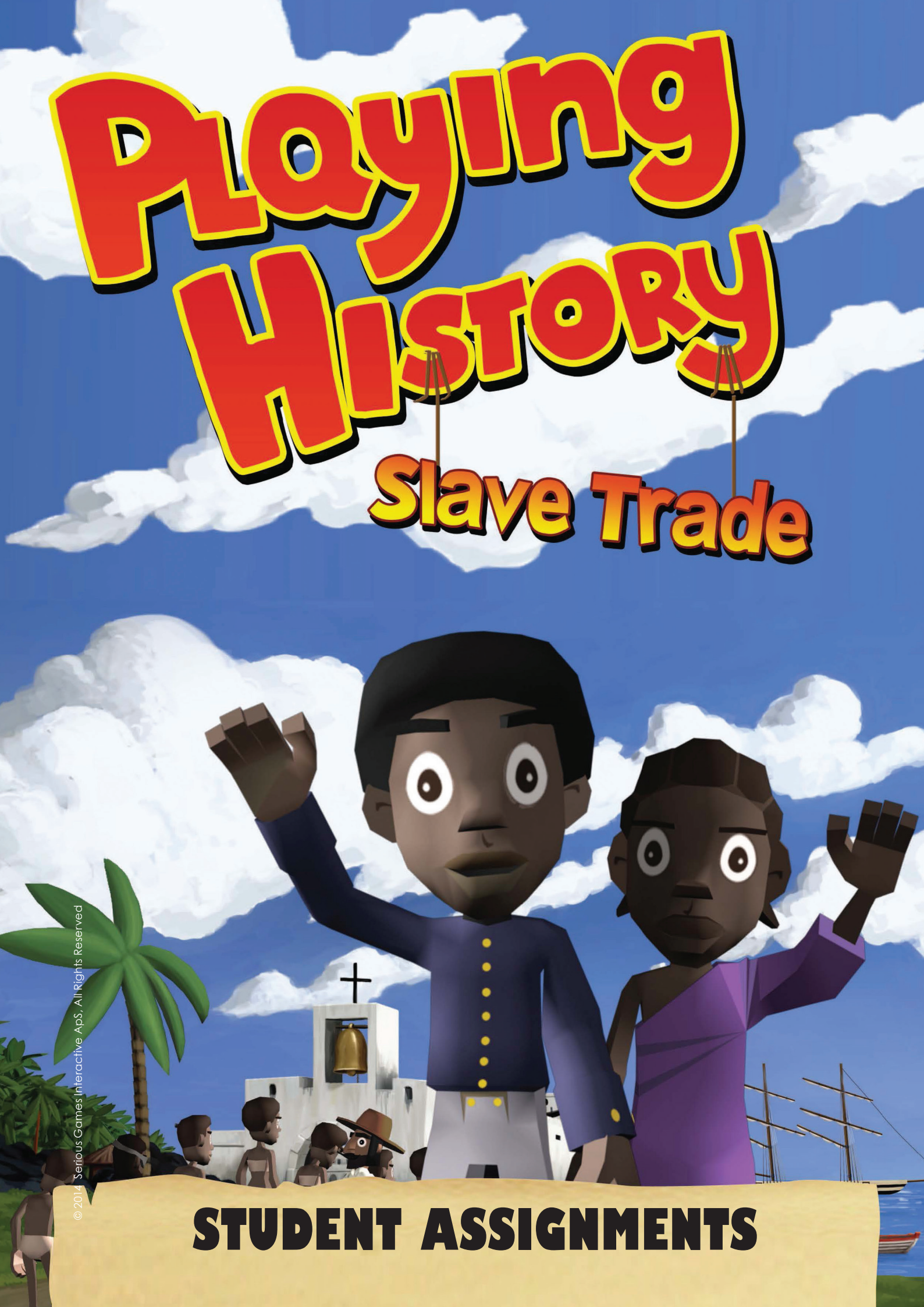
Playing History

Slave Trade



STUDENT ASSIGNMENTS

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CONTENT

Game Manual **3**
- Movement 3
- Menus 3
- Save game 3
- Using the collected objects 3
- Chrono Goggles 3

The slave trade **4**

From Africa to England **5**
- ASSIGNMENT 1 5
- Reflection 5
- ASSIGNMENT 2 6
- Multiple choice test 6
- ASSIGNMENT 3 8
- Plot and characters 8

On the ship across the Atlantic **12**
- ASSIGNMENT 4 12
- Reflection 12
- ASSIGNMENT 5 13
- Multiple choice test 13
- ASSIGNMENT 6 15
- Plot and characters 15

Slave trade **17**
- ASSIGNMENT 7 17
- A Message in a Bottle from a Slave 17
- ASSIGNMENT 8 18
- Think, then discuss 18
- ASSIGNMENT 9 20
- Finding information 20

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GAME MANUAL

Below is a systematic description of how Playing History works and how to complete the game.

Movement

You control the game character with the mouse. By clicking on objects in the game, you can pick them up or examine them. In some mini-games, you need to use the keyboard too.

Jump and Run

Click on the place you'd like to move to. If you double-click, you'll start running.

Menus

You can access the game menu by pressing the ''escape'' button or clicking the score-board. Here you can check out your game achievements. You can also adjust the sound and graphic settings.

Save game

You can save your game from the game menu.

Using the collected objects

If you click on the bag in the top right corner, you'll see your available items. To use an object, click it and you'll now hold the object in your hand for use in the game. If you would like a short description of the object, hover the mouse pointer over the object. You can also combine individual objects such as a pitchfork and a pile of hay. A haystack is assembled by taking pitchfork from the bag and clicking on the hay.

Chrono Goggles

Your Chrono Goggles are in the bag once you have received them. Select them and use them on your eyes. For a brief roment, your surroundings take on a greenish glow. In this mode, you can use things from other time periods in the game.

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This is your score.

Trust indicator. Here you can see how much confidence the captain has in you.

To pick up items or to talk, click on an item or a person.

To open your inventory, click on your bag.

To use an item, click on it. The object is now in your hands, and you can use it in the game.

The quest bar displays what your next objective is.

To move around, click on the ground. Double-click to run.

THE SLAVE TRADE

This game is about the slave trade in the 18th century. You are playing Tim, a slave boy who belongs to Captain Seahab. You are going on a voyage to Africa to buy slaves, who will then be resold in America. You are the captain's servant and interpreter. The voyage is full of dangers for you as well as for the other slaves, who are to be transported.

Your task is not an easy one: You must stay on good terms with the slave owner and the other powerful people on the ship, but at the same time you must make sure that the slaves are treated in a way you consider fair.

On your journey, you will meet someone you know well, and you will start wondering whether it might just be possible for you both to escape… Good luck on your journey!

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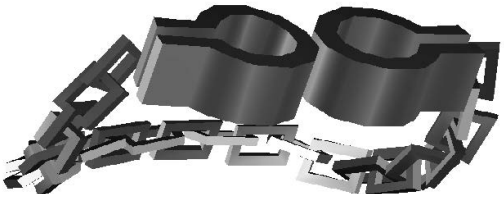
FROM AFRICA TO ENGLAND

ASSIGNMENT 1

Reflection



1. **On your own, think carefully and write down at least three feelings you had while playing. What made you feel this way?**

2. **Briefly write what happened.**

3. **What did the game make you think about?**

4. **What has changed about the way you look at slavery?**

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ASSIGNMENT 2

Multiple choice test

1. When does the game take place?
- *the 1500s*
- *the 1600s*
- *the 1700s*
- *the 1800s*

2. About how many slaves were transported across the Atlantic?
- *110.000*
- *1.100.000*
- *11.000.000*
- *110.000.000*

3. Where does tobacco come from?
- *Africa*
- *America*
- *Europe*
- *Asia*

4. When did Europeans start smoking tobacco?
- *the 1600s*
- *the 1700s*
- *the 1800s*
- *the 1900s*

5. Which European goods did the Africans prefer to trade for?
- *White slaves*
- *Sugar*
- *Weapons*
- *Gold and silver*

6. How did the Europeans capture the slaves in Africa?
- *They captured them on raids in the countryside*
- *The slaves volunteered*
- *The slaves were sold by African chiefs*
- *The slaves were tricked into going on board the ships*

7. Who bought the slaves in Africa?
- *The Americans*
- *The Europeans*
- *The Indians*
- *The Chinese*

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8. Where did the slaves have to work?

- *Africa*
- *America*
- *Europe*
- *Asia*

9. What is the job of Chief Janto?

- *Politician*
- *King*
- *Judge*
- *Slave trader*

10. How did Tim and Piri become slaves?

- *They were sold by their parents*
- *They were captured by another tribe*
- *They ran away from home*
- *They had to work off a debt*

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ASSIGNMENT 3

Plot and characters

1. **What's the purpose of the voyage Tim and the others are going on?**

2. **Which route will they travel?**

3. **Describe Tim.**

4. **Why doesn't Tim use his real name (Putij)?**

5. **Why does the doctor only use Tim's African name when no one else is around to hear?**

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6. What is Tim's job on the voyage?

7. Describe Mr. Blotherbloom : Who is he? And what is his job? What is his relationship with Tim/Putij like?

8. Describe Captain Seahab.
What is his relationship with Tim/Putij like?

9. Describe Scurvy Wallace.
Why is he so eager to join the crew?

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10. Describe Dr. Eagleledge. What is his job?
What is his relationship with Tim/Putij like?

11. How did some people become slaves?

12. What European goods did the Africans prefer to trade for and why?

13. When you talked to Janto, the African chief, what did you answer and why?

I need you to get Mr. Blotherbloom a good price so we can get as many slaves stashed on the ship as possible.

- ***I'll do my best***
- ***Slavery is wrong you know (-10 Trust)***

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Interesting. I'm surprised to see one of our own, come as a representative for the devils.

- ***I'm here against my will***
- ***I'm here to bring the slaves hope***
- ***I'm here to bring you a gift (Trust +3)***

14. When you talked to the captain, what did you answer and why?

15. Were there any conversations where you were in doubt as to what to do or answer? Explain...

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ON THE SHIP ACROSS THE ATLANTIC

ASSIGNMENT 4

Reflection

1. **On your own, think carefully and write down at least three feelings you had while playing. What made you feel this way?**

2. **Briefly explain what happened.**

3. **What did the game make you think about?**

4. **What has changed about the way you look at slavery?**

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ASSIGNMENT 5

Multiple choice test

1. What is scurvy?
- *A kind of flea*
- *A disease*
- *A kind of ship*
- *Seasickness*

2. How does Dr. Eagleledge think the disease should be treated?
- *With Vitamin C*
- *Through fresh air and exercise*
- *With chamomile tea*
- *With fruit and vegetables*

3. What does the term triangular trade mean?
- *Three-cornered hats*
- *Three people trading with each other*
- *A special way of negotiating*
- *A sailing route*

4. What is the Middle Passage?
- *The voyage from Africa to America*
- *The voyage from Europe to Africa*
- *A route into the African continent from the African coast*
- *A fort on the beach*

5. What did the crew eat and drink on board the ship?
- *Dried pork and beer*
- *Dried fish and water*
- *Sausages and mash*
- *Beans and wine*

6. Where was the ship heading after calling at the Guinea coast of Africa?
- *To America*
- *To Europe*
- *To Asia*
- *To Australia*

7. What did the slaves eat on board the ship?
- *Beans*
- *Fish*
- *Meat*
- *Bread*

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8. What did the crew do when they were running short on water?

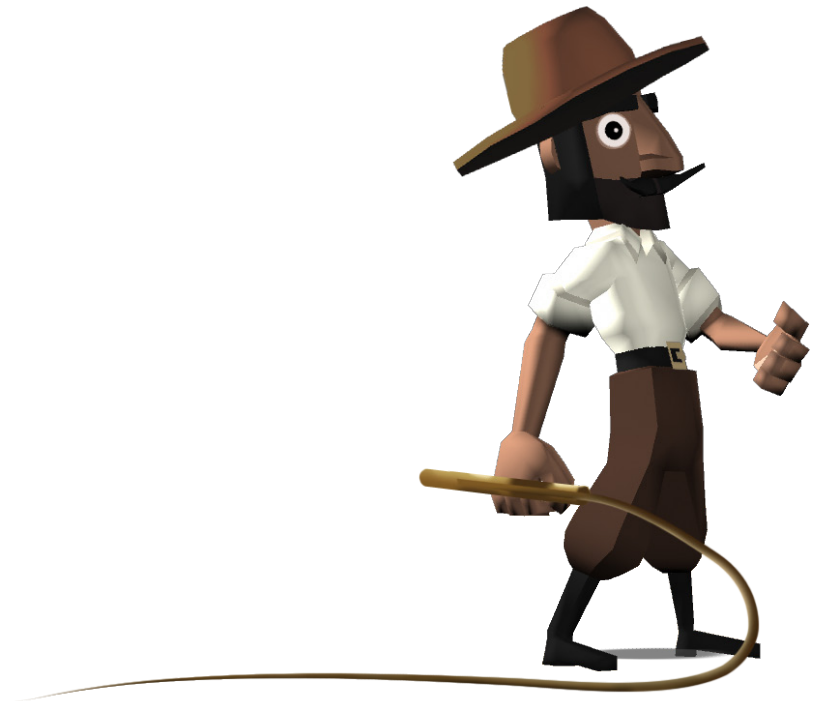
- *Drank seawater*
- *Threw some slaves overboard*
- *Drank beer*
- *Telegraphed for new provisions*

9. In which direction did the ship head after taking the slaves on board?

- *Northward*
- *Southward*
- *Eastward*
- *Westward*

10. How were the slaves to be sold?

- *People would buy them at the fort*
- *They would be sold at a market*
- *The merchant would go door-to-door*
- *People had paid for them in advance*



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ASSIGNMENT 6

Plot and characters

1. **What is the mood like on the ship during its voyage from Africa to America?**

2. **What concerns does Piri have about the voyage?**

3. **How does Piri handle being captured and enslaved?**

4. **Why has Piri picked a flower?**

5. **How does Tim/Putij handle being a slave (in your game)?**

6. **Describe Akim. How does she handle being a slave?**

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7. How do the Europeans in the game regard the slaves?

8. How would you handle it?

9. What are the slaves thinking? What are they afraid of?

10. What are the symptoms of scurvy?

11. How does Dabo Tembo handle having been captured and enslaved?

12. How do the slaves live on board the ship?

13. How long does it take the ship to cross the Atlantic?

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SLAVE TRADE

ASSIGNMENT 7

A Message in a Bottle from a Slave

Imagine that it's a cold and windy autumn day and you're on vacation with your family.

Your parents want you to go for a long, refreshing walk on the beach, but you don't feel like it. Nevertheless, they manage to talk you into it. You're walking along, kicking at the stones at the water's edge, when suddenly you notice something that looks like an old bottle… There is a message in the bottle – a message from a slave.

Write the letter here as if you were the slave...

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ASSIGNMENT 8

Think, then discuss

1. **What is slavery? Try to define it.**

2. **Is slavery unethical (unfair)? Why? Explain...**

3. **Slave traders and slave-trading countries tried to justify slavery in various ways. For instance, they claimed that:**

   a. *The slaves would have better lives in America. Is this a good argument for slavery? Why/why not?*

   b. *African chiefs were selling the slaves voluntarily . Is this a good argument for slavery? Why/why not?*

   c. *Slavery was part of Western culture – something that all cultures practiced. Is this a good argument for slavery? Why/why not?*

4. **Should we judge people from that time period according to today's standards? Why/why not?**

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5. **Is there something we are doing today which you expect that people will condemn in the future? What and why?**

6. **What do you think slavery means to the relations between black and white people today? And to how black and white people look at themselves?**

7. **Does slavery still exist today? If yes, explain why you would call it slavery.**

8. **What do you think was the worst thing about being a slave?**

9. **What kind of view of humanity is slave trading based on?**

10. **How would we regard slave trading today?**

11. **Does the Universal Declaration of Human Rights say anything about slavery?**

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ASSIGNMENT 9

Finding information

1. **Draw a map of the continents on the Atlantic and plot in where the slaves came from and where they went.**

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2. Why was the triangular trade such a logical solution for the slave traders?

3. Has your country ever traded slaves? Investigate and write down the facts: If yes, when, how and who? How did it end?

4. Where did the first instances of slave trading occur?

5. What kinds of Africans were sold as slaves? Who sold them?

6. What kind of payment was offered for the slaves when they were bought in Africa?

7. How did the slaves live? What do you think it was like to be a slave?

8. Have other people besides those in Africa ones ever been slaves?

9. How long did the voyage across the Middle Passage normally take?

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10. How long did the complete trip from Europe and back normally take?

11. What do we know about scurvy today? How do we treat it?

12. What goods were transported from Europe to Africa?

13. What goods were transported from Africa to America?

14. What goods were transported from America to Europe?

15. How did the Europeans capture the slaves?

16. What goods were produced in the European colonies in America?

17. What do you think slavery has done to the development of Africa, America and Europe?

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18. When did the slave trade end?

19. When did slavery end?

20. Are there any other instances of slavery in world history?

21. When did the trade of slaves across the Atlantic take place?

22. How many slaves in total were transported across the Atlantic?

23. Who bought the slaves?

24. What kind of work were the slaves supposed to do in America?

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25. In which century did most slaves cross the Atlantic?

26. Are there any stories of slaves who got away?

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