

Game Of M



30 You do well giving evidence at the guild court hearing. The dyers who made the shoddy goods are fined. A few months later you are elected Mayor of the town.

29 Some dyers in your town are making shoddy goods. You call them to the guild court. **Go back 6.**

28 You are accused of breaking guild rules. You have to appear before the guild court. **Answer a Tricky Question.**

30 You reach Jerusalem. After much fighting and loss of life, you negotiate a treaty for people of different faiths to be able to visit holy sites in safety. Peace reigns.

29
28

27 **Tricky Question**

30 Plague hits the clergy. Many have died including the Bishop. Since you rarely visited the sick, you survived. You are made Bishop and move into the Bishop's Palace! **The Bishop orders you to make repairs to the church. Go back 5.**



26 You may have to pay a hefty feudal tax to inherit your father's land. **Go back 7.**

27 The Earl's son has grown up a bit. If you marry him, your land will go to him. Or should you stay single and in control of your land? **Take a Tricky Question?**



26 You get a lucrative order to dye cloth for uniforms for soldiers going to fight in France. **Move on 1.**

23 The Earl and your half-brother are killed. You are sad but now you are the heiress to your father's land. **Move on 2.**

26 You reach the Holy Land. You fight valiantly and are proclaimed a hero. **Move on 2.**

25 The lord of the manor's daughter lets you off the heriot payment of the best beast. **Move on 2.**



22 You have saved enough to pay the fee to become a master dyer and take on your own apprentice. **Move on 3.**

21 **Tricky Question**

20 You meet with the rebellious tenant farmers. You win their loyalty by cancelling some debts. The rest of the rent is paid. **Move on 2.**

25 Your father dies. You feel sad, especially, when you remember that the lord of the manor can take your father's best beast as heriot payment. **Go back 6.**



19 Plague is rife in the town. No-one goes out and trade is very bad. **Go back 5.**

18 Without your father, Earl and half-brother, the tenant farmers rebel and refuse to pay rent. **Go back 4.**



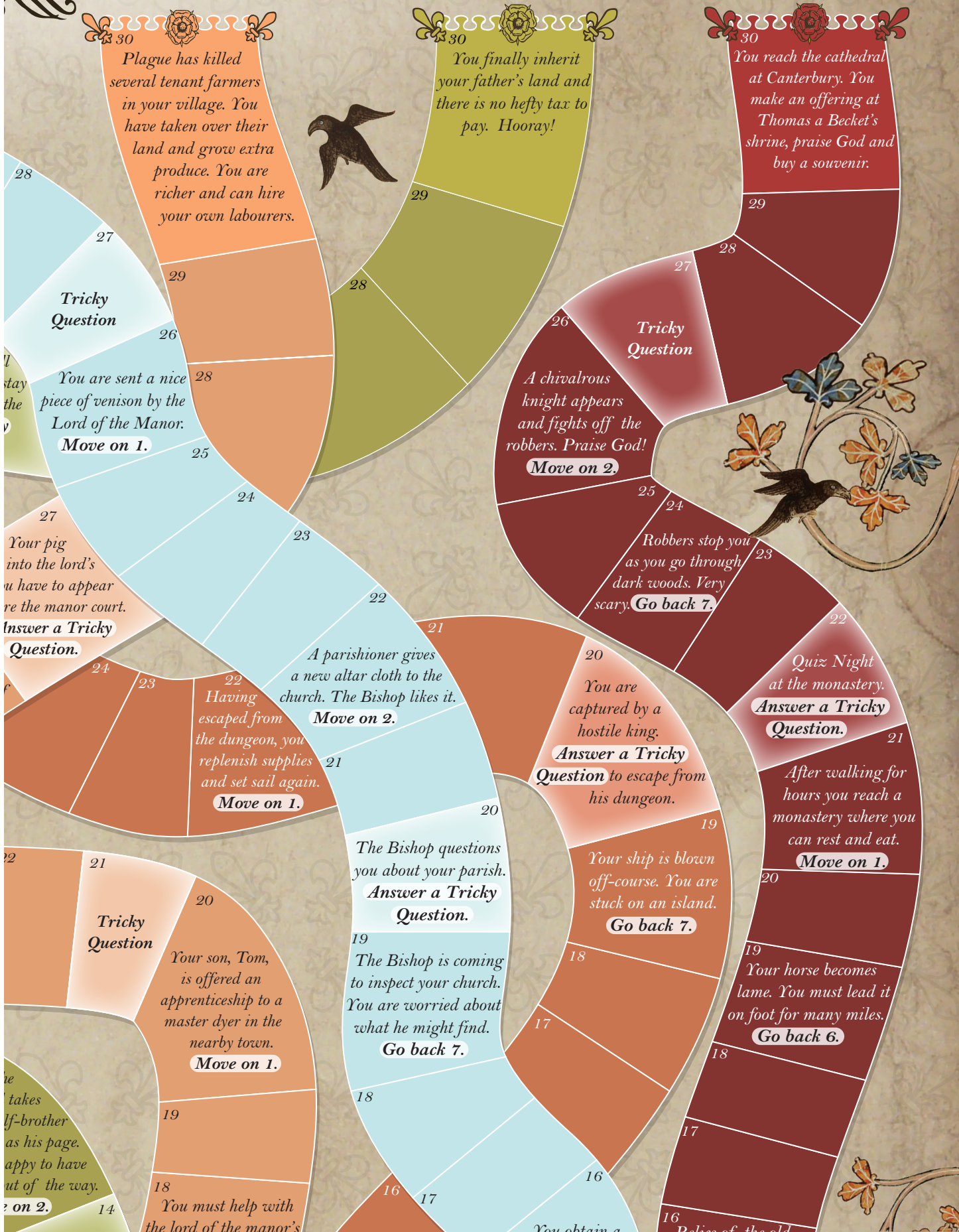
16 After 7 years you have completed your apprenticeship. You are now a journey man, working as a dyer for a daily wage.



14

15 The Earl sends you to Wales. You are happy to see them both.

Medieval Life



30 Plague has killed several tenant farmers in your village. You have taken over their land and grow extra produce. You are richer and can hire your own labourers.

30 You finally inherit your father's land and there is no hefty tax to pay. Hooray!

30 You reach the cathedral at Canterbury. You make an offering at Thomas a Becket's shrine, praise God and buy a souvenir.

29

29 A chivalrous knight appears and fights off the robbers. Praise God!
Move on 2.

29 Robbers stop you as you go through dark woods. Very scary. **Go back 7.**

29 Quiz Night at the monastery. **Answer a Tricky Question.**

29 After walking for hours you reach a monastery where you can rest and eat. **Move on 1.**

28 You are sent a nice piece of venison by the Lord of the Manor. **Move on 1.**

28 A parishioner gives a new altar cloth to the church. The Bishop likes it. **Move on 2.**

28 You are captured by a hostile king. **Answer a Tricky Question** to escape from his dungeon.

28 Your ship is blown off-course. You are stuck on an island. **Go back 7.**

28 Your horse becomes lame. You must lead it on foot for many miles. **Go back 6.**

27 Tricky Question

27 Your pig is sent into the lord's manor. You have to appear before the manor court. **Answer a Tricky Question.**

27 A paragon gives a new altar cloth to the church. The Bishop likes it. **Move on 2.**

27 The Bishop questions you about your parish. **Answer a Tricky Question.**

27 The Bishop is coming to inspect your church. You are worried about what he might find. **Go back 7.**

27 Your son, Tom, is offered an apprenticeship to a master dyer in the nearby town. **Move on 1.**

26 Tricky Question

26 Having escaped from the dungeon, you replenish supplies and set sail again. **Move on 1.**

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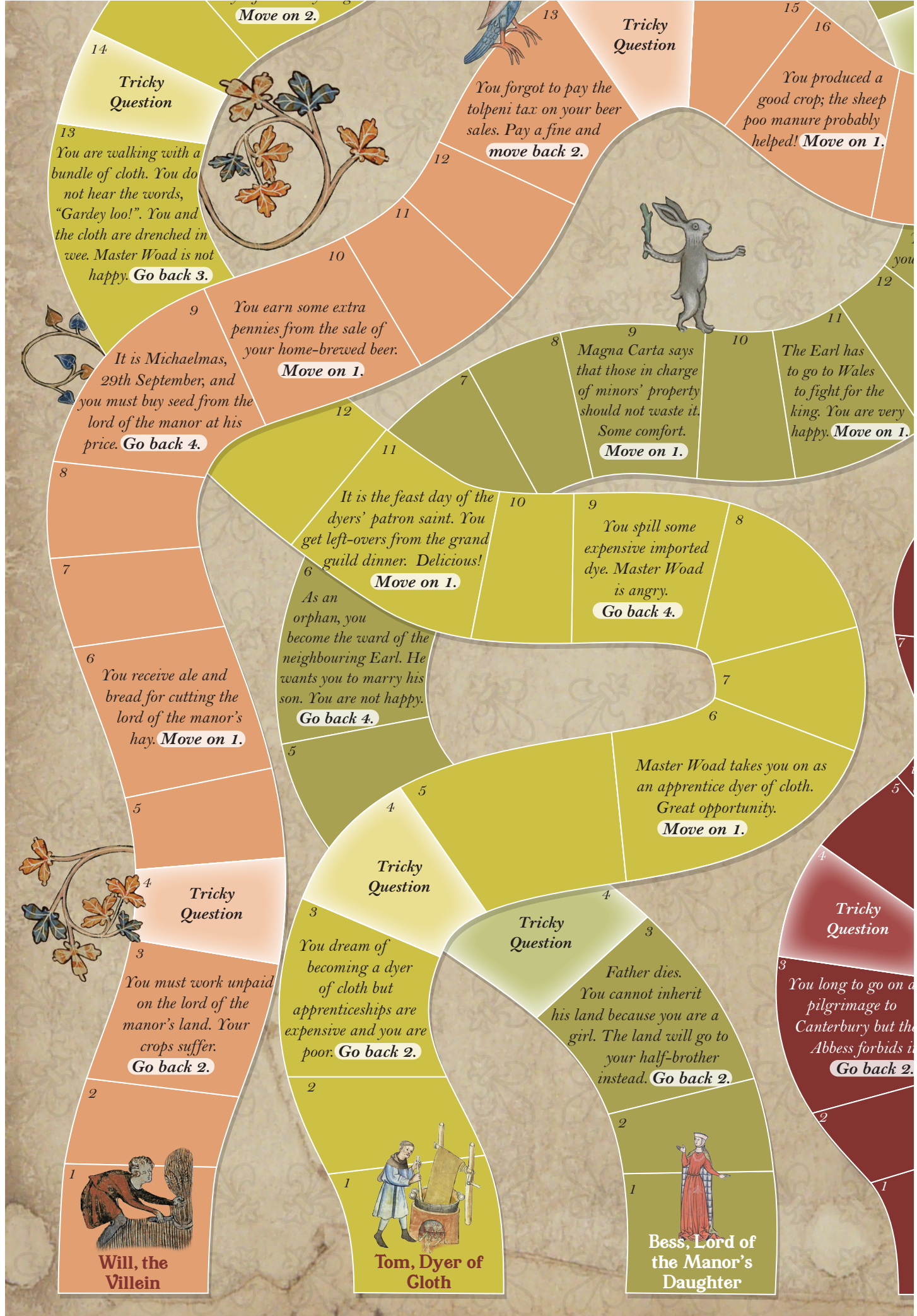
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14
Tricky Question

13
You are walking with a bundle of cloth. You do not hear the words, "Gardey lool!". You and the cloth are drenched in wee. Master Woad is not happy. **Go back 3.**

Move on 2.

12
You forgot to pay the tolpeni tax on your beer sales. Pay a fine and **move back 2.**

Tricky Question

15
You produced a good crop; the sheep poo manure probably helped! **Move on 1.**

11
You earn some extra pennies from the sale of your home-brewed beer. **Move on 1.**

9
It is Michaelmas, 29th September, and you must buy seed from the lord of the manor at his price. **Go back 4.**

10
Magna Carta says that those in charge of minors' property should not waste it. Some comfort. **Move on 1.**

11
The Earl has to go to Wales to fight for the king. You are very happy. **Move on 1.**

12
It is the feast day of the dyers' patron saint. You get left-overs from the grand guild dinner. Delicious! **Move on 1.**

8
As an orphan, you become the ward of the neighbouring Earl. He wants you to marry his son. You are not happy. **Go back 4.**

9
You spill some expensive imported dye. Master Woad is angry. **Go back 4.**

10
You receive ale and bread for cutting the lord of the manor's hay. **Move on 1.**

11
Master Woad takes you on as an apprentice dyer of cloth. Great opportunity. **Move on 1.**

6
Tricky Question

7
You dream of becoming a dyer of cloth but apprenticeships are expensive and you are poor. **Go back 2.**

8
Father dies. You cannot inherit his land because you are a girl. The land will go to your half-brother instead. **Go back 2.**

9
You long to go on a pilgrimage to Canterbury but the Abbess forbids it. **Go back 2.**

4
Tricky Question

5
Tricky Question

6
Tricky Question

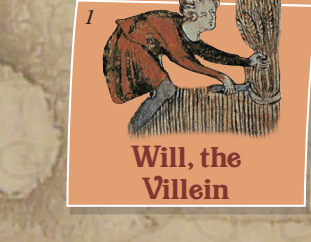
7
Tricky Question

3
You must work unpaid on the lord of the manor's land. Your crops suffer. **Go back 2.**

4
Will, the Villein

5
Tom, Dyer of Cloth

6
Bess, Lord of the Manor's Daughter



Tricky Question

17

the lord of the manor's harvest, a boon work. Your crops also need harvesting and rain is coming and may ruin your crops. **Go back 4.**

Tricky Question

14

13 You were wounded as you fought to save the pilgrims. **Go back 3.**

12

11 You set off for the muster point. In a dark wood, you see robbers attacking a band of pilgrims. You rush to their rescue. **Move on 1.**



9

8 Terrible rain. You make little progress on very muddy roads. **Go back 2.**

Tricky Question

6

You convince the Abbess that God will protect you on your pilgrimage. She lets you go. **Move on 1.**



5 You practice riding and fighting every day. You become very skilled. **Move on 1.**

Tricky Question

3 You want to be a knight but you have to sell timber from your land to pay for armour, weapons and a horse. **Go back 2.**



Hugo, the Knight



Agnes, the Nun

You obtain a particularly good wine for use in Mass. **Move on 2.**

Remains of the old saint turn out to be fakes – old pig bones! **Go back 4.**

Tricky Question

14

13 You are given a book of sample sermons. Preaching made easy! **Move on 2.**



Tricky Question

13 A travelling friar sells you bones of an old saint – surely of great spiritual value! **Move on 2.**

11 The Bishop wants you to preach more sermons. What an effort! **Go back 4.**

11 Other pilgrims make the journey fun by telling stories and singing songs. **Move on 3.**

10 The Pope calls for people to fight to regain Jerusalem for Christ. You are eager to go. **Move on 1.**

9 You persuade the dying man to leave a gift to the church. **Move on 1.**

6 You are called out in the night to hear the confession of a dying member of the parish. Very tiring. **Go back 2.**

Tricky Question

3 You are sent to a small, poor parish. The tithes you receive are meagre. **Go back 2.**



Gilbert, the Lazy Priest