Overview

This guide—meant for teachers’ eyes only—describes how to complete all the challenges in “For Crown or Colony?” For almost every problem in the game there are at least two solutions, one that involves interacting with Patriot-leaning characters and one that involves Loyalist-leaning characters (and sometimes solutions that try to walk the line between them).

This knowledge may offer good opportunities to ask your students if any of them “tried X instead of Y,” to help foster discussion about the multiple perspectives encountered in the game.

Prologue

The prologue is designed to provide background information on both the historical context and on the role and goals of Nathaniel Wheeler. It is also a tutorial on the game interface and conventions.

How the prologue is played has no impact on the rest of the game.

The Indenture Contract

The player is given the opportunity to negotiate up to two terms in the contract. The player may click on any term on the contract to find out from Mrs. Edes if this is something Mr. Edes might consider changing. A player MUST CLICK on a term for it to become a possible negotiation point.

The following terms may be negotiated if they are selected:

- He shall serve the said Mr. Edes from the Day of the Date hereof unto the full end and term of Seven Years.
- The Master also shall procure and provide for him sufficient fare and Drink, with Meat Thrice weekly.
- He shall not be absent Day nor Night from his Master's Service, without his leave.
- And shall provide lodging as befits an Apprentice

In the game, the player does sleep in the attic, so regardless of what choices the player makes, he will be given the attic in one of the following ways:

- If the player includes "lodging" in the negotiation, it will be granted along with a second choice if one was selected.
Part I: New in Town

The player’s goal is to sell at least three advertisements and move a heavy crate of type from the wharf to the print shop.

**Selling Advertisements**

There are six possible sources of advertisements:

1. Constance Lillie, lost dog
2. Mr. White, candles
3. Mr. Langdon, runaway indentured servant
4. Widow Prescott, land sale
5. Paul Revere, false teeth
6. Phillis Wheatley, building sale

*NOTE: All of the advertisements are drawn from actual copies of the Boston Gazette except for the Wheatley advertisement, which was written by the historians on the project.*

1. Constance Lillie

Constance automatically appears on the player’s fourth visit to the Boston Map. She is looking for her lost dog, Thimble, and the player may suggest that an advertisement may help her find him. Constance will agree reluctantly because the *Gazette* is a Patriotic paper and her uncle, Theophilus, is a Loyalist.

If the player ignores Constance there is no future opportunity to sell the advertisement.

Constance can also suggest that the player visit the Wheatley house to sell an advertisement (this reveals the Wheatley house on the map for the first time).
2. Mr. White

Mr. White is located in the North End. He is a stout Patriot and will gladly buy an advertisement... only he can't find a pencil to write one out. If the player can find a pencil, Mr. White will gladly write the advertisement.

The "pencil quest" can be solved in three ways:

- **Theophilus Lillie**: Right next door is the Lillie shop and the player will have an option to ask about buying pencils. Lillie will give the player a pencil for free. (Loyalists are nice people, too!)
- **Paul Revere**: If the player is able to sell an advertisement to Paul Revere, he can ask to borrow the pencil that Revere uses to write his advertisement.
- **Phillis Wheatley**: If the player learns that Phillis is a poet, he can ask to borrow a pencil.

Mr. White can tell the player about Paul Revere (and reveal his shop on the map) if the player selects the "Which troubles do you mean, Sir?" dialog option.

3. Mr. Langdon

Mr. Langdon is located in the North End (just across the street from Mr. White). He will buy an advertisement if the player can convince him that the *Gazette* isn't too political of a paper (he doesn't want to lose business if he is perceived as on one side or the other). The player can convince him by saying that Mr. Edes has "honest sentiments."

The player may also refuse to accept the advertisement once he hears how Mr. Langdon will whip the servant "until he howls" if he is found. Refusing the advertisement will infuriate Mr. Langdon and affect his reaction to the player going forward.

This may be a possible discussion point; such treatment was acceptable practice in 1770, but offends most modern sensibilities.
4. Widow Prescott
The Widow Prescott can be found selling her wares at Faneuil Hall. She has nothing to advertise herself, but if the player asks if she knows anyone else who might need an advertisement, she remembers that her brother is trying to sell some land.

The Widow Prescott is always available to purchase the advertisement, even if the player fails to do so on earlier visits.

5. Paul Revere
The player can meet Revere in one of two ways: by trying to kick the Customs Official (who appears on the player's seventh visit to the Boston Map) or by learning of him through Mr. White or Mrs. Edes.

In the first case, Revere comes to the rescue, stepping out of the crowd and stopping Nathaniel from doing something pretty stupid. He does admire Nat's spunk, however, and knows that he is Mr. Edes's apprentice. He will volunteer that he'd be happy to buy an advertisement if Nathaniel stops by his shop (which will now appear on the map). In this case the player doesn't have to do any selling; Revere will just write out the advertisement.

If the player has not been rescued by Revere, he will have to show his salesmanship. Revere will NOT respond to whining or flattery—those paths will lose the advertisement (and there will be no way to get it after that).

6. Phillis Wheatley
Phillis Wheatley can be found in the house of her master, John Wheatley. The Wheatley house is not initially displayed on the map, but will appear if the player learns of it through either Constance Lillie or Mrs. Edes.

Phillis will be available to sell an advertisement until the player succeeds. Even if the player is haughty with her and makes her mad, an apology will re-open the advertisement possibility.

Phillis is also available to give the player a pencil to help with the "pencil quest" provided the player has taken the time to learn she is a poet (and might, therefore, have a writing implement to lend!)
Selling Advertisements Summary & Notes
When the player has sold at least three advertisements, this task is completed. The player could potentially sell all six, much to Mr. Edes’ delight.

Three advertisements are always available (meaning the player won’t lose these options through bad choices): Mr. White, Widow Prescott, and Phillis Wheatley.

Each advertisement, when sold, is added to the Inventory. Players may click on them to see the actual text of the advertisements. Also, in "Death in Boston,” each of the advertisements sold appears on the page of the Gazette that the player sees at the start of the day.

The advertisement sold to Constance Lillie will always be rejected by Mr. Edes. The player will then be tasked to return it to her in the next part, “Death in Boston.”

Moving the Crate of Type
There are four ways to move the type:

1. Ask Royce for help
2. Ask Hugh White for help
3. Ask Mr. White for help
4. Ask Mrs. Edes for help

Some of these options require certain pre-conditions to be met, which will be detailed below.

First Step: Talking to Solomon Fortune
For all four options, the player must first talk to Solomon Fortune at the Wharf and learn that the crate of type is too heavy to carry alone. Learning this makes all of the options to move it become available, i.e., Royce cannot be found at the Ropewalk until this is known.

Solomon will also provide opinions about all of the options, and even suggest that a merchant of patriotic sentiment would gladly help the player by lending a wheelbarrow (this enables the player to ask Mr. White for help).
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The player can make Solomon angry by suggesting that it is Solomon's duty to help him move the type. Solomon will not talk further to the player until an apology has been issued.

1. Asking Royce

The most straightforward solution is talking to Royce at the Ropewalk. Royce will start out by throwing a snowball at Nat. If the player fights back a little, he will gain Royce's respect. There is an option to "fight dirty", which can close down the possibility of getting Royce’s help if the player doesn’t apologize.

Royce will ask for an unspecified future favor in return (which will turn out to be spying on the Sons of Liberty meeting in "Death in Boston.")

2. Asking Hugh White

This is the most complicated solution in that it requires Hugh to know that the player works for the Boston Gazette (the player needs to try and sell an advertisement to Hugh AND tell him that the paper is the Gazette).

If Hugh does not know this, the player may ask for help, but Hugh demands money, which Nat doesn’t have. However, if he does know of the Gazette connection, he will demand, in return, that Nat spy on an upcoming Sons of Liberty meeting and report back to him what he learns.

3. Asking Mr. White

If the player has already sold an advertisement to Mr. White (solving the "pencil quest") and Solomon has already suggested asking a patriotic merchant for help, Nat can return to Mr. White and ask to borrow a wheelbarrow.

4. Asking Mrs. Edes

If the player has exhausted some of the other possibilities, Nat can return to Mrs. Edes (in the Kitchen) and wheedle her to lend him Mr. Edes’ wheelbarrow. Both she and Mr. Edes will be disappointed in Nat’s lack of initiative, but there are no real negative consequences.
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New in Town In-Game Help: Mrs. Edes

If a player is stuck on either of the New in Town tasks, he can return to Mrs. Edes in the Kitchen and get suggestions for places to sell advertisements (she will suggest both Wheatley and Revere if the player presses her enough) and ideas for moving the type. For the type task, she will serve as the solution of last resort, lending Nat Mr. Edes’s wheelbarrow.

Part 2: Death in Boston

On his second day, Nat is tasked with helping Mrs. Edes prepare for an upcoming Daughters of Liberty spinning bee. He must buy four items: tea, candles, fleece, and indigo. Mrs. Edes is very clear that all of these items should be locally produced goods and not from importers. Nat is also charged with returning the advertisement to Constance Lillie if he sold one to her on the first day.

A note on money (and why Nat doesn't have any):

All thirteen colonies including Massachusetts used English money (pounds, shillings, pence). Since Parliament did not allow the colonies to print paper money or mint currency, cash was scarce. Colonists in cities often bought goods on credit. Most likely, the Edes had credit accounts with local shopkeepers whom they paid later. It would be very unusual to give an apprentice money to buy goods. In rural areas, the barter system was often used, with farmers trading a part of their crops for goods or services. Merchants kept careful account books, and often had to go to court to collect debts.

Interwoven into the shopping expedition is the protest in front of the Lillie store that later leads to the shooting and subsequent death of Christopher Seider, a young apprentice.

NOTE: Once the player purchases one of the goods, he may no longer purchase that same good from any other source (i.e., once you buy tea, you are locked into that decision).

Tea

There are three sources of tea:

1) Constance Lillie (North End). This is imported black tea from England. Constance is fairly persuasive and many players may purchase from her because the tea is of better quality and Constance is so nice to them (even though they should know better).
2) **The Widow Prescott** (Faneuil Hall). She sells locally grown leaves from other plants that are used as tea substitutes.

3) **Mr. Cunningham** (King Street, the door on the left side on the bottom of the screen). He sells imported tea that he claims was purchased BEFORE the Townshend Acts.

**Candles**

There are three sources of candles:

1) **Constance Lillie** (North End). These are, of course, imported, but they are "less smoky"!

2) **Mr. White** (North End). These are cheap and locally made.

3) **Mr. Langdon** (North End...the North End is clearly the "Candle District"). His candles are of higher quality and more expensive, but they are also locally made. If the player angered Langdon on the first day by refusing the advertisement, the player can make it up to him by agreeing to buy a large number of his most expensive candles.

**Fleece**

There is only one source of fleece--the Widow Prescott at Faneuil Hall.

**Indigo**

There are two sources of indigo:

1) **Mr. Cunningham** (King Street). Indigo had to be imported to Boston. Cunningham’s indigo comes from the Carolinas.

2) **Solomon Fortune** (Wharf). Solomon may give the player a lead to some indigo that he unloaded recently. The catch is that it is smuggled. If the player chooses this route, Solomon will direct Nat to a nearby warehouse. During the transaction a redcoat shows up. If the player throws a snowball, runs and then ducks into an alley, he will be able to get back to the warehouse and complete the transaction. Other choices will lose the opportunity and the player will have to go to Cunningham.
The Seider Murder
At some point during the day after the player has purchased some items, Royce will run up to Nathaniel and announce that Christopher Seider has been shot.

The player may be sympathetic to Royce and the Patriots, or express more concern about Constance’s welfare (which will anger Royce).

Royce may suggest that the player spy on the Sons of Liberty meeting to get a sense of what the senior Patriots are planning. Royce may also demand this of the player if Nat owes him a favor for moving the type.

After this dialog, if the player returns to the North End, the scene will be different. The crowd has dispersed, the Lillie shop has been defaced, and Hugh White is standing guard.

Death in Boston Summary & Notes
When the player has purchased all four items, he can return to Mrs. Edes in the Kitchen, where he will learn that Christopher Seider has died of his wounds.

The player can then recount his purchases. Mrs. Edes will be happy with any non-imported goods. On the other hand, she may potentially dispense outhouse cleaning duty in reaction to purchases that are imports. The player can get away with one imported purchase if he can at least produce a justifiable reason.

Mrs. Edes also understands that there are no ideal solutions for indigo.

Part 3: March of the Apprentices
This part covers the four days after the murder of Christopher Seider that lead up to the funeral procession through Boston.

The first two days are short animations describing Mrs. Edes spinning bee and Mr. Edes activities in the wake of the murder.

In the third day, Nat wakes up to find the Edes gone and a note tacked to the print shop door tasking him to post a broadside on the Liberty Tree and to bring a proof of a pamphlet to Paul Revere.
Posting the Broadside

The player must travel to the Liberty Tree and then click on the tree. This gives the option to post the broadside. After posting, the player observes the words "Long Live King George" carved into the tree. He may use his knife to deface this Loyalist graffiti or add "and God Save the Queen" or leave it alone. Choosing the patriotic choice enables the player to see and select stronger Patriotic statements in future dialogs, while supporting the Queen enables the player to see and select stronger Loyalist statements. Ignoring the carving keeps milder options open in both directions.

After posting the broadside, the player is approached by Phillis Wheatley (whom the player may have met and sold an advertisement to in Part I). Phillis is composing a new poem in honor of Christopher Seider, whom she believes is a martyr in the cause of freedom.

The player may help finish her composition and, potentially, have her recite it at the upcoming funeral march or have Mr. Edes print it on the pamphlet announcing the funeral (but not both).

The player may also take a Loyalist stance (especially if he chose the "God Save the Queen" option) and anger Phillis. Phillis believes that the Patriot rhetoric of freedom will carry over to her and lead to her freedom.

Finally, if the player did not meet Phillis in Part I, he has the option to have the discussion about her status as a slave.

Showing the Proof to Revere

The player must click on Revere’s house near the North End. If the player has never met Revere, the house will now be made visible.

Before arriving at the house the player is waylaid by a Redcoat who demands to see what he is carrying. The player may be polite or say that he knows Hugh White (if he does) and talk his way out of the situation. If the player in any way protests or is uncertain, the Redcoat will confiscate the proof. However, Royce (who has been secretly tasked by Mr. Edes to keep an eye on Nat) will come to the rescue with a well-placed snowball. The Redcoat will drop the proof and chase after Royce and the player may proceed to Revere’s.

After dropping off the proof, the player sees a light on at Lillie’s shop. The player can go visit Constance or continue home.
If the player talks with Constance he can, with the right choices, convince her that the British troops are part of the problem and should leave Boston to help prevent future incidents.

On returning to Mr. Edes, there are several possible outcomes. The player can get Mr. Edes to agree to have Phillis recite her poem or have it printed (depending on the choices made in the Phillis dialog), the player can anger Mr. Edes with Loyalist statements and be sent to his room to think over whether he really wants to be Edes’s apprentice, or the player can just report that the jobs were done.

**Distributing the Pamphlets**

The 4th and final day of this Part begins with a short dialog with Mr. Edes where he explains that he needs the player to go around Boston and distribute stacks of the pamphlets announcing the funeral march later that day. He is instructed to give the pamphlets to people who are of patriotic sentiment and who likely know other Patriots to pass the word onto.

This leads directly to a mini-game where the player sees nine possible recipients (some of whom he has met, but many who are new). The player may click on each person to get a context clue as to his or her political beliefs and influence. The player must then give stacks of pamphlets to three of them.

Each person will then respond and, possibly, bring a group of like-minded Patriots to the funeral. The goal of the interaction is to rally 40 Patriots to the cause (out of a possible 50).

The player then returns to Mr. Edes who evaluates his performance. If the player hit the goal, Mr. Edes suggests that he take role in the funeral by playing a Patriotic tune on his pennywhistle (*note: in earlier versions of the game this was automatic*). If the player fell short and had previously angered Mr. Edes in expressing Loyalist sentiments, Edes becomes extremely agitated and deeply questions Nat’s loyalties and future.

The funeral march then commences and may include a special scene of Phillis reciting her poem if the player chose that option.
Part 4: From Bad to Worse

This part starts with a short animation describing the rising tensions in Boston and showing Nathaniel spending the day with Mr. Edes working the press for the next edition of the *Gazette*.

Mr. Edes then asks Nat to take a copy over to Paul Revere.

On his way, Nat runs into Constance, who tells him that she is leaving Boston. No matter how the player responds, the sound of bells will start. Constance will say that they should hurry to help with the fire, which she assumes the bells are signaling.

Nat and Constance arrive at King Street where they see the scene before the Boston Massacre occurs. The player must click on three hotspots in the scene before Thimble appears in an alley across from the shooting.

Clicking on Thimble will finally catch the wayward pooch and set the stage for Nat's ringside view of what happens next.

The Massacre is seen as a series of four short animated vignettes. However, each of the four vignettes has two possible animations (randomly selected). One of them provides a Patriot point of view and the other is more Loyalist. There are 16 possible unique combinations—meaning that most players will see different things.

Below are the possible vignettes:

**Vignette 1**

- Vignette 1a: Indistinct objects being thrown (rocks?)
- Vignette 1b: Snowballs clearly being thrown
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Vignette 2
Vignette 2a: Soldier fixing bayonet

Vignette 2b: Angry crowd as soldiers march by

Vignette 3
Vignette 3a: Soldiers aiming muskets

Vignette 3b: Royce taunting soldiers that they "dare not fire”.

Vignette 4
Vignette 4a: Soldiers pushing back crowd

Vignette 4b: Soldier being hit by a thrown object and falling to the ground
The goal of this approach is to show both the chaos of crowds (people can see very different things) and to provide a rich basis for whole classroom discussion: "What did YOU see?" Hopefully, students will realize that each of them had a different experience.

**Part 5: A Meeting with Fate**

In the final part of the game, the player must go to Faneuil Hall and provide Nat's deposition. Before the player can enter the deposition room, he must speak to at least two of the characters waiting outside (Royce, Constance, or Solomon).

The deposition is a series of questions the deposer will ask, Nat will answer, and then the deposer will "challenge" by citing other evidence (whereupon the player may stick to his original choice or change his answer in some way).

When the deposition is complete, Mr. Edes tells Nat that, in essence, it is time to choose his fate. The player can then speak with Royce, Constance, and Solomon. Depending how the player answers, the player may "unlock" an adventure with that character. It is possible to unlock all three adventures, but the player can only choose one.

Each adventure, once chosen, includes two more choices that create four possible final outcomes. Some are very good and others are less kind. There are a total of 12 final outcomes across the three characters. The choices the player makes are grounded in history and give a taste of events that occur after the Massacre (including the Boston Tea Party).

Screenshots of the 12 endings are included on the next several pages.
Constance Endings

**Company Man**
You tell Royce that protesting is a bad idea and that the British could fight back with harsher laws. But that night he and the Sons of Liberty board the ship, tie up you and the crew, and dump all the tea into the harbor.

You return to London, fearing you will lose your job and Constance. To your delight, the East India Company rewards your loyalty with a promotion. Eventually, you earn enough to settle your debts and marry Constance.

**Wise Investor**
On the way from China, the ship with your cargo is attacked by Barbary Pirates, who demand a hefty ransom from the East India Company. While the ransom is on its way from London, a storm hits, and the ship with all your goods sinks.

Fortunately, your insurance allows you to recover your money and purchase an additional shipment of goods. It arrives safely in London and you make a handsome profit. The following year you marry Constance.
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**Risk Taker**
On the way from China, the ship carrying your cargo is attacked by Barbary Pirates, who demand a hefty ransom from the East India Company. While the ransom is on its way from London, a terrible storm hits, and the cargo ship sinks, along with your entire fortune.

Constance thinks you exercised poor judgment. She decides to marry another more sensible young man who is rising in the ranks at the East India Company.

**True Patriot**
You and Royce attend a secret Sons of Liberty meeting. The group plans to destroy the British tea in protest. Later that night, you all disguise yourselves as Indians, board the ships, and dump all 342 chests of tea into the water.

You become a leader of the Patriot movement. But Constance is furious when she reads your letter saying you’ve joined the Sons of Liberty. You’ve betrayed her family’s generosity, and are no longer welcome in London!
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Royce Endings

True Patriot

Royce sees you confront the scoundrel, and tells the leaders of the Sons of Liberty about your courageous deed. Paul Revere asks you to join him on even more exciting and daring missions.

When war breaks out at the Battle of Lexington and Concord in 1775, you help him warn the countryside that “the British are coming.” Mercy is impressed by your bravery and marries you!

Back to the Farm

Royce sees you pocket the tea, and the next day Mr. and Mrs. Edie tell you to leave their shop at once and return to your farm. Mercy refuses to see you. As you walk out of town, you are pelted with snowballs and are lucky to escape without being tarred and feathered.

After days walking in the freezing cold, you make it back to Uxbridge. At least your mother is happy to see you.
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Businessman
You tell the British spy what he wants to know and pocket the money. Now richer than you ever have been, you plan to open a printing shop in New York, which is less radical than Boston.

You ask Mercy to come with you, but she won’t forgive you for betraying the Patriots. She threatens to send the Sons of Liberty to tar and feather you if you don’t leave town at once. In New York, your business flourishes, but you never hear from your Boston friends again.

True Patriot
You refuse the money and warn Paul Revere about the British spy. A few days later, when war breaks out at the Battle of Lexington and Concord in 1775, you help Paul Revere warn the countryside that “the British are coming,” and become a Patriot hero.

A few years later, you marry Mercy. Your Boston friends are all there to help you celebrate.
Solomon Endings

In the Navy
You join the navy as part of the Captain’s fleet. You fight bravely, but the British Navy is the strongest in the world and your inexperienced fleet is no match. A few well-placed cannon balls from a British ship sink your boat.

Fortunately, you and most of your crew swim to shore. After a few months of recovery in Philadelphia, you return to the navy and sail with John Paul Jones in his battles against the British.

Privateer
You become a privateer. You sail for the West Indies where you and your crew do your best to disrupt Britain’s profitable trade.

You capture five British ships and seize thousands of pounds of British property. You help the Patriot cause and make a lot of money in the process. After the war, you marry the Captain’s daughter and buy a very large townhouse in Philadelphia.
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**Terrorized at Sea**

You warn the captain about the planned mutiny. He locks you and himself in his cabin along with the ship’s remaining supply of food and refuses to come out until the crew surrenders its weapons. Unfortunately for you and the captain, the angry sailors easily break down the cabin door.

The crew, armed with harpoons and knives, pulls both of you out of the cabin and tells you that your services are no longer needed. Solomon asks that your life be spared, so the crew puts you and the captain out to sea in a small boat with no food or water.

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**Paradise Island**

You join the mutiny and help overthrow the captain. You and the crew are relieved to be rid of the rotten scoundrel. But, because you have broken international laws by overthrowing your captain, you will be hanged as traitors if you return back to the colonies.

You and the crew find a small island in the Pacific. There is lots of tropical fruit and fish, and the island population seems friendly. You figure there are worse places to spend the rest of your life.