# Summary

This document outlines the lore behind the project Great Game.

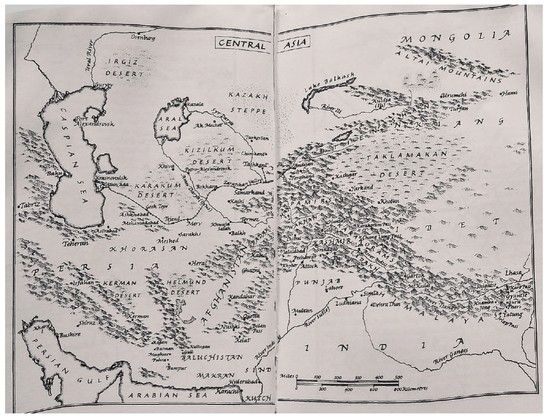
# Historical Context

The Great Game took place during 19th century in Central Asia. Victorian British and Tsarist Russia were fighting a secret war to get a hold on Central Asia. It began with Peter the Great’s ambition to gain access to rich Central Asian resources and markets. To do so, Russia dispatched brilliant officers for possible allies. Seeing such move, British Empire interpreted as a possible Russian incursion into Indian border. So, she also decided to dispatch officers to find out any possible route that Russia could invade. In addition, she needed allies in Central Asia to act as a buffer between India and Russia.

Young British and Russian officers, who risked their lives for their allegiances, were disguised as holy men or native horse-traders to play the Great Game. They are to face difficult challenges, confronting savage Khans, travelling through hazardous deserts, meeting untrustworthy natives, and so on. They mapped secret passes, gathered intelligence, and sought the allegiance of powerful khans. Some would be forever famous for their success. Some would never return.

# Location

The game takes place in Central Asia.



# Characters

**Prologue PC : Prince Aleksei Bekovski**

|  |  |  |
| --- | --- | --- |
| Picture | Personality | Description |
|  | Honorable  Determined  Gullible | A Muslim prince from Caucasus who converted to Christianity.  An officer of the Elite Life Guards regiment.  Studied navigation in Western Europe. |

**Main PC 1 : Captain James Potter**

|  |  |  |
| --- | --- | --- |
| Picture | Personality Traits | Description |
|  | Resourceful  Political/Diplomatic  Lack understanding of Khivan culture  Evangelical | An artillery officer of Bengal Artillery.  First officer to be sent to Khiva.  He will later be betrayed by his guide and attacked by desert raiders. |

**Main PC 2 : Lieutenant Richmond Shakespear (Might not use him)**

|  |  |  |
| --- | --- | --- |
| Picture | Personality Traits | Description |
|  | Political/Diplomatic  Good understanding of Khivan culture  Too Ambitious | A political assistant to the British Mission to Herat.  An artillery instructor of British East India Army. |

**NPC 1 : Tsar Nicholas I**

|  |  |  |
| --- | --- | --- |
| Picture | Personality Traits | Description |
|  | Firm, deteremined  Precise, ordered  Must have everything in proper place | Classic autocrat  Obsessed with military |

\*See below for more information.

**NPC 2 : Major Frankenburg**

|  |  |  |
| --- | --- | --- |
| Picture | Personality Traits | Description |
|  | Loyal Militant  Inflexible  Superstitious |  |

**NPC 3 : Khan of Khiva**

|  |  |  |
| --- | --- | --- |
| Picture | Personality Traits | Description |
|  | Devious  Conniving  Psychotic  Deeply Religious  Bombastic  Short-sighted  Ignorant  Close-minded | The Khan only cares about himself. He is only interested in keeping his ego and power. It doesn’t matter if his decision costs his whole city as long as it satisfies him. He does not think rationally.  He is not very fluent in English. So he speaks with little grammatical error. |

# **Russian Empire**

## Tsar Nicholas I

### Personality

Nicholas I was the classic autocrat, infinitely majestic, determined and powerful, hard as stone, and relentless as fate. But his insistence on firmness and stern action was based on fear, not on confidence. He was also a military figure. He displayed regimentation, orderliness, neatness, and precision. He would put enormous effort into keeping everything in its proper place. He was a natural drill master and inspector general. He loved his army from childhood to the end of his life.

# Turcoman Tribesmen

Turcoman bandits committed banditry as they were the providers of the Khivan and Bukhara slave trade. They would perform regular slave raids toward Russian and German settlers along the Urals. Christians and Shia-Muslims were also considered religiously legitimate target for enslavement.

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| --- | --- |
|  |  |

## Turcoman way of life

Turcomans were ruled and guided by “white beards” (chiefs or elders). They were chosen by consensus. Elders guided their people by customary laws. They would also regulate affairs between individuals, families, groups, and made important decisions on distribution of resources and waging war.

Rich and poor live almost completely alike. According to a Russian officer, they put the principles of brotherhood, equality, and freedom into practice more complete and consistently.

Turcomans recognized only their free will as the primary authority. Therefore, they were never loyal to any of the foreign powers. They would always choose to rise and fight for their freedom. This also implies that most of them are hostile towards Europeans.

# Karakum Desert

Great sandy region in Central Asia.

|  |  |  |
| --- | --- | --- |
| Karakum Desert - Wikipedia | Turkmenistan - The Kara Kum Desert | Visiting The Karakum Desert - Horizon Guides |

## Climate

Long, hot, dry summers (July)

* In the north and along the shore of the Caspian Sea, the temperatures range from 26~28C.
* In the Central part of Karakum, the temperature ranges from 30~34C.

Unpredictable but relatively warm winters (January)

* In the north, the temperature is -4C.
* In the south, the temperature is 4C.
* Above temperatures may fluctuate from as low as -20C to 10C within 24-hour period.

Precipitation occurs mainly in winter and early spring (December ~ April)

* In the north, 70mm.
* In the south, 150mm.