

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.

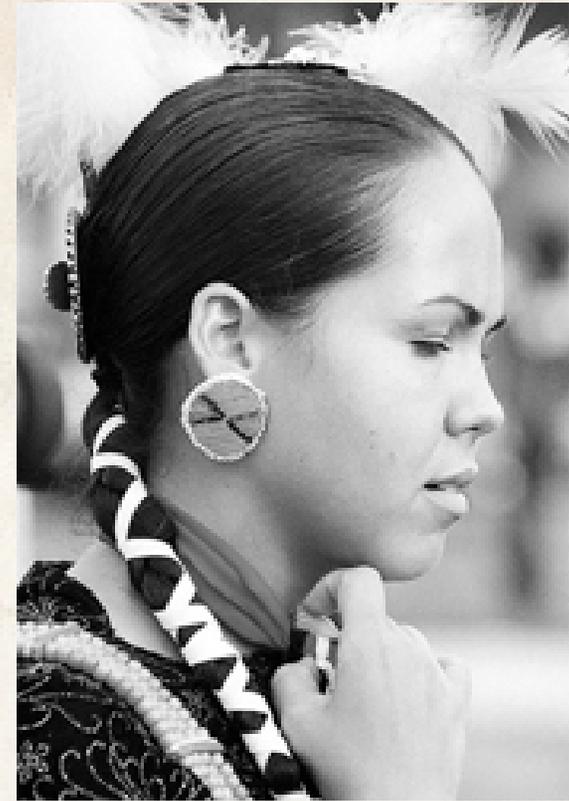
Then the other player in the conflict has three options:

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.*)



Raspberry
Girl
Mehowimi

Back-Ground

You are a 19 year old Delaware woman. Last year, you met a British soldier while he was hunting for food for **Fort Prince George**. You did your best to be friendly to him, and the two of you hit it off despite not speaking the same language. In the following months, you began to see the soldier, **Ignatius Jones**, more and more often, and he began to teach you to speak English. As time went on, the two of you fell in love.

When the French took over the fort, Jones chose to leave the British and join the Delaware people with you. The two of you became married under Lenape traditions. But now the British have captured your husband and wish to punish him for deserting his post.

Can you keep your husband safe? What price will the Delaware pay to keep the two of you together?

Motive: **Get Your Husband Back.**

In your marriage vows, you swore to keep your new spouse safe. But the British army have him captive in their fort. You have come to somehow convince them to give him back.

Key: **Does Not Understand The White Man**

You are not one of the chosen diplomats of your tribe, so you know almost nothing about the European culture or way of life. Hit your key when you misunderstand their foreign customs.

Ability: **Lucky Break**

Once during the game, you can declare trump on a conflict by declaring how blind luck aids you in the conflict.

Languages: **English, Shawnee**

Dramatis Personae

Ignatius Jones is your husband and a deserter from the British military. He fled the life of a soldier to be with you and the Delaware people. You love him very much, and want to keep him safe.

Lt. Col. George Washington is apparently in charge here. You had heard from your husband that **William Trent** was the leader of the British. Did something change recently?

The Delaware people are currently neutral in the growing conflict between England and France. Until recently, the Iroquois Confederation claimed the region as their own, and oppressed and controlled the Delaware tribes. The Delaware rebelled recently, but the Iroquois want them back.

Shingas was declared “King” of the Delawares by the white man, though that title has no meaning for your tribe. He acts as diplomat to the British and French, though Shingas hates the British. As tribal leader, Shingas officiated your marriage ceremony to Ignatius. Shingas is highly respected for his daring exploits, and your only ally here. But you couldn’t leave the rescue of your husband to him alone, so you came here yourself.

Half-King Tanacharison leads the evil Iroquois tribe, and is probably trying to get the British to aid in enslaving your family. Do not place your trust in him.

“French Margaret” Montour is one of the Iroquois, but seems to be more trustworthy. She also seems to know more about these Europeans and their mysterious ways. She even seems to have Washington’s ear; could she convince the white man’s chief to be merciful to your husband?