

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.

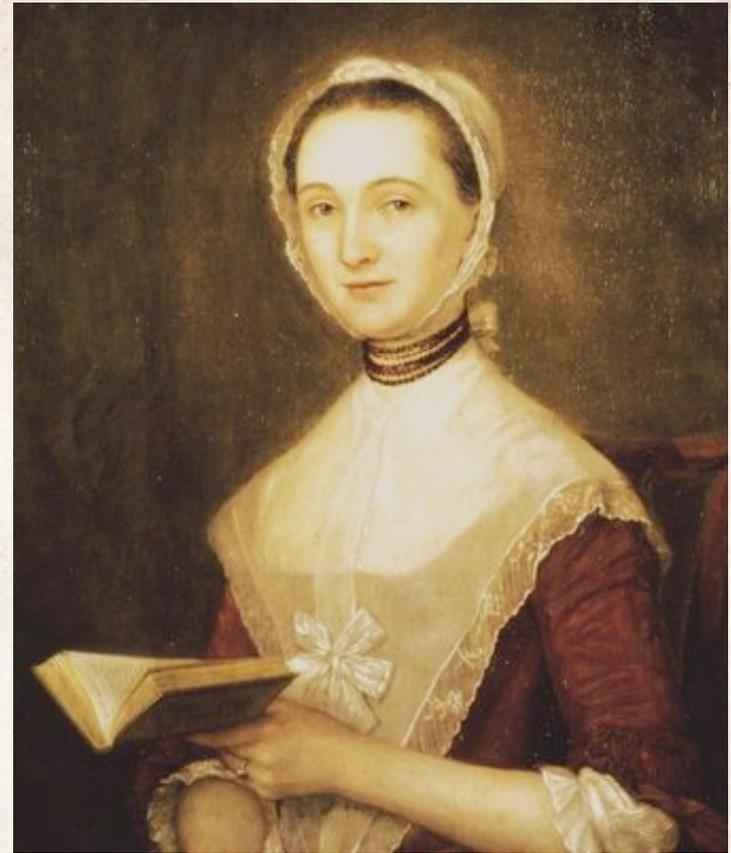
Then the other player in the conflict has three options:

**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.**)



Marie-Amable  
Prudhomme de  
Villiers

## Back-Ground

You are a 23-year old French Canadian woman. You were forced by your family into a loveless marriage with *Captain Louis Coulon de Villiers*. One year ago, you met *George Washington* while he was on a diplomatic mission, and the two of you fell in love. Now you have discovered that the French are scheming against him: this diplomatic mission is an attempt to provoke the British into starting the hostilities. If the British start any violence, the French's superior forces will ride out from a nearby ambush. Their attack could kill Washington himself, so you have come with the mission to warn Washington.

You are deeply in love with a dashing British officer - what will you sacrifice to be with him?

*Motive: Love of George Washington.*

You have a deep love for *Lieutenant Colonel George Washington*, though your family does not know this. You want to be near Washington and for him to be safe. You secretly hope to elope with him, but that is a foolish daydream. Or is it?

*Key: Intolerant of the Savage Races*

You have a deep-seated intolerance for those that are different from yourself. Hit your key when you demonstrate your disdain or when your intolerance causes problems.

*Ability: Female on the Frontier.*

Being the only woman in the wilderness can have advantages. Once during the game you can declare trump in a social conflict.

*Languages: English, French*

## Dramatis Personae

*Lt. Col. George Washington* is a handsome, kind and heroic officer leading the British troops in the Ohio territory. You fell in love with him when he was a diplomatic envoy attempting to entreaty your husband, *Captain Louis Coulon de Villiers*.

*Captain Louis Coulon de Villiers* is your husband via arranged marriage. He is also leader of the French army, the largest force in the region. You don't love him, but you do recognize that he is a skilled military commander.

*Ensign Joseph Coulon de Jumonville* is your husband's brother, and is seen by the family as a bit of an incompetent. Jumonville was sent to provoke Washington into attacking, at which time the French troops will counterattack. You convinced Jumonville to take you as his English interpreter.

*Half-King Tanacharison* leads the Iroquois, and helped Washington last year. He hates the French for supposedly killing his father, though no sane person believes his wild tales of cannibalism.

*"French Margaret" Montour* is Washington's half Seneca half-French translator. She is always around Washington and talks about how much she admires him, but a half-breed like her would never be worthy of him. Keep her away from your man.

*Shingas the Terrible* is the crude and savage war leader for the Delaware tribe. Heaven help us all if the French Empire should need the help of a monster like Shingas.

*Daniel Hyacinthe de Beaujeu* is a French officer with an inexplicable love for native culture. That makes him almost as bad as the savages themselves.