

## Rules of the Game

**Object:** The object of the game is to outfit one member of your township (your group) as a Continental Soldier. (right.) “Outfitting” means providing all the clothing and equipment necessary, via the game itself.



## Terminology

**Continental:** That member of your group chosen to represent the Continental Soldier. While Continental soldiers were, in the main, men, there were some examples of women who hid their gender, but the critical factor may be size more than anything else. You want someone who will look good in the clothing available and who will be considered by [the Council](#) “battle-ready.” The Continental’s clothing, equipment, and supplies are called his “**Kit.**”

**Drafting:** Unlike the present day, positions of leadership in the colonies were not usually self-sought. It was considered unseemly to put yourself forward for a position of honor. It was also considered dishonorable to turn down an opportunity to serve. In this game, wherever possible you should encourage others to serve and wait to be encouraged yourself. You are “drafted” for service and you “draft” others for service. You should be ready to speak up for your friends and colleagues, to say exactly why they would be good for their role. A vote will be taken, but all those who will be subject to a vote will have been nominated by their peers.

**Township:** A township was the smallest governing entity in New England colonial life. The term refers to both the geographic boundary and the citizens of a town. In this game, at least 2 townships are required and they usually consist of between 15 and 40 people each.



## The Meeting House:

One Area of the farm will be designated the Meeting House and that area will serve as a place where all townships will gather together, when required, for common business and awards ceremonies.

**Head-quarters:** Each township will have its own headquarters (usually a small canopy tent or a clearing in the orchard) where it can conduct its own business, discuss strategy, and make assignments.

**Storehouse:** The storehouse will be designated as an area where town moderators may purchase kit items.

### **Shilling**

**Notes:** In 1773, one shilling six pence (1.5 shillings) would buy you a very sumptuous meal at a colonial tavern. Your township will use its shilling notes to purchase [kit](#) for the [Continental](#). Each living history challenge will have a published number of shilling notes associated with winning the challenge, and earning “runner” up status.

**Scoreboard:** Near the meeting house a scoreboard will be updated hourly to indicate the number of shilling notes that have been rewarded to each township.

**Moderator:** Although the term sounds contemporary, every town hall meeting had a moderator to make sure meetings were orderly—and focused. (Sam Adams was the moderator of the Boston Town Meeting.) We don’t have time for endless debates. The moderator will also serve as the town’s treasurer and supply clerk, in order to obtain [kit](#) for the [Continental](#).

**Selectmen:** In every colonial township, usually every adult male had some sort of office. The highest of these offices were the selectmen—usually three in number. In this game your three selectmen will have the power to adjudicate any dispute internal to your township. For the purposes of including everyone, men, women, and children (depending on the composition of your group) may serve as a “Selectman.”

**Council:** The council will consist of three Riley’s Farm living historians who will adjudicate any dispute between townships and who will act as the final vote in any living history challenge contest that requires a subjective judgment.

### **Wisdom**

**Weapon:** A “Wisdom Weapon” is used to fend off a Redcoat when he challenges you for your Continental’s [Kit](#). At the beginning of each challenge a two part sentence or song phrase will be announced or sung. It is the duty of each township member to remember it, because failure to remember it will cause you to forfeit one item of your Continental’s [Kit](#). Remembering the Wisdom Weapon will allow you to add one more item to the [Kit](#). Beware, your township can be attacked by up to

4 redcoats at one time.

**Example:** A wisdom weapon part A might be “Gentlemen cry Peace, Peace,” and Part B could be: “...but there is no peace!” (From Patrick Henry’s “Give Me Liberty!” oration.) Ten or fifteen minutes later, a Redcoat may demand satisfaction by approaching one member of your township and saying “Gentlemen cry Peace, Peace,” and if that member of your township can’t repeat the B part of the Wisdom Weapon, your township loses one item of your Continental’s [Kit](#), at the Redcoat’s discretion. This may seem simple at first, but Wisdom Weapons accumulate throughout the day, and the Redcoat can refer to Wisdom Weapons announced earlier in the day, at his discretion. A Singing Wisdom Weapon doesn’t have to be sung in key—just sung.

## Living History

### Challenge:

A “Living History Challenge” is a task associated with a cultural, military, or farming skill from history. An example of a Living History Challenge might be: “Herd Four Sheep from the South Pasture to the North Pasture” or “Press and Bottle One Gallon of Apple Cider.” The Council will describe the challenge, allow for a short practice session, and then allow the selectmen of each township to choose the appropriate number of participants. All challenges will be conducted under the guidance, but not the direct help, of a Riley’s Farm employee. After the challenge is completed or the time for the challenge has expired, the Council will determine the winning and runner-up township.

[Examples of Living History Challenges.](#)



## Order of Play

**Orientation:** At the outset of the game, a Riley's Farm Living Historian will provide the historical background for the day's exercise and a brief introduction to the history of Revolutionary War New England. Normally, you should have your group broken into townships before you arrive, but if this has not yet occurred, a division into Townships will take place.

### Town

**Meeting:** A moderator, three selectmen, and one continental are elected.

### Hourly Challenge Meetings

#### New

**Challenges:** [The Council](#) will announce three [living history challenges](#) at the beginning of each hour. The details of each challenge (where it takes place, the objective to be achieved, suggested methods, etc.) will be provided in writing. Each Township will be given five minutes to determine which members of the township should pursue which challenge. A township of 30 people may decide to devote 10 members to one challenge, 10 to another and 10 to another, but this is a judgement call by your township [selectmen](#) based on the nature of the challenge itself. Some challenges may take longer than an hour, and depending on the nature of the challenge, not all township members may make it back to [the Meeting House](#) for the announcing of the next challenge. Selectmen may evaluate how the challenges are proceeding from time to time and make re-assignments as necessary. The challenge is considered concluded either when the council calls time, or when the township announces it wishes to be judged.

**Rewards:** The Hourly Challenge Meeting will also serve as the time for awarding of Shilling Notes to the moderator of each township, who may then use them to purchase [Kit](#) from the storehouse.

**The Feast:** Depending on the time and season of your experience, your team building experience may include an 18<sup>th</sup> century style meal. Meal time is a rest from the game itself, with the exception of [Red Coat attacks](#), which may occur even inside the public house itself, so beware.

**Game End:** When all the living history challenges are concluded, a town meeting will be held at the meeting house and the council will determine which township has the best outfitted, most soldierly continental. The

primary criteria for judging is, of course, the quality and nature of the Continental's kit, but the council will also take into account how "battle-worthy" the Continental appears and the spirit of the township supporting the soldier as well.

Each member of the winning township will receive a Riley's Farm five pound apple pie. Should your township exceed the shilling count achieved by the record-holding township for all groups going through the program in the last twelve months, your group will receive a commemorative colonial battle flag and an 18<sup>th</sup> century flintlock (non-firing) musket for your company's trophy case.

## **Examples of Living History Challenges**

Cider Making: Press and bottle a gallon of cider  
Weaving: Hand weave a 10" square of woolen cloth  
Apple Pie: Make & Bake a traditional apple pie  
Cheese-Making: Make one pound of farmer's soft cheese  
Find a store of black powder (fake) by using a period map and compass  
Compose & Write a period letter using parchment and quill  
Herd sheep or goats from one pen to another across the farm  
Shoot an arrow at a period target from a reasonably long range  
Harvest Raspberries and make Raspberry preserves  
Sing a colonial melody or hymn, in parts  
Bake a loaf of ship's bread (like hard tack)  
Command a colonial militia company in a line battle exercise  
Milk a pint of milk from a goat or cow  
Act out a dramatic or comic scene from an 18<sup>th</sup> century play  
Set up and furnish General Washington's Campaign Tent Headquarters