

UK Freeforms Presents:

1897: QUEEN VICTORIA'S DIAMOND JUBILEE

ON HER EMPIRE THE SUN NEVER SETS! GOD SAVE THE QUEEN!

A Villains by Necessity Game
A Live-Action Role-Playing Weekend

Banners of adoration bedeck every building in every street in Britain: from London's smoke-grimed factories and great civic monuments, to the thatched cottages clustering around a thousand village greens. The pavements throng with joyous crowds, as the happy people cheer the 60th year of Her Majesty Queen Victoria's reign, her Diamond Jubilee. Loyal subjects in every corner of the British Empire, from India to the Cape Colony, from Hong Kong to Jamaica, as well as many friendly foreign citizens around the world, celebrate this unique occasion.

The great and the good, the powerful and the wealthy, the famous and the notorious. All are converging on the heart of the Empire as the celebrations reach their climax.

Just as the sun never sets on the British Empire, so the radiance of Her Majesty casts its warm glow on her contented peoples. Yet, remarkably, there are also those who do not feel Victoria's beneficence. These are the not-so-loyal subjects: the malcontents and troublemakers, the nefarious spies and mad scientists, the strange occultists, and the dastardly criminals. They too are setting their sights on the heart of the Empire. But *celebrating* the Jubilee is the last thing they have in mind...

1897...

recreates London and Windsor of the British Empire at its zenith. Join us more than a century later and experience first-hand the world of **1897: QUEEN VICTORIA'S DIAMOND JUBILEE**. This weekend-long, live-action, theatre-style game consists of a cast of historical charac-



ters, drawn from real people who were alive in the year 1897, and fictional characters from books written around that time.

1897...

is a Live Action Role-Playing Game. The players don't sit around a table with a referee, or watch a group of actors play out a murder scene. Instead, each of the players takes on a character role, interacting with the other players: negotiating, persuading, romancing and - when all else fails - demanding satisfaction! Players remain in character all weekend long and are encouraged to dress in costume. There is no script: players make up the story as they go, trying to achieve their goals, with occasional reference to a Director.

1897...

Was first run in the US in 1992 and has been played before in the UK, in 1997, to widespread acclaim. Now, for 2008, it is being expanded and partially re-written. The game will build on the success of the original UK and US runs, but contain new and revised characters, plotlines, and a variety of new twists and turns. Immerse yourself in negotiations surrounding Europe's fragile Balance of Power; walk the seedy and sometime perilous backstreets and alleys of London - where famous detectives hunt desperate criminals; explore the exciting scientific world of invention; or simply revel in the social event of the century! Come, slip into the world of 1897, and help us celebrate the 19th Century's great going-away party for itself.

*Join us on 22nd to 24th February 2008, at the West Retford Hotel, Retford, Nottinghamshire,
for a weekend of intrigue and adventure.*

1897: ACCOMMODATION AND BOOKING

LOCATION...

1897 will be run at the West Retford Hotel, 24 North Road, Retford, Nottinghamshire, DN22 7XG, United Kingdom from the 22nd to 24th February 2008.

ACCOMMODATION COSTS...

We have agreed a room rate of £35.00 per person per night (there is a £15.00 per person per night supplement for single room occupancy). This rate covers the four nights from Thursday to Saturday inclusive, although most players will only stay for the Friday and Saturday nights.

ACCOMMODATION BOOKING...

Please indicate which nights you wish to stay at the hotel:

Thursday, Friday, Saturday, Sunday

Please the type of accommodation you require:

Double, Twin, Single

Smoking, Non-smoking

If sharing a twin or double room, please tell us the name of the person with whom you intend to share. Please also indicate any special requirements you would like us to pass on to the hotel.

In order to ease administration, we would be grateful if you could supply us with credit card information. This will be passed on to the hotel for the purpose of securing your room booking only. If you would prefer not to give us these details you **MUST** contact the hotel directly (01777 706333) and give them the relevant information.

Name on card
Credit card number
Expiry date

We will book your hotel room for you, but it is up to you to settle your full bill upon departure. Please **DO NOT** enclose payment for your hotel room with your cheque for the game fee.

GAME FEE...

Please tick the appropriate box and sign as indicated:

£60 (booking before 30th September 2007)

£70 (booking after 30th September 2007)

I understand and agree to the booking conditions and enclose a cheque for £..... (game fee only) made payable to UK Freeforms.

I consent to having my details stored on a computer.

Signed:.....

Please return the completed form and payment to:

UK Freeforms (1897)
PO Box 32495
London
SE18 7XF

The small print

Cancellations

Please notify UK Freeforms as soon as possible if you need to cancel your booking.

Cancellations received prior to 1st February 2008 will be subject to a £10 administration charge. No refund of the game fee will be possible for cancellations received after this date.

The hotel has its own cancellation policy in respect of room bookings. We will endeavour to pass on details of your cancellation to the hotel. However, any charges made by the hotel are your responsibility.

If, for any reason, it is necessary for us to cancel the game all monies paid to us will be refunded in full.

Credit card information

If you have provided us with credit card information this will **only** be used to secure your room booking with the hotel. You may choose how to settle your account with the hotel at the end of the event.

1897: QUEEN VICTORIA'S DIAMOND JUBILEE PLAYER QUESTIONNAIRE

The following questionnaire is an aid to help the Directors cast you in a role that will be both enjoyable and appropriate for you. If you wish to expand upon any of your answers, feel free to attach an additional sheet.

Name: _____

Email address: _____

Real address: _____

Persuasion: Lady; Gentleman

Have you played in a live action role playing game before?

Yes; No

Please list your favourite roles/games:

Have you played in 1897: QUEEN VICTORIA'S DIAMOND JUBILEE before?

Yes; No

If Yes, which character did you play?

Tick what **Interests** you have in 1897:

<input type="checkbox"/> High Drama	<input type="checkbox"/> Adventure	<input type="checkbox"/> Romance	<input type="checkbox"/> Combat
<input type="checkbox"/> Intrigue	<input type="checkbox"/> In a married couple	<input type="checkbox"/> Act in a play	<input type="checkbox"/> Play multiple roles

Tick the **Profession** you would like to be in in 1897:

<input type="checkbox"/> Politics	<input type="checkbox"/> Military	<input type="checkbox"/> Royalty	<input type="checkbox"/> Science/ Invention
<input type="checkbox"/> Society	<input type="checkbox"/> Secret Identity	<input type="checkbox"/> Acting	<input type="checkbox"/> Criminal
<input type="checkbox"/> Magic	<input type="checkbox"/> Business	<input type="checkbox"/> Detective/Police	<input type="checkbox"/> Writing

Tick the **Nationality** you would like to be in 1897:

<input type="checkbox"/> English	<input type="checkbox"/> Russian	<input type="checkbox"/> Irish	<input type="checkbox"/> Exotic
<input type="checkbox"/> Indian	<input type="checkbox"/> Austro- Hungarian	<input type="checkbox"/> French	<input type="checkbox"/> American

PERSONAL PREFERENCES

Please tick the box closest to your preferences:

Leader	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Follower
Good	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Evil
Plot	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Characterisation
Teamwork	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Work Alone
Belief in science	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Belief in magic
Sane	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Insane
Play Constantly	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Nap Frequently

CHARACTER TRAITS

Please tick those character traits that interest you. Tick as many as you like.

<input type="checkbox"/> Noble	<input type="checkbox"/> Social Climbing
<input type="checkbox"/> Flirtatious	<input type="checkbox"/> Driven
<input type="checkbox"/> Intellectual	<input type="checkbox"/> Loyal
<input type="checkbox"/> Kind-hearted	<input type="checkbox"/> Traitorous
<input type="checkbox"/> Innocent	<input type="checkbox"/> Serious
<input type="checkbox"/> Busy	<input type="checkbox"/> Flamboyant
<input type="checkbox"/> Well-known	<input type="checkbox"/> Inquisitive
<input type="checkbox"/> Meddlesome	<input type="checkbox"/> Mysterious

Are there any historical or fictitious characters from Victorian times that particularly interest you? Briefly explain why - what aspects about them do you like?

Describe what kinds of things you want to do during the game weekend.

Are there any kinds of characters you would absolutely hate to play?

Is there anyone you wish to be teamed with or avoid?

Are there any special considerations you would like us to know about?

*Please post this completed form together with your booking information to **UK Freeforms (1897), PO Box 32495, London SE18 7XF**. If you have any questions, please email them to: 1897@tonymitton.com*