

A Short Treatise
on the
Role-Playing Game
of
WHIST

When a player attempts some action, and another player opposes that action, you have a conflict. When a conflict happens, the objecting player plays a card from their hand.

Then the other player in the conflict has three options:

1) **Follow Suit** by playing a card of the same suit as the first card played, but of higher value. (Thereon, the other player must follow suit, trump or forfeit.)

2) **Play Trump** by activating their Ability. To do this, they need to explain how their ability aids them in some way. Then they play any card from their hand; the suit of that card becomes the Trump suit for the conflict. The opponent must either play a higher card of the same suit or forfeit the conflict. Further plays for this conflict must be of that same suit.

3) **Forfeit** and fail at their task.

Each card played must be of the leading suit or (once trump is played) of the trump suit, and each card played must be of higher value than previous cards. (**Aces are High.**)



“Captain
Pipe”
Hopocan

Back-Ground

You are the 27 year old nephew of Chief Custologa, a Delaware chief. The Delaware (more properly called the Lenape) have recently rebelled against the tyranny of the Iroquois Confederation, and are trying to navigate their own path between the Iroquois, the British and the French. You owe the Dutch mercenary, *Jacob Van Braam*, your life after he saved you in the wilderness. So though you would like to see both the French and British leave the region, you must deal with Van Braam, who is working for the British. How can you balance the freedom of the Delaware with your friendship?

“Captain Pipe” is not your real name, nor is “Hopocan”. The Lenape are unwilling to give their real names to outsiders, so you keep your real name (“*Maker of Daylight*”) to yourself.

Motive: Manipulate the Colonies into Leaving.

You must drive the Long Knives (the British and the French) out of the Ohio country by any means. To do this, you work behind the scenes, manipulating others as a shadow leader.

Key: Loyal to Van Braam

Van Braam saved your life, once, and you still owe him a debt of gratitude. Hit your key when you make a decision influenced by him or protect him from harm.

Ability: Leader's Advice.

Once during the game, you can declare trump on a conflict and play your own cards in a conflict for someone else who is following your advice.

Languages: Shawnee, French

Dramatis Personae

Jacob Van Braam is a Dutch mercenary working for the British. Last winter, he rescued you from falling into a frozen river, and you owe him a huge debt of gratitude.

Lt. Col. George Washington is the leader of the British troops. Van Braam taught Washington everything about warfare and survival, though you don't know this Virginian very well. Can he be trusted? Or will he oppress the natives like the other foreigners?

Shingas is another chieftain of the Lenape, and believes that he is smart and tough. But he is dim and easy for you to manipulate. This is made all the easier by the fact that he does not speak any French or English. How can you use him as a pawn?

Hawk Necklace leads the Shawnee warriors, who reluctantly work for the French despite being sympathetic to the British. Can the Shawnee be enlisted to your aid?

“*French Margaret*” *Montour* is a half-Seneca half-French translator and guide that aids Washington. The Seneca are members of the hated Iroquois Confederation, so you don't trust her.

Half-King Tanacharison speaks for the Iroquois. He is no doubt trying to assert control over the Lenape, possibly by lying to the British. Notorious for his hatred of the French... could he be provoked into doing something stupid, like attacking the French diplomat?

Raspberry Girl is a Lenape woman who married a British deserter named *Ignatius Jones*, though the colonial powers are unlikely to acknowledge their wedding. Raspberry was recently captured by the British troops, who will interrogate her about her husband's whereabouts. You can't let them keep one of your people captive.