



Children's Lives at Colonial London Town: The Stories of Three Families

The Life and Times of Colonial London Town: A Game for 2-3 Players

After reading *Children's Lives at Colonial London Town: The Stories of Three Families*, this game will serve as a review of people who lived at London Town and events that occurred in the colonial period. After you play the game several times, consider writing and using your own game cards. A template has been provided.

Directions:

The first time the game is played, cut out the game cards and sort them. You may want to laminate the cards so that they can be used again (and shuffled with ease). Print the game board, and print and cut out one game piece for each player.

Distribute five cards to each player. Pile remaining cards together facing downwards. The player who rolls the highest number on the die will go first, and other players will follow based on the number they rolled. Players move the direction indicated on each card. After their turn, players will select one card from the pile. The first player to reach the end wins!

Materials:

game cards
game board
one die
one game piece per player (cut out and laminate)

Game pieces (Wagons) – Cut Out





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Game Cards (cut out)

You are William Brown, a prominent citizen of London Town. You safeguarded records from Annapolis at the start of the Revolutionary War, sold supplies to troops encamped in London Town, and took the oath of allegiance in support of the Revolution.

Advance 4 spaces.

You are the captain of a schooner that anchored in the South River. Winter has come early and severe weather has delayed your return to England.

Wait for the weather to turn warm and do not advance.

You are a local planter with several hogsheads of tobacco to sell in London Town. You receive credit for this tobacco. You decide to use your credit to purchase new tools from England. You will receive the tools within the next three months.

Advance 2 spaces.

You are David Mackelfish, Lord Mayor of London Town. Your family's wealth has grown greatly in the last few years. You now own several lots in London Town and can rent land and buildings to earn more money.

Advance 2 spaces.

You are Susannah Brown tavern keeper. Guests look forward to your clean rooms and fine meals. You have been able to purchase bed linen of good quality and plan to fill it with fine, soft feathers. This finer sort of bed linen means you can charge an extra fee. Well done! **Advance 1 space.**

You are Larkin Pierpoint. Today you finished your daily tasks, which included chopping and piling wood, weeding the family garden, gathering buckets of water from the well, and tending to the family's livestock. You have a little bit of time before dark to play a game of marbles. Lucky you!

Advance 2 spaces.

You are James Holland. Sometimes you are able to help the family by earning money working on local farms during planting or harvesting time. When that is not possible you still help with the chores at home.

Advance 1 space.

You are Hannah Hill Moore and a year has passed since your parents and two sisters moved to Madeira. You are doing a very good job of passing along your family's Quaker beliefs and educating your young siblings.

Advance 2 spaces.

You are young Mehitable Holland and today you are ill and unable to complete most of your daily tasks. Your mother has tried some herbal remedies including *fever few* for your fever, *clary sage* for your sore throat, and some *lavage* for your stomach ache.

Stay still and rest this turn.



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Game Cards (cut out)

You are Hannah Hill Moore and today you are overwhelmed with concerns about your family. You miss your parents and sisters and you are worried about all of the things you have to take care of for your younger siblings.

Miss a turn so you can get the rest you need.

You are Thomas Holland and you recently became an apprentice to a local carpenter. This is very important because it will allow you to learn a trade and in turn make a better living for yourself as a craftsman. It does mean moving away from home though. **Advance 2 spaces.**

You are Dr. Richard Hill and many financial losses have caused you to make the difficult decision to move to Madeira and start a new business. You are hopeful that you will rebuild your fortune, pay off your debts, and reunite your family.

Advance 2 spaces.

You are Edward Merriott, a convict servant working for William Brown. You ran away once in November 1756, but were caught. In March of 1757 you ran away again. This time Brown has advertised in the *Pennsylvania Gazette* for your capture and return.

Go back 1 space.

You are Jacob. Since it is Sunday afternoon, you have some time to yourself. You have gotten together with several other enslaved youths that you know to play games and listen to the older people tell stories and sing.

Advance 2 spaces.

You are William Brown, Jr. and today you are leaving for boarding school in Scotland. You are nervous about leaving home, but you realize that you are very lucky to have this opportunity.

Advance 1 space.

You are Hannah Hill Moore and your two brothers and sister, Deborah, have successfully reached Madeira and your parents. You and Samuel are leaving London Town for Philadelphia with your remaining three siblings.

Advance 3 spaces.

It was a bad year for Maryland crops. There wasn't enough rain, years of tobacco cultivation removed many of the nutrients in the soil, and there were more bugs than usual that spoiled the crops.

All players move back 1 space.

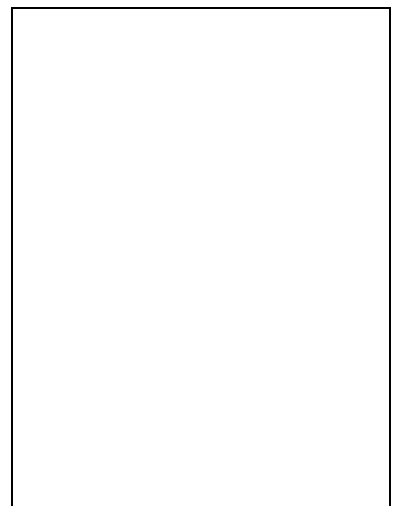
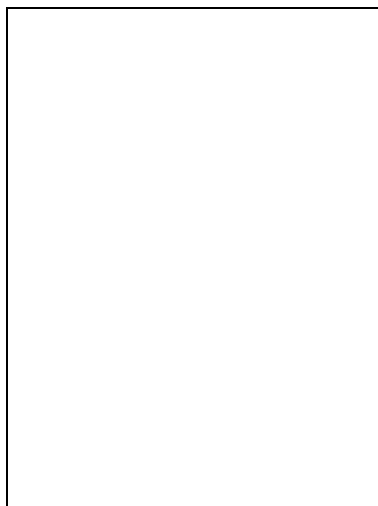
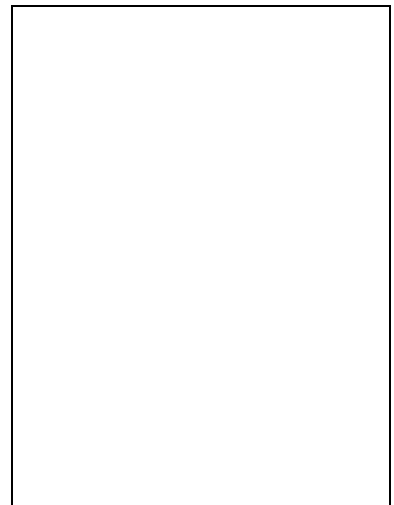
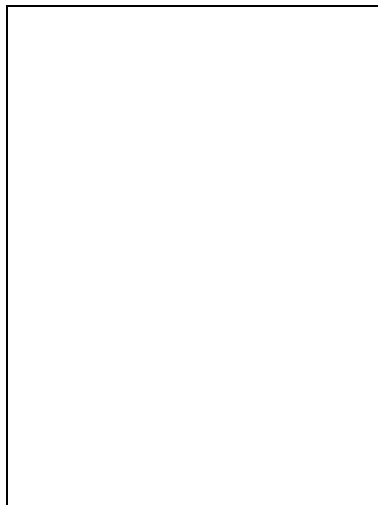
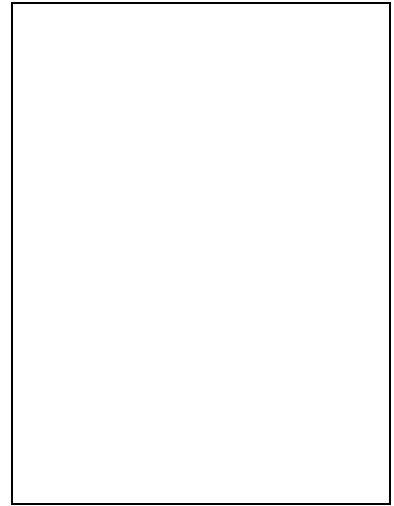
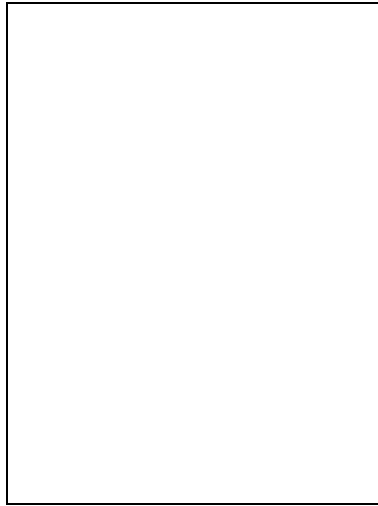
You are Mehitable Pierpoint in 1708. Your husband, John Pierpoint, has left. You have just been granted special status, by the courts, to collect unpaid debts that were due to your husband for the ordinary. This is rather unusual for a woman at this time.

Advance 3 spaces.



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Game Card Template (make your own cards)





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soon!

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