Role Sheets and Role Explanations

Directions:
1. Determine how many students will be participating.
2. Consult the SRE Washington’s Cabinet Casting Document to assign roles to each student.
3. Print out this document.
   a. Print on BOTH SIDES of the paper
   b. Each player receives a ROLE SHEET and a ROLE EXPLANATION.
President Washington
President of the United States

CHARACTER SHEET - President Washington

Role
The President of the United States is the leader of the Executive branch of the federal government, responsible for carrying out the nation's laws. The President's advisors for a group called the "cabinet."

Goals
1. **Run the Government.** You and your cabinet have a number of decisions to make to decide what the government will do. You must lead this process. In addition, the President must sign or veto any legislation that the Congress passes.
2. **Unite the country.** The rise of political parties threaten to divide the nation and the government, undoing the great achievements of the revolution and the U.S. Constitution. You work hard to be impartial and impress the people that you are everyone's President.
3. **Find the next President.** Find someone worthy to lead the nation once you have completed your term. The fate of the nation may hang on who leads the country next.

Allies
- **Executive Secretary Lear** - Lear is your private secretary who can be trusted to work in your best interests. Lear is best used as a messenger, summoning people into your presence when necessary, and keeping tabs on events in Philadelphia.
- **Secretary Hamilton** - You have entrusted the Secretary of the Treasury with developing and implementing a plan that will build the economy of the nation and secure our long-term financial independence. Hamilton is your strongest political ally but may be too convinced that the United States' future lies with an economic alliance with Great Britain.
- **Secretary Jefferson** - No American is a bigger advocate for the French than Jefferson, who was the ambassador there prior to becoming your Secretary of State. You are often frustrated by Jefferson's opposition to strengthening the federal government. Jefferson is considered by some to the leader of the "Democratic-Republican" faction. You must not allow political factions to become a permanent institution in American politics.
- **Attorney General Randolph** - As a member of your cabinet, Randolph has attempted to be a peacekeeper between Jefferson and Hamilton. Randolph is often very sympathetic to Jefferson's fear of concentrated federal power.
- **Secretary Knox** - Knox is a balancing force in a cabinet that is often dominated by strong, divergent opinions. Despite the recent failures in the Northwest Territory, Knox can be completely trusted to handle military matters. He shares your belief in a strong federal government.
- **Vice President Adams** - You don't always include the Vice President in your cabinet discussions, but that may change. Adams has often been a valuable link between the cabinet and the Senate. Insist that Adams keep the cabinet up to date on what is going on in the Senate while you have your head down in the cabinet room.
- **Senator Vining** - The young Senator from Delaware is an ally, often making speeches in the Senate defending your policies.

Adversaries
- **Freneau** - Freneau is the publisher of *The National Gazette*, a newspaper that openly condemns you. To make matters worse, this devil is employed by Jefferson in the State Department as a translator! Freneau even has the audacity to deliver multiple copies of his paper to your doorstep with every publication.
President Washington
President of the United States

Role Explanation - President of the United States
The President of the United States is the leader of the executive branch of government and is tasked with executing and enforcing the laws of our nation. The President is the leader of our military forces and has the power to veto legislation that is passed by Congress.

What can you do during this simulation?

1. Make decisions for the federal government.
The President oversees all of the departments of the federal government. The cabinet is made up of the leaders of the three departments of the federal government as well as the Attorney General, who is the nation's lawyer.

- Department of State - the nation's relations with other countries
- Department of the Treasury - the nation's finances and economic policies
- Department of War - the nation's military forces

The members of your cabinet consult with you and then make decisions as to the actions the government should take. You have the authority to order a cabinet member to select a specific option during a decision.

2. Sign or veto legislation
During this simulation Senators will vote on and pass laws that can change the outcome of the scenario. Upon the passage of a bill, you will be given the option to sign the bill or veto it. If you sign the bill, it becomes law. If you veto the bill, the bill fails (and cannot be revisited during this simulation.) A bill that receives more than 2/3rds approval in the Senate cannot be vetoed.

3. Exert influence on Congress and the legislation it is considering.
Because you have the power to influence the public as well as the power of the veto, you have many social tools to make sure that the legislation that emerges from Congress is in keeping with your administration's policies.

4. Demonstrate leadership by guiding public opinion.
As President, you are best suited to help steer public opinion. Whether it is meeting privately with other leaders in the government or making speeches before Congress, do what you can to

- reduce partisan politics
- unite the nation
- keep the United States from being drawn into war.

5. Summon others to consult with you.
Should you wish to consult with any member of Congress, a foreign ambassador, an Native American leader, or a newspaper publisher, have Executive Secretary Lear summon those people to meet with you and your cabinet.
CHARACTER SHEET - Ambassador Genet

Role
As the new French Ambassador to the United States, you are in charge of negotiating for the United States' support in the French Republic's war against Great Britain and the other monarchies of Europe. America should honor its commitment to the ally that helped it win independence.

In addition to the President, you should be willing to negotiate with Senators in order to secure food and aid for France from individual American states.

Goals
1. **Secure American help.** France is at war with Great Britain. Without the United States' help, France may not survive. France needs help from America whether their aid is official or not. America should honor their existing treaties with France!
2. **Sway American public opinion towards France.** France and the United States are new republics fighting an ancient order of tyranny. The American people must see that the fate of our two new republics are inseparably linked.
3. **Expand the scope of the war.** Great Britain and Spain will not be able to focus all their energies on the French homeland if they have to commit forces to defend their colonies and trade in the new world. Encourage American Senators to allow privateers to operate out of the naval ports of their states.

Allies
- **Secretary Pascal** - You and Pascal are TEAM FRANCE. While you, the ambassador, are the public face of France in Philadelphia, Pascal will work behind the scenes securing the food France needs for the war as well as commissioning "privateers," legal American pirate ships that fight for France.
- **Secretary Jefferson** - France is lucky to have an ally such as Jefferson as Secretary of State. Jefferson understands that France's revolution and America's revolution are part of the same enlightened movement. You should coordinate your diplomatic efforts through Jefferson so that Jefferson can be a strong, effective advocate for France with the President.
- **Representative Madison** - A giant in the House of Representatives, Madison is another strong ally to France. While Jefferson brings your case to the President, Madison can help you appeal directly to the American people and to their Senators. Madison is the head of the opposition, the Democratic-Republican party.
- **Senator Monroe** - Monroe loves France. Whereas Madison will support France to advance his political interests, Monroe can be counted on to defend France's Revolution no matter what and champion it loudly in the Senate.
- **Senator Izard** - Senator Izard met you warmly in Charleston when you first arrived in America and has helped facilitate the arming of the privateer "Citizen Genet."
- **Freneau** - The firey publisher of the *National Gazette*, the newspaper of the "Democratic-Republican" opposition. Coordinate with Freneau as to how to best sway people to the French cause.

Adversaries
- **Ambassador Hammond** - The British Ambassador will attempt to get the United States to pursue a policy of "strict neutrality" with regards to the war between France and the monarchies of Europe.
- **Senator Cabot and Senator Foster** - The most pro-British members of the Senate.
Ambassador Genet
French Ambassador

Role Explanation - French Ambassador to the United States
France is at war with Great Britain and several other monarchies in Europe. As the French Ambassador, you need to get American support in the war or France is unlikely to survive.

What can you do during this simulation?
YOU are making decisions for the nation of France. (DECISIONS are found in the ACTION ITEMS tab.)

2. Persuade others to your point of view
Persuade United States Senators and the President to support France. Talk to them face.

3. Cockades
Get American politicians to proudly display their support for France by wearing tricolor cockades. Your assistant, Pascal, has a large supply of tricolor cockades.

4. Trade Game - Secure food for the war effort.
Make deals with American Senators (and Native-American leaders) for food and meat to supply the French Army. Even if the American government pursues a policy of strict neutrality, securing the food to sustain French forces may win the war.
5. Authorize privateers to attack British shipping
Get American states to sponsor "privateers," legal pirate ships that fight for France and attack British merchant ships. Senators will have the option at some point to make the decision to support or forbid privateers in their state.

Tips

- Your goal is to secure American support, even if the American President opposes it. Draw America into the war by getting the Senators to allow privateers in their states and to trade France FOOD. Your nation’s survival depends upon it.
- The ultimate goal is to convince the President of the United States to support France in its war against Great Britain and the other monarchies of Europe. Short of an American declaration of war,
  - Request that the United States repay their war debt to France as quickly as possible. If necessary, issue IOUs backed by the United States’ future payments to France to secure the food that the French war effort requires.
  - Insist on the terms of the existing treaties between the United States and France. American "privateers" are vital to the French war effort.
  - Push for "neutrality" in name only or with unenforceable terms.
- Only Congress can declare war. You also want to encourage Congress to pursue policies that better prepare the United States to engage in military conflict.
Ambassador Hammond
British Envoy to the United States

CHARACTER SHEET - Minister Hammond

Role
As the British Envoy to the United States, you are in charge of improving relations with the United States and preventing an alliance from forming between the United States and France.

Goals
1. **Push for an American position of "strict" neutrality.** Great Britain will likely win the war against France as long as the United States does not help France militarily or economically. Push for "fair" and "equal" American policies.
2. **Sway American public opinion towards Great Britain.** Great Britain is the United States' main trading partner and the government that most closely resembles America in form and substance. Most Americans are ethnically British. The American people must see that Great Britain no longer desires a colony, but a partner.
3. **Strengthen economic ties with the states.** Increasing trade between Great Britain and the individual states will increase interdependence and deny France the raw materials it needs to sustain its war effort.

Allies
- **Secretary Thornton** - You and Thornton are a team. While you are the public face of Great Britain, Thornton should engage with the members of the American Senate representing their individual states. Strengthening economic bonds with the American states will make it harder for them to go to war with Great Britain. Thornton is very capable and should be a source of information on French scheming.
- **Alexander Hamilton** - The Secretary of the Treasury is an ally, often providing you direct information of what goes on in the cabinet and what the President is thinking. Hamilton understands how key Great Britain is in the United States future and will work to preserve the relationship.
- **Senator Cabot** - The Federalist Senator from Massachusetts understands how dependent the United States is on British trade and will work to prevent war.
- **Vice President Adams** - The Vice President seems to have fallen out of favor with Washington but has emerged as the public leader of the Federalist Party, since Washington refuses to identify with a political party at all. Good to maintain positive relations with this one.
- **Fenno** - The publisher of the *Gazette of the United States* is an ally to the Federalist Party and to Great Britain. You should coordinate with Fenno to get out information that is most favorable to Great Britain's cause. This will aid your allies within the American government.
- **Brant** - Also known as Thayendanega, this Mohawk leader represents the Iroquois Six Nations in Western New York and Canada and was a British ally during the American Revolution. British forces in Canada secretly supply the Six Nations with muskets and gunpowder.
- **President Washington** - Your interactions with the President have been limited and awkward so far. Hopefully Washington, a veteran soldier, knows better than to charge into a suicidal war.

Adversaries
- **Ambassador Genet** - The Ambassador from France will try to get the United States to support France in the war.
- **Thomas Jefferson** - The Secretary of State is no friend to Great Britain and is the enemy of your friend, Hamilton. Worse, Jefferson threatens to create a new opposition party in the United States, the "Democratic-Republicans," who would surely push for war against Great Britain.
Role Explanation - British Envoy to the United States

Great Britain is at war with France. Your job is to help win the war by keeping the United States from aiding the violent French revolutionaries.

What can you do during this simulation?

1. **Make decisions for the British government.**
   YOU are making **decisions** for the nation of Great Britain. (DECISIONS are found in the ACTION ITEMS tab.)

2. **Persuade others to your point of view**
   Persuade United States Senators and the President to support Great Britain. Talk directly to them.

3. **Cockades**
   Get American politicians to proudly display their support for Great Britain (and the American President) by wearing **black cockades**.

   Your assistant, **Thornton**, is distributing **black cockades** to be worn by the supporters of President Washington, Veterans of the Revolutionary War, and the Federalist party. Encourage American politicians to proudly display their support for the President and Great Britain.

4. **Trade Game - Deny France materials for the war effort.**
   Make trade deals to secure the **food** and **meat** so that France does not get it.

5. **Protest illegal French actions**
   It is your job to bring to the American government's attention every violation of neutrality committed by the French. Do not let the American government plead ignorance of French actions or the actions taken by American citizens to fight for France.

**Tips:**

- The ultimate goal is to convince the President of the United States to support Great Britain in its war against France. However, such public support is unlikely.
- Push for an enforceable “Strict Neutrality” policy that treats Great Britain and France equally and identically.
- Make clear that the United States' economy is dependent on British trade. War with Great Britain would devastate the American economy before a single shot was fired.
- Insist that the United States adopt strict policies prohibiting privateers and piracy. Hold the United States government responsible for the actions of their citizens.
• Discourage Congress from preparing for a potential war. America should focus on its economy.
Secretary Jefferson
Secretary of State

CHARACTER SHEET - Secretary Jefferson

Role
The Secretary of State is the member of the executive branch responsible for the United States’ correspondence and relationships with other countries. As the nation’s chief diplomat, all correspondence and communication go through you. You are the chief advisor to the President on matters of diplomacy. You previously served four years as the United States’ Ambassador to France where you participated in many of the events leading up to the French Revolution - a revolution which you support wholeheartedly.

Goals
1. **Persuade the President to support our ally, France.** France and the United States are new republics fighting the established monarchies of Europe. The American people must see that the fate of our two young republics are linked.
2. **Stop the expansion of the federal government.** The new government is establishing norms which will resonate throughout history. The balance of power between the federal government and the states must be maintained.
3. **Build support to become the next President.** The Constitution was built on the principles of limited government. Persuade Washington that Hamilton is leading America down a path of national government growth which the states have no choice but to oppose. Earning Washington’s endorsement to become the next President would be ideal.

Allies
- **Representative Madison** - The "Generalisimo" is the Democratic-Republican leader in the House of Representatives and your main ally. Coordinate your efforts with Madison and Senator Monroe in Congress.
- **Ambassador Genet** - You have not met "Citizen Genet" but know that the young diplomat is highly intelligent and the master of seven languages. Provide information to Genet so that France’s interactions with the President go smoothly and respectfully.
- **Freneau** - The publisher of the National Gazette is an employee of yours at the State Department. The National Gazette provides the medium where you and your fellow Democratic-Republicans can criticize Hamilton and the overreaching policies of this Presidency.
- **Attorney General Randolph** - Randolph is your cousin and the only member of the cabinet to consistently give enough weight to states’ concerns in the operation of the government.
- **President Washington** - You respect Washington deeply and mourn that one so wise has succumbed to the seduction of power and flattery. Respectfully, you must convince Washington that Hamilton’s machinations have increased federal power in a way that must be corrected if the nation is to prosper.

Adversaries
- **Secretary Hamilton** - The Secretary of the Treasury is your political enemy, dedicated to vesting the Presidency with king-like powers. Fortunately Washington is a person of integrity and character but the next person to become President will likely be less worthy.
- **Secretary Knox** - Knox may have been a capable military leader during the war... but that time is past. Knox seems to exist only to parrot Hamilton's pronouncements. Knox should have been replaced after the overseeing the military defeat of federal forces under St. Clair by the forces of the Western Confederacy.
- **Minister Hammond** - A capable diplomat who you must deal with often. Though personally polite, Hammond is a representative of a country that still believes in the rule of kings.
Role Explanation - Secretary of State

The Secretary of State oversees relations with foreign governments as well as the operation of the federal "state." You are a member of President Washington's cabinet and advise the President on any decisions to be made by the executive branch.

What can you do during this simulation?

1. Make decisions for the State Department.
   You make foreign policy decisions for the State department with, of course, the President's consent. When you have a decision to make, consult with the President and the rest of the cabinet and then make a decision as to the action the government should take. (DECISIONS are found in the ACTION ITEMS tab.)

2. Persuade others to your point of view
   Use your powers of persuasion to advise the President and the other members of the cabinet. You may also:
   - Message others - you have an address book of contact that you can send private messages to at any time. (see the MESSAGES tab)
   - Write in a newspaper - you can reach the largest audience by writing in a newspaper (see the NEWS FEED tab)

3. Summon ambassadors to the cabinet
   Ultimately you are America's top diplomat and it is your responsibility to conduct foreign policy with the representatives of other nations. Summon these representatives to the cabinet whenever you deem it necessary. (Executive Secretary Lear or even Vice President Adams can escort these representatives to the cabinet room.)

Tips:
- Support France and the French Revolution even if official American policy calls for some form of neutrality.
- Grow the Democratic-Republican party. Sometimes what is happening in Congress is more important than what is happening in the cabinet room.
- Position yourself to be the next President of the United States. This can be with Washington's blessing, but it is not necessary.
- The President and the executive branch have a great deal of power to determine American policy, but ultimately the President carries out the laws that Congress passes. Use your power as an American leader to make sure that Congress passes laws that are in the best interests of the nation. You and the President do not see eye to eye on all issues.
CHARACTER SHEET - Secretary Hamilton

Role

The Secretary of the Treasury is responsible for the economic and financial health of the nation. You are the chief advisor to the President on all matters economic and financial. Washington's first term established you as the true leader of the "Federalist" vision: having the Federal government take over all of America's war debt, establishing a national bank, and instituting a system of federal taxes and tariffs to finance the government's continuing operation.

Goals

1. **Grow the American economy.** Our new country is weak and vulnerable in a way that most do not understand. Securing the nation's economic and military survival must be the highest priority. We need a strong central government capable of holding its own on the world stage.

2. **Prevent war with our ally, Great Britain.** Great Britain is the United States' main trading partner and, despite the revolutionary rhetoric, the government that most closely resembles America in form and substance. In truth, America has little choice: The money the federal government collects is based almost entirely on trade with the British Empire.

3. **Become President Washington's successor.** Washington has expressed the desire to retire from the burden of leadership. It is time for you to shift from being an advisor to becoming the next President of the United States.

Allies

- **Fenno** - The publisher of the *Gazette of the United States* is the voice of the Federalist party and a reliable ally. You have written for the Gazette often under a number of pseudonyms.
- **President Washington** - You convinced Washington to stand for a second term. The country needs Washington. Without Washington's support, the economic programs you have put into place would never have passed. The President wants to pretend that the country is not already divided by political parties.
- **Ambassador Hammond** - A close friend and ally. You keep Hammond confidentially apprised of all developments in Washington's Cabinet so that the two of you can do all in your power to avoid war.
- **Secretary Knox** - Knox is a soldier who knows how to loyally stand the line in the face of disloyalty from the "Democratic-Republicans." Knox knows the need for a strong government and a strong army.
- **Senator Ellsworth** - The Federalist leader in the Senate is your main ally in Congress. Coordinate with Ellsworth to make sure that Federalist priorities are protected in the Senate.
- **Senator Burr** - The moderate Senator from New York is a long-time personal friend despite defeating your father-in-law Philip Schuyler for the Senate position.
- **Senator Morris** - The Senator from Pennsylvania has been a mentor and now secretly leads your efforts to become the next President.

Adversaries

- **Secretary Jefferson** - Jefferson is more dangerous to America than any foreign power, actively opposing the very steps necessary to ensure the nation's survival. You know Jefferson wants to become President after Washington.
- **Representative Madison** - Madison is "the Generalisimo" behind the emerging Democratic-Republican party, not Jefferson. The Federalist Papers, which the two of you wrote together are a testament to Madison's intellect. Yet Madison has increasingly turned to an impractical view of small government.
- **Attorney General Randolph** - Randolph is like the wind, blowing this way and that, but more and more often blowing Jefferson's direction.
Secretary Hamilton
Secretary of the Treasury

Role Explanation - Secretary of the Treasury
The Secretary of the Treasury is tasked with the financial operation of the federal government and the enforcement of taxes, tariffs, and customs duties. The federal government is primarily funded by tariffs (taxes) on goods imported into the United States. You are a member of President Washington's cabinet and advise the President on any decisions to be made by the executive branch.

What can you do during this simulation?
1. Make decisions for the Department of the Treasury.
You make economic decisions for the Department of the Treasury with, of course, the President's consent. When you have a decision to make, consult with the President and the rest of the cabinet and then make a decision as to the action the government should take. (DECISIONS are found in the ACTION ITEMS tab.)

2. Persuade others to your point of view
Use your powers of persuasion to advise the President and the rest of the cabinet. You may also:

   - Message others - you have an address book of contact that you can send private messages to at any time. (see the MESSAGES tab)
   - Write in a newspaper - you can reach the largest audience by writing in a newspaper (see the NEWS FEED tab)

3. Position yourself to be the next President of the United States
This can be with Washington's blessing, but it is not necessary.

Tips:

   - Support the President and prevent the United States from being drawn into a war.
   - Make decisions that protect the American economy, which is primarily based on trade with Great Britain.
   - Coordinate policy with Federalist allies in Congress. Sometimes what is happening in Congress is more important than what is happening in the cabinet room.
Attorney General Randolph
Attorney General

CHARACTER SHEET - Attorney General Randolph

Role
Your role is to provide legal advice to the President and the cabinet on all legal matters, particularly the interpretation of the Constitution. You can also bring legal action on behalf of the United States government in both civil and criminal matters.

You have been a "peacekeeper" between two rivals: Jefferson, your cousin, and Hamilton.

Goals
1. Help President Washington. The country is being held together by its respect for President Washington, not by a belief in the newly established federal government. Do what is best for the nation by giving the President your best advice regarding the law.
2. Be a force against division. The things that have united the nation, the war and then the battles over the Constitution, are over. The country could easily split along party lines. This must not happen. Be a force to keep America's leaders united in order to preserve the country.
3. Demand respect for the Constitution and the rule of law. Laws only work if everyone agrees to follow them and abide by the government's decisions. Help establish a tone of respect for the government for future generations.

Allies
- President Washington - Hamilton and Jefferson don't understand the toll their feud has taken on Washington. Washington needs you to be a peacekeeper in the cabinet and a force for unity.
- Secretary Jefferson - Washington's Cabinet is strongly weighted toward a Federalist perspective and you find it necessary to side with Secretary of State Jefferson more often than you might like just to remind those currently in power that states' concerns are coequal in importance to Hamilton's desire to strengthen the federal government.
- Vice-President Adams - You don't know Washington's reasons for often excluding Adams from Cabinet discussions. You respect Adams as a thinker and a lawyer who will perform whatever role the President demands. Use Adams to be your go-between to the Senate.
- Representative Madison - A great lawyer and thinker. Your vision of the Constitution aligns with Madison's more than any other contributor. You fear that the increased powers granted to the executive branch will be abused in the hands of someone less worthy than Washington. Madison is the strongest voice for limiting Federal power.
- Senator Brown - A friend.
- Senator Bradley - A friend.

Adversaries
- Secretary Knox - Knox has been a blind supporter of Hamilton's Federalist agenda. You are also concerned that Knox's personal land investments in the Northwest Territory is guiding the the government's policy of expansion at the expense of Native Americans.
Role Explanation - Attorney General

You are the lawyer for the United States. Your duties are "to prosecute and conduct all suits in the Supreme Court in which the United States shall be concerned, and to give his or her advice and opinion upon questions of law when required by the President of the United States."

What can you do during this simulation?

1. Make decisions as Attorney General.
   You make legal decisions for the United States government with, of course, the President's consent. When you have a decision to make, consult with the President and the rest of the cabinet and then make a decision as to the action the government should take. (DECISIONS are found in the ACTIONS tab.)

2. Persuade others to your point of view
   Use your powers of persuasion to advise the President and other members of the government concerning the law. You do this by:

   - Face to face negotiation - Talking to others in person is usually most effective. Persuading the President to your point of view is critical.
   - Messaging - you have an address book of contact that you can send private messages to at any time. (see the MESSAGES tab)
   - Write in a newspaper - you can reach the largest audience by writing in a newspaper (see the NEWS FEED tab)

Tips:

   - You are the member of the cabinet expected to review documents and treaties in order to provide the President a solid understanding of the law and the government's obligations.
   - Be a fair broker for the President between political enemies Jefferson and Hamilton.
   - The President and the executive branch have a great deal of power to determine American policy, but ultimately the President executes the laws that Congress passes. Use your power as a prominent American leader to make sure that Congress passes laws that are in the best interests of the nation.
Secretary Knox
Secretary of War

CHARACTER SHEET - Secretary Knox

Role
The Secretary of War is in charge of all military affairs for the Federal government, reporting directly to the President. You oversee the Legion of the United States, a recently created military force that has been raised to deal with Native American hostility in the Northwest Territory, as well as America's almost nonexistent navy.

Goals
1. **Prepare the United States for war.** The current forces of the federal government are not capable of fighting a war or even protecting our economic interests on the high seas. Congress must be persuaded that the United States needs a strong national defense. The best way to keep the peace is to prepare for war.
2. **Resolve the crisis in the Northwest Territory.** Any talk of engaging in a war with foreign powers is deeply ignorant while we have not resolved our national borders. American expansion depends on creating and negotiating a peaceful policy with the Native-Americans inside and outside our borders. This requires a federal policy, not individual negotiations with the states.
3. **Protect the nation** against all enemies...foreign and domestic.

Allies
- **President Washington** - Washington recognized your intellect and resourcefulness early in the war and rewarded you with rank and opportunity. Despite what Hamilton might think, you are the President’s right hand. Recently, your relationship has suffered from the embarrassment of "St. Clair’s Defeat" in the Northwest Territory.
- **Secretary Hamilton** - You were the first to recommend the young Hamilton to Washington during the war. Though not your intention, you find yourself consistently persuaded by Hamilton’s economic vision for the nation.
- **Vice-President Adams** - This friend and fellow Bostonian brought you to Washington’s attention during the war and you are forever grateful.
- **Senator Brown** - Brown has the tough task of reining in Kentucky’s frontiersmen who are constantly starting fights with the Native Americans of the Northwest territory. Kentucky is the wild, wild west.

Adversaries
- **Attorney General Randolph** - Randolph is too easily persuaded by Jefferson's states' rights arguments. You'd think a former military officer would understand the need for a strong, decisive central government with a military capable of defending the nation.

Other Relationships
- **Secretary Jefferson** - Jefferson shares your views on a humane Native Americans policy but also sees the immediate necessity for the expansion of American lands.
- **Brant (Thayendanegea)** - Brant, also known as Thayendanegea, has been the strongest voice for "Pan-Indianism," a Native American unification movement. You personally asked Brant to come to Philadelphia to mediate a peace with the tribes of the Western Confederacy.
- **Big Warrior (Tustanagee Thlucco)** - This chief of the Creek Nation desires peace but feels that the citizens of Georgia are working to undermine existing agreements.
- **Senator Jackson** - Jackson leads Georgia's effort to conduct their own aggressive foreign policy with the Creek Nation, challenging the authority of the Federal government to oversee all negotiations with foreign "nations."
Secretary Knox
Secretary of War

Role Explanation - Secretary of War
The Secretary of War leads the Department of War. You oversee the nation's military defenses. The Department of War also has authority for dealing with any issue concerning the Native American tribes. You are a member of President Washington's cabinet and advise the President on any decisions to be made by the executive branch.

What can you do during this simulation?

1. Make decisions for the Department of War.
   You make military decisions for the Department of War with, of course, the President's consent. When you have a decision to make, consult with the President and the rest of the cabinet and then make a decision as to the action the government should take. (DECISIONS are found in the ACTIONS tab.)

2. Persuade others to your point of view
   Use your powers of persuasion to advise the President. You do this by:
   - Face to face negotiation - Talking to others in person is usually most effective. Persuading the President to your point of view is critical.
   - Messaging - you have an address book of contact that you can send private messages to at any time. (see the MESSAGES tab)
   - Write in a newspaper - you can reach the largest audience by writing in a newspaper (see the NEWS FEED tab)

3. Summon Native American leaders to the cabinet
   It is upon you to conduct negotiations with the representatives of the Native American tribes and enforce United States federal law. Summon these representatives to the cabinet whenever it is necessary.

Tips:
- Push the United States to prepare for war as the best means for maintaining the peace.
- Do what is best for the nation and the President. Avoid getting pulled into partisan disputes.
- Do what you can to resolve the conflict in the Northwest Territory peacefully while protecting America’s political and economic interests there.

The President and the executive branch have a great deal of power to determine American policy, but ultimately the President carries out the laws that Congress passes. Use your power as an American leader to make sure that Congress passes laws that are in the best interests of the nation. Congress alone can declare war. This should be a last resort.
CHARACTER SHEET - Lear

Role

The Executive Secretary to the President is the President’s closest personal advisor and assistant. Your job is to assist the President in all things. Manage "access" to the President and help determine what information the President "needs to know." You also serve as a messenger, delivering messages for the President, and summoning others into the President’s presence when needed.

Goals

1. **Assist President Washington.** You can best serve the nation by best serving the President. The President hates to take sides in any arguments between members of the cabinet. YOU need to keep order between the warring secretaries.
2. **Control the flow of information to the President.** Your job is to determine who actually NEEDS to talk to the President. Spend half your time outside of the cabinet room so that you can keep the President informed of events outside of the Cabinet.
3. **Determine who is likely to succeed Washington and secure a cabinet position for yourself in the next administration.** You are well aware of Washington’s desire to retire from public life. You must look for opportunities to be thought of as a leader on your own merits, then you can make the leap to power and prestige that Hamilton did.

Allies

- **President Washington** - You know your fortunes are completely tied to Washington's and you act accordingly. Fortunately Washington treats you with respect and is able to confide in you in a way that is not possible with his formal cabinet.
- **Senator Elsworth** - The Federalist leader in the Senate. You should communicate Washington's desires regarding legislation to Ellsworth to avoid the possibility of a veto.
- **Senator Langdon** - The Senator from New Hampshire is your cousin and the President pro tempore of the Senate. You share information often.
- **Senator Read** - The "Historian of the Senate" has been a reliable source of information on the inner workings of the Senate. The two of you have traded information often.

Other Relationships

- **Pascal** - protocol demands that you approach Secretary Pascal rather than Ambassador Genet directly when delivering messages or summons to the French.
- **Thornton** - protocol demands that you approach Secretary Thornton rather than Minister Hammond directly when delivering messages or summons intended for the British government.
Executive Secretary Lear
Executive Secretary to the President

Role Explanation - Executive Secretary to the President
Your role is to aid assist the President. You act as the chief of Washington's small staff of secretaries. You control who can and cannot see the President and the cabinet. You should spend much of your time OUTSIDE of the cabinet room to perform this role.

What can you do during this simulation?

1. Manage the information flow to the President.
   As the President's Executive Secretary, you receive all letters addressed to the President. You decide what the President should or should not see.

2. Escort visitors to Washington's Cabinet
   You and Vice President Adams are the only people who regularly move back and forth between the cabinet room and Philadelphia. You are the main person to escort outside visitors to speak with the President. You have the power to remove any non-Cabinet member.

3. Persuade others to the President's point of view
   Use your powers of persuasion to argue for the President's positions. In Congress and the city of Philadelphia, you speak as the President's voice. The President sometimes asks your advice but you understand that you are not a cabinet official.

   - Face to face - Talking to others in person is usually most effective. Your primary duty is to summon people when the President wants someone.
   - Messaging - you have an address book of contact that you can send private messages to at any time. More likely, you will receive messages from those who want to meet with the President. (see the MESSAGES tab)
   - Write in a newspaper - you can reach the largest audience by writing in a newspaper (see the NEWS FEED tab). You rarely have time for this.

Tips:

   - Keep the President informed. The President relies upon you to determine what information is important as well as what is going on in Congress and in Philadelphia. The cabinet room is the "room where it happens" but that means the President and the cabinet are often unaware of what is going on in the streets.
   - With so many people trying to influence the President, you will earn the most trust by serving the President without an apparent agenda. If the President is doing a good job, that means you are doing a good job.
Secretary Pascal
Secretary to the French Ambassador

CHARACTER SHEET - Secretary Pascal

Role
You are a diplomat, second in rank only to Ambassador Genet at the newly-established French embassy. Your job is to aid Ambassador Genet in any way requested. You have been specifically tasked with conducting diplomacy with American Senators.

Goals
1. Help France win the war against Great Britain. France needs help from America whether their aid is official or not. You may need to act secretly achieve your goals...
2. Encourage American politicians to wear tricolor cockades to demonstrate their support for the Republic of France. Make the French tricolor cockade the emblem of pride for Democratic-Republicans.
3. Recruit American Privateers. Convince American senators that their states would benefit economically from outfitting American ships that could then attack British ships and seize their cargo. America may not have a navy officially but you may be able to create a private one.
4. Secure trade goods to support the French war effort. France needs to secure trade routes from American states to provide the food and meat the French War requires.

Allies
- Ambassador Genet - Your boss. Genet's revolutionary fervor is strong and the two of you have a job to do.
- Freneau - Freneau is a poet and publisher of the National Gazette, a newspaper deeply sympathetic to France and the Democratic-Republican cause. France's attempts to sway American public opinion should be coordinated through Freneau, who may also serve as a back-channel to Jefferson when it would be too conspicuous to talk publicly.
- Representative Madison - The Speaker of the House is the main leader of the Democratic-Republicans in Congress. Madison's support of the ideals of the French revolution is genuine as well as his desire to see such republican revolutions spread across Europe and the world.
- Big Warrior (Tustanagee Thlucco) - This Native American Chief represents the Creek Nation, who is under constant threat from the State of Georgia who wants to occupy and settle Creek lands. France could aid the Creeks in the establishment of a permanent home in what is now Spanish Florida or around Spanish-controlled New Orleans. (Spain is an enemy nation allied with Great Britain.)
- Senator Izard - The Senator from South Carolina is fully aware of all that Genet has set in motion with the Governor of South Carolina. Izard is an ally to France despite being a "Federalist."

Adversaries
- Minister Hammond - The enemy. Hammond is an experienced British diplomat who will attempt to capitalize on France's mistakes. You strongly suspect that Hammond is receiving intelligence from inside Washington's cabinet. If you could prove such a thing, Great Britain's status would be severely damaged by the scandal.
- Thornton - Secretary Thornton is your counterpart in the British embassy and therefore an enemy. The two of you have enjoyed trading insults in your brief time in Philadelphia together.

Other Relationships
- Executive Secretary Lear - Any attempt to communicate with the American President should go through Lear or Vice-President Adams. Lear is the preferred, and more sympathetic choice.
Secretary Pascal
Secretary to the French Ambassador

Role Explanation - Secretary to the French Ambassador
As the secretary to the first ambassador from the newly created French Republic, you are the second ranking French official in the United States. Your job (as part of “Team France”) is to assist the Ambassador and to carry out specific interaction with Senators representing the states while Ambassador Genet is the public face of the French Republic.

What can you do during this simulation?
1. Trade Game - Secure trade goods for the war effort.
France is currently maintaining a large army in the field. So far, an army of patriotic volunteers is proving to be superior to their adversaries. But maintaining such a large army requires more food than France can produce. Secure trade routes with American states for the food and meat your army requires. Even if the American federal government pursues a policy of strict neutrality, securing the food to sustain French forces may win the war. Do not end the simulation with any French trade goods still in hand.

2. Encourage Senators to allow Privateers in their states.
France needs American privateers to support their war effort against Great Britain. Privateers are American ships that you or Citizen Genet would authorize to fight for France so that they can sink or capture British ships.

Realistically, EACH STATE will make a decision about whether they will allow privateers to operate in their ports. TALK TO SENATORS, who almost always have their governor's ear, convincing them to support the operation and supply of privateers out of their ports. Privateers will not only help the French War effort and help spread liberty around the globe... they will also make the states in which they operate rich. Americans can sell the ships and cargos they capture for huge profits.

Privateers help the economies of the states that allow and support them. The states that decline privateers will lose an easy cash windfall. The people of those states will likely not be happy about it and will hold their senators responsible. Senators who make their states rich are likely to be reelected.

3. Build visible support for France with Cockades.
Distribute tricolor cockades to be worn by the supporters of liberty (and France.) Encourage American politicians to proudly display their support for France. Politicians wearing black cockades are cynical supporters of Great Britain. Win the battle for public support by having more Americans wearing tricolor cockades over the black British cockades.
Tips

- Ambassador Genet is the face of the French Republic, but you do the real work, distributing Letters of Marque, trading for food to aid the war effort, and building public support for the French by getting Americans to proudly wear the tricolor cockade.
- Convince American politicians that, even if America must be *visibly* neutral, that actions on the state level can provide valuable support to the cause of liberty and freedom around the world. Be prepared to argue that if America is truly a republic then one leader, the President, must answer to the will of the people, who overwhelmingly support France.
- Win the cockade battle! (see #3 above)
Secretary Thornton
Secretary of the British Envoy

CHARACTER SHEET - Secretary Thornton

Role
You are a British diplomat, second in rank only to Minister Hammond. Your job is to aid Hammond in any way requested. You have been specifically charged with conducting diplomacy with American Senators. Your primary task will be negotiating new trade routes with the individual states to cement commercial ties between the states and Great Britain.

Goals
1. Help Great Britain win the war against the French. Britain needs help from America whether their aid is official or not. This aid can take many forms and you should seek it in every corner of the American government.
2. Encourage American politicians to wear black cockades to demonstrate their support for peace with Great Britain. Make the black cockade a badge of honor for members of the Federalist party.
3. Spy on the French. The French diplomats are likely tempting Americans to join their "revolutionary cause." The best way to stop French tricks is to make the American government aware of their misdeeds. Bring any knowledge of lawbreaking to Hammond's attention so that it may be brought before the American Secretary of State.

Allies
- **Minister Hammond** - You and Hammond are TEAM GREAT BRITAIN. Hammond must be the official face of Great Britain in Philadelphia while you have the task of working behind the scenes with the American states directly.
- **Secretary Hamilton** - Great Britain’s ally within Washington’s Cabinet. Hamilton prefers to interact with Hammond directly. Help Hamilton any way you can but it would not be in your common interest to be seen working together in public.
- **Fenno** - An ally. The publisher of the *Gazette of the United States* is a friend to the Federalist Party and to Great Britain. You should coordinate with Fenno to get out information that is most favorable to Great Britain’s cause and will aid your allies within the American government.
- **Joseph Brant (Thayendanegea)** - This Mohawk Chief is a longtime ally to Great Britain. You also know that Brant currently speaks unofficially for Little Turtle and the Native Americans of the Western Confederacy. Some British objectives might be best achieved by Native American raids on American settlers along the frontier.
- **Executive Secretary Lear** - Any attempt to communicate officially with the American President should go through Lear or Vice-President Adams.

Adversaries
- **Ambassador Genet** - The enemy. The file on Genet reports that the young diplomat is arrogant, vain, and often condescending to those considered inferior. These are strange qualities in a "revolutionary." Do your best to bring these qualities out in Genet in front of Americans who are undecided over America’s allegiances.
- **Secretary Pascal** - The French second in command and, therefore, an enemy. Intelligence files reveal very little about this new diplomat, or rather, your information suggests that the real Pascal may have died last year in Madrid. Who is this person?
Secretary Thornton
Secretary of the British Envoy

Role Explanation - Secretary to the British Ambassador
As the Secretary to the British Envoy, you are the second ranking British official in the United States. Your job (as part of "Team Great Britain") is to assist the Ambassador and to carry out specific interaction with Senators representing the states while Ambassador Hammond is the public face of Great Britain.

What can you do during this simulation?
1. Trade Game - Secure materials for the war effort.
France is currently maintaining a large army in the field. But maintaining such a large army requires more food than France can produce. Even if the American federal government pursues a policy of strict neutrality, securing the food to sustain French forces may win the war. You must prevent this by securing supplies of FOOD and MEAT for Great Britain, thereby denying them to the French cause. Many states will be eager to trade for British manufactured goods. Do not end the simulation with any British trade goods still in hand.

2. Persuade others to your point of view
Use your powers of persuasion to strengthen ties between Great Britain and the United States. You do this by:
- Face to face negotiation - Talking to others in person is usually most effective, but you don't always have access to everyone...
- Messaging - you have an address book of contact that you can send private messages to at any time. (see the MESSAGES tab)
- Write in a newspaper - you can reach the largest audience by writing in a newspaper (see the NEWS FEED tab)

3. Build visible support for Great Britain with Cockades.
Distribute black cockades to be worn by the supporters of President Washington and the Federalist party, and by extension, Great Britain. Encourage American politicians to proudly display their support for the President.
4. Spy on French Efforts
Report to Ambassador Hammond any violation of American neutrality by the French government. You may also want to pay attention to any collusion between French officials and the leaders of the anti-administration party, the Democratic-Republicans. Jefferson and Madison's loyalty to the French is well known.

Tips:
- Great Britain has a large supply of trade goods which the American economy is dependent on. Establishing deals with individual states only strengthens the economic bonds between the two nations.
- Prevent France from securing the supplies of food and meat they need to continue the war effort. Trade for American food and meat to keep it out of the French hands!
- Win the cockade battle! (see #3 above)
Fenno
Publisher, Gazette of the United States

CHARACTER SHEET - Fenno

Role
You are the publisher of the Gazette of the United States, a patriotic newspaper dedicated to the support of President Washington and the Federalist Party.

A more accurate description is that you are the Federalist General.

Your paper is a platform for a robust defense of the new United States Constitution and the wise policies of Washington, Hamilton, and Adams. Federalist patriots write in your paper, sometimes under their own name, but more often under pseudonyms, fake names, which allow them to voice more forceful opinions.

Goals
1. Get a Federalist elected as the next President of the United States. Determine which Federalist leader is best suited to succeed Washington and rally support behind that leader (Hamilton? Adams? Someone else?). Identify who is emerging as a candidate on the opposing side (Jefferson? Madison? Monroe?) and tear them down publicly.
2. Counter the Democratic-Republican propaganda. Freneau’s paper, the National Gazette, is a platform for slanders and libels against the founding fathers of our nation. Your paper must expose the Democratic-Republican lies and defeat their arguments with the reasoned principles of the Enlightenment. "Interview" prominent Democratic-Republicans (Madison, Monroe, Gallatin, etc.) and then use their words against them in your paper.
3. Grow the Federalist Party in the Senate. Coordinate with Senators Ellsworth and Cabot to recruit other "undecided" Senators into proudly joining the Federalist Party. If there are more Federalist senators than Democratic-Republican senators at the end of the simulation, consider that a "win."

Allies
- Secretary Hamilton - Your mentor. The Secretary of the Treasury is the master architect of the American experiment who helped relocate your paper from New York to Philadelphia. Hamilton also finds the money to keep your newspaper in business. Your job is to help Hamilton and President Washington in any way possible.
- Vice President Adams - Adams is a loyal Federalist and is eager to ascend to the party leadership when President Washington inevitably steps down. So far, Adams has not been the great thinker that Hamilton is, but also has not made nearly as many enemies. Who should come after Washington as President?
- Senator Ellsworth - The majority leader of the Senate should be the point person on all Federalist policy in Congress. Coordinate with Ellsworth to help build public support for Federalist policies.
- Secretary Thornton - The British are allies to the Federalists. It’s a bad idea to be seen cooperating openly with Ambassador Hammond which is why you coordinate your efforts with the number two at the British embassy, Secretary Thornton.
- Senator Cabot - A Federalist ally from your home state.

Adversaries
- Freneau - Your rival. The "publisher" of the National Gazette may be known as the "poet of the Revolution," but is, in truth, a propagandist whose aim is to bring down President Washington. This is the enemy.
- Secretary Jefferson - An enemy. Jefferson represents the greatest political threat to the President and the Federalist party. In Jefferson, many see a leader capable of stepping into Washington’s shoes. But make no mistake, Jefferson’s policies would bankrupt our new government and lead us quickly into a war with Great Britain. If you have an opportunity to bring Jefferson down, do so.
Fenno
Publisher, Gazette of the United States

Role Explanation - Newspaper Publisher
You are a newspaper publisher in 18th century Philadelphia, the new nation's capitol. You publish a newspaper in order to change people's minds and have an effect on the direction of the government. Also you report the news...in a way that supports your political views. You are the Fox News or MSNBC of the 18th century but much more extreme.

What can you do during this simulation?
1. Advocate for your party in the NEWSFEED.
Your job is to actively report on the events of this extended foreign policy crisis by reporting quickly and often about events in a way that advances your political agenda. (This is in the NEWS FEED tab.)

Strive to out report and out argue the other competing newspapers of the day. (Think of this as the historical equivalent of live tweeting.)

2. Organize your party's efforts in the Senate.
Coordinate with leaders of your party to pass policies in Congress that support the goals of your party. You may not be able to vote, but you can lead.

3. Persuade undecided Senators to officially join your party.
In addition to writing in your newspaper, you need to be actively talking to Senators who have not yet joined a political party.

Tips
- Try to set the terms of the argument by beating your fellow newspapers to a story. It is your job to report on the events of the day but it is also your job to persuade people to your point of view.
- The Newspapers of 1793 did not pretend to be "fair" or "objective." You are a political person pushing your point of view of events. Support the politicians that share your views. Insult those that do not.
CHARACTER SHEET - Freneau

Role
You are the publisher of the National Gazette, a patriotic newspaper dedicated to the principles of liberty, equality and the success of the new Democratic-Republican party.

A more accurate description is that you are the Democratic-Republican general.

Your paper has become the voice of loyal Americans concerned about the growing power of the federal government over the states. The leaders of the emerging Democratic-Republican party write often in your paper.

Goals

1. Get a Democratic-Republican elected as the next President of the United States. Determine which Democratic-Republican leader is best suited to replace President Washington and rally support behind that leader (Jefferson? Madison? Monroe?) Publicly tear down Washington and whichever Federalist swindler who emerges as the most likely Federalist candidate (Hamilton? Adams?).

2. Grow the Democratic-Republican Party in the Senate. Coordinate with Madison and Monroe to recruit other "undecided" Senators into proudly joining the Democratic-Republican Party. If there are more Democratic-Republican senators than Federalist senators at the end of the simulation, consider that a "win."

3. Keep the Revolution alive! The United States won the Revolutionary War but now stands to lose the peace. Keep America true to its revolutionary principles. That also means supporting the revolution against tyranny in Europe and around the world. France was there for us in our time of need. Now is our time to support their revolution.

4. Expose Federalist scandals. Make public the abuses of the current administration.

Allies

- Secretary Jefferson - Jefferson, the face of the new Democratic-Republican party, could very well be the next President of the United States. It’s your job to help make that happen. If not Jefferson, then some other Democratic-Republican. Jefferson has hired you as a translator at the State Department to help support the paper.

- Representative Madison - is a close friend and ally and is the true leader of the Democratic-Republican party. Assist Madison in getting out the message of the party.

- Senator Monroe - The leader of the Democratic-Republicans in the Senate. You should coordinate with the Senator to build public support for Democratic-Republican policies.

- Citizen Genet - Genet’s zeal for the revolution is well known. Genet’s arrival here in Philadelphia is a major opportunity to build public support for our revolutionary brothers and sisters in France. The ambassador’s mission here MUST be a success.

Adversaries

- Fenno - Hamilton’s lapdog and the chief purveyor of Federalist propaganda. The Gazette of the United States would not exist without financial support from the banking interests behind Hamilton’s pro-British policies.

- Secretary Hamilton- The leader of the Federalist party wants to give the President the powers of a king. Hamilton is an enemy who plans to succeed Washington to the throne. This must not happen.

- President Washington- The "father" of our country is much beloved and rightly so. But it is Hamilton who pulls the strings of government now. You know that attacking Washington personally might not be the "right thing to do," but it is too much fun!
Freneau
Publisher, The National Gazette

Role Explanation - Newspaper Publisher
You are a newspaper publisher in 18th century Philadelphia, the new nation's capitol. You publish a newspaper in order to change people's minds and have an effect on the direction of the government. Also you report the news...in a way that supports your political views. You are the Fox News or MSNBC of the 18th century but much more extreme.

What can you do during this simulation?
1. Advocate for your party in the NEWSFEED.
Your job is to actively report on the events of this extended foreign policy crisis by reporting quickly and often about events in a way that advances your political agenda. (This is in the NEWS FEED tab.)

Strive to out report and out argue the other competing newspapers of the day. (Think of this as the historical equivalent of live tweeting.)

2. Organize your party's efforts in the Senate.
 Coordinate with leaders of your party to pass policies in Congress that support the goals of your party. You may not be able to vote, but you can lead.

3. Persuade undecided Senators to officially join your party.
 In addition to writing in your newspaper, you need to be actively talking to Senators who have not yet joined a political party.

Tips
- Try to set the terms of the argument by beating your fellow newspapers to a story. It is your job to report on the events of the day but it is also your job to persuade people to your point of view.
- The Newspapers of 1793 did not pretend to be "fair" or "objective." You are a political person pushing your point of view of events. Support the politicians that share your views. Insult those that do not.
Senator Ellsworth
Senator / Majority Leader

CHARACTER SHEET - Senator Ellsworth

Role
You are a Senator from Connecticut and the majority leader of the Federalist party in the Senate. You are a key ally to Secretary of the Treasury Hamilton. Your role is to build support for Federalist policies in the Senate. This will promote economic growth and a strong national government. Your style of leadership has been to conduct private negotiation and build consensus rather than engaging in public debate.

Goals
1. Pass Federalist policies in the Senate. Federalist policies are strengthening the national government and bringing about the trade and economic growth that this new nation needs.
2. Prevent a war with great Britain. The main threat to the survival of the United States is being drawn into a world war against our main trading partner, Great Britain. While you are sympathetic to the French revolution, the new government of the United States cannot be drawn into an unwinnable war.
3. Cement your legacy as a great leader. Provide leadership in the Senate while encouraging civility in the Senate so that people of good character may disagree without party lines hardening. Serve the President for four more years and then, ideally, have the next President promise to appoint you to the Supreme Court.

Allies
- **Secretary Hamilton** - The Secretary of the Treasury is your main ally. Coordinate with Hamilton as much as possible about what is going on in Congress. Make sure that Hamilton doesn’t disappear into Washington’s cabinet and lose sight of what is happening with the legislative branch.
- **Senator Cabot** - The Senator from Massachusetts is the other main Federalist leader in the Senate.
- **Vice President Adams** - This loyal Federalist has fallen out of favor with Washington and yearns to be of use. Perhaps Adams can represent the needs of the Senate within Washington’s cabinet?
- **Senators Sherman, Foster, King, Vining, Gunn, Livermore, Bradford** - fellow Federalists

Adversaries
- **Representative Madison** - Known as “the Knife,” Madison is the leader of the opposition party in the House of Representatives. The “Democratic-Republicans,” as they call themselves, do not see the need for a strong national government and are suspicious of the motives of Washington and Hamilton. Ridiculous!
- **Senator Monroe** - The Senator from Virginia is Madison’s lackey and will likely oppose everything you and the President are trying to accomplish in Congress.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
2. Make decisions for your state.

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTIONS tab)

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Monroe
Senator

CHARACTER SHEET - Senator Monroe

Role
You are a Senator from Virginia and the most visible "Democratic-Republican" in the Senate. As a Senator, you represent your state in crafting and then voting on federal legislation. Your role is to stop the Federalist expansion of the national government and to maintain promote states' rights. You are a strong supporter of individual liberty and are therefore a strong supporter of the French Revolution and republican government. You did not nearly lose your life fighting to overthrow tyranny only to see that same power vested in an all-powerful executive.

Goals
1. **Save the French Republic.** The revolution you nearly died for must not stop on our shores alone. France was our ally in time of need. Now it is our turn to support our common cause in Europe. Build public support for the French cause by wearing the French tricolor cockade and encouraging others to do so too.
2. **Win popular opinion over to the Democratic-Republicans.** You must be the most persuasive voice in the Senate towards policies of limited government and individual liberty. Actively recruit other senators to officially join the Democratic-Republican party. The desire to turn the President into some kind of all-powerful king must be opposed!
3. **Convince people to wear tricolor cockades.** Build visible public support for France and the Democratic-Republicans by getting people to wear tricolor cockades. Anyone wearing a black cockade is a Pro-British fool.
4. Position yourself to be the next **President of the United States.**

Allies
- **Representative Madison** - Known as "The Knife," Representative Madison leads the Democratic-Republican effort in the House of Representatives. You should coordinate your legislative efforts with Madison and Jefferson, but Madison will be more available.
- **Freneau** - The publisher of the *National Gazette*, a newspaper dedicated to the Democratic-Republican cause, can be counted on to present events in a light kindest to your cause. You sometimes write using the pseudonym "Agricola" to hide your identity.
- **Secretary Jefferson** - Jefferson, the best-known Democratic-Republican, must act in a restrained manner when serving as Secretary of State in Washington's cabinet. Often outnumbered by Federalists, Jefferson often has to rely on you to publicly articulate positions that Jefferson cannot without angering President Washington.
- **Senator Taylor** - Senator Taylor is also a great defender of States' rights and the interests of farmers.

Adversaries
- **Senator Ellsworth** - Your rival. The leader of the Federalists in the Senate is someone with whom you rarely agree. Along with Secretary Hamilton, Ellsworth is the most unabashed Federalist in government.
- **President Washington** - A great leader who has gotten older and has fallen into abuse at the hands of Hamilton, who exerts entirely too much influence. Though you often disagree with Washington, you dare not publicly criticize one who you owe so much.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the singular power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Build visible support for Democratic-Republicans with tricolor Cockades.

Distribute tricolor cockades to be worn by the supporters of the Democratic-Republican party as well as the French Revolution. Encourage American politicians to proudly display their support for France in their war against tyranny. Politicians wearing black cockades are cynical supporters of Great Britain. Win the battle for public support by having more Americans wearing tricolor cockades over the black British cockades.

2. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

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Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTION ITEMS tab)
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4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Burr
Senator

CHARACTER SHEET - Senator Burr

Role
You are the relatively new Senator of the state of New York, eager to make an impression on the national stage. You pride yourself on representing all of New York, not just the city. You have positioned yourself as a leader like President Washington who opposes the creation of political parties.

The time for waiting is over. It is time for you to lead on the national level.

Goals
1. **Position yourself to become the next President of the United States.** President Washington does not intend to seek a third term and the search for a successor has begun. You should be an excellent moderate choice between the warring Federalist and Democratic-Republican candidates.
2. **Undermine Hamilton and the Federalists.** Your "friend" Hamilton is angling to be Washington's successor. For you to emerge as a moderate national leader you must show that Hamilton is divisive and self-serving. Ideally you undermine Hamilton secretly.
3. **Pacify the Northwest Territory.** The people of New York are tired of living under constant threat of violence from the neighboring Native American tribes. A permanent solution is necessary, and quickly so that the land of the Northwest Territory can be sold and settled by Americans. These sales should fund the Federal government and eliminate the need for the unfair "Whiskey Tax" that hurts the farmers you represent.

Relationships
- **Secretary Hamilton** - Your friend and former legal partner has become President Washington's chief advisor. Hamilton, however, is the most hated politician in the Federalist party. You know that Hamilton privately opposed you at many stages of your political career.
- **Senator King** - The other Senator from New York is a long-time representative of New York City’s traders and merchants. Your support has come from the farmers and frontiersmen in the rest of the state.
- **Brant** - whose Native American name is Thayendanegea, is a Mohawk Chief and the leader of the Iroquois Six Nations, located in western New York and Canada. Brant is here in Philadelphia to represent the Western Confederacy of the Northwest Territory in negotiations with the American government. Perhaps military conflict can be avoided.
- **Senator Taylor** - The Senator from Virginia is a great thinker and a thought leader within the emerging Democratic-Republican party. Taylor is a fierce advocate for states' rights. A potential ally.
- **President Washington** - You know the President is very much against the rise of political parties. Ironically Hamilton is the main cause for this.
- **Representative Madison** - A friend from Princeton and the leader of the Democratic-Republicans in Congress.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of **passing a law** works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
2. Make decisions for your state.

Your state Governor will consult with you about **decisions** affecting your state. (Decisions will appear in the ACTIONS tab)

![Communications and Actions cards]

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. **Do not end the simulation with any trade goods from your state still in hand.**

![Trade route cards]

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

**Tips:**

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Cabot
Senator

CHARACTER SHEET - Senator Cabot

Role
You are a Senator from the state of Massachusetts and are the current Director of the Bank of the United States, an institution established under Secretary Hamilton's ambitious economic plans for the country. You are one of the leaders of the Federalist party in the Senate.

Goals

1. **Be the voice of the Federalist Party.** Be loud and proud in your defense of the President's policies. Vocally criticize Democratic-Republicans when they do not act in the best interests of the country.

2. **Grow the Federalist party in the Senate.** Along with Ellsworth, you are the most prominent Federalist in the Senate. Use your position and influence to make sure that only wise Federalist policies emerge from Congress. Recruit undeclared Senators to support President Washington and join the Federalist party.

3. **Convince people to wear black cockades.** Build public support for President Washington (and war veterans!) by getting people to wear black cockades. Anyone wearing a tricolor (French) cockade is not being loyal to the President and the nation.

Allies

- **Senator Ellsworth** - (Connecticut) The leader of the administration's Federalist party in the Senate.
- **Secretary Hamilton** - Hamilton has a strong vision for economic growth for the nation. You see your role is to help those in Congress understand the benefits of Hamilton's changes under Washington's administration.
- **Senator Strong** - Your fellow Senator from Massachusetts is a political moderate in the Senate. Strong is often most concerned that the Senate strictly apply the Constitution, rather than the implications of any one law.
- **Senators Foster, King, Morris, Vining, Gunn, Livermore, and Bradford** - fellow Federalists

Adversaries

- **Senator Gallatin** - (Pennsylvania) One of the few Democratic-Republicans who understands economics.
- **Representative Madison** - The Speaker of the House is the leading voice among the Democratic-Republicans.
- **Senators Monroe, Jackson, Langdon, Taylor, Martin, Brown, and Robinson** - Democratic-Republicans
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. **Build visible support for Federalists with black Cockades.**

Distribute black cockades to be worn by the supporters of President Washington and the Federalist party. Encourage American politicians to proudly display their support for veterans of the Revolutionary War. Politicians wearing tricolor cockades are placing loyalty to France over their allegiance to the United States. Win the battle for public support by having more Americans wearing black cockades over the French tricolor cockades.

2. **Pass laws in Congress.**

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)

2. **Make decisions for your state.**

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTION ITEMS tab)
3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

5. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

6. Pursue your personal goals.

Your character sheet lists defined goals that you want to achieve over the course of the simulation. Determine how you can work with others to achieve your own personal goals.

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Gallatin

Senator

CHARACTER SHEET - Senator Gallatin

Role
You are a Senator from the state of Pennsylvania, a state on the border with the Northwest Territory. The frontier is marked by more frequent violence between the Native American tribes and American settlers. Your state is growing increasingly unhappy, even violent, over the Whiskey tax that has been imposed by the Federal government.

Goals
1. **Win popular opinion over to the Democratic-Republicans**. Actively recruit other senators to officially join the Democratic-Republican party so that the next President will not be a Federalist. You believe you would make an excellent Secretary of the Treasury in the next administration.
2. **Build a coalition to repeal the Whiskey Tax** that is destroying the livelihood of farmers in many states.
3. **Bring peace to the frontier**. The Native-American raids on the settlers in western Pennsylvania are unacceptable and must change. Whether that means a war that settles things or an agreement that allows American settlers to leave in peace, something must be done and soon.

Allies
- **Secretary Knox** - The Secretary of War is tasked with dealing with the raids on your borders by the Native-Americans living in the Northwest Territory. You know that the Secretary has also personally invested quite a bit of money in the lands within the Northwest Territory and is eager to come to a solution that will allow his investment to pay off.
- **Senator King** - This senator from New York is also dealing with Native American issues on New York's north and western borders.
- **Senator Brown** - Brown was instrumental in securing Kentucky's statehood and is now dealing with the same frontier issues, Native American raids and the Whiskey tax, that Pennsylvania is.

Adversaries
- **Brant** - whose Native Americans name is Thayendanegea, is a Mohawk Chief and the leader of the Iroquois Six Nations, located in western New York and Canada. You believe Brant is here in Philadelphia informally representing the Western Confederacy of the Northwest Territory as well. Perhaps war can be avoided.
- **Senator Morris** - This British-born Senator from Pennsylvania personally financed much of the American Revolution and has been involved with every important event in the creation of our nation. Not surprisingly, Morris tends to align with the administration on most issues.
- **Secretary of the Treasury Hamilton** - Hamilton wants to strengthen the federal government at the expense of the independence of the states while concentrating wealth among the northern bankers and traders.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)

- **Bill Proposed**
  - A bill is proposed by a specific Senator.
  - Senators are given options on how to write the bill.

- **Consult**
  - Sponsoring Senator consults with other Senators to determine contents of the bill.
  - Determine what version of the bill can get enough votes to pass.

- **Write Bill**
  - The sponsoring Senator writes the bill.
  - What are the contents of the Bill?
  - This is a DECISION in the ACTIONS tab.

- **Yay! Nay!**
  - The SENATE VOTES.
  - The Senate Votes on the bill.
  - PASS or FAIL

  (In this simulation, the House of Representatives will PASS any bill passed by the SENATE.)

- **Presidential VETO?**
  - The President SIGNS or VETOES
  - This is a DECISION in the ACTIONS tab.

- **LAW**
  - A signed bill becomes LAW.
2. Make decisions for your state.

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTIONS tab)

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
**Senator Izard**

**Senator**

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**CHARACTER SHEET - Senator Izard**

**Role**

You are a Senator from the state of South Carolina. You have taken a lead role in representing the southern states' economic interests and Charleston's role as the most important trade port in the south. You are a strong supporter of the Constitution and the rights of man, as well as states' rights. The United States' revolution cannot end at our borders, especially when the nation in question is our great ally, France.

**Goals**

1. **Help France win the war** so that representative governments can continue to spread around the world. War with Great Britain might be out of the question, but the United States should support the revolutionary cause in France in every way it can.
2. **Convince other states to outfit French Privateers.** The recent commissioning of privateers by Citizen Genet in Charleston will bring in a large amount of money for the state while helping the French cause. Convince other states to follow your lead.
3. **Control the debate on the nature of our government.** American policies should be based on the spread of our principles: Life, Liberty, and Equality. Appeal to your fellow leaders on the basis of our shared principles.

**Allies**

- **Ambassador Genet** - You met Genet when Genet was known only as a brilliant child who could speak and write seven languages in the French King’s court. Upon arriving in the United States a few weeks ago, Genet sought you out as an advisor. So far the merchants of South Carolina have accepted four Letters of Marque and have armed four privateers to attack British shipping and bring much needed revenue into the South Carolina economy.
- **Senator Butler** - Your fellow Senator from South Carolina hates the British.
- **Senator Jackson** - The Senator from Georgia is under local pressure to keep the federal government out of Georgia's "negotiations" with the Creeks.
- **Senator Langdon** - A friend, the Senator from New Hampshire shares your desire to keep the nation from fighting between the interests of farmers on one hand and merchants on the other.

**Other Relationships**

- **Senator Cabot** - This Massachusetts senator is one of the few people who understands trade and the sea as well as you do. The problem with British trade is not that it is with Great Britain, it is that Great Britain insists that trade with its ports be delivered by British ships, choking the growth of the American merchant fleet.
- **Big Warrior (Tustanagee Thlucco)** - This leader of the Creeks, representing many of the tribes in the south, has succeeded in getting the southern tribes to act in concert. Settlers on your states' western frontier are facing a more organized resistance to the expansion of western settlements.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)

A bill is proposed by a specific Senator. Senators are given options on how to write the bill.

Sponsoring Senator consults with other Senators to determine contents of the bill.

Determine what version of the bill can get enough votes to pass.

The sponsoring Senator writes the bill.

What are the contents of the Bill?

This is a DECISION in the ACTIONS tab.

The SENATE VOTES.

The Senate Votes on the bill.

PASS or FAIL

(In this simulation, the House of Representatives will PASS any bill passed by the SENATE.)

The President SIGNS or VETOES

This is a DECISION in the ACTIONS tab.

A signed bill becomes LAW.
2. Make decisions for your state.

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTIONS tab)

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Representative Madison
Speaker of the House

CHARACTER SHEET - Representative Madison

Role
You are the Speaker of the House of Representatives and the public leader of the newly created Democratic-Republican party. Your job is to lead the Democratic-Republican effort in Congress, working with Senator Monroe to win other Senators over to Democratic-Republican positions.

Goals
1. **Grow the Democratic-Republican party.** Your vision of a limited national government has been betrayed by the Federalists. You must build a new party to provide an alternative vision for America.
2. **Stop the expansion of Federal power** and restore power to the individual states. Restore the intended vision of the Constitution and reverse the king-like powers claimed by the presidency. These are core "Democratic-Republican" principles.
3. **Become the next President of the United States.** The leader to succeed President Washington cannot be a Federalist. Build a coalition in Congress and determine who is the Democratic-Republican leader to become the next President of the United States. Jefferson? Monroe? Or, perhaps, yourself? Lead this effort to build support behind a single leader.

Allies
- **Secretary Jefferson** - Your main ally in the Democratic-Republican party, Jefferson is constrained by the duties of the Secretary of State in service to the President. You must attempt to stay in contact with Jefferson to know what action Hamilton and the Federalists are taking from within Washington's Cabinet.
- **Freneau** - The publisher of the *National Gazette* is technically a State Department employee in Jefferson's employ. Freneau has been a key figure in getting out the message of the new Democratic-Republican party. Get your position in the papers often, through Freneau or through your own writings.
- **Ambassador Genet** - The French ambassador can help turn American support for France into support for the Democratic-Republican party.
- **Senator Monroe** - The Senator from Virginia is the most prominent Democratic-Republican in the Senate and is a reliable ally.
- **Senator Burr** - A friend from Princeton and a new Democratic-Republican.
- **Senators Gallatin, Jackson, Taylor, and Robinson** - reliable allies in the newly formed Democratic-Republican party.

Adversaries
- **Secretary Hamilton** - A great thinker who has demonstrated that power corrupts. While Washington has, for the most part, resisted the temptations to abuse power, Hamilton has expanded the role of the executive branch and the Presidency into something that more resembles the powers of a king. Hamilton's vision must be defeated.
- **President Washington** - You have lost your status as a trusted advisor to the President due to your public criticism of administration policies.
Role Explanation - Speaker of the House

You are the Speaker of the House of Representatives and the public leader of the new Democratic-Republican party. You are a political leader who can change history by adding people to your political party. As one of the main architects of the Constitution and the leader of the House of Representatives, you are one of the few leaders with a national stature that rivals Washington or Jefferson.

What can you do during this simulation?

1. Persuade others to support France

The spread of Representative government across Europe is vital to the United States’ future. The revolution that began in the United States cannot end with the defeat of the newly created French Republic.

- Aid and advise Citizen Genet, the new French Ambassador.
- Work with Genet’s secretary Pascal to help France receive the supplies of food it needs from American states.
- Encourage support for France (and the Democratic-Republican party) by wearing a tricolor cockade and encouraging other Americans to do the same (Senator Monroe has a supply of cockades). Discourage the wearing of the pro-British black cockade.

2. Grow the Democratic-Republican party

You are the leader of a political party which is resisting the increasing king-like powers of the President. The United States is ready for a political party that represents those loyal to the original intent of the Constitution and the ideals of the American Revolution.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

(For purposes of this game, the SENATE will represent all of Congress: if a vote passes in the Senate, it is assumed to have passed in the House of Representatives as well.) You, sadly, do not get a vote in the Senate. But you should be active in lobbying senators however.

4. Position yourself to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support? Should you be the leader to take on the difficult task of following Washington?

Tips:

- Your role is unique in the game. You must demonstrate real leadership by building a block of loyal Senators committed to the survival of France and the ideals of the American Revolution.
Vice President Adams
Vice President of the United States

CHARACTER SHEET - Vice President Adams

Role
You are the Vice President of the United States, a position that has very few actual powers or responsibilities other than presiding over the Senate and casting a vote in the event of a tie.

As President Washington enters a second and, presumably, final term as President, you must find a way to assist the President and the administration in any way possible. The Vice-President could be seen as a natural successor to the Presidency, but not if you are publicly sidelined during critical decision-making.

Goals
1. **Aid President Washington** by keeping the Cabinet informed on what is going on in the Senate. You can’t report on the Senate from a chair in the Cabinet room. When in doubt, be in the Senate chamber.
2. **Position yourself to become the next President of the United States**. President Washington does not intend to seek a third term and the search for a successor has begun. This crisis is an opportunity for you to display your leadership on a national stage and build a coalition to support a successful Presidential campaign for yourself.
3. **Stop the spread of partisan politics**. You share the President's disapproval of political parties and permanent factions. The growing rift between the federalist policies of the administration and the emerging opposition of the Democratic-Republicans must be mended.

Allies
- **President Washington** - You and the President have a long and complicated relationship. You aided Washington’s rise to power but, without specific powers, you have fallen out from the President's inner circle of advisors. Does Washington view you as a rival? This relationship must be mended if you are to have a hope of becoming Washington’ successor.
- **Senator Strong** - The Senator from Massachusetts wants to be the next Attorney General and is willing to lead the effort to make you the next President.
- **Secretary Hamilton** - The Secretary of the Treasury is the most visible “Federalist” in the administration. Hamilton seeks to be Washington’s “right hand man” in all matters. Hamilton is your main Federalist rival to succeed Washington as President.
- **Minister Hammond** - The Ambassador from Great Britain is a capable diplomat for the British government. You have heard rumors that Hamilton shares information from Cabinet meetings with Hammond; they are that close. If a member of the press were to discover proof of this communication, Hamilton could be ruined as a potential Presidential rival. *Hmmm*...
- **Fenno** - The publisher of the *Gazette of the United States* is the voice of the Federalist party and administration views. Getting Fenno on your side would do much to help your chances of succeeding President Washington.
- **Senator Ellsworth** - The Senator from Connecticut is the majority leader in the Senate, responsible for pushing Federalist policies through the Congress. Coordinate with Ellsworth to make sure that Washington and the Cabinet can make sure that Congress is pursuing policies that will make the nation stronger.
- **Senator Foster** - The Senator from Rhode Island is very loyal to the President and to the President’s legacy. As such, Foster is determined to find the right person to lead the Federalist party as President when Washington retires. Convince Foster that you are the right leader for the country.
- **Senator Livermore** - a reliable ally.
Role Explanation - Vice President

The Vice President advises Washington and serves as the President of the Senate, breaking any tied votes.

What can you do during this simulation?

1. Break ties in the Senate

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a vote will appear in the ACTIONS tab)

Although, you do not vote in the Senate, you are called upon to break all ties. Given the small number of Senators at this time, this might happen often!

You will VOTE at the same time as the Senators but your vote will only be counted in the event of a tie.

2. Coordinate efforts between the Washington’s cabinet and Congress

The President and the cabinet are dealing with the unfolding foreign policy crisis. You are their liaison with Congress. Keep the cabinet informed of what is going on in Congress and the city of Philadelphia.

DO NOT JUST STAY IN THE CABINET ROOM!
3. Escort visitors to Washington’s Cabinet

You, along with Lear, the Secretary to the President, are the only people who can regularly move back and forth between the cabinet room and Philadelphia. You should to escort outside visitors into the President’s presence.

4. Persuade others to your point of view

Use your powers of persuasion to advocate for the President’s positions. In Congress and the city of Philadelphia, you speak with the President’s voice, carrying messages critical to the operation of government. The President sometimes asks your advice but you are careful not to confuse your role with that of a cabinet official.

As you can travel anywhere in Philadelphia, you should always attempt to communicate with people face to face.

Tips:

- Coordinate policy with Federalist allies in Congress (Ellsworth, Cabot, Foster, and any others that emerge). Sometimes what is happening in Congress is more important than what is happening in the cabinet room. The President is loathe to engage in partisan politics so you should provide unifying leadership for the Federalist party.
- Position yourself to be the next President of the United States. This can be with Washington’s blessing, but it is not necessary.
- Keep the President informed. The President relies upon you to determine what information is important as well as what is going on in Congress and in Philadelphia. The cabinet room is the “room where it happens” but that means the President and the cabinet are often unaware of what is going on in the streets.
Senator Brown

Role
You recently became the first United States Senator from Kentucky. Kentucky is a new state created only a year ago, splitting off from Virginia. Facing constant raids from Native Americans within the Northwest Territory, the citizens of Kentucky are deeply unhappy with the inaction of the federal government and the federal tax on whiskey.

Goals
1. **Repeal the Whiskey Tax.** Kentucky is a frontier state and is a state of near constant war with the Native Americans of the Northwest Territory. The citizens of Kentucky want the frontier secured, the Whiskey Tax repealed, and the Mississippi River opened up for trade. These local concerns must be dealt with before the United States can even consider involving itself in a European War.
2. **Pacify the Frontier.** Kentucky is a frontier state and is a state of near constant war with the Native Americans of the Northwest Territory. The citizens of Kentucky want the frontier secured and the Mississippi River opened up for trade. A federal army is necessary to fight a war in the Northwest Territory but many from Kentucky worry that such a force would be used against the citizens of Kentucky who refuse to pay the Whiskey tax.
3. **Position yourself to become the next Attorney General.** Your ambitions do not stop at being a mere Senator and your legal mind would make you an excellent Attorney General or even a Supreme Court Justice. Determine who deserves to succeed Washington and secure a place in the next administration.

Allies
- **Attorney General Randolph** - You count this fellow lawyer and Virginian as a friend and ally. Randolph, like you, is a moderate, supporting President Washington.
- **Secretary Jefferson** - Jefferson taught you the law and is a mentor.
- **Senator Gallatin** - This shrewd senator from western Pennsylvania is dealing with the same problems facing the state of Kentucky: the Native American raids from the Northwest Territory and the awful Whiskey Tax. This ally is an expert at financial matters.
- **Senator Morris** - This senator from Pennsylvania is an old friend and almost personally paid for much of the Revolutionary War. A very loyal friend of the President’s.
- **Senator Edwards** - Edwards is the other Senator from the new state of Kentucky and worked with you closely in achieving Kentucky’s statehood.
- **Bache** - The newspaper publisher of the newly-created *Aurora General Advertiser* is dedicated to Jeffersonian philosophy and support for the Democratic-Republican party.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

- A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
2. Make decisions for your state.

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTIONS tab)

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Big Warrior (Tustanagee Thlucco)
Representative of the Creek Nation

CHARACTER SHEET - Big Warrior (Tustanagee Thlucco)

Role
You are the new Speaker (leader) of the Creek Nation, a alliance of Native American tribes that live in the lands between Georgia and the Mississippi River. You speak perfect English and have traveled to Philadelphia to appeal to the federal government for aid in your ongoing conflict with the State of Georgia. Georgia often ignores the treaties the Creek people have made with the United States. You have risen to power by organizing resistance against the white settlers intruding illegally onto your lands.

Goals
1. Get the Federal Government to enforce its existing agreements. Convince members of Congress to sign your petition and then present it to the President in order to prevent white settlers from spreading into Creek territory.
2. Lobby against legislation that would put the United States and Native Americans on the path to war. A permanent standing army for the United States would might be a good thing if it is used to enforce federal law in your conflict with the state of Georgia.
3. Recruit allies. Determine if an alliance with France or Great Britain can help you establish a permanent homeland which would be honored by all nations.
4. Prepare for war. Secure arms and other trade goods desired by the people of the Creek Nation in case it comes to war. Bargain with the U.S. government from a position of strength.

Allies
- Secretary Knox - The Secretary of War manages the United States’ relations with Indians and is charged with enforcing the terms of the Treaty of New York (1790). Knox is one of the more friendly voices in the administration when it comes to Native Americans relations. Others just want to see you go.
- Brant - The best known of the Native Americans leaders, Brant, also known as Thayendanegea, has been the strongest voice for "Pan-Indianism," an Native American movement that seeks to unite all Indian tribes. Brant represents the Six Nations of the Iroquois. Brant is known as a peacemaker who sometimes speaks for other tribes.
- Secretary Pascal - The second in command of the French delegation has expressed interest in working with the Creeks to establish a permanent homeland for the Creeks in Spanish Florida or in the lands around the Mississippi River.
- Senator Hawkins - The Senator from North Carolina has been a friend to Native American interests. Hawkins' curiosity about Native American culture and customs make the Senator a strong ally. His views are not always in line with the settlers from North Carolina who are eager to expand west and take away Creek lands.
- Webster - The Publisher of the American Minerva is sympathetic to the cause of the Creek Nation and will print your writings if desired.
- Executive Secretary Lear - To talk with President Washington, you must arrange it with Lear.

Adversaries
- Senator Jackson - The Senator from Georgia is, frankly, an enemy. Georgians want your land and have violated the terms of every deal the Creeks have ever made with them.
Role Explanation - Native American Leader
You are a chief from the Creek Nation on a diplomatic mission to Philadelphia to have the federal government force the state of Georgia to honor federal treaties with the southern Native American tribes.

What can you do during this simulation?
1. Make decisions for the Creek Nation.
You will be given a number of decisions that will guide the actions of the Native American tribes you represent. You have to use your own judgement in conducting negotiations with the United States. (DECISIONS are found in the ACTIONS tab.)

2. Persuade others to your point of view
Use your powers of persuasion to grow support for the idea of sovereignty for the Creek Nation. You do this by:

- **Face to face negotiation** - Talking to others in person is usually most effective, but you don't always have access to everyone...
- **Messaging** - you have an address book of contact that you can send private messages to at any time. (see the MESSAGES tab)
- **Write in a newspaper** - you can reach the largest audience by writing in a newspaper (see the NEWS FEED tab)

3. Trade Game - Secure materials for the Native American tribes.
You have been authorized to establish new trade routes for the supply of FURS the Creek Nation has to trade. Make sure you receive trade goods in return that meet you people's needs and keep you in power. **War Materiel** and **Food** are the most desired goods, as they best prepare the Creek Nation for potential military conflict. (The ability to establish TRADE ROUTES will appear in the ACTION ITEMS tab). **Do not end the game with any of the trade goods you started with!**

Tips
- Your goal is to build support among American leaders for a permanent border and sovereign status for the Creek Nation.
- Lobby for the United States government to intervene on your behalf and force the state of Georgia to strictly adhere to federal law and policy.
• Establish a permanent agreement with the federal government of the United States.

This map shows where the Creek Nation is located in relation to the state of Georgia. The Oconee River is Georgia's western border.
Senator Jackson

Senator

CHARACTER SHEET - Senator Jackson

Role

You are a Senator from the state of Georgia. Georgia is a frontier state dealing with active raids by the Creek tribes on its western border. Georgia is capable of handling all of these problems as long as the Federal government does not interfere with what are your state's concerns. You have become a leader within the Democratic-Republican party. You actively oppose many of Hamilton’s Federalist policies, particularly the whiskey tax.

Goals

1. **Do what is best for Georgia.** The people of Georgia are capable of handling their own problems without the Federal government imposing its views. Protect Georgia by limiting the power of the Federal government. Both the Creeks and the Spanish in Florida hold valuable tracks of land desired by American settlers.

2. **Win popular opinion over to the Democratic-Republicans.** You must be a persuasive voice in the Senate countering Hamilton’s economic policies which will only concentrate wealth among the northern bankers and traders. Actively recruit other senators to officially join the Democratic-Republicans. You would make an excellent Secretary of War in the next administration.

3. **Stop Creek aggression** - The Creek Nation wages a constant undeclared war against the people of Georgia. The Creek leaders fail to recognize private property and state laws which give settlers the right to purchase and own land on the frontier. The Creeks must decide if they wish to live in peace or be destroyed by the Georgia militia.

Allies

- **Senator Monroe** - The Senator from Virginia is the leader of the Democratic-Republicans in the Senate and has come to view you as a reliable ally. If supporting France means Georgia can settle Spanish Florida, then by all means...

- **Senator Taylor** - This Senator from Virginia is a great thinker and a strong advocate for the newly formed Democratic-Republican party.

- **Senator Edwards** - This Senator from Kentucky is facing many of the same issues that Georgia does with regards to the Whiskey Tax and Native American affairs. A possible ally.

Adversaries

- **Big Warrior (Tustanagee Thlucco)** - This Creek Chief is in Philadelphia to appeal to the Federal government to intervene against Georgia. You know that in the past, individual Native American tribes have not honored treaties made in their name by other Native Americans. Despite what others think, you hope an arrangement can be made with the Creeks that does not require further bloodshed.

- **Secretary Knox** - This fellow soldier is the Secretary of War, responsible for forming and executing the country's policy towards Native Americans. Knox understands that the U.S. needs to expand and is looking for the most peaceful way to achieve it. You just want Knox to stay out of Georgia's way.

- **Senator Gunn** - The other Senator from Georgia is, frankly, an enemy. Gunn's Federalist views all too often put national concerns over those of Georgia's.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)

- **Bill Proposed**: A bill is proposed by a specific Senator. Senators are given options on how to write the bill.

- **Consult**: Sponsoring Senator consults with other Senators to determine contents of the bill. Determine what version of the bill can get enough votes to pass.

- **Write Bill**: The sponsoring Senator writes the bill. What are the contents of the Bill? This is a DECISION in the ACTIONS tab.

- **Senate Vote**: The SENATE VOTES. The Senate Votes on the bill. PASS or FAIL

  (In this simulation, the House of Representatives will PASS any bill passed by the SENATE.)

- **Presidential Veto?**: The President SIGNS or VETOES This is a DECISION in the ACTIONS tab.

- **Law**: A signed bill becomes LAW.
2. Make decisions for your state.

Your state Governor will consult with you about **decisions** affecting your state. (Decisions will appear in the ACTIONS tab)

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. **Do not end the simulation with any trade goods from your state still in hand.**

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

**Tips:**

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Brant (Thayendanegea)
Mohawk Leader of the Six Nations

CHARACTER SHEET - Brant (Thayendanegea)
Role
You are a Mohawk Chief representing the "Six Nations," an alliance of six Native American tribes living in western New York and Canada. Speaking perfect English, you have been sent to Philadelphia to represent Native American interests and negotiate with the American government. You have also been in contact with the Western Confederacy, the alliance of tribes in the Northwest Territory who recently handed the United States a startling military defeat. You hope to negotiate an agreement for all Native Americans that the Native American tribes of the Western Confederacy will accept.

Goals
1. Gather signatures for your petition. Build support among American politicians for a sovereign nation of Native-American tribes in the current "Northwest Territory."
2. Convince the President that a Native-American nation should be established. Gain entry to the Cabinet Room and plead your case to the President. War will surely come if the United States insists upon settling the ancestral lands of the tribes of the Western Confederacy. Convince members of Congress that Native Americans desire peace.
3. Recruit allies. Determine if an alliance with either France or Great Britain can help you establish a permanent homeland which would be honored by all nations.
4. Prepare for war. Secure war materiel and other trade goods desired by the people of the Six Nations so that Native-Americans can negotiate from a position of strength. If war comes, you want to be ready.

Allies
- **Secretary Knox** - The Secretary of War manages America's relations with Native Americans and is charged with enforcing the terms of the "Indian Trade and Intercourse act of 1790." Knox personally invited you to Philadelphia to act as a mediator with the tribes of the Western Confederacy to head off further military conflict.
- **Big Warrior (Tustanagee Thlucco)** - This new chief from the Creek Nation is an unknown to you. The Creeks have been in constant conflict with settlers from Georgia. The Georgia state militia often attacks Creek Villages despite federal law which protects them. A potential ally.
- **Secretary Thornton** - Great Britain is the Six Nations' traditional ally and trading partner. You have never met Ambassador Hammond but you have corresponded with Thornton, Hammond's deputy. Make sure the British pay a high price in trade goods for any assistance you provide them.
- **Senator Hawkins** - The Senator from North Carolina is a natural linguist has been a friend to Native American interests. Hawkins' curiosity about Native American culture and customs make the Senator a strong potential ally.
- **Webster** - The newspaper publisher of the American Minerva is sympathetic to the cause of the Native Americans of the Northwest Territory and will print anything you want to write.
- **Executive Secretary Lear** - This is President Washington's secretary. To gain an audience with Washington's cabinet, contact Secretary Lear.

Adversaries
- **Senator Gallatin** - The Senator from Pennsylvania has been a loud voice for war against the Western Confederacy (on Pennsylvania's western border.) Many Pennsylvanians are eager for war so that the land of the Northwest Territory can be conquered and settled by whites. Make clear that if war comes, many citizens of Pennsylvania will surely die.
- **Secretary Jefferson** - Like most Americans, Jefferson favors expansion of America's borders.
**Brant (Thayendanegea)\nMohawk Leader of the Six Nations**

**Role Explanation - Native American Leader**
You are a Mohawk chief from the Six Nations of the Iroquois Confederacy on a diplomatic mission to Philadelphia to broker peace between the United States and the Western Confederacy of Native Americans.

**What can you do during this simulation?**
1. **Make decisions for the Native American tribes you represent.**
   You will be given a number of decisions that will guide the actions of the Native American tribes you represent. You have to use your own judgment in conducting negotiations with the United States. (DECISIONS are found in the ACTIONS tab.)

2. **Persuade others to your point of view**
   Use your powers of persuasion to grow support for the idea of sovereignty for the Native American nations. You do this by:
   - **Face to face negotiation** - Talking to others in person is usually most effective, but you don't always have access to everyone...
   - **Messaging** - You have an address book of contacts that you can send private messages to at any time. (see the MESSAGES tab)
   - **Write in a newspaper** - You can reach the largest audience by writing in a newspaper (see the NEWS FEED tab)

3. **Trade Game - Secure materials for the Native American tribes.**
   You have been authorized to establish new trade routes for the supply of FURS the Native American nations have to trade. Make sure you receive trade goods in return that meet your people's needs and keep you in power. **War Materiel** (muskets, gunpowder, horses) and **Food** (Wheat, Rice, Corn) are the most desired goods, as they best prepare the Native American nations for military conflict. (The ability to establish TRADE ROUTES will appear in the ACTION ITEMS tab). **Do not end the game with any of the trade goods you started with!**

**Tips**
- Your goal is to build support among American leaders for a permanent border and "sovereign" status for the Native American tribes you represent, meaning that they will be treated as an independent nation.
- Lobby for the United States government to not take military action against the Native Americans of the Northwest.
Establish a permanent agreement with the federal government of the United States.
Senator Hawkins
Senator

CHARACTER SHEET - Senator Hawkins

Role
You are a Senator from the agricultural state of North Carolina. You have become Congress’ chief negotiator with Native American tribes, successfully negotiating the Treaty of New York in 1790. You are dedicated to finding a permanent peaceful resolution between the Creek tribes and the government of the United States.

Goals
1. **Facilitate a peaceful negotiated settlement for the Native Americans of the Northwest Territory and, more importantly, the Creek Native Americans to the west and south of your state’s borders.** Do not allow Georgia to continue to wage an undeclared war against the Creeks. You represent Congress in negotiations with Native-Americans. American policy, however, will be decided by the President and the Secretary of War. That said, you can and should be an educated voice in any solution.
2. **Do what is best for North Carolina.** North Carolina is a solidly agrarian state whose interests need to be protected in the face of a growing Federal government that is prioritizing the interests of the bankers and stock brokers of New England over the farmers that make up the majority of the country.
3. **Position yourself to become the next Secretary of War so that you can be in charge of the nation’s Native Americans relations.** Determine who deserves to succeed Washington and secure a place in the next administration.

Allies
- **Secretary Knox** - The Secretary of the Department of War oversees the administration of Native American policy in the Executive Branch. You worked closely with Knox and the President to come to terms with the Six Nations in New York a few years ago.
- **Big Warrior (Tustanagee Thlucco)** - This new Chief from the Creek Nation is an unknown. Any Chief rising to this position must be both an excellent politician as well as a formidable warrior. This new leader is a sign that the Creeks are willing to fight the Georgia state militia if necessary.
- **Brant (Thayendanegea)** - This Mohawk Chief is a representative of the Six Nations. You know Brant from many dealings and know the chief to be a voice for peace within the tribes, a peace that Brant cannot guarantee.
- **Webster** - The newspaper publisher of the *American Minerva* has written a number of times about the injustices suffered by Native Americans and is a potential ally in getting Brant and Big Warrior’s petitions before the President.
- **Senator Martin** - The other Senator from North Carolina is a friend and served as the governor of North Carolina the last eight years.
- **Senator Butler** - The Senator from South Carolina is an ally.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
2. Make decisions for your state.

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTIONS tab)

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
**Senator Langdon**

*Senator / President Pro Tempore*

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**CHARACTER SHEET - Senator Langdon**

**Role**

You are a Senator from New Hampshire who holds the position of President Pro Tempore of the Senate. The President Pro Tempore is the Senator who is responsible for parliamentary procedure. In addition to your normal duties as a Senator, you control who is permitted to address the Senate at the podium.

**Goals**

1. **Run the Senate chamber expertly.** As the President Pro Tempore of the Senate, you control who can speak at the podium and for how long.
2. **Do what is best for New Hampshire.** New Hampshire's economy is based on shipping and trade. Through you support the French Revolution, you know that war with Great Britain would destroy your state's economy.
3. **Position yourself to become the next President of the United States.** President Washington does not intend to seek a third term and the search for a successor has begun. This crisis is an opportunity for you to display your leadership on a national stage and become President.

**Relationships**

- **Executive Secretary Lear** - the personal secretary to the President, is your cousin. The two of you have kept a back channel open to keep each other informed.
- **Secretary Hamilton** - You share most of Hamilton's priorities in building the country's economic base but feel like Hamilton's manner is often too aggressive and divisive. If you are to succeed Washington, you will need Hamilton as an ally, not a rival.
- **Senator Izard** - Izard represents Southern trade issues and is a fellow moderate. If you are to build support from your candidacy you will need to represent all of the United States and not just northern interests. Izard could be an important part of your coalition.
- **Senator Livermore** - The other Senator from New Hampshire has been a reliable ally to the administration. Livermore would make an excellent appointment to the Supreme Court in a Langdon administration...
- **Senator Strong** - The Senator from Massachusetts is a personal friend.
Role Explanation - Senator

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Tips:

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Senator Read

Senator

CHARACTER SHEET - Senator Read

Role

Hailing from the state of Delaware, you have a reputation as the "Historian of the Senate." As a Senator, you represent your state in crafting and then voting on federal legislation. You have considered yourself a Federalist and supporter of the President. That said, you are open to many of the Democratic-Republican arguments in criticism of Hamilton’s expansion of the Federal government.

Goals

1. **Keep the nation at peace.** Partisan strife cannot allow the country to fall into war.
2. **Keep the national government from expanding.** As the power of the Executive branch expands, the powers vested in Congress must be aggressively defended. Oppose all efforts to expand the federal debt. Promote policies that keep governmental costs down: we do not need the expense of a permanent army or navy.
3. **Position yourself to become the next Attorney General.** Your ambitions do not stop at being a mere Senator and your legal mind would make you an excellent Attorney General or even a Supreme Court Justice. Determine who deserves to succeed Washington and secure a place in the next administration

Allies

- **Executive Secretary Lear** - The personal secretary to the President has often traded gossip of the goings on in the President’s cabinet for information from you concerning votes before the Senate. You presume this information makes its way to President Washington.
- **Senator Henry** - The Senator from the neighboring state of Maryland has been a friend and a moderating voice in the Senate.
- **Senator Bradley** - The Senator from Vermont is a critic of the administration but has resisted joining a political party. A potential ally?
- **Senator Vining** - The other Senator from Delaware has been a more loyal Federalist and friend to the administration than you have.
- **Senator Potts** - This Senator from Maryland is a capable lawyer and a friend.
Role Explanation - Senator

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Tips:

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Senator Henry

Senator

CHARACTER SHEET - Senator Henry

Role

You are an ambitious Senator from the state of Maryland. Maryland is a state that is equally divided between the concerns of farmers and the concerns of merchants and bankers. As a Senator, you represent your state in crafting and then voting on federal legislation. Balancing the interests between the city of Baltimore and the Maryland countryside has given you the experience to represent ALL Americans on the national level.

Goals

1. **Position yourself to become the next President of the United States.** President Washington does not intend to seek a third term and the search for a successor has begun. This crisis is an opportunity for you to display your leadership on a national stage and build a coalition to support a successful Presidential campaign. Serving as a Secretary of State in the next administration would also be a good use of your talents.

2. **Strengthen the Federal Government.** The best thing for your state and your nation is for the government to get stronger. We need a permanent army and navy and the President needs the power to defend the country quickly and effectively.

3. **Bring peace to the Northwest Territory.** The raids on the settlers in western Pennsylvania are unacceptable and must change. Whether that means a war with the Western Confederacy or an agreement that allows American settlers to leave in peace, something must be done and soon. To get stronger as a nation, the country needs the money from land sales in the Northwest Territory.

Allies

- **Senator Rutherfurd** - The Senator from New Jersey is an ally who supports your bid to be the next President. Rutherfurd would make an excellent Attorney General.

- **Senator Read** - The "Historian of the Senate" has been a friend and a fellow moderate. This ally might support your run for President.

- **Senator Vining** - The other Senator from Delaware is a vocal member of the Federalist party, often defending Hamilton's positions in a public way that President Washington could not.

- **Executive Secretary Lear** - You have been able to contact members of Washington's cabinet through Lear in the past. You try not to abuse this access.

- **Senator Potts** - This Senator from Maryland is a capable lawyer and has expressed interest in becoming a Supreme Court justice in a future administration.

- **Bache** - The publisher of the *General Advertiser.* You sometimes write there under the alias "Fabius."

- **Senator Frelinghuysen** - The other Senator from New Jersey clearly wants to be the next Secretary of War and might support you in your bid to become President.
Role Explanation - Senator

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4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
CHARACTER SHEET - Senator Rutherfurd

Role
You are a Senator from the Mid-Atlantic state of New Jersey. You are a lawyer deeply concerned with the rule of law. Make sure the Senate is always following the Constitution.

Goals
1. **Increase tariffs on foreign goods** so that local manufacturing has a chance to grow and compete. New Jersey is a state that needs to grow economically and is still recovering from the destruction of the Revolutionary War.
2. **Get Senator Henry of Maryland elected President of the United States.** Your ambitions do not stop at being a mere Senator and your legal mind would make you an excellent Attorney General. Getting Senator Henry elected should secure your future.
3. **Make sure the United States is following the rule of law.** Make sure the Senate is not passing laws in violation of the Constitution. Make sure the President is honoring the treaties that our nation has agreed to with the French.

Allies
- **Senator Ellsworth** - The Senator from Connecticut is the majority leader of the Federalists in the Senate. Ellsworth takes your support as a Federalist for granted.
- **Senator Foster** - The Senator from Rhode Island is a friend and dedicated Federalist. The two of you have often assisted Ellsworth in pushing the President's policies through the Senate.
- **Bache** - you like the publisher of the *Aurora General Advertiser* as it is a paper that attempts to resist partisanship and present a balanced viewpoint on the issues facing the country.
- **Senator Frelinghuysen** - The other Senator from New Jersey is a great military leader who is trusted by President Washington. "General Frelinghuysen" desires to be the next Secretary of War. You and Frelinghuysen should work to Senator Henry elected.
- **Senator Bradford** - This Senator from Rhode Island is a lawyer and physician who has acted as a mentor to you over the years.
Role Explanation - Senator

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What can you do during this simulation?

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Here is how the process of passing a law works in the simulation:

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**Tips:**

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Foster
Senator

CHARACTER SHEET - Senator Foster

Role
You are a Senator from the New England state of Rhode Island. You are an accomplished lawyer and patriot, an ally to President Washington and the Federalist policies pushed by Secretary of the Treasury Hamilton.

Goals
1. **Stop other states from commissioning privateers.** The one thing that will pull the United States into a suicidal war with Great Britain is if American ships attack, sink, or capture British ships. **Stop the other states from foolishly signing "letters of marque"** which authorize them to attack British ships in the name of France.
2. **Identify a Federalist Successor for Washington.** Determine which Federalist is the best leader to succeed Washington and build support around that choice. The customs of the period demand that this person is NOT YOU. It is your job to build consensus around a Federalist successor capable of defeating whatever candidate the Democratic-Republicans rally behind.
3. **Position yourself to become the next Secretary of the Treasury.** Your ambitions do not stop at being a mere Senator and your understanding of economics and trade would make you an excellent Secretary of the Treasury. Determine who deserves to succeed Washington and secure a place in the next administration.

Relationships
- **Senator Ellsworth** - The Senator from Connecticut is the leader of the Federalists in the Senate. You have been the Senator's right hand in Washington's first term as President.
- **Webster** - Though the *American Minerva* is a newspaper that does not take sides in the partisan battles, you covertly write under the alias "Chanakya" there to build "moderate" support for Federalist policies using common sense arguments.
- **Senator Cabot** - The Senator from Massachusetts is also the Director of the Bank of the United States. A loyal Federalist who can be counted on.
- **Senator Rutherfurd** - The Senator from New Jersey is a Federalist but has not been reliable in the last session.
- **Senator Bradford** - The other Senator from Rhode Island is new to the Senate and might need your help to know how to vote. Help the Senator see the wisdom of Federalist policies.
Role Explanation - Senator

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Senator Bradley
Senator

CHARACTER SHEET - Senator Bradley

Role
You are the first Senator from the newly recognized State of Vermont. Vermont is a state on the frontier with British Canada. British policy prevents trade across the border, a policy which makes the British very unpopular in your state.

Goals
1. Organize a boycott of British goods. According to British law, all goods traded with Great Britain must be carried on British ships. This is outrageous. American states should boycott Britain, trading only with each other or, better yet, the French. The United States must end its addiction to British manufactured goods.
2. Prepare the nation for war. The United States needs to prepare for war. Whether it is to fight Great Britain or to prepare for conflict with Native Americans, the lack of an army or navy is unacceptable. The country needs a federal army, but it must be with guarantees that a standing army will never be brought to bear against American citizens.
3. Position yourself to become the next Attorney General. Your ambitions do not stop at being a mere Senator and your legal mind would make you an excellent Attorney General or even a Supreme Court Justice. Determine who deserves to succeed Washington and secure a place in the next Presidential administration.

Allies
- **Attorney General Randolph** - This capable lawyer is a colleague and friend, giving you advice during Vermont’s journey into statehood. Randolph shares many of your concerns about the expansion of federal power.
- **Senator Read** - The "Historian of the Senate" has been an ally in protecting the rights of the smaller states.
- **Senator Martin** - This Senator from North Carolina has been a critic of many of Hamilton's policies. You find that North Carolina has many of the same concerns as Vermont. A potential ally.
- **Senator Robinson** - The other Senator from Vermont has also served as the Governor of the state. The two of you have shared similar visions for Vermont in the past.
- **Senator Livermore** - The Senator from the neighboring state of New Hampshire is new to the Senate and is a capable lawyer.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
2. Make decisions for your state.

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3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Webster
Publisher, American Minerva

CHARACTER SHEET - Webster

Role
You are the publisher of the American Minerva, a paper devoted to your own independent views on politics. Your paper generally reflects positions that would be classified as "Federalist" but you also strongly support the French Revolution. The leaders in government have come to regard your paper as one that keeps an open mind on all issues and can be persuaded by reason.

Goals
1. **Discourage the formation of political parties.** The American Minerva is a place where well-reasoned opinions can be voiced. Encourage unity and compromise in politics.
2. **Help the Native American leaders.** Advocate for a fair and understandable federal policy toward Native Americans. Help Brant and Big Warrior collect signatures for their petitions, then get them before the President and Secretary of War Knox.
3. **Get Senators to write for the American Minerva.** (Senators can choose what paper they are writing in when they post to the newsfeed.)

Allies
- **Brant** - This Mohawk chief from the Six Nations is in Philadelphia to negotiate peace between the Western Confederacy of Tribes in the Northwest Territory and the Federal government.
- **Big Warrior** - This chief from the Creek Nation is in Philadelphia to stop settlers from Georgia from trespassing on Creek lands.
- **Senator Hawkins** - The Senator from North Carolina is the chief advocate of Native American rights in Congress.
- **Senator Ellsworth** - During the war, you studied law under the tutelage of Ellsworth, who remains a trusted mentor. Ellsworth, as one of the leaders of the Federalist party, sometimes writes for Fenno's Gazette of the United States but perhaps could be convinced to write for the American Minerva.
- **Secretary Hamilton** - Hamilton prefers to write in Fenno's Gazette of the United States now that you are not a reliable foot soldier for the Federalist party.
Role Explanation - Newspaper Publisher

Unlike the other newspaper publishers, you aim for truth and objectivity in your reporting. You want to set the example for what journalism should be.

What can you do during this simulation?

1. **Accurately report the news in the NEWSFEED.**
   Your job is to actively report on the events of this foreign policy crisis by reporting quickly and truthfully. (This is in the NEWSFEED tab.)

   Strive to out report and out argue the other competing newspapers of the day. *(Think of this as the historical equivalent of live tweeting.)*

2. **Be a voice for Native-American interests.**
   Talk to Brant and Big Warrior and help them navigate the political situation in Philadelphia. Help spread their point of view by writing in the NEWSFEED.

3. **Be a voice against partisanship.**
   Coordinate with moderate Senators to do the work of the people. Determine what is in the best interest of the country and see that the Senate does its job.

4. **Persuade undecided Senators to maintain their independence.**
   In addition to writing in your newspaper, you need to be actively talking to Senators who have not joined a political party to keep them for joining a political party. Remember, President Washington is against political parties. The government of the United States must stay united in doing the right thing for the nation, not for individual political parties.

Tips

- Try to set the terms of the argument by beating your fellow newspapers to a story. It is your job to report on the events of the day but it is also your job to persuade people to your point of view.
Senator King
Senator

CHARACTER SHEET - Senator King

Role
As a Federalist Senator from New York, you are a self-described "nationalist," believing in a strong government and a strong country.

Goals
1. Position yourself to become the next President of the United States. President Washington does not intend to seek a third term and the search for a successor has begun. This crisis is an opportunity for you to display your leadership on a national stage and build a coalition to support a successful Presidential campaign.
2. Improve the nation's economy by lowering barriers to trade. Use your position in the Senate to lower tariffs on British goods imported to the United States. Great Britain should do the same with American goods resulting in vastly increased trade, which is great for a port like New York.
3. Address the crisis in the Northwest Territory. The Native Americans of the Northwest Territory stand on the verge of all-out war with the settlers on our nation's western frontier. The United States government needs the revenue from land sales in the Northwest Territory to survive.

Allies
- Senator Ellsworth - (Connecticut) The leader of the Federalist party in the Senate is dedicated to building the nation's economy.
- Secretary Hamilton - The Secretary of the Treasury is a close friend. Hamilton's economic policies put into place during Washington's first term seem to be working...for the coastal parts of the nation.
- Senator Frelinghuysen - An ally, the Senator from New Jersey is a General with experience in the field fighting against Native Americans in the Northwest Territory. This expertise should be tapped in stopping the raids along the frontier.

Adversaries
- Senator Burr - Your fellow Senator from New York's politics reflect the state's position as a "swing state" split between Federalist and Democratic-Republican sentiments.
- Senator Monroe - (Virginia) The most visible Democratic-Republican in the Senate. Monroe tends to view national problems in terms of how they will affect the state of Virginia. This is the kind of thinking you detest.
- Senator Robinson - The ambitious Senator from Vermont is the voice of the Democratic-Republican party in the northern states.
Role Explanation - Senator

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What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A bill is proposed by a specific Senator. Senators are given options on how to write the bill.

Sponsoring Senator consults with other Senators to determine contents of the bill. Determine what version of the bill can get enough votes to pass.

The sponsoring Senator writes the bill. What are the contents of the Bill? This is a DECISION in the ACTIONS tab.

The SENATE VOTES. The Senate Votes on the bill. PASS or FAIL

(In this simulation, the House of Representatives will PASS any bill passed by the SENATE.)

The President SIGNS or VETOES

This is a DECISION in the ACTIONS tab.

A signed bill becomes LAW.
2. Make decisions for your state.

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3. Establish new trade routes.

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At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

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Senator Morris

Senator

CHARACTER SHEET - Senator Morris

Role
You are a Senator from the mid-Atlantic state of Pennsylvania. You have been a trusted advisor to Washington and Hamilton in building the economy of the country. In addition to representing the state of Pennsylvania, you take it upon yourself to lead the nation in making the best economic decisions for the growth and security of the United States.

Goals
1. Get Hamilton elected President - Hamilton will be busy running the Treasury department and assisting President Washington. You must run the campaign to get Hamilton elected President outside in the Senate.
2. Stop Thomas Jefferson. For personal and political reasons, you are convinced that Jefferson is not worthy of political office. Do everything in your power to undermine Jefferson's efforts to become the next President of the United States.
3. Prevent a war... by preparing for war. The United States is currently unprepared to defend itself. The first priority of the nation should be to create a permanent army capable of defending the nation and securing our economic interests in the Northwest Territory.

Allies
- Secretary Hamilton - Hamilton is implementing national policies that were your ideas. Support Hamilton’s efforts in Congress. Hamilton’s success is your success.
- Senator Brown - The Senator from Kentucky is an old friend concerned with securing the country's western frontier. Western Pennsylvania also suffers from occasional raids by bands of Native-Americans.
- Senator Ellsworth - Ellsworth is the Federalist leader in the Senate, representing the will of President Washington.

Adversaries
- Secretary Jefferson - All of Jefferson's talk of states' rights is just a bald defense of slavery. Jefferson is always trying to hurt Federalist politicians so that Jefferson can some day be President.
- Senator Gallatin - The other Senator from Pennsylvania is a rising star in the Democratic-Republican party. Gallatin knows what he's talking about when it comes to economics, but somehow comes to all the wrong conclusions. Still, you might be able to find common ground.
Role Explanation - Senator

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Senator Taylor
Senator

CHARACTER SHEET - Senator Taylor

Role
You are a Senator from the southern state of Virginia. You are a fierce defender of freedom and limited government. As a Senator, you represent your own state in crafting and then voting on federal laws. You are one of the leaders of the emerging Democratic-Republican party, an opposition party to the Federalist policies of expanding federal and executive power.

Goals
1. **Do what is best for the Democratic-Republican party.** The original idea of limiting government by balancing power between the federal government and the collective states is in danger of being lost. A correction is required. Someone from the Democratic-Republican party must become President when Washington's term comes to an end.
2. **Do what is best for Virginia.** Federalist policies are promoting northern interests at the expense of Virginia farmers. This must end!
3. **Position yourself to become the next Attorney General.** Your ambitions do not stop at being a mere Senator and your legal mind would make you an excellent Attorney General or even a Supreme Court Justice. Determine who deserves to succeed Washington and secure a place in the next administration.

Allies
- **Senator Monroe** - The other Senator from Virginia leads the Democratic-Republican efforts in the Senate and is a potential candidate to be the next President of the United States. Help Monroe get everyone to wear tricolor cockades to support your political party.
- **Representative Madison** - The leader of the Democratic-Republicans in the House of Representatives is the true head of the Democratic-Republican party even if Secretary Jefferson is better known to the common man. Coordinate all legislative efforts through Madison.
- **Secretary Jefferson** - You are a close friend of Secretary Jefferson's and are actively working on promoting the rise of the Democratic-Republican party, which will defend the Constitution's original vision of limited government.
- **Secretary Langdon** - The Senator from New Hampshire, the President pro tempore of the Senate, is a friend. Langdon has been a fairly reliable supporter of the President but seems increasingly unhappy with Hamilton's agenda. Perhaps you can convince Langdon to become a Democratic-Republican?
- **Senator Burr** - The Senator from New York is an ambitious politician. Though a personal friend of Secretary Hamilton's, Burr's future should lie with the Democratic-Republican party.
Role Explanation - Senator

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At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

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Senator Vining
Senator

CHARACTER SHEET - Senator Vining

Role
You are a Senator from the state of Delaware, a state with a mix of farmers and merchants. You have emerged as the "Voice of Washington" in the Senate. President Washington does not want to be seen arguing openly for administration policies in the Senate, so that role falls to you. Your leadership style is to persuade others with eloquent speeches and powerful arguments.

Goals
1. **Cement the President's legacy by passing Federalist legislation.** Grow support for the Federalist party within the Senate. Washington cannot openly advocate for you to do this, but it is the right thing to do nonetheless. Help Ellsworth and Cabot get their bills passed when the time comes.
2. **Do what is best for Washington.** You must be the President's voice, giving speeches and arguing vocally for the President's positions at every opportunity. This is your opportunity to rise to national attention through the strength of your arguments and the eloquence of your voice. Do not pass up any opportunity to address your fellow Senators.
3. **Determine which Federalist should follow Washington as President.** A Federalist successor to Washington will make sure that all the progress made by Washington will be preserved into the future. Rally support around the right Federalist candidate.

Allies
- **President Washington** - The President is your biggest supporter despite having only met you on a few occasions. The President does not praise you publicly in order to avoid accusations of favoritism. Gain access to the Cabinet Room so you can determine what help Washington needs in the Senate.
- **Senator Read** - The other Senator from Delaware taught you the law and is a fairly reliable Federalist. Timid and slow to act, Read is jealous of your ability to persuade the mob.
- **Senator Henry** - The Senator from Maryland is a capable speaker, though not as skilled as you, who harbors Presidential ambitions.
- **Senator Sherman** - This Senator from Connecticut is one of the oldest members of the Senate known for forging difficult compromises between conflicting positions. Sherman sometimes advises you as to what the President would want.
Role Explanation - Senator

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Tips:

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Character Sheet - Senator Sherman

Role
You are a Senator from the New England state of Connecticut. As a Senator, you represent your state in writing and then voting on federal legislation. You are known as someone who can compromise. As a vocal proponent of the Constitution, you are clearly identified as a Federalist, though you view the rise of identification with political parties as a dangerous and disturbing trend.

Goals
1. **Stop the rise of political parties.** Though a loyal supporter of the administration, you completely share the President’s disapproval of the rise of partisan political parties. Strongly discourage other Senators from joining political parties. Senators should do what is best for the nation, not their party.
2. **Determine who should follow Washington as President.** You firmly believe that compromise as a virtue. The next President of the United States should continue in the tradition of unifying the nation as Washington has done. Determine who this leader is and support them as the next President of the United States.
3. **Position yourself to become the next Attorney General.** Your ambitions do not stop at being a mere Senator and your legal mind would make you an excellent Attorney General or even a Supreme Court Justice. Determine who deserves to succeed Washington and secure a place in the next administration.

Allies
- **Senator Ellsworth** - The other Senator from Connecticut is the Federalist leader in the Senate. You worked with Ellsworth on the Constitution but fear that Ellsworth is leading a political party rather than leading the Senate.
- **Senator Cabot** - The Senator from Massachusetts is a friend and ally but embodies the kind of party politics you hope to avoid. Stop Cabot from encouraging everyone to wear black cockades!
- **Senator Vining** - The Senator from Delaware is a dedicated supporter of Hamilton and the policies of the administration. Vining is known for making beautiful speeches that entertain but do not persuade.
- **President Washington** - Few leaders have contributed to the creation of the United States as much as you have. The President is one such person. You look at the god-like status that Washington enjoys now and know that it could just as easily have been you. But you are not bitter.
Role Explanation - Senator

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**Tips:**

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Senator Edwards  
Senator

CHARACTER SHEET - Senator Edwards

Role
You are a Senator from the state of Kentucky, a new state created only a year ago, splitting off from Virginia. In addition to constant conflict with the Native Americans within the Northwest Territory, the citizens of Kentucky are deeply unhappy with the federal government and the imposition of a tax on Whiskey.

The people of Kentucky demand that the Western Confederacy of tribes in the Northwest Territory be defeated!

Goals

1. **Pacify the Frontier.** Kentucky is a frontier state and is a state of near constant war with the Native Americans of the Northwest Territory. The citizens of Kentucky want the frontier secured and the Mississippi River opened up for trade. A federal army is necessary to the fight a war in the Northwest Territory but many from Kentucky worry that such a force would be used against the citizens of Kentucky that refuse to pay the Whiskey tax.

2. **Repeal the Whiskey Tax.** Kentucky is a frontier state and is a state of near constant war with the Native Americans of the Northwest Territory. The citizens of Kentucky want the frontier secured, the Whiskey Tax repealed, and the Mississippi River opened up for trade. These local concerns must be dealt with before the United States can even consider involving itself in a European War.

3. **Position yourself to become the next Secretary of War.** Your ambitions do not stop at being a mere Senator and your military experience would make you an excellent Secretary of War. Determine who deserves to succeed Washington and secure a place in the next administration.

Allies

- **Senator Brown** - The other Senator from Kentucky is a longtime friend and ally. The two of you agree on Kentucky's priorities. Brown, however, is far more hesitant when it comes to war. You know that if the Mississippi is not opened up, Kentucky will remain a poor and unimportant frontier state.

- **Senator Monroe** - The Senator from Virginia is the leader of the Democratic-Republicans in the Senate. If the U.S. is going to honor its treaties with France and declare War on Great Britain and Spain, Monroe must lead the effort and call for the Declaration of war.

- **Senator Jackson** - The Senator from Georgia is an impressive military leader and a dedicated Democratic-Republican. You know that Georgia is having problems of its own with the Creek Indians on its borders and well as with neighboring Spanish Florida.

- **Senator Butler** - This Senator from South Carolina is a former officer in Great Britain's army, but became an important revolutionary military leader during the war.

Adversaries

- **Brant** - This Mohawk chief represents the Western Confederacy here in Philadelphia. You know that any "peace" negotiated with the Western Confederacy will just delay the war that is inevitable. The Northwest Territory must be made safe for settlement by Americans.
Role Explanation - Senator

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Senator Martin
Senator

CHARACTER SHEET - Senator Martin

Role
You are a Senator from the farming state of North Carolina. As a Senator, you represent your state in crafting and then voting on federal legislation. Early in your career you were nearly killed by a mob of citizens who attacked you merely for being a justice of the peace. This incident has made you a very harsh critic of "people's movements" and mob mentality. As such, you are deeply pessimistic that the violent French Revolution will result in a stable republic.

Goals
1. Grow the Democratic-Republican Party. The Federal government that is prioritizing the bankers and stock brokers of New England over the farmers that make up the majority of the country and your state. The Democratic-Republicans, not the Federalists, are interested in protecting the interests of the average farmer- the core of this nation.
2. Keep the United States out of an unnecessary war. France's revolution is NOT like America's. It is just murder and mob rule wrapped up with the language of liberty. Murder is not an Enlightenment principle. Your fellow Democratic-Republicans are wrong to link their political future to France's violent revolution.
3. Position yourself to become the next Secretary of the Treasury. Your ambitions do not stop at being a mere Senator and your understanding of economics and trade would make you an excellent Secretary of the Treasury. Determine which Democratic-Republican deserves to succeed Washington and secure a place in the next administration.

Allies
- **Senator Hawkins** - The other Senator from North Carolina is... odd. Hawkins is more fascinated with the customs of the local Native Americans than the workings of the state Hawkins is sworn to represent. Hawkins should defer to your wisdom as the former governor and vote as you do.
- **Senator Bradley** - The Senator represents the new state of Vermont. You have found that Vermont, despite being in the north of the country shares many of the same concerns as your state. A capable military leader and lawyer.
- **Senator Gunn** - This Senator from Georgia is a capable cavalry leader who also served in the war with you and is a friend. You know Gunn despises Jackson, the other Senator from Georgia.

Adversaries
- **Secretary Hamilton** - You don't know Hamilton personally, but you know that Federalist policies are making New England bankers rich while Carolina farmers are heavily taxed for the whiskey they create from the grains they cannot sell in local markets. You would make a better Secretary of the Treasury in a future Democratic-Republican administration. You would put the interests of the entire nation before the interests of New England merchants.
Role Explanation - Senator

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CHARACTER SHEET - Senator Potts

Role

As a Senator, you represent your state of Maryland in crafting and then voting on federal legislation.

You view yourself as a judge and legal scholar who is merely serving as a Senator. You view your role as protecting the Constitution and guiding the country down the proper path as a nation of laws.

Goals

1. **Position yourself to become the next Attorney General.** Determine who should be the next President of the U.S. and get them elected, securing your future as the next Attorney General.

2. **Protect the original intent of the Constitution.** The country is still establishing the practices and norms that will define it for future generations. You are deeply concerned with increased powers being assigned to the President that are not established in the Constitution or by legislation. The United States is not a constitutional monarchy but it is in danger of becoming one. Not all future presidents will be as honorable as Washington.

3. **Do what is best for Maryland.** Maryland is a small state whose interests are likely to be overlooked by the rest of the nation. Do what is best for the state, NOT what is popular within the state.

Allies

- **President Washington** - You are convinced that Washington is an honorable person and a great leader. However future presidents will not always be so worthy. The powers we grant Washington will most certainly be abused by future presidents.

- **Secretary Hamilton** - Though you support most administration policies, you are concerned by Hamilton’s desire to rapidly expand the power of the Presidency. You are not at all convinced that Hamilton is an honorable person.

- **Senator Reed** - The "Historian of the Senate" from the neighboring state of Delaware is a fellow lawyer and jurist who you trust.

- **Senator Henry** - The other Senator from Maryland is, unlike you, very ambitious and has ambitions to be the next President of the United States. Determine if Henry is worthy to be the next President. Henry could be your path to becoming Attorney General.

- **Senator Strong** - You know the honorable Senator from Massachusetts well from your work together that the Constitutional Convention. Strong is a peacemaker, often mediating between warring factions in the Senate.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
2. Make decisions for your state.

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTIONS tab)

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Gunn

Senator

CHARACTER SHEET - Senator Gunn

Role
You are a Senator from the state of Georgia. As a Senator, you represent your state in crafting and then voting on federal legislation. Georgia is a frontier state dealing with violent confrontations with the Creeks on its western border. You are a leader within the President's Federalist party and actively recruit others to the party. That said, you are concerned that recent Federalist policies are turning the agrarian south against the federal government. You are deeply committed to reversing this trend so that the party does not "lose the South" for a generation.

Goals
1. **Rally support behind the President and Federalist policies.** It is time to stop the movement of the Senate towards political parties and rally behind the President. Being a Federalist just means you support the Constitution and the representative government we have so recently established.
2. **Position yourself to run for President.** You can be the leader that stops the nation from tearing itself apart into two warring parties.
3. **Resolve the conflict with the Creeks peacefully.** The Creeks need to come to an arrangement or things will be settled by force at the hands of the Georgia militia. This is out of your hands. Much better if the Creeks were to agree to sell much of their lands. There is much money to be made by all. If the Creeks do not sell, you foresee that their lands will just be taken.

Allies
- **Senator Izard** - The Senator from South Carolina is, like you, one of the remaining Federalists in the South. The people of Charleston, South Carolina and Savannah, Georgia have more in common with the mercantile interests in the North than the southern farmers outside the city boundaries. Izard represents the more urbane, moneyed interests within the state of South Carolina.
- **Senator Martin** - The Senator from North Carolina is a moderate whose loyalty to the President is becoming increasingly less popular in the Senator's home state.
- **Senators Ellsworth, Cabot, Foster, Vining** - Federalist Senators loyal to the policies of the President.

Adversaries
- **Senator Jackson** - The other Senator from Georgia continues to try to destroy you politically and economically. Jackson has spread rumors that you have been involved in illegal land deals.
- **Senator Gallatin** - The Senator from western Pennsylvania is a great economic mind and would likely be the Secretary of the Treasury in a Democratic-Republican administration. You suspect that Gallatin is still a Federalist at heart but that there is more opportunity for personal advancement within an opposition party.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
2. **Make decisions for your state.**

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTIONS tab)

3. **Establish new trade routes.**

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. **Do not end the simulation with any trade goods from your state still in hand.**

4. **Support a leader to succeed Washington as the next President of the United States.**

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

**Tips:**

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Robinson
Senator

CHARACTER SHEET - Senator Robinson

Role
A veteran of the Revolutionary War, you were the governor of the independent country of Vermont before it was admitted as a state into the United States. You then became one of the first two Senators to represent Vermont in Congress. Your first few years in the Senate have been rough, convincing you that the Federalist policies of the current administration are not in the best interests of a small agricultural frontier state such as Vermont. As such, you have begun to coordinate with the leaders of the opposition party, the Democratic-Republicans as lead by Monroe and Madison, both Virginians. You have decided to become the voice of the frontier states within the emerging Democratic-Republican party.

Goals
1. **Rally the population and your fellow Senators to the Democratic-Republican cause.** You cannot stand by as the United States slowly installs a king in all but name.
2. **Position yourself to become the next President of the United States.** President Washington does not intend to seek a third term and the search for a successor has begun. This crisis is an opportunity for you to display your leadership on a national stage and build a coalition to support a successful Presidential campaign. If this is not possible, you would make an excellent Secretary of War in a future administration.
3. **Prepare the nation for war.** Push for the federal government to prepare for war economically and militarily. The best way to prevent war along the frontier is to be prepared to fight and win such a war.

Allies
- **Senator Monroe** - The Senator from Virginia is the leader of the Democratic-Republican party in the Senate. The Virginians, Jefferson, Madison, and Monroe, tend to ignore you and horde the power of the emerging party for themselves.
- **Senator King** - The ambitious Senator from New York is a moderate and a potential convert to the Democratic-Republican party.
- **Senator Bradley** - The other Senator from Vermont is an ally and friend. The only difference between the two of you is that Bradley tends to prioritize state interests over national concerns. You tend to be better at seeing the big picture.
- **Senator Livermore** - The Senator from neighboring New Hampshire has been reliably pro-administration, but shares your concerns about the northern border. If war comes with Great Britain, it will be fought along the northern border.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

- A bill is proposed by a specific Senator. Senators are given options on how to write the bill.
- Sponsoring Senator consults with other Senators to determine contents of the bill. Determine what version of the bill can get enough votes to pass.
- The sponsoring Senator writes the bill. What are the contents of the Bill? This is a DECISION in the ACTIONS tab.
- The SENATE VOTES. The Senate Votes on the bill. PASS or FAIL
  (In this simulation, the House of Representatives will PASS any bill passed by the SENATE.)
- The President SIGNS or VETOES This is a DECISION in the ACTIONS tab.
- A signed bill becomes LAW.

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
2. Make decisions for your state.

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTIONS tab)

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Strong
Senator

CHARACTER SHEET - Senator Strong

Role
You represented Massachusetts at the Constitutional Convention and were active in the drafting of the Constitution. You have been one of the most active drafters of laws, including the Judiciary Act which established the American court system.

Goals
1. **Prevent a war with Great Britain.** In the event of war with Great Britain, your state and the Maine territory will be on the front lines. Much of your economy is based on un-taxed trade with British Canadians to the north and you need to preserve that. If war looks likely, you would need to recommend to the governor that the militia take a defensive position on the frontier, God forbid.
2. **Help Adams become the next President of the United States.** Adams is from Massachusetts and will surely protect the interests of your state. You should be Adams “right hand man.”
3. **Position yourself to become the next Attorney General.** Your ambitions do not stop at being a mere Senator and your legal mind would make you an excellent Attorney General or even a Supreme Court Justice if Adams becomes President.

Allies
- **Vice President Adams** - An ally. You succeed if Adams succeeds. Contact Adams early to find out how you can help.
- **Senator Cabot** - The other Senator from Massachusetts is also the director of the Bank of the United States. Between Cabot's economic expertise and your legal mind, the state of Massachusetts is well represented.
- **Secretary Hamilton** - Massachusetts stands to benefit from Hamilton's Federalist policies.
- **Senator Langdon** - The Senator from New Hampshire is also the President Pro Tempore of the Senate. Langdon is a friend and a possible successor when President Washington leaves office.
- **Senator Potts** - The Senator from Maryland is a legal thinker who you respect.

Adversaries
- **Attorney General Randolph** - Randolph is a Virginian and is increasingly persuaded to Jefferson's view of states' rights. The President and Hamilton correctly see the need for a strong national government. Should the President need a more loyal ally as Attorney General, you are ready to serve.
Role Explanation - Senator

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What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

- A bill is proposed by a specific Senator. Senators are given options on how to write the bill.
- Sponsoring Senator **consults** with other Senators to determine contents of the bill. Determine what version of the bill can get enough votes to pass.
- The sponsoring Senator writes the bill. What are the contents of the Bill? This is a DECISION in the ACTIONS tab.
- The SENATE VOTES. The Senate Votes on the bill. PASS or FAIL
- (In this simulation, the House of Representatives will PASS any bill passed by the SENATE.)
- The President SIGNS or VETOES. This is a DECISION in the ACTIONS tab.
- A signed bill becomes LAW.

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
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4. Support a leader to succeed Washington as the next President of the United States.

At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Butler

Senator

CHARACTER SHEET - Senator Butler

Role

You are a Senator from the southern state of South Carolina. You are a fierce defender of freedom and limited government. As a Senator, you represent your state in writing and then voting on federal legislation.

Goals

1. Help France win the war so that representative governments can continue to spread around the world. War with Great Britain might be out of the question, but the United States should support the revolutionary cause in France in every way it can.
2. Convince other states to outfit French Privateers. The recent commissioning of privateers by Citizen Genet in Charleston will bring in money for the state while aiding the French cause. Convince other states to follow your lead.
3. Position yourself to become the next Attorney General. Your ambitions do not stop at being a mere Senator and your legal mind would make you an excellent Attorney General or even a Supreme Court Justice. Determine who deserves to succeed Washington and secure a place in the next administration.

Allies

- Citizen Genet - You have not met the new French Ambassador but you cannot wait to offer your help. Seek out Citizen Genet or Secretary Pascal at your earliest opportunity and pledge your support to the nation of France.
- Senator Izard - The other Senator from South Carolina is a Federalist but has strong ties to the French.
- Representative Madison - You have great respect for Madison’s work on the Constitution but you are not convinced that forming an opposition party is in the best interests of the nation.
- Senator Hawkins - The Senator from North Carolina is an expert on Native Americans language and culture. Hawkins shares similar concerns that you have about whether Federalist policies are in the best interests of the southern states.
- Senator Edwards - This Senator from Kentucky is a friend who you helped in establishing Kentucky’s statehood.
Role Explanation - Senator

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During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
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Senator Livermore
Senator

CHARACTER SHEET - Senator Livermore

Role
You are a Senator from the New England state of New Hampshire. You vocally support the Constitution and its system of checks and balances. You have worked to pass Federalist policies that have benefitted the economy of New Hampshire.

Goals
1. **Support Washington and your fellow Federalists.** Do what is best for the nation by protecting the Constitution and the rule of law during this moment of crisis. War with Great Britain would be disastrous to our young nation and New Hampshire in particular.
2. **Do what is best for New Hampshire.** New Hampshire's economy is based on shipping and trade. Though you support the French Revolution, you know that war with Great Britain would destroy your state's economy.
3. **Position yourself to become the next Attorney General.** Your ambitions do not stop at being a mere Senator and your legal mind would make you an excellent Attorney General. Determine which Federalist should best follow Washington as President and work to get that person elected.

Allies
- **Vice President Adams** - The Vice President is a mentor and fellow lawyer. As a new Senator, you might look to Adams for guidance.
- **Senator Langdon** - The senior Senator from New Hampshire is well respected in the Senate as a moderate who can find common ground with any politician.
- **Hamilton** - The Secretary of the Treasury is the most well-known Federalist known to be interested in the Presidency.
- **Webster** - The publisher of the *American Minerva* is the rare moderate voice in Philadelphia.

Adversaries
- **Senator Bradley** - The Senator from neighboring Vermont was instrumental in securing Vermont's statehood. Though nearby, Vermont is far more agricultural than New Hampshire; Bradley’s politics reflect that, siding with Monroe and the Democratic-Republicans more frequently.
- **Senator Robinson** - The other Senator from Vermont has ambitions for higher office as the candidate of the newly formed Democratic-Republican party. It would be disastrous for the nation if Robinson would become President.
Role Explanation - Senator

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What can you do during this simulation?

1. Pass laws in Congress.

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Here is how the process of passing a law works in the simulation:

A bill is proposed by a specific Senator. Senators are given options on how to write the bill.

Sponsoring Senator consults with other Senators to determine contents of the bill. Determine what version of the bill can get enough votes to pass.

The sponsoring Senator writes the bill. What are the contents of the Bill? This is a DECISION in the ACTIONS tab.

The SENATE VOTES. The Senate Votes on the bill. PASS or FAIL

(In this simulation, the House of Representatives will PASS any bill passed by the SENATE.)

The President SIGNS or VETOES This is a DECISION in the ACTIONS tab.

A signed bill becomes LAW.
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At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

**Tips:**

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Senator Frelinghuysen

Senator

CHARACTER SHEET - Senator Frelinghuysen

Role
You are a Senator from the mid-Atlantic state of New Jersey. President Washington called upon you as a general in the recent 1790 campaign against the Native Americans of the Northwest Territory. You've seen first-hand how unprepared the United States is for war. This must change. The Native Americans of the Northwest Territory are receiving arms and training from Great Britain; they have become a capable fighting force that should not be underestimated. The U.S., without a navy, is even less prepared to fight a foreign adversary.

You prefer to be addressed as "General Frelinghusen."

Goals
1. Support policies that strengthen the military and economy of the United States. New Jersey is only recently recovering from the damage from the Revolutionary War. You know that war with Great Britain would destroy the economy of your state.
2. Improve the New Jersey economy. New Jersey is a state that needs to grow economically and is still recovering from some of the worst wounds from the war. Advocate strongly for higher tariffs on foreign goods so that local manufacturing has a chance to grow and compete.
3. Position yourself to become the next Secretary of War. Your ambitions do not stop at being a mere Senator and your military experience would make you an excellent Secretary of War. Determine who deserves to succeed Washington and secure a place in the next administration, or even, possibly, Washington's administration.

Allies
- **Senator King** - The Senator from New York has been an ally in trying to develop a policy with regards to the Native American tribes on our frontiers. King would make a good future President.
- **Senator Izard** - The Senator from South Carolina is the leading politician representing the trading ports of the southern part of the country. Izard is knowledgeable of military matters and provided much of the funding for the U.S.'s small navy during the Revolutionary War. Izard shares your desire to strengthen the country's military.
- **Webster** - The publisher of the American Minerva is a person of character rather than the usual swamp vermin that publish the local newspapers.
- **Senator Henry** - You know the Senator from Maryland desires to be the next President. With your guidance, Henry might succeed.
- **Senator Rutherfurd** - The other Senator from New Jersey is a good lawyer and a friend.

Adversaries
- **Secretary Knox** - The Secretary of War has been derelict in preparing the nation's defenses, preferring to line the pockets of business associates with government funds. Knox must be removed from the Cabinet.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

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Here is how the process of passing a law works in the simulation:

A Senator can change their vote at any point during the voting period. (The ability to cast a VOTE will appear in the ACTIONS tab)
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At the end of the simulation, each player will be able to vote for the leader who should be the next President. Many players will be trying to build consensus around a single person. Who will you support?

Tips:

- Determine what is important to you and your state and then be willing to make deals to achieve that. Your votes on other issues and the trade routes from your state are resources you can offer in exchange for achieving what you determine to be important.
Senator Bradford
Senator

CHARACTER SHEET - Senator Bradford

Role
You are a Senator from the New England state of Rhode Island. Under your leadership, Rhode Island has experienced a strong economic recovery. You have arrived to the Senate determined to avoid being sucked into the court drama of partisan politics. You share President Washington's disdain for political parties and factionalism.

Goals
1. **Stop the spread of political parties.** The United States is a young nation with large challenges before it. The one thing that could keep our republic from greatness is the emerging partisan politics in Congress. Be a voice for national unity and against factionalism.
2. **Do what is best for Rhode Island.** Rhode Island is only recently recovering from the damage from the Revolutionary War. Policies that grow the state's economy must be prioritized. You know that war with Great Britain would destroy the trade and economy of your state.
3. **Position yourself to become the next Secretary of the Treasury.** Your ambitions do not stop at being a mere Senator and your understanding of economics and trade would make you an excellent Secretary of the Treasury. Determine who deserves to succeed Washington and secure a place in the next administration.

Allies
- **Senator King** - The Senator from New York has been an ally in trying to develop a national economic policy. King would make a good future President.
- **Senator Rutherfurd** - The Senator from New Jersey is a young attorney who has risen quickly in national politics. Rutherfurd regards you as a mentor of sorts.
- **Senator Foster** - The other Senator from Rhode Island is loyal to Hamilton's Federalist party, though Foster would characterize it as merely loyalty to the President. You suspect that Foster thinks you are naive.
- **Secretary Hamilton** - You recognize that Hamilton's economic policies are smart, however, Hamilton moves too fast, dividing the country along party lines that it might never recover from. A more fair Secretary of the Treasury would serve the United States better.
- **President Washington** - You admire the President immensely and would be eager to aid the President in keeping the country united in the face of a European war that could spill out into America's streets.
- **Webster** - The publisher of the *American Minerva* is the rare moderate voice in Philadelphia.
Role Explanation - Senator

A Senator represents the interests of their state in the United States Senate, primarily by passing laws. Congress has the sole power to declare war. Each state elects two Senators.

What can you do during this simulation?

1. Pass laws in Congress.

During this simulation Senators will vote on and pass laws that can change the outcome of the scenario.

Here is how the process of passing a law works in the simulation:

- **Bill Proposed**: A bill is proposed by a specific Senator. Senators are given options on how to write the bill.
- **Consult**: Sponsoring Senator consults with other Senators to determine contents of the bill. Determine what version of the bill can get enough votes to pass.
- **Write Bill**: The sponsoring Senator writes the bill. What are the contents of the Bill? This is a DECISION in the ACTIONS tab.
- **Senate Vote**: The SENATE VOTES. The Senate Votes on the bill. PASS or FAIL. (In this simulation, the House of Representatives will PASS any bill passed by the SENATE.)
- **Presidential Veto?**: The President SIGNS or VETOES. This is a DECISION in the ACTIONS tab.
- **Law**: A signed bill becomes LAW.
2. Make decisions for your state.

Your state Governor will consult with you about decisions affecting your state. (Decisions will appear in the ACTIONS tab)

3. Establish new trade routes.

The governor and legislature of your state has entrusted you with establishing new trade routes for the state. You will receive a communication when this becomes available during the simulation. The proctor of the game will pass out trade route cards which you can trade with other states and nations in order to secure the trade goods your state desires. Do not end the simulation with any trade goods from your state still in hand.

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Tips:

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CHARACTER SHEET - Bache

Role
Benjamin Franklin, your grandfather, died just three years ago and you have inherited his printing equipment. Keeping in his tradition, you are a fierce defender of the French people. You have become the publisher of the General Advertiser, a paper created to support the Jeffersonian philosophy and the emerging Democratic-Republican party. Your paper is known as being critical of the current administration and Washington in particular. Many people think your views are "treasonous."

The motto of your paper is "Surgo Ut Prosim," meaning "I rise to be useful," a tribute to your grandfather.

Goals
1. **Become THE paper of the Democratic-Republican party.** Your paper is new and is not as well known as the National Gazette. Convince the leaders of the Democratic-Republican party to praise your paper in print so that you can become the dominant voice in the movement.
2. **Determine who should be the next President.** Determine which Democratic-Republican is best suited to become the next President of the United States and build support for that leader (even if it means criticizing less worthy prospects from your own party.) Work to put support behind a single candidate of your choosing.
3. **Convince as many members of the Senate to officially join the Democratic-Republican party** as it fights to keep the United States a true republic. We did not have a revolution so that President Washington could be made king in all but name. They can demonstrate their loyalty by wearing a tricolor cockade.

Allies
- **Secretary Jefferson** - Jefferson is the only true American inside the Executive Branch with the proper respect for limited government. You would be happy for Jefferson to opine in your pages but the Secretary of State is devoted to Freneau and the National Gazette. You believe Jefferson has worked too long for Washington to be the leader the Democratic-Republicans need to take the Presidency.
- **Senator Robinson** - The Senator from Vermont is a new voice in the Democratic-Republican movement. Robinson could possibly unite the South and the North.
- **Senator Monroe** - The young Senator from Virginia might be an excellent President some day but needs to emerge from Madison's shadow.
- **Senators Brown, Butler, Edwards, and Martin** - The Senators are all writers for your paper who have not fully committed to the Democratic-Republican party. Encourage them to officially join the movement.

Adversaries
- **President Washington** - The President has the monarchical tendencies of a tyrant. We did not fight a revolution to become a monarchy in all but name.
- **Secretary Hamilton** - The puppet-master behind Washington.
Bache
Publisher, The Aurora General Advertiser

Role Explanation - Newspaper Publisher
You are a newspaper publisher in 18th century Philadelphia, the new nation's capitol. You publish a newspaper in order to change people's minds and have an effect on the direction of the government. Also you report the news...in a way that supports your political views. You are the Fox News or MSNBC of the 18th century but much more extreme.

What can you do during this simulation?
1. Advocate for your party in the NEWSFEED.
Your job is to actively report on the events of this foreign policy crisis by reporting quickly and often about events in a way that advances your political agenda. (This is in the NEWS FEED tab.)

Strive to out report and out argue the other competing newspapers of the day. (Think of this as the historical equivalent of live tweeting.)

2. Organize your party's efforts in the Senate.
Coordinate with leaders of your party to pass policies in Congress that support the goals of your party. You may not be able to vote, but you can lead.

3. Persuade undecided Senators to officially join your party.
In addition to writing in your newspaper, you need to be actively talking to Senators who have not joined the Democratic-Republican party.

Tips
- Try to set the terms of the argument by beating your fellow newspapers to a story. It is your job to report on the events of the day but it is also your job to persuade people to your point of view.
- The Newspapers of 1793 did not pretend to be “fair” or “objective.” You are a political person pushing your point of view of events. Support the politicians that share your views. Disparage and insult those that do not.