|  |
| --- |
| **Card Type: The Zeroth Remove (Special)**  **Action Description:** You, as an American colonial in the game, are captured by Indians. They burn and loot your village. They slaughter and kidnap your people. You and the other game players are the lucky few who are taken captive. You have often said that if the Indians were to come, you would choose to rather die than be taken alive. However, now in the jaws of death itself, the savagery of these “ravenous beasts” daunts your spirits so much that your body betrays you and force you to comply.  **Supportive Quote:** “Now away we must go with those barbarous creatures, with our bodies wounded and bleeding, and our hearts no less than our bodies” (Remove 1).  **Game Instruction: Gain 5000 PP.** Note: All players should have 5000 PP after the starting tile. |
| **Card Type: High Water (Special)**  **Action Description:** You and your captors arrive in front of a river. Despite being faint from hunger and fatigue, you are forced to help build a raft to help cross the river. Nobody is safe from work, whether it be young or old, men or women.  **Supportive Quote: “**They quickly fell to cutting dry trees, to make rafts to carry them over the river: and soon my turn came to go over.” (Remove 5)  **Game Instruction:** Choose **on your next turn.**   1. Cross the river, but you will not be able to move back across the bridge.  * Roll a die. If you roll a 1 or a 2, your raft capsizes and the white waters carry you to the **other High Water tile. Gain 150 PP.** Wait until next turn to roll again. If you roll a 3 or above, you make it across the river safely and move forward the number of tiles specified on the die**. Remove 100 PP.**  1. Turn back. Roll a die. You will traverse the same path you came from, but this time reverse. **Gain 50 PP.** |
| **Card Type: Intersection (Special)**  **Action Description:** You and your captors come across a clearing with three paths diverging. You now have a choice to which path to take.  **Game Instruction:** On your next move, roll a die. If the result is odd, you will move the specified outcome **on the leftmost path.** If the result is even, you will move the specified outcome **on the rightmost path.** |
| **Card Type: Action**  **Action Description:** Night comes, and you are physically and emotionally exhausted from a long day of walking. However, with the presence of God in your unwavering spirit, you are comforted and sleep soundlessly through the night.  **Supportive Quote: “**Oh, I may see the wonderful power of God, that my Spirit did not utterly sink under my affliction: still the Lord upheld me with His gracious and merciful spirit, and we were both alive to see the light of the next morning.” (Remove 2)  **Game Instruction: Roll a die. Multiply the outcome by 100 and remove that much PP.** |
| **Card Type: Action**  **Action Description:** One of your three children passes away after a night of dehydration and a violent fever. You are unaware of your second child’s location, and the Indians would not let you come close to your third child. Your heart grows heavy with the fear that you will never see them again.  **Supportive Quote: “**I had one child dead, another in the wilderness, I knew not where, the third they would not let me come near to.” (Remove 3)  **Game Instruction: Add 300 PP.** |
| **Card Type: Action**  **Action Description:** In a time of turmoil, you open your pocket Bible and begin reading. The hymns of Psalm warm your heart and give you motivation to wait for God to save you.  **Supportive Quote: “**We opened the Bible and lighted on Psalm 27, in which Psalm we especially took notice of that, ver. ult., “Wait on the Lord, Be of good courage, and he shall strengthen thine Heart, wait I say on the Lord” (Remove 3).  **Game Instruction: Roll a die. Multiply the result by 100 and remove from your PP.** |
| **Card Type: Action**  **Action Description:** Today is your Sabbath, which is a day of rest for Christians. However, your captors force you to continue working and threaten to hurt you, even after you plead that you will work just as hard tomorrow.  **Supportive Quote: “**I told them it was the Sabbath day, and desired them to let me rest, and told them I would do as much more tomorrow; to which they answered me they would break my face.” (Remove 5)  **Game Instruction: Add 200 PP.** |
| **Card Type: Action**  **Action Description:** You are taken into an Indian town with Indians “as thick as the trees”. There are no Christians in sight, band although you feel lonely and scared, you are thankful that God has kept you safe so far in such an alien environment.  **Supportive Quote: “**If one looked before one there was nothing but Indians, and behind one, nothing but Indians, and so on either hand, I myself in the midst, and no Christian soul near me, and yet how hath the Lord preserved me in safety? Oh the experience that I have had of the goodness of God, to me and mine!” (Remove 6)  **Game Instruction: The next action card you pick up that adds PP is void.** |
| **Card Type: Action**  **Action Description:** After a treacherous journey down a steep hill, you spot some corn on the ground and sneakily gather them to fulfill your empty stomach. You put them in your pocket, but before you realized, they have been stolen. You do not know if the thieves are the Indians or your own people.  **Supportive Quote: “**Myself got two ears of Indian corn, and whilst I did but turn my back, one of them was stolen from me, which much troubled me.” (Remove 7)  **Game Instruction: The next action card you pick up that removes PP is void.** |
| **Card Type: Action**  **Action Description:** Death by starvation looms. Desperate, you approach an Indian and beg him for a piece of horse liver. You are surprised when he hands you a piece. You lay the horse liver on a bed of coal to roast. The liver was bloody and strange-tasting, but you decide that it was the best thing you’ve eaten in a long, long time.  **Supportive Quote: “**There came an Indian to them at that time with a basket of horse liver. I asked him to give me a piece. “What,” says he, “can you eat horse liver?” I told him, I would try, if he would give a piece, which he did, and I laid it on the coals to roast. But before it was half ready they got half of it away from me, so that I was fain to take the rest and eat it as it was, with the blood about my mouth, and yet a savory bit it was to me: “For to the hungry soul every bitter thing is sweet.”” (Remove 7)  **Game Instruction: Roll a die. Multiply outcome by 1000. If your current PP exceeds this number, remove 500 PP. Otherwise, remove 300 PP.** |
| **Card Type: Action**  **Action Description:** Like an animal in a zoo, you are ogled by a group of Indians as you pass by their camp. All of a sudden, a wave of emotion crashes through you and you fall to the ground, weeping. This was the first time you’ve cried in front of these Indians. You are afraid that they will kill you. To your surprise, the Indians reassured that they will not harm you. They even share food with you to comfort you, causing you to see them in a new light.  **Supportive Quote: “**There one of them asked me why I wept. I could hardly tell what to say: Yet I answered, they would kill me. “No,” said he, “none will hurt you.” Then came one of them and gave me two spoonfuls of meal to comfort me, and another gave me half a pint of peas; which was more worth than many bushels at another time.” (Remove 8)  **Game Instruction: Roll a die. Multiply the result by 150 and remove from your PP.** |
| **Card Type: Action**  **Action Description:** You meet Metacomet, also known as King Phillip, who is the elected chief of the Wampanoag people. He offers you a seat and a tobacco-pipe, but you kindly refuse as you believed that tobacco is a bait set by the Devil to waste time. You thank God that He has given you the power of self-discipline.  **Supportive Quote: “**But I thank God, He has now given me power over it; surely there are many who may be better employed than to lie sucking a stinking tobacco-pipe.” (Remove 8)  **Game Instruction: Remove 100 PP.** |
| **Card Type: Action**  **Action Description:** King Philip ask you to make a shirt for his son. You are afraid of refusing to obey orders from Indians, much less a chief, so you do as he says. To your surprise, he rewards with you a shilling. You offer the money to your captor, but to your surprise once again, he tells you to keep it. You buy a piece of horse meat with the money. Later, King Philip invites you to dinner and lets you indulge in pancakes, bear meat, and peas. You have never tasted anything as good in your life.  **Supportive Quote: “** During my abode in this place, Philip spake to me to make a shirt for his boy, which I did, for which he gave me a shilling. I offered the money to my master, but he bade me keep it; and with it I bought a piece of horse flesh. Afterwards he asked me to make a cap for his boy, for which he invited me to dinner. I went, and he gave me a pancake, about as big as two fingers. It was made of parched wheat, beaten, and fried in bear’s grease, but I thought I never tasted pleasanter meat in my life.” (Remove 8)  **Game Instruction: Roll a die three times. Multiply the highest roll you get by 100 and subtract from your PP.** |
| **Card Type: Action**  **Action Description:** You ask permission from your captors to go see your son. Your captors agree, but once you came to him, you find that he is unwell with a boil on his side. You find yourself mourning and lamenting, with your spirits sinking at the thought of your poor children. You don’t even know if your third child, your only daughter, is alive or dead.  **Supportive Quote: “**When I was returned, I found myself as unsatisfied as I was before. I went up and down mourning and lamenting; and my spirit was ready to sink with the thoughts of my poor children. My son was ill, and I could not but think of his mournful looks, and no Christian friend was near him, to do any office of love for him, either for soul or body. “ (Remove 9)  **Game Instruction: Roll a die. Multiply the result by 100 and add to your PP.** |
| **Card Type: Action**  **Action Description:** On an especially cold day, you find that there is no room in your wigwam to sit next to a fire. You wander around the village, chilled to the bone, your breath misting the air. You go inside another wigwam, where, to your surprise, an Indian woman invites you to sit with her. She lays bear fur for you to warm up in, feeds you some ground nuts, and when you leave, she asks you to come visit again. You are touched by the kindness of this Indian woman whom you’ve never met before.  **Supportive Quote: “**One bitter cold day I could find no room to sit down before the fire. I went out, and could not tell what to do, but I went in to another wigwam, where they were also sitting round the fire, but the squaw laid a skin for me, and bid me sit down, and gave me some ground nuts, and bade me come again; and told me they would buy me, if they were able, and yet these were strangers to me that I never saw before.” (Remove 9)  **Game Instruction: Remove 400 PP.** |
| **Card Type: Action**  **Action Description:** Your captors are roasting venison tonight. The smell of meat fills the wigwam, but you are refused a single bite. You go to sleep hungry and disappointed.  **Supportive Quote: “**I went home and found venison roasting that night, but they would not give me one bit of it. Sometimes I met with favor, and sometimes with nothing but frowns.” (Remove 10)  **Game Instruction: Add 75 PP.** |
| **Card Type: Action**  **Action Description:** On the day of your Sabbath, your mistress gives you a load of items to carry for her in a journey. You complain as this is supposed to be your day of rest, but she responds by slapping you in the face and forced you to comply.  **Supportive Quote: “**I complained it was too heavy, whereupon she gave me a slap in the face, and bade me go; I lifted up my heart to God, hoping the redemption was not far off; and the rather because their insolency grew worse and worse.” (Remove 12)  **Game Instruction: Add 125 PP.** |
| **Card Type: Action**  **Action Description:** You are in good spirits as you and your captors are heading homeward. Suddenly, your captor’s legs gives out under her, and tells you to turn back with her. Your good spirits are suddenly dampened as you realize you won’t be as close to home as you originally planned.  **Supportive Quote: “**My spirit was, upon this, I confess, very impatient, and almost outrageous. I thought I could as well have died as went back; I cannot declare the trouble that I was in about it; but yet back again I must go.” (Remove 12)  **Game Instruction: Count how many tiles you are from the bottommost row of the board. Multiply this number by 50 and add to your PP.** |
| **Card Type: Action**  **Action Description:** You are awoken by the frigid temperature in the night. You remove a stick that keeps the heat away from you, but an Indian woman moves it back. When you look up, she throws a handful of ashes into your eyes. The pain shocks you wide awake as you do your best to remove the ashes from your eyes. Luckily, by morning, you have recovered your eyesight. The entire ordeal seals your impression on most of these Indians and makes you contemplate getting up and running as far away as possible. Your mind returns to you when you realize that you are in the middle of nowhere and running away by yourself means almost certain death.  **Supportive Quote: “**In this place, on a cold night, as I lay by the fire, I removed a stick that kept the heat from me. A squaw moved it down again, at which I looked up, and she threw a handful of ashes in mine eyes. I thought I should have been quite blinded, and have never seen more, but lying down, the water run out of my eyes, and carried the dirt with it, that by the morning I recovered my sight again.” (Remove 13)  **Game Instruction: Roll a die. If the number is odd, multiply by 200 and add to your PP. If the number is even, multiply by 100 and add to your PP.** |
| **Card Type: Action**  **Action Description:** That night, your mistress’s child died from the cold. You can’t help but feel relief as that means there would be more room in the wigwam to sleep. You barely feel ashamed of your thoughts, as you’ve spent way too many nights sleeping on the cold hard floor of the forest.  **Supportive Quote: “**My mistress’s papoose was sick, and it died that night, and there was one benefit in it—that there was more room.” (Remove 13)  **Game Instruction: Add 100 PP.** |
| **Card Type: Action**  **Action Description:** You get a stomachache after eating the cake you were given the same day you were taking hostage. You’ve kept the cake in your pocket the entire time, and the cake was so moldy that it was hard to distinguish what it was made of. In spite of your stomachache, however, you give thanks to God for the blessing of food when you needed it.  **Supportive Quote: “**She gave it me, and I put it in my pocket; there it lay, till it was so moldy (for want of good baking) that one could not tell what it was made of; it fell all to crumbs, and grew so dry and hard, that it was like little flints; and this refreshed me many times, when I was ready to faint. It was in my thoughts when I put it into my mouth, that if ever I returned, I would tell the world what a blessing the Lord gave to such mean food.” (Remove 14)  **Game Instruction: Roll a die. If the result is odd, multiply by 50 and add to your PP. If the result is even, multiply by 50 and subtract from your PP.** |
| **Card Type: Action**  **Action Description:** You cross the Banquang River. The water goes up to your knees, thankfully, but the swiftness of the river paired with your feeble body makes you stumble and almost fall into the freezing water. The Indians around you laugh at your obvious distress, but you remind yourself of the words of God, which guides you to the other edge of the river.  **Supportive Quote: “**We began this remove with wading over Banquang river: the water was up to the knees, and the stream very swift, and so cold that I thought it would have cut me in sunder. I was so weak and feeble, that I reeled as I went along, and thought there I must end my days at last, after my bearing and getting through so many difficulties. The Indians stood laughing to see me staggering along; but in my distress the Lord gave me experience of the truth, and goodness of that promise, “When thou passest through the waters, I will be with thee; and through the rivers, they shall not overflow thee” (Isaiah 43.2).” (Remove 16)  **Game Instruction: Subtract 200 PP.** |
| **Card Type: Action**  **Action Description:** An old Indian man, upon seeing your feeble stature, invites you over for porridge and hot horse broth. You feel like both your soul and body has been refreshed.  **Supportive Quote: “N**ow may I say with Jonathan, “See, I pray you, how mine eyes have been enlightened, because I tasted a little of this honey” (1 Samuel 14.29). Now is my spirit revived again; though means be never so inconsiderable, yet if the Lord bestow His blessing upon them, they shall refresh both soul and body.” (Remove 17)  **Game Instruction: Choose either to remove 250 PP, or make your next negative card void.** |
| **Card Type: Action**  **Action Description:** After eating your share of a horse foot, you notice a child besides you struggling to chew the tough meat. Without thinking, you steal the child’s horse foot and savor it yourself.  **Supportive Quote: “**Being very hungry I had quickly eat up mine, but the child could not bite it, it was so tough and sinewy, but lay sucking, gnawing, chewing and slabbering of it in the mouth and hand. Then I took it of the child, and eat it myself, and savory it was to my taste.” (Remove 18)  **Game Instruction: Add 150 PP.** |
| **Card Type: Action**  **Action Description:** The Indians build a big wigwam and uses it for a day of festivity and dancing. Intrigued, you watch their antics and feel a bit more at ease. They seem to be having fun, at least.  **Supportive Quote: “**We went about three or four miles, and there they built a great wigwam, big enough to hold an hundred Indians, which they did in preparation to a great day of dancing.” (Remove 20)  **Game Instruction: Roll a die. If even, remove 250 PP. If odd, remove 150 PP.** |
| **Card Type: Action**  **Action Description:** You beg your captors to let you see your daughter, whom you haven’t seen in nine or ten weeks. They cold-heartedly refuse and threaten you with abuse if you continue.  **Supportive Quote: “**I earnestly desired them to let me go and see them: yea, I entreated, begged, and persuaded them, but to let me see my daughter; and yet so hard-hearted were they, that they would not suffer it.” (Remove 20)  **Game Instruction: Roll a die. If even, add 200 PP. If odd, add 100 PP.** |