



FREQUENTLY ASKED QUESTIONS

Q: How did Donald Rumsfeld learn about the game?

A. Rumsfeld was first taught the rules of the game by Andre de Staercke, who as a young diplomat became a protégé and confidante of Churchill's after he escaped his native Belgium during the Nazi occupation of World War II. It was in London that Churchill himself taught de Staercke the game, and decades later, de Staercke taught the game to Rumsfeld, when Rumsfeld served as ambassador to NATO during the Nixon administration.

Q: Did Churchill really play this game?

A. To the best of our knowledge he did. The rules of this game came down to us from Andre de Staercke, one of the most distinguished diplomats in all of Europe who said that Winston Churchill personally taught him the game in London during World War II. The Churchill family has licensed and endorsed the game as a fitting tribute to Sir Winston, knowing his well-documented passion for card games and his longstanding friendship with de Staercke.

Q: How long did it take to develop CHURCHILL SOLITAIRE?

A. 18 months and more than 152 rounds of beta testing. We wanted to improve the user experience, and conduct research to ensure the historical accuracy and authenticity of the game.

Q. How is Churchill included in the game?

A. Throughout the game are video, audio, quotes, and pictures of Sir Winston. In addition, there is a ranking system and storyline that begins as a Sandhurst Cadet in 1893, the military college Churchill attended and that launched him on his career in public service. The saga follows Churchill through his exploits as a young officer in Cuba and British India, through the disaster at Gallipoli in World War I, and his premiership during World War II.

Q: How involved was Donald Rumsfeld in the development?

A. Very. Rumsfeld reviewed most of the 152 beta versions of the game during its 18 months of development. As the last remaining link to Churchill with knowledge of the game, he provided feedback and guidance to give the user the most authentic gameplay experience.

Q: Is this sanctioned and approved by anyone affiliated with Churchill?

A. Yes. The game is officially licensed by Churchill Heritage Ltd., the entity which represents the Churchill family for the use of Sir Winston's name and image in commercial endeavors.

Q: Where will the profits go?

A. A portion of game proceeds go to charitable causes that support wounded military veterans and their families, and that advance the legacy of Winston Churchill. More specifically, all profits that Rumsfeld earns will go to those military charities and all profits that Churchill Heritage Ltd. earns will go toward Churchill legacy and education efforts.

Q: Is this game original?

A. Yes. There is no other solitaire game like it on the market. There are many versions of solitaire, but this especially challenging kind has never been made available to the public before.

Q: What makes it different from regular solitaire?

A. A number of things. One is that it is played with two decks of cards. Another is the set of “Devil’s Six”, a row of cards that can only be played a certain way. A video overview of the rules is available [here](https://youtu.be/OY76AWOwHA8) (https://youtu.be/OY76AWOwHA8). Each game can be played thousands of ways, depending on the individual player, and a single wrong move can make the difference between victory and defeat. It is orders of difficult harder than regular solitaire. If you like puzzles and strategy, you’ll love CHURCHILL SOLITAIRE.

Q: Who owns Churchill Solitaire?

A. WSC Solitaire LLC is a wholly owned subsidiary of Javelin, an Alexandria, Virginia based creative, digital and literary agency.

Q: How much does the game cost?

A. The game is available for free. The game comes with three trial deals with In-App Purchases (IAPs). Additional game packs of 25 deals can be purchased for \$.99 each, or one upgrade to the premium version for \$4.99 gives you access to 200 specific deals, as well as unlimited random deals. In random deal mode, there are so many combinations (1.03e166 or 1.03 with 166 zeroes behind it to be precise) that it’s likely any deal you play has never been played before and will never be played again. Hints and undos are also available for purchase.

Q: Where can I download the game? And on what devices can it be played?

A. It is currently only available for Apple devices in the AppStore. It can be played on any iPad or iPhone. By spring, it will be available on Android and other platforms.

Q: Who developed the game?

A. The game was developed by the in-house digital and branding team at Javelin with outside development support from Snapdragon Studios, an Indiana development firm.

Q: What are future plans?

A. We are currently developing a version for Android devices and Google Play. We also plan to partner with other platforms and distribution networks, and possibly produce a physical game of cards.

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