

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.

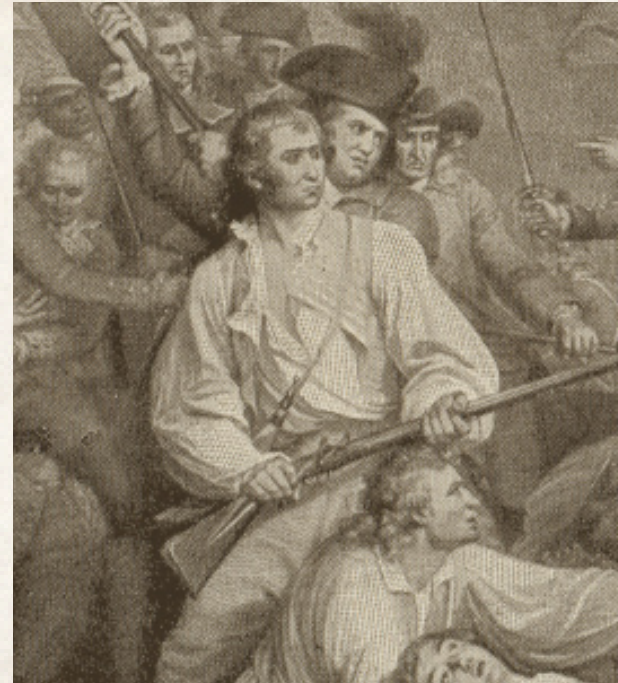
Then the other player in the conflict has three options:

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.*)



Major
William
Trent

Back-Ground

You are the 39 year old disgraced militia officer who surrendered the forks of the Ohio to France. You were in charge of the British **Fort Prince George**, at the forks of the Ohio River. Though in an excellent defensive position, your fort were sorely lacking in logistic support. No food or gunpowder came from Virginia to aid you. So when a massive group of French soldiers approached the fort and offered to let you evacuate peacefully, you left. The French tore down your beautiful fort and built their own, called **Fort Duquesne**.

Now you have retreated with your troops southward to **Fort Necessity**, a ramshackle pile of logs that can barely be called a fort. Even worse, some upstart young farmer named **George Washington** is in charge of *your* men. And after your 'surrender', you're a laughingstock. Can you work this parade of fools, regain your good name and live to tell the tale?

Motive: **Get Yourself Out of Here Alive.**

You don't want to die, unremembered in some backwater, fighting over a patch of mud. Why should you die for some King on another continent, when you don't get the respect you deserve?

Key: **Show That You're Better than Washington.**

You hate that upstart Washington. You need to outperform or outfox him to get your good name back. Hit your key when you show his incompetence or your superiority.

Ability: **Crafty.**

Once during the game, you can declare trump on a conflict by declaring how your sneakiness or slyness aids you in the conflict.

Languages: **English, French**

Dramatis Personae

Lt. Col. George Washington is some twenty year old kid that thinks he can take your command away from you and deny you the chance clear your name. Stomp him into the dirt, while making yourself look good.

Ignatius Jones deserted his post to lay with some filthy native woman. As a deserter, he deserves execution. But maybe he can be useful as a bargaining chip with the crude natives. Or you can have him executed, then tell the natives that Washington did it, and bring their ire upon him.

Joseph Coulon de Jumonville has apparently been sent by his brother **Louis Coulon de Villiers**, who is the commander of local French forces. Previously you trusted the French, and they kept their word. Nonetheless, it didn't work out well for you, though. Should you trust their diplomat a second time?

Marie-Amable de Villiers is a beautiful young French woman accompanying Jumonville for some reason. Why is she here, and how can you get to know her better? Why is she so friendly with Washington? Can you disrupt their relationship?

Various Native Types aren't worth worrying about at all, except if it advances your goals. Don't bother keeping promises with these savages; they don't understand contracts and can't keep their word.

Jacob Van Braam is a Dutch blowhard that Washington brought along with him. He's worse than Washington, really.