

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.*)



Torrence  
Swiney

## Back-Ground

You are not really *Torrence Swiney*. Your real name is *Elizabeth Sellman* and you are a 25 year old runaway bride disguised as a male soldier. Six years ago you married someone who you thought was a good man. But as time went on, he proved to be a drunkard and always in debt. One night after he tried to beat you, you took a set of his clothes to wear and fled northwards.

You needed a job that didn't require an education, and needed to get out of Maryland fast, so you disguised yourself as a man and joined the colonial army. You just expected the army to feed you and clothe you; they have not lived up to their end of the bargain.

Can avoid your chores, keep your gender a secret and keep from getting shot when the fighting happens?

*Motive: Shirk Your Duties.*

You never really wanted to be a soldier, and you are not very disciplined. You spend most of your time on guard duty sneaking into the food supply to fill your hungry stomach.

*Key: Secretly a Woman*

So far, you have been mostly successful in hiding this secret from your comrades. Hit your key when the hints of your feminine nature arise or if your secret gender causes you problems.

*Ability: Years of Practice Lying*

Once during the game, you can declare trump on a conflict by declaring how your deceitfulness or misdirection aid you.

*Languages: English*

## Dramatis Personae

*Lt. Col. George Washington* is the new leader of the British forces in the region. Let's hope he is better than the old one. You met Washington once back in Maryland, before you left your husband. If you're not careful, he might recognize you, which means being known as a woman, which likely means being kicked out of the military and sent back to your drunkard husband. Do whatever you can to fool Lt. Col. Washington.

*Major William Trent* is the disgraced former commander of the British forces. Trent is the one who surrendered *Fort Prince George* to the French, forcing you to retreat to *Fort Necessity*. You always did your best to avoid his orders, and now you can freely ignore him.

*Raspberry Girl* is a Delaware woman who married a British deserter named *Ignatius Jones*. Jones was recently caught and will be tried for desertion.

*"French Margaret" Montour* is a competent outdoors-woman, and makes you think that it might not be so bad to be a woman of the frontier. But you lack Margaret's extensive survival skills.

*Shingas the Terrible* terrifies you. You heard that he eats young children of the Indian tribes that he conquers.