



*"Where could she be?" The thought had run through his head a thousand times that afternoon. Now that the day had given way to evening, he paced as fast as his head raced. The day had been planned so perfectly, a horse ride at the ranch on the outskirts of Istanbul, and a chance to finally admit to her, the way that he had admitted to himself, that he could not live without her. But that all depended on her being there.*

*His mother had watched him from the window all day, but given him his space. Now, as the night fell, his father stepped forwards and laid a firm hand upon his shoulder. "She's not coming."*

*"She said...she promised..."*

*"No," his father replied gravely, "she won't be coming. We've spoken with her parents. You know this would not be good for you, or for her. They've sent her away."*

*He spun to stare at his father, mouth agape, but lost in stunned silence. Slowly he regained composure, but only to hide the his emotions as they drifted from shock and fear to anger.*

*His father paused a moment, staring up at the darkening sky. Something in him relaxed. "I suppose it's safe to tell you now. Her parents are sending her beyond the Sea of Marmara. Her ship leaves at midnight."*

*"I'll go get her, then! Where are my car keys?"*

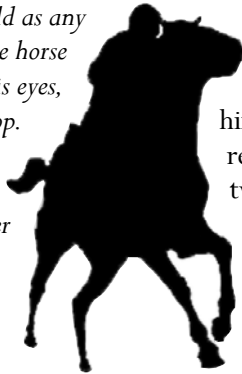
*"They're someplace safe. You'll get them back in the morning after you've thought this over."*

*He looked at his father incredulously. His mother's face was now gone from the window, unable to face him. He turned his own face from his father's and let his gaze wandered across the ranch grounds.*

*The idea struck him and he tore across the yard to throw open the stable doors. It was madness of course. He was not some ancient tribal horseman racing through the dusty streets of Constantinople. This was modern day Istanbul, a chaotic mess of traffic and people, a maze of concrete and glass, shadows, lights and noise. This would be a wild ride, needing a steed to match.*

*The dappled bay fidgeted in anticipation as the saddle was placed on its back. It was a spirited mount, as wild as any man dared ride, always begging to run. He walked the horse out into the cooling air before mounting up, closed his eyes, took a deep breath and urged the horse into a gallop. They vaulted the gate and rode like the wind into the night streets of Istanbul, a prayer on his lips.*

*"If madness has taken me, let it take me to her tonight."*



## To Begin

This is a game for two people, a gentleman and a lady, who are very special to one another. It is played by telling a story. The gentleman speaks of the words and actions of the man who races to find his love, while the lady tells of the challenges he must face in the journey. Neither character should be named in the telling.

You will need a deck of playing cards, someplace private to play, and an hour or so to spend together uninterrupted. The lady takes from the deck all of the faces and deuces. The gentleman pulls all the aces. The other cards are not used.

Before the story begins, both should read the rules. The lady should choose one of the cards to represent the man's greatest virtue and place it face down upon the table. Her remaining cards are shuffled and placed in a pile from which she draws five cards.

When you are both ready to begin, the gentleman reads aloud the italicized passage to the left.

## How to Play

Spirited is played as a series of guessing games linked together with story. Each game starts with the lady secretly choosing a card from her hand and placing it face down and describing something that the man in the story encounters in the streets of Istanbul.

The gentleman must then describe the actions of the man in response to this encounter. The lady responds through the story, giving him clues as to how to resolve the situation in a way that would deeply impress her. Each time she gives him a hint, she plays a card from her hand face up. The suit of this face up card doesn't matter. The gentleman gets only one guess at the face down card's suit, but there is no penalty to waiting until all hints are revealed.

If the gentleman guesses correctly, the lady reveals the card and places it, along with one of the hint cards, face up in a pile to the side. She takes the remaining two cards back into her hand along with two new cards drawn from her shuffled pile.

If, however, the gentleman fails to guess the desired card suit, he must describe the man excus-

ing or otherwise extricating himself to continue through the night. Instead of revealing the face down card, she places it in a pile with the face down card she chose at the start of the game.

When the lady runs out of cards to draw, the man has arrived at the port. One final challenge tells of his search for her there. When they finally meet, he must make his admission of love. The final card is revealed, and there is either a loving reunion or tragic parting depending upon whether his admission meets with her liking.

## Flashbacks

The Gentleman may, by discarding one of his aces. He then tells a little story, a memory of how the woman came to win the man's heart, as fits the card's suit (compassion, courage, honesty or grace). If the lady finds it sufficiently complimentary, she may show her favour by placing one of the face down cards (but not the beginning card) upon the pile of face up cards.

Only one flashback may be done between each of the Lady's challenges, but it need not be done right after a card is added to the face down pile.

## The Card Suits

Each suit has a particular meaning, a virtue, that shapes the flashback or solution to a challenge.

- Hearts (♥) compassion
- Diamonds (♦) courage
- Spades (♠) honesty
- Clubs (♣) strength (him)/grace (her)

## Advice for the Gentleman

Do not merely barrel through the city, but take the time to show your heroic nature by coming to the aid of those you meet along the way. If you are to win her heart, you must be the man that she would wish you to be.

## Advice for the Lady

The best challenge is one which allows the man to display the finest in his personality, one which encourages him to see in himself that which you see in him (compassion, courage, honesty or strength).

When he attempts to seek favour by way of a flashback, you may or may not wish to grant it. If he has progressed smoothly, it may be better to withhold favour to ensure that he makes all four compliments.

## Describing Istanbul

The city of Istanbul straddles the border between Europe and Asia. It is home to both old palaces and giant skyscrapers, busy roads and patches of tranquil greenery.

Below are a few places around Istanbul. Do not worry about their actual position within the city. It is the geography of the heart that matters more in this story.

*Dubai Towers* - Two giant skyscrapers, tapered fingers of mirror that reach into the sky, the epitome of progress.

*Bosphorus Bridge* - Spanning the Bosphorus strait that divides Europe from Asia, at night the long bridge is lit up in a rainbow pattern that drifts along its length.

*Dohlambace Palace* - The last palace of the Ottoman Empire, with its round roof and tall minarets.

*Hagia Sofia* - A mosque for 500 years, now a museum, featuring Christian mosaics from before being a mosque.

*Old Town* - Great care has been taken to maintain this quarter's old buildings and dusty, maze-like roads.

*The Port* - The place of the final challenge, his search for her. It is a massive area catering to many large ships. The reactions of those around the port should hint at what approach the lady might wish for him may wish him to take in his admission of love.

## Example Challenges

The key to a good challenge is to make it seem solvable by way of two or more virtues until further clues are provided.

- A scream is heard from an alleyway. In the alley a woman has fallen and a growling dog stands over her.
  - (♦) staring down the dog
  - (♥) befriending the dog
  - (♣) wrestling the dog into submission
- A man runs out of a store, followed by the owner yelling "stop thief!"
  - (♣) catch the thief as he runs away
  - (♥) beg for forgiveness for the thief
- A seemingly lost kid wanders the streets.
  - (♠) help him find his way home
  - (♥) give the homeless kid a little money
- A glint reveals a silver bracelet laying on the sidewalk.
  - (♠) return it to the person who dropped it
  - (♥) give it to a beggar
- A traffic jam of yellow cabs fills the streets, making a maze of cars and horns causing the horse to balk.
  - (♦) leap over the traffic to race through
  - (♥) find the accident and help

