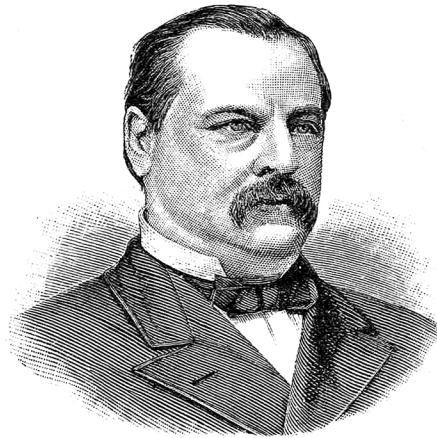


GROVER CLEVELAND



***“You shall have no secrets
to-day, Mr. President!”***

A role-playing game suitable for all ages. Sure to induce joy. Designed by Jason Morningstar to include accurate likenesses of the distinguished Grover Cleveland, his sister Rose Elizabeth Cleveland, &c Game Chef version will be sent by electrical mail or express Internetophone as directed, **FREE of CHARGE**. Be advised!

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BULLY PULPIT GAMES AND AMUSEMENTS

ANACONDA WALK,

CHAPEL HILL, NORTH CAROLINA

The ship of Democracy, which has weathered all storms, may sink through the mutiny of those aboard.

- Grover Cleveland

PARTICULAR THANKS TO

Group Sigma: manatrance, Darcy, TadK, Andrew Kenrick, jeffr, mcrow, warren, commondialog, ja-prozac, Thayan, Jack Aidley, AingusOg, and Quadroped
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All pull-quotes are from:

Nevins, Allan. *Grover Cleveland, a Study in Courage*. New York: Dodd, Mead and Company, 1932.

BIG THREE

What is the game about?

It's 1886. There's a new democrat in the White House, and he needs protection - protection from his own sister.

What do the characters do?

The characters are United States Secret Service agents, tasked with keeping the intelligent, inquisitive, and utterly devious Rose Elizabeth Cleveland from discovering any of her brother's secrets. He has a whole lot of secrets.

What do the players do?

Grover Cleveland is a three-player game. The players rotate the responsibility of playing their own version of Rose, scene by scene. In each scene, one player is Rose, one is an Agent of the Secret Service, and the third is "the World" - everybody else, and an adjudicator. The Rose player portrays her from the point of view of another player's Agent character - to that particular Agent, perhaps she is a cruel beast, or a bizarre free-thinker. The Rose player pushes hard to discover Grover Cleveland's dirty linen, and the Agent player pushes back.

GAME CHEF TERMS

Rose: Rose Elizabeth Cleveland, 39-year-old younger sister to newly-elected President Grover Cleveland.

Inconsistency: A game where Rose and her attributes change based on who is playing her.

Sacred: The dignity and grandeur of the Presidency, which you must preserve at all costs. Well, almost all costs.

Threads: The connections that tie together the secrets in the game, deepening them and making them weirder with each iteration.

His sister Rose, a woman of large stature, not unattractive in features, but with a masculine manner and air of decision, made a distinctive and indeed an impressive hostess. Like her brother, she was obviously a person of clear-cut purposes and stern will. Her tastes were literary and historical, and she was one of the most cultivated women who ever reigned over the White House. Visitors to the White House found that she was an excellent conversationalist, and that though she preferred educated people to mere politicians, she had enough of her brother's natural democracy to unbend to the plainest visitors. Now and then she seemed a little grim, but she met her social duties well.

HOW TO PLAY THE GAME

BEFORE PLAYING

Each player:

Creates a version of Rose and an Agent (p.3, 4)

Chooses a fact about Grover Cleveland to protect (p.5)

Ties four situation elements to face cards (p.7)

Draws six cards to form your hand (p.8)

Draws to see who frames the first scene (p.8)

DURING A SCENE

The Rose player announces the Agent to be opposed and frames a scene (p.8)

The Rose and Agent players roleplay the scene, with an assist from the World player as needed (p.8)

The World player watches the scene to determine which traits are in effect (p.8)

RESOLVING A SCENE

When a conflict arises, the World player announces the traits in effect (p.11)

The Rose or Agent player may choose to play an ace to change the trait in effect (p.11)

The Rose and Agent players choose cards to play, up to a total of the number of their trait in effect (p.11)

Both players reveal their plays simultaneously (p.11)

The player with the most points wins the conflict and narrates the outcome (p.12)

AFTER A SCENE

The Agent player amends the secret if necessary (p.9)

If the Agent lost the conflict, the Agent player lowers a single trait rated at two or more by one point (p.12)

The player to the right of the Rose player frames the next scene (p.8)

ROSE

When bachelor Grover Cleveland became President last year, his sister Rose became the honorary First Lady. She's 39 years old, a woman of letters and means, a cultured bluestocking utterly unsuited for the political life. Rose has no interest in diplomatic soirees or hob-nobbing with the wives of Congressmen. To be honest, she'd rather conjugate Greek verbs. Rose is a curious person, and she's bored. She's taken it upon herself to find out what her older brother is really up to, for reasons of her own.

Depending on how you look at her, Rose Cleveland might appear:

CHARMING

Rose isn't too old to show a bit of ankle to get something she wants, but charm can also be interpreted as courtesy and decorum, witty conversation, or the personal warmth of an adorable spinster who translates St. Augustine in her spare time.

DEVIIOUS

Years of studious toil in the great Universities of America have sharpened Rose's mind and given her an eye for soft spots in organizational structure and a nose for deception. Perhaps she's a social engineer, talking her way into archives and annexes, or maybe she's just plain sneaky.

POWERFUL

Being the President's sister has to count for something, doesn't it? And being a bluestocking with countless friends in literary circles - isn't that a powerful lever? The Cleveland's are a rich, old-line New York family, with money and connections everywhere - including the Oval Office.

STRANGE

She's certainly an iconoclast - how many unmarried 39-year-old women have academic appointments, espouse controversial opinions concerning the role of women and the Chinese, and insist that Souza's Marine band play Wagner's Tannhauser overture at State dinners? Who *knows* what she'll do next!

MEAN

Somewhere along the line, Rose got mean as a snake and twice as low. She's a cruel old harridan now, with blood in her eye and something to prove. Cross her at your peril - she's as likely to gut you like a trout as she is to return a friendly smile. Her measured cruelty is a thing of wonder.

MAKING YOUR OWN ROSE

Pick one trait. No two players can pick the same trait for their version of Rose, so talk about it and find some fun combinations among yourselves. The trait you choose is the dominant feature of Rose's personality when you are in control of her. It is valued at four - each point will translate into a drawn card when resolving conflict. Pick another trait and assign a three to it. Another gets a two, and the final two traits are valued at one each. The three, two, and one point traits can overlap from player to player. Rose's traits, once assigned, effectively never change (they only change when her player chooses to burn them in exchange for advantage in a conflict, which ought to be pretty rare). Each version of Rose will tend to be distinct and aggressively single-minded.

Sensible and responsible women do not want to vote. The relative positions to be assumed by man and woman in the working out of our civilization were assigned long ago by a higher intelligence than ours.

- Grover Cleveland

WELCOME TO THE SECRET SERVICE

The United States Secret Service is 21 years old and, as an arm of the Treasury, it is obsessed with counterfeiting. Counterfeiting has only been a Federal crime for nine years, so there's plenty of work to be done. Secret Service Chief James Brooks has assigned you - and two of your colleagues - to the White House. It was almost an afterthought, but your incompetence at tracking down counterfeiters, combined with a polite request from Congress, has placed you at Grover Cleveland's service.

Sure, you've sworn a sacred oath to defend the Constitution and honor of the Secret Service, but it looked like a dream job - fetching the Old Man chops and herring from Louis' restaurant, lolling about with his pretty stenographers, stealing a nap in the Lincoln bedroom. Cleveland's a wily old goat, though. He has other plans. Chief Brooks never specified what "protect" actually meant, and there is the matter of that sacred oath you took. The President has decided to use you as human shields to insulate his august person from the insistent curiosity of the First Lady, his sister Rose. Your orders are plain - keep Rose away from her brother's dirty linen. It's turning out to be a full-time job. No late night chop runs. No making time with the steno pool. And definitely no naps.

Depending on how you look at them (or perhaps which side of the law you are on), Agents might appear:

OBLIVIOUS

Your Agent isn't so much hidebound as he is blissfully ignorant of class, race, sex, protocol, courtesy, tact, and the news of the day. He may be absent-minded or obsessed with something, but he's not about to notice subtle signals or attempts to gain favor or attention. Oblivious counters Powerful.

ANTISOCIAL

Maybe he's laconic, stone-faced and taciturn. Maybe he's a loud-mouthed, bigoted jackass. Either way, he's the last guy on earth that you'd take to a party. Points in Antisocial mean that your Agent can't be bothered with the niceties of grooming and sensitivity. Antisocial counters Charming.

STUBBORN

Your Agent is a rock, buttressed by a deep knowledge of bureaucratic protocol and technique. Maybe he can quote the penal code and knows how to follow an order punctiliously. Maybe he's just the sort of guy who makes up his mind and never backs down. Stubborn counters Strange.

PROFESSIONAL

An Agent's Agent, your guy is a veteran of tussles with the Ku Klux Klan and gangs of counterfeiting yeggs in the Bowery. Nothing rattles him, and he's wise to all sorts of monkeyshines and parlor tricks, from black bag jobs to pumping duplicitous wait staff for information. Professional counters Devious.

TOUGH

Lots of people know how to dish it out but not so many can take it without a whimper. Your Agent eats vicious thugs and mean-spirited old ladies alike for breakfast, with a street urchin chaser. He can't be intimidated and he'll never be cowed. He's tough as nails. Tough counters Mean.

Cleveland was ill at ease at first with all the comforts of the White House. "I must go to dinner," he wrote a friend, "but I wish it was to eat a pickled herring, a Swiss cheese and a chop at Louis' instead of the French stuff I shall find."

MAKING YOUR OWN AGENT

To create your Agent character, begin with a surname. Preface it with "Agent". To wit:

My guy's name is Bunnage - Agent Bunnage.

Next, determine your Agent's trait values. There are five traits; each is a counterpoint to one of Rose's traits.

Each Agent trait starts at a value of one. You have an additional three points to assign to traits wherever you like, with no maximum, and no restrictions on who puts points where. Each point will translate into a drawn card when resolving conflict. For example:

*Agent Bunnage is a cool customer. He takes pride in his job and is the model of a detached Agent.
Here's how his skills stack up: Professional-3, Stubborn-2, Tough-1, Antisocial-1, and Oblivious-1.*

Unlike Rose's traits, Agent's traits will be reduced whenever Agents fail in a conflict. So watch out!

FACTS ABOUT GROVER CLEVELAND

The facts below are widely known and reported in the popular press. Secrets are the real story behind these - we'll deal with how facts become secrets later. Before the game begins, you should pick a fact that excites and intrigues you from the lists below. There are four categories of facts: History, Beliefs, Social and Political Engagements. History and Beliefs refer to things that happened in the past, or positions Grover Cleveland has taken, and Engagements can be framed in the past or turned into scenes in the present. All but one of these facts is actually true!

HISTORY

- Grover Cleveland was the First Democrat elected since John C. Calhoun, who was in office before the Civil War. It's been 24 years, and Democrats are eager to settle scores.
- Grover Cleveland paid a man to take his place in Union service during the Civil War, a common and legal practice among the wealthy at the time.
- Grover Cleveland served at various times as lawyer, sheriff and Mayor of Buffalo, New York, noteworthy for his "prodigious concentration, single-mindedness, and violent opposition to corruption in any form".
- Grover Cleveland went from Mayor of Buffalo to Governor of New York to replacing Republican Chester A. Arthur as President of the United States in five years.
- Grover Cleveland fathered an illegitimate son in 1874, with a Buffalo, New York widow named Maria Halpin.
- Grover Cleveland beat James G. Blaine ("Blaine, Blaine, James G. Blaine, the continental liar from the state of Maine!") in the 1884 election with the support of his fellow Democrats and rebellious, disgruntled Republicans known as "Mugwumps".

BELIEFS

- Grover Cleveland strenuously opposes catering to special interest groups, even popular ones like Civil War veterans. He is quick with a veto.
- Grover Cleveland infuriated the railroad moguls like Cornelius Vanderbilt by forcing them to return 81 million acres of western land they had fraudulently claimed.
- Grover Cleveland believes in assimilation. He wants the Chinese kept out of America because they "keep to themselves", and is lobbying Congress to break up Indian reservations and replace them with individual allotments through the Dawes General Allotment Act.
- Grover Cleveland is a vocal supporter of the temperance movement, but alcohol flows freely at White House functions.
- Grover Cleveland believes that African Americans are fundamentally inferior. He opposes integrating schools and is eager to curry favor with former Confederates.
- Grover Cleveland is careful not to speak out too loudly on the issue of women's suffrage, knowing that ill-timed remarks might alienate voters on either side of the issue. In private he is strongly opposed.

SOCIAL ENGAGEMENTS

- Grover Cleveland smoked cigars with Mark Twain and received a copy of his latest book, *The Adventures of Huckleberry Finn*, which he did not enjoy.
- Grover Cleveland dined with Buffalo Bill Cody and Cody's particular friend and employee, Sitting Bull.
- Grover Cleveland received the elderly P.T. Barnum, who has recently split his circus from James Bailey's and is in difficult circumstances.
- Grover Cleveland arranged the sale of Jumbo's heart to Cornell University. Jumbo the Elephant, owned by Cleveland's friend P.T. Barnum, was tragically killed in a train accident and his skeleton was donated to the American Museum of Natural History in New York City.
- Grover Cleveland met business mogul George Westinghouse and his curious little inventor, Nikola Tesla. Tesla recently sold most of his patents to Westinghouse for a pittance.
- Grover Cleveland is quietly courting twenty-two year old Frances "Frankie" Folsom, the sexy daughter of his former business partner and his ward since the age of nine.

POLITICAL ENGAGEMENTS

- Grover Cleveland met New York scion, state Assemblyman and cattle rancher Teddy Roosevelt and held a signing reception for his new book, *Hunting Trips of a Ranchman*, at the White House. Roosevelt was still in mourning for his wife and mother, who both died in 1884.
- Grover Cleveland received the Belgian ambassador and congratulated him on the establishment of King Léopold II's Congo Free State.
- Grover Cleveland accepted the French gift of the Statue of Liberty. It arrives in New York Harbor on June 17.
- Grover Cleveland attended the funeral of his sixth cousin, Ulysses S. Grant, former President and famed Union general during the Civil War.
- Grover Cleveland congratulated the visiting Bulgarian ruler Count Alexander Von Battenberg for his country's victory against Serbia at the Battle of Slivnitsa.
- Grover Cleveland organized and attended the funeral of Vice President Thomas Hendricks, who died suddenly in office. The Vice Presidency will remain unfilled while Cleveland is President.

The President's sister had a Miss Van Vechten, of an exclusive Albany family - a handsome young woman of aristocratic manners, who had once been reported engaged to General Sheridan and by some was believed to be setting her cap for Cleveland - at the White House for a month; while Mrs. Oscar Folsom and her daughter Frances were guests for a fortnight. The daughter was to be graduated from Wells College in June, and the World's Washington correspondent reported that during her short sojourn here she made many friends.

ADDING SITUATION

Each player gets three bits of situation to add to the game. These can be people, places, or objects from the lists below, in any combination. Fill in a four-by-three grid (with suits as the rows and face cards as the columns - Jack, Queen, and King) with nine items. Choose things that seem fun and evocative to you, because they will pop up in unexpected places again and again. Three others are already provided on the grid. The possibilities are:

PEOPLE

- William Sinclair, the President's mulatto servant.
- George Benninsky, the illiterate 53-year-old Polish sailor who served in Grover Cleveland's place during the Civil War.
- Winnifred Sutton, innocent kitchen helper.
- Abigail Van Vechten, gold-digging socialite and friend of Rose.
- Secretary of State Thomas Bayard, the President's closest advisor, hated by the entire Senate.
- Secretary of Interior Lucius Quintus Cincinnatus Lamar, a man with a very weird beard.
- Vice President Thomas Hendricks, who is lamentably dead.
- Frances Folsom, sexy college girl and Grover Cleveland's former ward.

PLACES

- The recently-completed Washington Monument
- The Library of Congress.
- The White House kitchens.
- The Lincoln Bedroom.
- A strange patch of freshly-turned earth on the White House lawn.
- The White House boiler room.
- An Irish tenement in Foggy Bottom.
- The statue of Rear Admiral DuPont in Pacific Circle.

OBJECTS

- The crystal skull of Omecihuatl.
- A very heavy locked steamer trunk.
- Oval Office visitor's ledger.
- Portrait of Abraham Lincoln.
- Business records from 1876.
- A leather-bound bible, written in Burmese, stuffed with papers.
- A sealed jar filled with formaldehyde and ... something.
- The family history of Speaker of the House, Democrat John Griffin Carlisle.

Any time the corresponding face card is used, that element must appear in the scene in some way. It's up to you how it happens - it might just be a bit of description, or it might turn into a central element of the scene. Note that including one of these situation elements is also telegraphing your face card to your opponent, so fake your friends out by including random ones often.

No man has ever yet been hanged for breaking the spirit of a law.

- Grover Cleveland

PREPARING FOR MAYHEM

Once characters and situation are in place, you should draw six cards to form your initial hand. Six cards is a constant; some cards will carry over from scene to scene and you should always draw up to six at a scene's conclusion. When playing Rose, red cards (hearts and diamonds) are valuable. When playing an Agent, black cards (clubs and spades) are valuable. You'll be adding card's face values to determine the winners of conflicts, so high cards and face cards are to be prized. Aces have a special purpose and no intrinsic value.

Opposite colored cards are worthless until your role as a player switches, but can still be used as part of a play - they are simply discarded and ignored. If you have two strong cards and a trait of three, it's not a bad idea to toss in a useless opposite-colored, low value card, just to get rid of it.

One everybody has characters and a hand of cards, draw a card each to see who will frame the first scene as Rose. The high card gets the privilege.

FRAMING SCENES

Framing and playing out scenes is the core of the game, and most of the real fun will happen as Rose and a hapless Agent go toe to toe over some unsavory morsel of truth.

Scene-framing duties should move from player to player in a clockwise direction. When it is your turn, you will play Rose and push to discover - or expand upon your knowledge of - one of your brother's secrets. You'll have two to choose from, each protected by another player's Agent. At first these will simply be curious facts, but with each successful conflict, they will erode into secrets and worse.

There are two sides in every conflict - Rose's and an Agent's. Each player will be using a single trait. The traits being used are determined by the World player, based on how the scene has been framed and roleplayed. It should be obvious, but in edge cases the ruling of the World player is final. As Rose or the Agent, you will obviously want to telegraph your intention (usually your best trait) in broad terms. As Rose, you might want to frame a scene in which your opponent's best trait simply cannot be used.

This game greatly benefits from extremely aggressive scene framing. Look at the cards you will be using - particularly face cards that add situation - and think about what sort of juicy information you are going to add to the secret if you win. Aggressively push for conflict! Your goal should be to establish a situation in which the Agent player is forced to react to oppose you. Let's say the Agent you target is protecting this secret:

Grover Cleveland believes that African Americans are fundamentally inferior. He opposes integrating schools and is eager to curry favor with former Confederates, because of some obscure family business.

You could certainly frame a scene in which your Rose pokes around at a tea party, asking probing questions of the servants. But a far, far better scene could be framed like this:

OK, you enter the White House Blue Room to see William Sinclair, the President's mulatto servant, tied to a side-chair with drapery sashes. Rose is beating him with a silver soup ladle and screaming "admit he's your father! Admit he's your father!"

This has the benefit of being extremely colorful and direct, of presaging a potential dirty secret (Grover Cleveland's servant is also his illegitimate son), and might even use a face card situation element. Have fun with your scene narration and work with your friends to create memorable and ridiculous conflicts.

TURNING FACTS INTO SECRETS

Grover Cleveland is full of secrets. You'll invent the kernel of one, and over the course of the game it will gradually get weirder and darker as opposing players (as various versions of Rose) win conflicts. Per the rules for preparing for play, start with a fact. Let's assume a fellow player has chosen this one, for an example:

Grover Cleveland infuriated the railroad moguls like Cornelius Vanderbilt by forcing them to return 81 million acres of western land they had fraudulently claimed.

Eventually, you'll win a conflict and have the honor of turning this simple fact into something more unwholesome. To make this a secret, you need to add some surprising rationale for the fact - something Grover Cleveland would prefer to keep under wraps. Think petty and cheap. The simplest way to do this is to tack on a "because ..." statement. Like so:

Grover Cleveland infuriated the railroad moguls by forcing them to return 81 million acres of western land they had fraudulently claimed, because Cornelius Vanderbilt beat him in a high-stakes game of billiards.

That's a pretty mild secret, and that's exactly right. Here's another example:

Grover Cleveland receives the Belgian ambassador and congratulates him on the establishment of King Léopold II's Congo Free State.

Could become:

Grover Cleveland receives the Belgian ambassador and congratulates him on the establishment of King Léopold II's Congo Free State, because Cleveland wants a chance to arrange a liaison with the ambassador's wife.

TURNING SECRETS INTO DIRTY SECRETS

You'll have a chance in play to alter these innocuous trifles into really dreadful scandal-fodder, as your Rose wins conflicts. When you turn a secret into a dirty secret, the same general principle applies - the secret is now the kernel, and you are expanding it into something darker, wilder, or more strange. The easiest way to do this is to add a new sentence explaining the *real* reason for the secret. Thus:

Grover Cleveland infuriated the railroad moguls by forcing them to return 81 million acres of western land they had fraudulently claimed, because Cornelius Vanderbilt beat him in a high-stakes game of billiards.

Becomes:

Grover Cleveland infuriated the railroad moguls by forcing them to return 81 million acres of western land they had fraudulently claimed, because Cornelius Vanderbilt beat him in a game of billiards in which the stakes involved the life of a United States Senator.

And:

Grover Cleveland receives the Belgian ambassador and congratulates him on the establishment of King Léopold II's Congo Free State, because Cleveland wants a chance to arrange a liaison with the ambassador's wife.

Becomes:

Grover Cleveland receives the Belgian ambassador and congratulates him on the establishment of the Congo Free State, because Cleveland wants a chance to arrange a liaison with the ambassador's wife to discuss their plans to assassinate Léopold II.

TURNING DIRTY SECRETS INTO CRIMINAL INSANITY

At some point in the game, Rose will uncover the deepest, most perverse skeleton in her brother's closet. This should follow the rules already set out, but if you get the opportunity to describe this ultimate secret (which will end the game), you should make it utterly, unspeakably outrageous. Thus:

Grover Cleveland infuriated the railroad moguls by forcing them to return 81 million acres of western land they had fraudulently claimed, because Cornelius Vanderbilt beat him in a game of billiards in which the stakes involved the life of a United States Senator.

Becomes:

Grover Cleveland infuriated the railroad moguls by forcing them to return 81 million acres of western land they had fraudulently claimed, because Cornelius Vanderbilt beat him in a game of billiards in which the stakes involved the life of a United States Senator. Cleveland's participation in the Vanderbilt-led "murder club" resulted in the American invasion of Panama last year, where Cleveland procured hundreds of victims he keeps in slave pens beneath the Washington monument.

And:

Grover Cleveland receives the Belgian ambassador and congratulates him on the establishment of the Congo Free State, because Cleveland wants a chance to arrange a liaison with the ambassador's wife to discuss their plans to assassinate Léopold II.

Becomes:

Grover Cleveland receives the Belgian ambassador and congratulates him on the establishment of the Congo Free State, because Cleveland wants a chance to arrange a liaison with the ambassador's wife to discuss their plans to assassinate not only Léopold II, but all the crowned heads of Europe, in a massive Freemason coup d'état designed to plunge the continent into anarchy and barbarism.

Your goal should be howls of laughter and shudders of revulsion, which are the true measures of success in this game.

(Rose) was a model of propriety. Some people, indeed, found her strong personality, energy, and purposeful movements rather terrifying. There could be no question that she governed all White House affairs strictly ... although really democratic and on occasion a charming conversationalist, her learning made her seem a good deal of a bluestocking to simple Congressional wives.

RESOLVING CONFLICTS

Eventually a scene will reach a point at which the outcome is in doubt. Will Rose discover the truth, or will the Agent cover for the President?

To resolve a conflict, each participant lays down one or more cards. Red cards are valuable as Rose and black cards are valuable as an Agent. The cumulative total of the appropriate color cards is the player's score for the scene.

You may lay down a number of cards equal to or less than your trait score. You can lay down as few cards as you wish, down to a single card. These can be of either color, but only the appropriate color scores – the opposite color is merely a bluff, or a way to get rid of low cards.

Face cards are handled differently. Red face cards are simply worth ten points each when used by the Rose player. Black face cards are worth the same amount as another black card in the play. This will usually be the highest numbered black card. Any black face card played without a numbered card to match it is worth zero points. Two black face cards must be matched with two different numbered black cards to score, requiring at least four cards to be played. When you commit to playing a face card, you must include the situation element in your narration.

Throw down the cards you are playing simultaneously. Reshuffle only when the deck is empty.

ACES: ADDING CHAOS

Unlike all other cards, aces have no point value. You can play an ace after the World has decided what traits are in play. Aces allow you to shift the trait in play to the left or right by one place (edges wrap). Black aces effect the Agent and red aces effect Rose, regardless of who plays them. The person who plays the ace chooses which direction to move, and thus which trait the character will play. Holding onto an ace can impact the game in a powerful way, but you'll be playing with five cards until you use it.

BURNING A TRAIT

Either player in a conflict can permanently lower any trait by one point in order to add a card to their play for that scene. You can do this at any time, but it makes the most sense to do it after the cards hit the table and an ugly defeat is in the offing. You can do this once per scene, and it is generally ill-advised.

TWO TRICKS AGENTS CAN USE

Rose's red face cards offer a significant advantage, and this is intentional. Agents do have a couple of fancy moves that may help them even the playing field, though.

First, Agent traits are paired with Rose's traits. Professional is paired with Devious, for example, and counters it (pairs are above or below each other on the character sheet). If the Agent uses a trait that directly counters Rose's trait (as determined by the third player), the Agent may employ a free extra card, as though their trait were one higher. If you see Rose going for Powerful, angle for Oblivious for an extra card.

Second, the Agent played by the World player can be compelled to enter the scene. The World player's Agent enters the scene and roleplaying is resumed. The World player contributes to the Agent's hand based on the trait he introduces, which is determined by Rose's player. The value of the trait, in cards, is drawn from the deck - black cards are added to the Agent's play.

The Agent player must burn a trait point to call in his fellow Agent.

WHEN YOU WIN A CONFLICT

When you win a conflict as Rose, you get to author the next level of the secret you have been driving for. Your narration up to the point of victory should be pushing toward some specific new wrinkles. Once you've won, you can modify the actual secret and, with your friend's help, finish the scene.

When you win a conflict as an Agent, you artfully block Rose's nosy machinations. Your secret does not change, nor do your traits.

WHEN YOU LOSE A CONFLICT

When you lose a conflict as an Agent, not only does Rose gain insight into the secret you are trying so hard to protect, but you also must immediately lower one of your traits by one. Since no trait can go lower than one, this will only happen to traits rated at two or higher, and only three times during the game.

Losing a conflict as Rose has no appreciable effect - you were just rebuffed. Try again next time!

ENDING THE GAME

The game ends when one of the Agents gives up the criminal insanity portion of his secret to one of the Roses. The victorious Rose player describes the horrific details, and wins the game.

VARIATIONS

THE SHORT GAME

Simply go for the throat - skip secrets and go straight for dirty secrets, eliminating one step in the process.

THE LONG GAME

No player can go for a dirty secret until all the secrets have been revealed, and similarly no player can go for the win until all the dirty secrets have been revealed.

THE BIG GAME

If you want to play with four or five people, have everyone create a Rose and an Agent, but still share three secrets between you.

That's it! *Go play!*

I have tried so hard to do the right.

- Grover Cleveland

GROVER CLEVELAND

ROSE ELIZABETH CLEVELAND

CHARMING

DEVIOUS

POWERFUL

STRANGE

MEAN

CHOOSE DOMINANT TRAIT - *NO DUPLICATION AMONG PLAYERS* - PUT A FOUR IN IT. ASSIGN OTHER TRAITS 3,2,1, & 1.

AGENT

ANTISOCIAL

PROFESSIONAL

OBLIVIOUS

STUBBORN

TOUGH

DIVIDE EIGHT POINTS AMONG AGENT TRAITS WITH A ONE-POINT MINIMUM.

FACT:

GROVER CLEVELAND

SITUATION ELEMENTS!

EACH PLAYER SHOULD CHOOSE FOUR, AND WRITE EACH IN A SQUARE.

	JACK	QUEEN	KING
			
			
			
	THE OVAL OFFICE	GROVER'S DIARY	THE PRESIDENT HIMSELF