

MIRANDA'S GAMBIT, A GAME OF SHAKESPEARE'S *THE TEMPEST*

"AND THAT MOST DEEPLY TO CONSIDER IS THE BEAUTY OF HIS DAUGHTER."

– SHAKESPEARE, *THE TEMPEST*, ACT III, SCENE 2

PROLOGUE

THIS IS A FOUR-PLAYER GAME THAT SIMULATES THE STRUGGLE FOR POWER AMONG FOUR CHARACTERS IN WILLIAM SHAKESPEARE'S PLAY *THE TEMPEST*. IN THEIR OWN WAYS, PROSPERO, MIRANDA, ARIEL, AND CALIBAN SEEK RELEASE FROM THEIR ISLAND BONDAGE. THE SHIPWRECK OF THE KING OF NAPLES SETS IN MOTION A COMPETITION AMONG THESE CHARACTERS TO FULFILL THEIR HEARTS' DESIRES BEFORE THE DRAMA DRAWS TO A CLOSE. ALL YOU NEED TO PLAY IS A STANDARD DECK OF 52 PLAYING CARDS, A FAIR RECOLLECTION OF LINES FROM SHAKESPEARE'S PLAY, AND A FEW WILLING FRIENDS.

DRAMATIS PERSONAE

EACH PLAYER ASSUMES THE PERSONA OF ONE OF FOUR CHARACTERS FROM THE PLAY. CHARACTERS HAVE DIFFERENT RULES FOR TRADING CARDS AND WAYS OF WINNING THE GAME. EACH CHARACTER IS REPRESENTED BY A SPECIFIC CARD FROM THE DECK.



PROSPERO IS THE EXILED DUKE OF MILAN, WHOSE MYSTERIOUS POWERS WEIGH UPON HIM AS A HEAVY BURDEN. HE SEEKS TO SHED THIS POWER BY TRADING CARDS OF INVENTION (SPADES) OUT OF HIS WON CARDS, BUT HE CANNOT REQUEST A TRADE FROM THE TREACHEROUS CALIBAN. PROSPERO IS THE MASTERFUL KING OF SPADES.



MIRANDA IS PROSPERO'S BEAUTIFUL DAUGHTER, WHO HOPEFULLY AWAITS THE ARRIVAL OF TRUE LOVE. SHE SEEKS TO OBTAIN LOVE BY TRADING CARDS OF FEELING (HEARTS) INTO HER WON CARDS, BUT SHE CANNOT REQUEST A TRADE FROM THE PROTECTIVE PROSPERO. MIRANDA IS THE TENDER QUEEN OF HEARTS.



ARIEL IS THE NATURE SPIRIT WHO LOYALLY SERVES PROSPERO UNTIL ALL TASKS ARE DONE. SHE SEEKS TO FULFILL HER TASKS BY TRADING CARDS OF BUSINESS (DIAMONDS) OUT OF HER WON CARDS, BUT SHE CANNOT REQUEST A TRADE FROM THE INNOCENT MIRANDA. ARIEL IS THE RESOURCEFUL JACK OF DIAMONDS.



CALIBAN IS THE MONSTER WHO FORSWEARS SERVICE TO PROSPERO, LUSTS AFTER HIS DAUGHTER, AND PLOTS HIS DEMISE. HE SEEKS TO OVERTHROW HIS MASTER BY TRADING CARDS OF MIGHT (CLUBS) INTO HIS WON CARDS, BUT HE CANNOT REQUEST A TRADE FROM THE ELUSIVE ARIEL. CALIBAN IS THE LOWLY DUCE OF CLUBS.

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ACT I

PLACE THE FOUR CHARACTER CARDS AROUND THE TABLE CLOCKWISE IN THIS ORDER: THE KING OF SPADES, THE QUEEN OF HEARTS, THE JACK OF DIAMONDS, AND THE DEUCE OF CLUBS. TAKE A MOMENT TO FAMILIARIZE YOURSELVES WITH CHARACTERS' RULES ON TRADING CARDS AND WAYS OF WINNING. DEAL THE REMAINING 48 CARDS FACEDOWN UNTIL EACH PLAYER HAS 12 CARDS IN HAND, PLUS THE CHARACTER CARD, WHICH IS KEPT FACEUP IN FRONT OF ITS PLAYER THROUGHOUT THE GAME.

ACT II

THE PLAYER WHO HOLDS THE KING OF CLUBS, REPRESENTING THE KING OF NAPLES, STARTS THE FIRST TRICK BY PLAYING THAT CARD FACEUP IN THE CENTER OF THE TABLE. CLOCKWISE, EACH PLAYER PLAYS A CARD FROM HAND, FOLLOWING THE LEAD SUIT IF POSSIBLE. THE PLAYER OF THE HIGHEST CARD OF THE LEAD SUIT SETS ASIDE THE PLAYED CARDS FACEUP AS WON CARDS. THE TRICK-TAKER MAY NOW REQUEST TO TRADE A CARD FROM HER WON CARDS FOR A CARD FROM ANOTHER PLAYER'S WON CARDS. SINCE ONLY ONE PLAYER HAS WON CARDS DURING THE FIRST ROUND, HOWEVER, NO TRADE MAY OCCUR UNTIL THE SECOND ROUND. BEFORE MAKING THE TRADE, THE TRICK-TAKER MUST RECITE A LINE SPOKEN BY OR ABOUT HER CHARACTER IN SHAKESPEARE'S PLAY. IF THE TRICK-TAKER CANNOT RECITE A LINE, OR IF THE TARGET OF THE TRADE CAN RECITE THE NEXT LINE, THE TRADE IS CANCELED. PLAY CONTINUES WITH THE TRICK-TAKER PLAYING A NEW CARD TO START THE NEXT TRICK. PLAY PROCEEDS IN ROUNDS OF TRICK-TAKING UNTIL ALL 48 CARDS ARE TAKEN AS WON CARDS.

"MIRANDA'S GAMBIT" ARISES FROM TWO SPECIAL RULES: (1) NO HEART MAY BE LEAD CARD UNTIL A HEART HAS BEEN PLAYED AS A NON-LEAD CARD IN A TRICK; (2) ONCE MIRANDA HAS IN HER WON CARDS THE JACK OF HEARTS, REPRESENTING PRINCE FERDINAND, ONLY SHE CAN REQUEST HEARTS IN A TRADE.

ACT III

AFTER ALL CARDS ARE WON, CONTINUE TAKING TURNS BY MAKING TRADES UNTIL A PLAYER ACHIEVES A WINNING SCORE AT THE END OF ANY TURN. FOR PROSPERO THIS SCORE IS REACHED WHEN HE HAS NO SPADES, FOR MIRANDA WHEN SHE HAS ONLY HEARTS, FOR ARIEL WHEN SHE HAS NO DIAMONDS, AND FOR CALIBAN WHEN HE HAS ONLY CLUBS. PLAYERS WITHOUT WINNING SCORES TAKE ONE MORE TURN TRADING CARDS AMONGST THEMSELVES, BUT NOT WITH PLAYERS WHO HAVE WINNING SCORES.

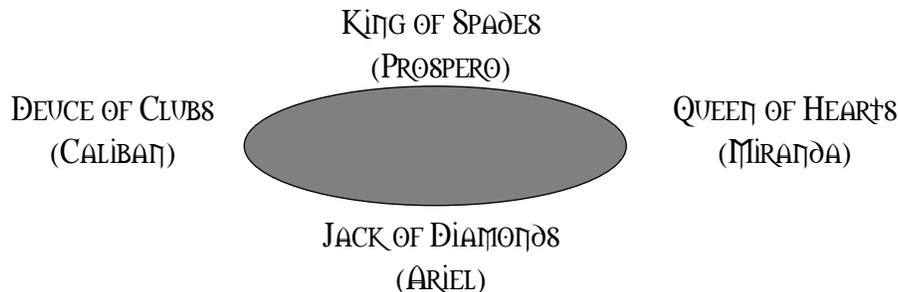
EPILOGUE

WINNERS REJOICE, LOSERS CURSE FATE, AND TIES REMAIN KNOTTED, WITH SOME FREED OF THEIR BURDENS, OTHERS FULFILLED OF DESIRES, AND STILL OTHERS THWARTED FROM THEIR SUNDRY GOALS. AWASH IN THE TEMPEST OF MIRANDA'S GAMBIT.

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OVERVIEW OF PLAY

- I. PLACE THE FOUR CHARACTER CARDS FACEUP AROUND THE TABLE LIKE SO:



- II. DEAL THE REMAINING 48 CARDS SO THAT EACH PLAYER HAS A HAND OF 12 CARDS.
- III. THE PLAYER WITH THE KING OF CLUBS PLAYS IT TO START THE FIRST ROUND OF TRICK-TAKING.
- IV. PLAY PROCEEDS CLOCKWISE, WITH EACH PLAYER PLAYING A CARD TO FINISH THE TRICK, FOLLOWING LEAD SUIT IF POSSIBLE.
- V. THE PLAYER OF THE HIGHEST CARD OF THE LEAD SUIT — WITH ACES HIGH — TAKES THE TRICK AND KEEPS THE CARDS FACEUP AS WON CARDS.
- VI. STARTING IN THE SECOND ROUND, THE TRICK-TAKER MAY REQUEST A TRADE OF A CARD FROM HER WON CARD FOR A CARD FROM ANOTHER PLAYER'S WON CARDS.
- A. PROSPERO CANNOT REQUEST A TRADE FROM CALIBAN.
 - B. MIRANDA CANNOT REQUEST A TRADE FROM PROSPERO.
 - C. ARIEL CANNOT REQUEST A TRADE FROM MIRANDA.
 - D. CALIBAN CANNOT REQUEST A TRADE FROM ARIEL.
- VII. TRICK-TAKER MUST RECITE A LINE SPOKEN BY OR ABOUT HER CHARACTER IN SHAKESPEARE'S PLAY BEFORE MAKING THE TRADE; IF SHE CANNOT, THE REQUEST IS FORFEIT.
- VIII. IF THE TARGET OF THE REQUEST CAN RECITE THE NEXT LINE, THE REQUEST IS, LIKEWISE, FORFEIT.
- IX. AFTER THE TRADE IS RESOLVED, TRICK-TAKER STARTS THE NEXT TRICK BY PLAYING THE NEXT LEAD CARD.
- X. AFTER THE LAST TURN OF TRICK-TAKING, PLAYERS CONTINUE TAKING TURNS BY MAKING TRADES UNTIL A WINNING SCORE IS ACHIEVED UNDER ONE OR MORE OF THESE CONDITIONS:
- A. PROSPERO HAS NO SPADES IN HIS WON CARDS.
 - B. MIRANDA HAS ONLY HEARTS IN HER WON CARDS.
 - C. ARIEL HAS NO DIAMONDS IN HER WON CARDS.
 - D. CALIBAN HAS ONLY CLUBS IN HIS WON CARDS.
- XI. PLAYERS WITHOUT WINNING SCORES MAY TAKE ONE MORE TURN MAKING TRADES AMONGST THEMSELVES, BUT MAY NOT REQUEST TRADES FROM PLAYERS WITH WINNING SCORES.
- XII. WINNERS REJOICE, LOSERS CURSE FATE, AND TIES REMAIN KNOTTED.

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A FEW TRADE-WORTHY LINES

PROSPERO: "THO MORE AMAZEMENT: TELL YOUR PITEOUS HEART! THERE'S NOTHING HARM DONE."

PROSPERO: "MARK HIS CONDITION, AND THE EVENT; THEN TELL ME/ IF THIS MIGHT BE A BROTHER."

PROSPERO: "COME FORTH, I SAY; THERE'S OTHER BUSINESS FOR THEE./ COME, THOU TORTOISE! WHEN?"

MIRANDA: "IF BY YOUR ART, MY DEAREST FATHER, YOU HAVE/ PUT THE WILD WATERS IN THIS REAR,
ALLAY THEM."

MIRANDA: "ALACK! WHAT TROUBLE/ WAS I THEN TO YOU!"

MIRANDA: "HOW BEAUTEOUS MANKIND IS! O BRAVE NEW WORLD/ THAT HAS SUCH PEOPLE IN'T!"

ARIEL: "ALL HAIL, GREAT MASTER! GRAVE SIR, HAIL! I COME/ TO ANSWER THY BEST PLEASURE..."

ARIEL: "MY LIBERTY."

ARIEL: "WAS'T WELL DONE?"

CALIBAN: "THERE'S WOOD ENOUGH WITHIN."

CALIBAN: "A SOUTH-WEST BLOW ON YE./ AND BLISTER YOU ALL OER!"

CALIBAN: "WHAT A THRICE-DOUBLE ASS/ WAS I TO TAKE THIS DRUNKARD FOR A GOD./ AND WORSHIP
THIS DULL FOOL!"

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THIS GAME IS DEDICATED WITH LOVE TO MY DAUGHTER MIRANDA.

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