

The Medieval Peasant Game

Instructions:

You make progress through a peasant's year. Take it in turns to roll a dice. After each throw you should record what happens to you in that month. Make a note of this in your table. At the end you will need to explore who was the most successful and why. You need to try and store 100 food in order to survive the winter...

	March	April	May	June	July	August	Sept.	October	November	December
1	Your oxen have had calves which will grow strong for next year's ploughing. Have an extra turn.	You didn't harrow your field properly. The birds eat your seeds. -10 food.	Your son hasn't weeded the crops properly. Some of your crops die -20 food.	You manage to cut the hay whilst the sun is shining. There will be plenty for the animals +20 food.	The roof of your cottage needs repairing. You miss a day's farming to fix it.	The summer sun is very hot. It burns some of your crops -10 food.	In spring you helped your neighbour with his ploughing. He now helps you reap. +80 food.	The Lord has had a new barn built. Your crops will stay safe and dry all winter +10 food.	Your best pig is stolen – you will not have any extra meat this winter.	The winter is mild and your winter crops grow well. You have fresh vegetables all winter +10 food.
2	Last year's crops gave lots of good seeds – this year seems to be promising +10 food.	You build a scarecrow to protect your seeds +10 food.	You left the Lord's fence unfinished. The Reeve reports you to the Bailiff for being lazy. -10 food.	Your son marries and leaves home. One less mouth to feed +10 food.	There are too many freemen on the Lord's land these days, which means more work for serfs to do. Miss a turn.	Your cart breaks before the harvest. This will slow you down a lot!	The Lord throws a party because of the good harvest. +70 food.	It is harvest festival at Church and you have to give up some of your crops for it. -20 food.	You kill 2 pigs and salt them to keep for winter. +30 food.	You have been chosen as the new Reeve – you will have plenty to eat this winter. +100 food.
3	Your children are old enough to help you with your weeding. +10 food.	The weather is good all through April and your seeds begin to grow. +20 food.	You didn't break up the earth properly before sowing so your carrots don't grow straight. -10 food.	Your daughter wants to get married but you have to give the other family a dowry -20 food.	It is a holy day at last! A church feast and a well-earned break +10 food.	There is a good summer with lots of showers. Your crops grow well. +20 food.	It is harvest time and you have to do boon work (extra labour) for the Lord. You are very tired and work slowly. +40 food.	Your winter corn has rotted in the damp. You cannot sow any winter food. Miss 2 turns.	The Church demands a tithe. You have to give up 10% of your food.	Mice in your barn eat a lot of your winter crops. -40 food.
4	Your plough breaks and you have to stop to fix it. Miss a turn.	Your cow has had a calf. You will now have fresh milk all year +30 food.	Your crops are trampled over by someone else's sheep. -30 food.	The king asks for a new tax. You have to work twice as hard to earn enough money to pay them. Miss a turn.	Your father dies and you have to pay the church to bury him. It is very expensive. -20 food.	Your grain is ready early. You can begin harvesting already +40 food.	The weather is sunny. You are able to store up lots of food for the winter. +70 food.	A fire in the barn destroys your whole harvest -50 food.	Your wife is fined for grinding flour at home instead of the in the Lord's mill. -20 food.	The winter is very harsh. Your winter crops die and you have to eat into your stocks early. -30 food.
5	Your ox is ill and you can't pull the plough. You have to do it by hand, which is slow.	Heavy rain washes away your seedlings. -10 food.	Your crops are now growing well – there will be plenty for the winter +20 food.	The Lord of the Manor is getting married. Your wife has to help prepare the feast. You have no help farming.	You are ill with a fever. You think God must be punishing you. You go to church but it doesn't help. Miss 2 turns	You have sharpened your scythe so it cuts very quickly. +10 food.	You fall out with the other villagers and get no help with your harvest. It is slow work. +40 food.	Your corn is ground into flour first at the mill. This gives your wife plenty of time to make bread. +20 food.	You manage to trade some of your corn for some salted beef. +20 food.	Your vegetable garden is coming along nicely. +10 food.
6	Your wife is pregnant and cannot help with the ploughing – it is slow work!	Your strips are at opposite ends of the village and it is a long walk. Miss a turn	Your strip of farmland is near the river so it is easy to water your crops +10 food.	It is a very wet June. Your hay stocks are ruined. -10 food.	Your wife collects lots of flax for spinning. You will be warm this winter +10 food.	Thieves have attacked the Lord's lands – they destroy your crops. Miss a turn.	A flood comes before you gather your harvest. You have no harvest this year.	You made a new flail during the winter. You finish threshing your harvested wheat quickly +20 food.	A storm blows the roof off your house. You have to pay to have it repaired. -20 food.	You catch a winter illness. You die... Lose everything.

A Medieval Peasant's Year

Month	What Happened?	Food Gained or Lost	Total Food
March			
April			
May			
June			
July			
August			
September			
October			
November			
December			

