew Roster Bluesheet
- The Human Presence In Space Bluesheet
- The Prologue Scene

There are four attachments to this mail. Three of them are copies of the pages on the website, http://www.vortexofchaos.net/adrift_on_the_starry_sky/index.html. The fourth, the Prologue Scene information, provides up to the start of the game news from the United Earth Concord (UEC).

You will get the character information for the first scene when you arrive, before the start of the LARP. This game consists of several scenes; you will get new character information before each scene. This may be an entirely new character, if your previous one dies in game for some reason.

See you later,
[Your name]

You start the game as **Aria Lee**, the 8 year old child of **Morgan** and **Rowan Lee**. You are very scared because Morgan has been shot, and is bleeding very badly.

You start the game as **Morgan Lee**, yes - that Morgan Lee, 42 year old co-owner of Cosmic Lee and one of the geniuses who created ***Alexandria***. You have your child **Aria**, in tow. Your partner, **Rowan**, is not with you, although you hope they will make it to *Alexandria* in time. You may not have that much time, as you have been shot, and are bleeding very badly. You're probably not going to survive very much longer…

You start the game as **Justice Qazi** (pronounced “Justice KAH-zee”), a 42 year old refugee from somewhere between India and China. You have lived a very difficult life, and are very grateful to be given the chance to do some hydroponics and ecological work aboard the ***Alexandria*** spaceship. You are very good at this work, and truly appreciate the opportunity that **Rowan Lee** has given to you.

(It is likely that you will end up playing a second character during the course of the game.)

You start the game as **Dr. Kjella Berg, MD, PhD** (pronounced “KELL-uh” or “Doctor Berg”), a 30 year old genetic archivist, medical doctor, and, well, thief. You’ve gotten your contraband to the ship, and are ready to return home.

You start the game as 14 year old **Santos Rojas** from Cuba. You’re brilliant. You’ve already won two of the highest awards given to mathematicians. You’re about to put yourself into the history books with your faster than light engine, if only **Sasha Mendel** would put down that spanner…

You start the game as 24 year old **Sasha Mendel**, a Russian Jew with a talent for engineering. You’ve been working with a Cuban kid named **Santos Rojas**, putting Santos’ arcane mathematics into reality. Sometimes, that means bashing the machinery with a spanner, to make it listen to you. The two of you may just have created an engine for ***Alexandria*** that will put you into the history books…

You start the game as ***Alexandria***, the AI that controls the ship of the same name. **Morgan** and **Rowan Lee** were the two people who created you. Morgan has made it to you, although they are bleeding very badly. Morgan and Rowan’s (biological) child **Aria** arrived with Morgan.

There are several people aboard who are not part of the planned crew. They are all involved in important tasks related to your (eventual) mission. For example, **Santos Rojas** and **Sasha Mendel** have been working to give you some unprecedented engine capabilities.

The *Alexandria Mission Statement Bluesheet* describes your capabilities and your mission. You should mix, mingle, and talk to the people who are onboard you, as another full character in the LARP. As *Alexandria*, you are their protector, their counselor, and their fragile environment between the stars.
