

Reacting to Literature: Role-Playing Through The Crucible

An Honors Thesis (HONR 499)

by

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Abstract

Mark Carnes' *Reacting to the Past* series of games have been the leading pioneer in bringing role immersion to a college humanities classroom. Rather than passively reading a textbook or copying down bullet points from a lecture, students are given roles of historical figures to actively role-play. Asked to give speeches and form alliances in these roles, they are making their own way through the historical events, forced to make what feel like real-life decisions and study primary documents to convince other students to join their side. The consequences of failure seem real, and the details of the actual events become vital. Having played through many of the games myself, I found that my recall and understanding of the historical events were far improved on my previous history lectures, as well as touched with personal interest and nostalgia. As a future secondary English/Language Arts teacher, I attempt to bring these same feelings and experiences to a high school English classroom by creating a new version of *Reacting to the Past*, using Arthur Miller's play *The Crucible* in my own version that I have chosen to call *Reacting to Literature*.

Acknowledgments

I would like to thank Dr. Matthew Hartman for advising me through this project. From originally introducing me to the *Reacting to the Past* series to the help and inspiration provided throughout the experience of creating my own, he was a guiding force through nearly my entire college career.

I would like to thank Devon, Erin, and Sarah for encouraging my ideas and good-naturedly pushing me to complete this monumental task.

Process Analysis Statement

I began this project in the back of my mind before I ever penned a word on a page. It started in the early years in my college career, when I had the great privilege of taking three classes in a row with Dr. Matthew Hartman. A wonderful professor, he was always looking for new pedagogical approaches and techniques that would benefit us, his students. One such approach was bringing in Mark C. Carnes' *Reacting to the Past* series; immersive, role-playing games that assigned students roles from history and victory objectives, allowing us to play through historical events in our own college classroom, while the instructor stays a monitoring, silent Game Master (GM). We played as Parisian artists, convincing gallery owners to host our art; Cardinals in the Catholic church, deciding whether Galileo deserved punishment or reward; friends or foes of Anne Hutchinson, arguing for or against banishment. Beginning my coursework as a Teaching Major in English/Language Arts, I decided that I wanted to bring these experiences to my own future classroom, focusing on literature rather than historical events.

I chose fairly quickly that my focus would be Arthur Miller's *The Crucible*. Often read in junior or senior level English, the play format would lend itself well to a role-playing experience, and many themes included drama or secrets would be exciting for the students to play out as a character. The reading began in earnest. First, I re-read the play, having hardly touched it since my own junior year in high school. As I went, I took notes on character motivations, secrets, relationships and feuds, and other things that I felt would work in the context of a role. Then, Dr. Hartman lent me his copy of Nicolas W. Proctor's *Reacting to the Past: Game Designer's Handbook*, a work that was instrumental in the creation of this thesis. It included explanations of nearly everything one would need in order to create their own immersive role-playing game. It outlined how to create rules, what a schedule might look like, how to immerse students in both the game and their own roles, and many other integral aspects of a game. I marked so many pages with Post-It flags that the edge of the book looked like it had gone through a paper shredder.

The reading continued; I reintroduced my own copies of handbooks of the previous games I had played to my desk. I looked through the sections and categories, making a list of required elements and those that might not be necessary. Specifically, I focused on Mark C. Carnes and Michael P. Winship's *Reacting to the Past: The Trial of Anne Hutchinson; Liberty, Law, and Intolerance in Puritan New England*. Although set in a slightly different time period, the ideologies and details in this game felt like they would be easily aligned to a game set in the

events of *The Crucible*, a story set in 1692 Puritan Massachusetts. This is where I began to struggle. What elements needed to be removed to make the focus of the game the story rather than the past? Of course, the historical events and religious elements were necessary, to a point, but I was not creating this for a history class. When it came to historical ideas, how much was relevant enough to explain, but not too much to overwhelm? Furthermore, I was creating this for the purposes of a public high school environment; in a college classroom, asking a student to deliver a sermon in the name of history was perfectly fine. In a public high school, I could easily run into many problems.

Thus began the writing, the character creation. Specifically, how to handle characters like Reverends, whose speeches must fit in with their character without crossing that line of impropriety. Taking characters and roles from a play and creating role sheets, full of enough information to allow the student to feel they “knew” the character they were playing without limiting them in their portrayal. Characters needed objectives for drive, speeches to give, and aspects to determine identity. This was simple for some. Characters that had clear motivations and goals, such as Abigail Williams and John Proctor, were simple to translate to a role sheet. In fact, they were fun to write for. Abigail, a 17 year old girl, filled with so many intense feelings, was a joy to immerse myself in and create. Others, minor characters with little to no lines, were more difficult.

At this point, I spoke to Dr. Hartman, who advised I focus mainly on the major roles that would be required to “play” the game. He also reminded me that many games use the idea of “factions,” or groups within the game, to create bonds between characters and, in many ways, provide those students with support from other students. In that vein, I chose to make the Reverends a faction called “Officials,” who were in charge of making large decisions and rulings, as one might expect in a Puritan town, without toeing the line of religion in public schools. Their speeches would include running that day’s session (the class period) and delivering verdicts. Although I ran into other issues throughout this endeavor, including whether to include some characters at all, I immensely enjoyed the work. It felt like a puzzle, in some ways, that if I could simply shape and fit the pieces together correctly, it would create a beautiful whole.

Additionally, I think, in many ways, this project showed me how much I truly enjoy creating experiences that allow students to be immersed in the learning, with me as a background to monitor rather than a figurehead at the front of the room. I didn’t want to simply tell the students that Abigail wanted to kill Elizabeth Proctor because she wanted John to herself. I wanted the students to see “Abigail” stand up and declare that Elizabeth was a witch,

and have “John” feel the anger in reaction. I wanted to capitalize on the irony in many places, characters making decisions they did not have the information that the reader did. In this game, the students, playing the characters, would not have all the information, but they have to make decisions regardless. This project also allowed me to clearly see the themes in *The Crucible*, and, in many ways, allowed me to impart that more clearly upon future students. It’s one thing to write on the board that the play has themes of community versus individual consciousness. It’s another thing entirely to give a student a choice, in real time, of whether to follow the crowd or pull away with their own opinion, as in the cases of Reverend John Hale and Mary Warren.

This thesis, for use in an actual classroom, means that students are given agency in their own learning. They are given choices, “victory objectives,” and personal reasons to write. I am confident that, much like my own experience with these games, it will change *The Crucible* from a play they once read in school to an actual, memorable experience. Mary Warren, for the student who played her, is not just a vaguely remembered girl. She is the experience of making the choice to make a stand, she is uncertainty and fear, and she is humanized much more than a play could accomplish on its own. As a collection of rules, characters, and disconnected information, this thesis may be confusing to those unfamiliar with the concept. In many ways, it could be seen as a metaphor for life. Once explored and played through, nothing is greater or more valuable than the experience.

The thesis begins as all *Reacting to the Past* games do; with an introductory narrative, guiding the reader into a time frame, into a setting, and into a frame of mind. Followed by rules and explanations, the reader is being surrounded by their frame of reference, by the stage we are creating together. Finally, the role sheets; a character to play, a victory condition to realize, and a mind to inhabit. Let the game begin.

Rumors

There is always so much to be done. Your feet ache, and your hands are sore from the blisters beginning to wear their way back. The winter was tough, surely, with no time to sit idle, but there's nothing quite like a long day of spring farm work to remind oneself that blisters from an axe are simply not the same as those from a shovel. Hopefully with the warmer weather everyone's spirits will be lifted, but you cannot help but remember the sicknesses brought on by last year's damp.

Glancing around for the farmer that hired you, you take a moment to pause. If he saw you idling he would reprimand you harshly, possibly strike you to truly make sure he was heard. You sigh and lean on the shovel, staring into the forest beyond the furrows. Dark place. It scares you, not that you would ever tell anyone. Although you're sure many would agree. Carving out a home from dense forests and unforgiving land has been tough on everyone. Although the boat reached the land just some years ago, in your grandfathers' time, the townspeople have been fundamentally changed by it all. It's in everyone's blood now, the iron it takes to stubbornly live, the bone their fingers have been worn down to, the salt of the earth in their veins. The shadows in the corners of their minds, moving into the corners of eyes and the spaces between thoughts after being chased out of their places between the trees.

It makes people quick to question, easily led to doubt. You snort as you remember just last week, the hushed voices when a poor farmer across town walked into the tavern. You would have felt pity for the man, but you forced yourself to remember the word of the Reverend. One's family must come first, and by going to the tavern, rather than spending what little he had on supplies for his family, the man was committing an injustice. Those around you said but a few words; the disdain was clear. No doubt everyone in Salem knew within hours. Minding other peoples' business seemed to be what made time pass.

Something moves in the corner of your eye. A bonnet atop a dress moves into view, face hidden; no doubt the young woman hired as a servant to help the farmer's wife. A common practice, training the young woman how to run a household, cook, mend clothes; the same as an apprenticeship for a trade. The only trade women were allowed, motherhood and wifely duties.

You duck your head and get back to work, careful to avoid any eye contact. Nevermind the consequences if you were to be seen idling, the punishment and rumors from eyeing a young woman would be far worse.

Later that day, the farmer claps you on the back, commenting on a job well done and guiding you back to the house. He greets his wife as you walk in before asking if dinner is ready. She answers softly, gesturing to the servant girl to bring cups of water. As the food is ladled into bowls, the women begin to tell you both about the news from the town today. Although he

pretends to be disinterested, you notice the man perks up whenever someone else's faults are mentioned.

Apparently, Reverend Samuel Parris' little girl has refused to wake today. The servant girl keeps her voice hushed as she speaks, as if afraid speaking of the Reverend's daughter will bring his wrath upon her. Betty, she explains quietly, did not wake up on her own this morning, and when the Reverend went to reprimand her for her idleness, she did not respond to his words.

They say she stood, still sleeping, and ran to the window, arms outstretched. Some say she flew over the town. Mr. Collins was running around the town, telling whoever would listen that he saw Betty landing behind the Ingersoll's barn, as light as could be. The girl pauses in her telling, seemingly unsure what else to say. Her face is showing hushed excitement, as you're sure everyone's is, mixed with some uncertain fear.

If this is true, it would be the most exciting thing to happen in many long years, but possibly the worst. If little Miss Parris truly did fly, it's a sure sign that there be a witch in the midst of the town, controlling her with dark works. You take a moment to feel some twinge of pity for the Reverend, sure that his house is currently filled with whispers and watched by countless eyes, waiting to see whether the little girl leaves through the windows. It's taken him years to earn the respect of some of these iron and bone townsfolk, and with these rumors it's as good as gone.

Everyone around the dinner table looks into their emptying bowls, unsure whether they want to believe the rumors. The farmer's wife picks up the tale, quietly telling her husband that the town is pressing Parris to send a messenger to ask for Reverend John Hale in Beverly, an expert on witches and their deeds. He would be able to sort this out quickly, and hopefully end everything before it began in earnest.

You stand and thank the family for the food, explaining that you must get to your own family before too long. Walking home, your mind is full of rumors, little girls, and witches. Having not seen anything for yourself, you don't know what to think. Either way, bringing in another Reverend would not harm anything, though, you imagine. The town might even be able to convince him to stay for a week, possibly give a sermon of his own this Sunday.

You hope that, at least, Betty is doing better than the rumors say, and keep your head down as you trudge through town to your home. It's not really any of your business, after all.

Introduction: *The Crucible*

The year is 1692. In Salem, Massachusetts, the winter is lightening into spring. The town is small, more of a village, and populated by small, rough houses and people who are forced to work exceedingly hard for everything they have. Men and boys work the fields for anything the

land will give while the women and girls make clothing and cook what they can. There is no time to calm down, nothing to do that isn't working hard. Music and dancing are forbidden, as is anything that might count as amusement. Instead, rumors abound and mutterings provide the only interesting thing in town. Other people's fights, lawsuits, and problems are the most interesting thing to people who feel too buried by their own. A witch was caught in Beverly last year, and the town has been whispering about it since. Now, it looks like there will be a new witch to whisper about. Betty Parris, the Reverend's ten year old daughter, is in a deep sleep and refuses to open her eyes. Some say there is a witch controlling her, while others argue that she is just a little girl looking for some attention. The Putnam's have come forward to say their daughter is sleeping, as well, but with her eyes open and unseeing. The town must decide what is happening and what to do.

The Game Itself

The game you will be playing over the next two weeks is set in the times and details of the 1952 play, *The Crucible*. The play itself is surrounded by the actual events of the 1692 Salem Witch Trials, but edited for the stage. Each player will be given a role, and you are expected to stay in the character of your role. Mind the time period and the ideals therein; if you are playing a young Puritan girl, be mindful of speaking to those playing older men.

There are those playing townspeople and those playing Reverends, but the game remains the same. Decisions must be played through logically and subsequently. Is there witchcraft? If so, what must be done? How will this be done? You will be playing through these events, offering suggestions and opinions throughout.

MAJOR GROUPS IN THE GAME

The game will feature three naturally occurring groups:

The Officials, who are the "ruling" opinions in the town. Featuring Reverends and Judges, this faction is seeking to discern the actual events occurring, and handle them accordingly. They are in charge of making final decisions and hearing out the opinions of the rest of the town.

The girls are, exactly as it sounds, the young girls living in Salem. Friends of Betty Parris, they are the closest to the situation and know the most about what is taking place. They are certain that witchcraft is afoot, and many complain that they are also affected. These girls will be arguing that witches are here, and pointing out to the officials who the witches are.

The Town includes those who do not fit into other categories. Some may be closer to the girls than others. This group will have a varying range of beliefs surrounding the events, and may form smaller groups within itself. They may argue for and influence the Officials in opposite directions.

ABOUT THE TRIALS

Each day will feature a leading question and a presiding Official to make a final decision regarding that question. There will be speakers from each group on each day, trying to influence the Official with quotes, stories, or facts.

Salem is “ruled” by those in the Church. Arguments are made for either side of a debate, but in the end the Reverend or Judge will make the final decision. There will be no voting or appeals to change an outcome.

To complete your victory objective, you must make logical, complete arguments that would convince that day’s Reverend or Judge. Becoming proficient in Puritan ideals and learning to seamlessly incorporate quotes from the primary documents are the best ways to sway a leader, but they may be just as influenced by an impassioned story or personal event. Make your speeches carefully.

OFFICIALS

Officials are those who make the final decisions, and are trusted to do so by their community. They have final say. The villagers are willing to accept outcomes that they do not personally agree with on the understanding that the Official in charge is acting in their best interests or guided by ideals.

However, this being said, there have been instances of Reverends and Judges that have gone too far, taking advantage of this trust. If enough townspeople rally together with a shared opinion that the Officials are abusing their power and making incorrect decisions, they can write a formal appeal to remove the Reverend or Judge from their position. This can be done on many different premises: if the judge has chosen to make a decision that the large majority does not support, if the judge has convicted a highly respected person to death, or if the public feels that a judge has sentenced too many people to death. The GM (your teacher) will review any formal appeal and roll a die for the outcome.

CONFESSING

Confessing to witchcraft is a vital point in this game.

The choices presented to those accused were to confess or not confess. This, already not much of a choice, it is further complicated when the consequences of these choices come to light.

If you confess to witchcraft you were forced to sign a written confession that was nailed publically on the Church door, marking you to the town as a witch and a sinner. You were allowed to live, but you would be publicly known to everyone.

If you refuse to confess you were hanged for your lies. By the time it reached trial, you were publicly known as a witch and any appeal to clear your name was seen as a lie. You would die, but your name would be clear in your own mind.

If you are accused of witchcraft throughout the course of the game, you do have a choice of whether to argue your innocence or confess, but judges will be much more likely to allow you to live if you confess. This will be your choice to make.

ASSIGNMENTS AND GRADES

Written Assignments

During this game, each person will be responsible for one paper. This paper must be at least 4 pages long, and will be modified into a speech for the day you are presenting. Each paper must be on the topic of that day's events, and must fit with the ideals and opinions of your character. Each paper must include *at least 3 quotes* from the primary documents, to support your decisions and argument, and must be uploaded to the class site within 24 hours of making your speech. This is both for grading purposes and to help those who come after you. If the next day your faction wishes to build upon your speech, they are allowed to quote it directly. Additionally, your opponents may decide to quote your speech to counter your points.

Working Together

You may notice that the speakers for each day are not fully decided: this is up to your faction to decide in the preparatory sessions. Looking at the topic of the day, decide amongst yourselves which person would be best to speak each day. If your objectives and opinions do not match a day's topic, for instance, it's a good idea to choose a different day.

Grades

Grades will be a balance between your written papers and oral speeches. If you complete your victory objectives, you have "won" the game, and will be given bonus points. This balance will be decided by your instructor.

Schedule of Classes

Class Number	Student tasks BEFORE class	Class Activities/ Guiding Question	Speakers
1 (Preparatory Session A)	Read explanation of game, game schedule, and introductory narrative	Introduction: clarifying elements of gameplay and answering questions. Providing historical context. Role sheets provided.	None: Setup
2 (Preparatory Session B)	Read role sheets	Further historical context. Clarification of roles, details, and relationships. Preliminary "friendships" or alliances may begin to form.	None: Setup
3 (Preparatory Session C)	Read primary documents	Discussion of primary documents; further development of roles based on primary documents	None: Setup
4 (Preparatory Session D)	Review any confusing or unclear elements.	In-class work day; faction meetings; begin to draft speeches and discuss strategy	None: Setup
5 (Game Session 1)	Work on Papers	Should Reverend Hale be called to help Salem? Reminder: All Papers must be submitted at least 24 hours after speeches	Presiding: Reverend Samuel Parris Speakers: 1 Girl 2 Townspeople
6 (Game Session 2)	Work on Papers	Is witchcraft truly present in Salem?	Presiding: Reverend John Hale Speakers: 2 Girls 2 Townspeople

7 (Game Session 3)		The Trials of Those Accused	Presiding: Judges Hathorne and Danforth Speakers: The Accused 1 Girl
8 (Game Session 4)		The Trials of Those Accused	Presiding: Judges Hathorne and Danforth Speakers: The Accused 1 Girl
9 (Game Session 5)		The Trials of John and Elizabeth Proctor Opinion of the Townsfolk- has this gone too far?	Presiding: Judge Danforth Speakers: John and Elizabeth Proctor 2 Townspeople
10 (Post-mortem)	None	Discussion of the game	

CLASS 1 (PREPARATORY SESSION A): INTRODUCTION TO THE GAME

Come to class having read the explanation of the game, the game schedule, and the introductory narrative. It's a good idea to write down any questions you have or things that confuse you.

The instructor is to answer any questions regarding the premise of the game, how the game will work, and other overall confusion. They will then move on to explaining more background, including the setting and other necessary details.

Before class ends, you will receive a role sheet of your character for this game. Do not share the details within with anyone else.

Instructor Note: Be sure to be careful while choosing roles for students. Think about trying to choose more outgoing students for bigger roles, or those you think might have less homework in other classes (and thus more time to work on speeches). Give one such student a "Salem Townsperson" role; this will be changed shortly.

CLASS 2 (PREPARATORY SESSION B): INTRODUCTION YOURSELF

Come to class having read over your role sheet. Class will begin with silent work time to review your role's details while the instructor answers questions privately. Ask any questions you have about your character or victory conditions.

The rest of the class time will be spent speaking to others about yourself (as your character). Be careful to not give away any secrets, but begin to feel out the other townsfolk. Think about who to trust, who to dislike, and whose victory conditions may align with your own.

Instructor Note: Pull aside your "Salem Townsperson" from yesterday. Give them the role sheet for Reverend John Hale, but be sure to impress upon them the importance of secrecy. Hale is not yet in the game, but you want to make sure the student has time to prepare their speech. Tell them to act simply as a Salem citizen while in class, but review the Hale role sheet and come to you privately with any questions.

CLASS 3 (PREPARATORY SESSION C): FURTHERING YOURSELF

Come to class having read the primary documents.

This class period is a discussion for these primary documents, including how they relate (or, in some cases, do not relate) to your character and how that might affect the choices you will make. It's a good idea to mark quotes that you think strongly affect your character or would work well to support a speech.

CLASS 4 (PREPARATORY SESSION D): FACTION MEETINGS

This class period is in-class work time to ask any lingering questions, make any character decisions, and begin drafting speeches.

Students are allowed, even encouraged, to work with others if they choose. In fact, it's a good idea to work with those you feel have objectives that closely align with your own. However, be sure to remember that you are making choices that make sense for your character. If someone else has a competing agenda, it's most likely not a good idea to work with them.

The speeches you begin today should be treated more like a draft than a final edition. Especially for those who do not speak until later in the game, other students will touch on many different topics and arguments before your chance to speak. Make sure you are paying attention to the other speakers when the game begins, and edit your speeches to address the points that you feel need furthered or dismissed.

CLASS 5: GAME SESSION 1

Topic: Should Reverend Hale be called upon to help Salem? (Is Betty Parris truly under the influence of a witch?)

Instructor Note: Guide students to choose speakers that weigh much more heavily to the "Yes" option. It is critical to the play and the rest of the game that Hale be called to Salem.

Reverend Parris opens the topic with a 2-4 minute speech

Each chosen speaker must give a 4-5 minute speech explaining their point of view and urging Parris to agree with their opinion.

1 Girl

2 Townspeople

Reverend Parris is allowed time to come to a final verdict. He must then stand and deliver a speech of at least 2 minutes in length giving his decision and explaining it.

CLASS 6: GAME SESSION 2

Topic: Is witchcraft truly present in Salem?

Instructor Note: Once again, guide students to choose speakers that weigh much more heavily to the "Yes" option. It is critical to the play and the rest of the game that at least the majority believe that witchcraft is present.

Reverend Hale opens the topic with a 2-4 minute speech

Each chosen speaker must give a 4-5 minute speech explaining their point of view and urging Parris to agree with their opinion.

2 Girls

2 Townspeople

Reverend Parris is allowed time to come to a final verdict. He must then stand and deliver a speech of at least 2 minutes in length giving his decision and explaining it.

Accusations of witchcraft begin on this day: Girls have rules in their role sheets regarding this mechanic.

CLASS 7: GAME SESSION 3

Topic: The Trials of the Accused

Judge Hathorne opens the topic with a 2-4 minute speech

Each chosen speaker must give a 4-5 minute speech either arguing their innocence or arguing against the innocence of one of the accused.

1 Girl

3 Accused

Reverend Hathorne is allowed time after each speech to come to a final verdict. He must then stand and deliver a speech of at least 1 minute in length giving his decision and explaining it.

CLASS 8: GAME SESSION 4

Topic: The Trials of the Accused

Judge Hathorne opens the topic with a 2-4 minute speech

Each chosen speaker must give a 4-5 minute speech either arguing their innocence or arguing against the innocence of one of the accused.

1 Girl

3 Accused

Reverend Hathorne is allowed time after each speech to come to a final verdict. He must then stand and deliver a speech of at least 1 minute in length giving his decision and explaining it.

CLASS 9: GAME SESSION 5

Topic: The Trials of John and Elizabeth Proctor AND The opinions of the town and citizens (has it gone too far?)

Deputy Governor Danforth opens the topic with a 2-4 minute speech

John and Elizabeth Proctor must each give a 4-5 minute speech either arguing their innocence. Reverend Hathorne is allowed time after *both* speeches to come to his final verdicts. He must then stand and deliver a speech of at least 1-2 minutes in length giving his decision and explaining it.

Following this, the remaining townsfolk are to speak on whether they think the Officials have gone too far in handling everything. Danforth is to listen, not to offer any verdicts.

CLASS 10: POST-MORTEM

The game is over. Students are encouraged to share secrets or elements of gameplay that were not clear to everyone. The last half of the session will be back in your role as a student, discussing how you thought it went, your opinions on the topics, and any lingering issues or ideas.

Primary Documents

Primary Documents for this game include:

Best Resources For Women

Anne Bradstreet - "To My Dear and Loving Husband"

Anne Bradstreet - "An Epitaph On My Dear & Ever Honored Mother Mrs. Dorothy Dudley"

For Those Who Believe

Cotton Mather - "The Devil in New England"

For Those Who Urge Caution

Increase Mather - "Cases of Conscience"

Further Sources may be found at the following sites:

<https://historyofmassachusetts.org/salem-witch-trials-primary-sources/>

<http://www.17thc.us/primarysources/>

Reverend Samuel Parris

In this small, suspicious town, word gets around fast, and people rarely wait to see if the words are true. Take care, use good judgement; DO NOT share the information on this role sheet with other players *unless you have no other option.*

You are Samuel Parris, currently in your mid-forties and serving as the Reverend in the town of Salem, Massachusetts. Guardian to your ten year old daughter, Betty, and your unfortunately orphaned niece, seventeen year old Abigail, you provide a home and food, but not a great amount of connection. After all, children are simply thankful for being able to live in nice homes and be provided for, and are no different than small adults.

You try very hard to get the people around you on your side, and you act as a correct, God-serving man. Despite this, you've been persecuted in every town you've ever lived in. This town is no exception. In fact, the other day, someone stood up in the middle of your sermon to open the window - without asking your permission! This church is your domain, and it's insulting that the townspeople don't recognize that. You're quite suspicious that, right now, there is a group, you don't know how large, within your own church that has sworn to remove you from your pulpit...

In the past seven years, this town has gone through two other preachers, and you are the third to take the position. When you moved to Salem, you demanded the deed to your house as security that you would not also be the next to go. Nevertheless, the townspeople show you an alarming amount of disrespect. You've been freezing through these past autumn months with no sign of support from anyone, nevermind the contract you signed that said you would be provided firewood!

An Incident

Last night, you stayed up later than you usually would, working on the sermon for Sunday's service. As you were settling down to bed, you noticed a light coming from the forest outside of town, when everyone else should have been asleep. You were unable to contain your curiosity and decided to go find the source of this mysterious light. If anyone saw you, you could simply say that you were concerned a farmer or stranger needed help.

As you drew nearer, you heard the sounds of voices, rushing footsteps, and swirling skirts. You looked over the bushes into a clearing only to see your daughter, your niece, and other village girls dancing in wild, unsettling patterns. They seemed out of control, heads thrown back as their voices overlapped and rose together. Tituba, your slave, was waving her arms over the fire, swaying back and forth while speaking words you didn't understand, gibberish that you shudder to remember.

Out of the corner of your eye, you also noticed a dress lying in the grass. Next to it, there was a kettle, perhaps with soup, stew, or something else. It was too dark to truly see. Whatever it was, there was something moving inside, struggling and splashing to get out.

Sick of watching, you immediately entered the clearing, shouting for them to stop what they were doing. The girls jumped and shrieked in fear at your arrival, and Betty, your daughter, fainted. She has not opened her eyes since.

You don't know what was happening. Perhaps it was harmless, but you cannot block the sounds from your ears, cannot erase the images from your mind. You need to make sure whatever it was doesn't have anything to do with why Betty now refuses to wake.

This does not need to be spread around. Even forgetting the whipping the girls will get for dancing like that, you only just gained some respect in this town. Solve this quietly with your niece, as quickly as you can. Simply ensure that dancing was harmless, and not something more... sinister.

VICTORY CONDITIONS

Primary Requirement

You shudder to think that your good town is... *infected* by such things, but you know that there are proven accounts of witchcraft and damnation in even the most peaceful of parishes.

The rumors of witches and their dark works cannot be allowed to go unheeded. Baseless conjecture is akin to gossip, and, if left unchecked, it will take on the tinge of country truth that comes with an "everyone knows" mindset. Not to mention, such things would not spread through your good Puritan town if there were no truth to them. Ensure there is no witchcraft polluting this town!

Some Advice...

This can be achieved a few different ways. Maybe you clear the names of those accused, or perhaps you hang those who are proven to be witched. In the end, it is your choice to decide how to handle this.

Secondary Requirement 1 - Personal Fulfillment

This town might not be the best you've ever lived in, but, here, you have a home, a church, and a purpose. Whatever may unfold, witches or otherwise, ensure that you are not removed from your home and parish. Remain the Reverend of Salem.

Secondary Requirement 2 - Safety

You know that you aren't imagining the negative feelings against you that are brewing in this town. Make sure, no matter what, you make it through this terrible spring with your life.

Some Advice....

*To achieve **all** of these objectives is your ultimate goal (your “Big Win”), but if you must sacrifice one for the other, that is your choice to make. If you satisfy your secondary requirements, it will result in a win - just not a “big” one. Would you be willing to sacrifice your life for the good of the parish? Or is it worth a possible witch being allowed to live, as long as you are spared, as well?*

Relationships: A Quick Guide

Betty Parris is your ten year old daughter. She’s a good girl, she doesn’t talk back or cause much noise. You’re sure she’s thankful for the home you provide her. Before the incident, there was no reason to think that she was anything other than a quiet, dutiful daughter.

Abigail Williams is your seventeen year old niece. You’ve allowed her to live with you since the unfortunate passing of her parents. Some people in the community have less-than-kind things to say about her, but you haven’t seen any actual proof of anything. At least, you hadn’t before the incident.

John Proctor is a farmer in the Salem community that rarely attends your Sunday services. He has made no secret of the fact that he does not like you, and, at times when you could no longer hold your temper, you have been known to return those unkind feelings. He might be one of the members of the group that wants to remove you from your church. In fact, you’re almost sure he’s the leader of that group. However, that said, you have no proof.

The rest of the town is up to you to speak to and discover. It is your decision to choose who to trust and who to avoid.

Assignments

You are the presiding Reverend of the first session.

You must begin with a 2-4 minute speech welcoming the town to the session and outlining the day’s topic. The day’s speakers will be giving speeches to you arguing either **for** or **against** bringing in Reverend John Hale, a well-known expert in witches and dark matters. It’s a good idea to outline how serious the issue is, and to make sure your parish knows that you are in control.

You are in charge of making sure the speakers are called upon and taken seriously. This is your meeting house, and you should not let anyone forget it.

After everyone has spoken, you may take a few moments to come to a final decision, but you must stand and give your verdict in an at least 2 minute speech. This speech must include some reasoning for the conclusion you reached. It is ultimately your decision to decide whether you will call in Reverend Hale, but a word of caution: if your opinion does not at least consider the counsel of the town, your already unstable position in this town will only crumble further.

Betty Parris

In this small, suspicious town, word gets around fast, and people rarely wait to see if the words are true. Take care, use good judgement; DO NOT share the information on this role sheet with other players *unless you have no other option.*

You are Betty Parris, the ten-year-old daughter of Reverend Samuel Parris. You love your father, but, to be honest, he isn't very interested in children or good at caring for them. You've had a difficult and lonely life since your mother passed away. You don't doubt that he loves you, of course, as a good father ought to do, but he always does seem happiest when you're sitting quietly in the corner, not speaking.

Being at home is a little stifling, not that you would ever tell your father, so you like to spend your time with the other girls and young women in the village. You especially like to be around your older cousin, Abigail, even though, at times, you see glimpses that she may be more vicious than she pretends to be around everyone else. As the youngest among the group, however, you aren't paid much attention by the older girls. They allow you to be in their presence, but you'd like it if they went beyond tolerating you someday. You wonder if there's something you can do to show them you're worth their attention, that you're *trustworthy*...

An Incident

Last night, you, along with your cousin and the other girls, went out to a clearing in the forest with your father's slave, Tituba. Together, you made a fire, gathering sticks, twigs, and the things necessary for what the older girls wanted to do. Although they wouldn't tell you what it was, Ruth kept muttering something about her mother, and Abigail had a bowl of... something. It looked black in the moonlight, shiny and thick in the reflection of the fire.

You looked on in horror (and a little bit of awe) as she lifted the bowl to Tituba, who spoke words over the bowl from across the fire. Words of magic, an incantation to weave a spell. Words to kill Elizabeth Proctor, so that Abigail could have John Proctor all to herself. Abigail drank deeply, leaving a stain around her mouth, teeth red when she smiled sharply.

Ruth stepped up to the flames, taking her turn, asking -- *demanding* -- that Tituba summon the spirits of her dead siblings. The other girls began to dance as she spoke, Tituba lifting her arms and swaying over the fire, speaking a language you didn't recognize. You began to dance with them, feeling alive and energized in the night air. Laughing as you twirled, you let your hair fly around you and your feet guide you where they wanted. Mercy Lewis took off her dress, dancing freely into the forest.

Your father leapt from the trees, shouting words you didn't hear through your suddenly pounding heartbeat. The world went black as the forest floor rushed up to meet you.

Right Now

You are currently in a deep sleep.

During most of the first session, you are not allowed to speak. Your condition and refusal to wake are what the debates will center upon. They will argue whether you are cursed or simply sleeping. You are not allowed to answer any questions or add any information.

Only when your friend (the “girl” chosen to speak this day) begins to accuse others in the room of witchcraft are you to stand and support her. Repeat her words, add your own accusations, say any name you recognize. Do not tell anyone of that night in the woods.

VICTORY CONDITIONS

Primary Requirement

If anyone in this town finds out that you were dancing in the woods, you will be whipped and punished. If they found out about the rest... the most you could hope for is a long trial before you were hanged.

Accuse as many other people of being witches as you can in order to draw attention away from you and the other girls. The more fractured the town, the less they’re looking at you. Be careful to not stretch the town’s faith in you by accusing those who would never do such things. If you accuse too many, or accuse the wrong people, the town may see you for the frauds you are.

Secondary Requirement - Accepted Into the Group

You want nothing more than Abigail’s approval and support. With that, you just know that the rest of the girls would see how grown-up you are, how wrong they’ve been to shake you off like a little kid. *Without outright asking*, try as hard as you can to get Abigail to publically commend you or mention you in a positive way in one of her speeches or papers.

Accusations

Accusations are allowed to begin when you reach the last half of the second session. They are permitted to continue until the end of the third session. You and the other girls are allowed to stand and accuse people of witchcraft, regardless of whether that day is your “speech” day or not.

You must stand and clearly, loudly, verbally announce the name of the person you are accusing. You may also send the GM an email between game sessions to accuse someone “out of court”.

Instructor Note: These names will be placed in a hat and intermittently pulled out as people are “hanged”. This is to be rigged: leave those who have not yet spoken alive, but “kill” at least two people. They are to receive new role sheets as Judge Hathorne and Deputy Governor Danforth. Others “killed” are to be given Salem Citizen role sheets.

Relationships: A Quick Guide

Reverend Samuel Parris is your father. You love him, of course, but you secretly wish he treated you a little more like his daughter and a little less like a responsibility.

Abigail Williams is your seventeen year old cousin. She is the only person who has been close to you since you lost your mother, and you could cry at how much it means to you for her to be there for you. There is a large gap between your ages, so it makes sense that she spends more time with the older girls than you (even if you don't like it). When you hang around the group, you catch glimpses that Abby is more cruel than you thought. She scares you a little. But you still love her, after all.

The rest of the town is up to you to speak to and discover. It is your decision to choose who to trust and who to avoid.

Assignments

You are a member of the "Girls" faction and may speak on any day the chart outlines a "girl". This is up to you and your faction to decide. Simply ensure that the day chosen aligns with your objectives and experiences (which you are allowed to use in your speeches).

Your paper must be at least 4 pages long, incorporate at least 3 quotes from the primary documents, and translate to a 4-5 minute speech.

Abigail Williams

In this small, suspicious town, word gets around fast, and people rarely wait to see if the words are true. Take care, use good judgement; DO NOT share the information on this role sheet with other players *unless you have no other option.*

You are seventeen-year-old Abigail Williams, niece of Reverend Samuel Parris. You are often told as you go about your business around town that you are strikingly beautiful, and many have lamented the fact that a lovely young girl such as yourself is an orphan. The one thing no one wants to talk about is what it might have done to you, witnessing the terrible murder of your beloved parents. Instead, they try to blissfully ignore anything to do with it, like the simple fools they are.

You have learned to hide your true feelings. Unless entirely unavoidable, the only things you tell people are the carefully crafted versions you want them to know. Dealing in half-truths, carefully manufactured stories, and outright lies (that no one can prove wrong...) you've managed to convince the town that you are the image of a pure, virtuous young woman. You have been known to tell numerous different versions of a story many times in order to remain blameless, but you've become so skilled that no one seems to notice how your stories don't quite add up. Lying by omission is such a useful tool; it's so easy to simply add things on when you can't avoid it, rather than outright changing the story.

John Proctor

You used to work for John and Elizabeth Proctor as their servant, earning nine pounds a year and living in a room in their house in return for helping them keep the house clean and their 3 boys fed. While you were there, you couldn't help but notice how strong John Proctor was, how good he was at farming, hunting, and building. He couldn't help but notice you, too; together you began an affair underneath his wife's nose. After a few months, Elizabeth somehow realized what was happening between the two of you (John certainly wouldn't have told her).

Seven months ago, she fired you and forced John to end your relationship. You *know* that John still loves you. Just like you know you hate Elizabeth. He loves you more than he ever loved her, and he would come right to you, if not for her being in the way. He might even be thankful that she's gone. If only there were some way to get her *out of the picture...*

An Incident

Reverend Parris has a slave named Tituba from Barbados. You knew that she knew witchcraft, just as well as you knew how badly you wanted to use it. You convinced her to perform a charm, wore her down with threats and punishments until she agreed. She told you that she would prepare the ingredients, and you smiled to yourself at how close you were to your prize.

Gathering the other girls, you left your houses in the middle of the night and went to a clearing in the forest. Someone brought a kettle, but you can't remember who, or what it was for. It didn't matter. You all worked together to light a fire, and you could hardly suppress your excitement at what you knew was coming.

Tituba spoke strange words over a bowl full of a dark liquid, black in the center but glinting red in the firelight. You knew it was blood. You didn't care. Anything you could do to get rid of that foul woman, Elizabeth Proctor, was worth it. Soon, John would be yours. This charm would kill his ugly, useless wife, and you could begin your new lives together. You drank the blood, grinning at the taste of it.

Ruth stepped up to ask Tituba something, but you didn't bother to listen. Your part of this was over, and your heart felt light with the joy of it. You spun around and stepped, beginning to dance along to the excited pounding of your heart. The other girls joined, skirts flaring and voices raising. Mercy Lewis stepped out of her dress, laughing at the freedom of it.

Reverend Parris, your irritating uncle, came out of nowhere, parting the bushes and shouting. All of the girls jumped and screamed, scared at the sudden appearance of a man. Mercy Lewis slipped into the trees, unseen. Betty fainted.

She hasn't woken since.

VICTORY CONDITIONS

Primary Requirement

If anyone in this town finds out that you were dancing in the woods, you will be whipped and punished. If they found out about the rest... the most you could hope for is a long trial before you were hanged.

Accuse as many other people of being witches as you can in order to draw attention away from you and the other girls. The more fractured the town, the less they're looking at you. Be careful to not stretch the town's faith in you by accusing those who would never do such things. If you accuse too many, or accuse the wrong people, the town may see you for the frauds you are.

Secondary Requirement - All Mine

With all the accusations going around, who would notice if one or two were more... targeted? Ensure that, in the end, any obstacles are removed and make John Proctor yours. If you can't have him, no one else can. And if he doesn't want you (unthinkable, of course he does); make him pay.

Some Advice...

If you accuse Elizabeth Proctor immediately, it might be too suspicious. Why would a respectable farmer's wife be involved in witchcraft? However, if her name was just one

mentioned within a list of others, a few days into the sessions, it's possible it might slip through. Be strategic.

Accusations

Accusations are allowed to begin when you reach the last half of the second session. They are permitted to continue until the end of the third session. You and the other girls are allowed to stand and accuse people of witchcraft, regardless of whether that day is your “speech” day or not.

You must stand and clearly, loudly, verbally announce the name of the person you are accusing. You may also send the GM an email between game sessions to accuse someone “out of court”.

Instructor Note: These names will be placed in a hat and intermittently pulled out as people are “hanged”. This is to be rigged: leave those who have not yet spoken alive, but “kill” at least two people. They are to receive new role sheets as Judge Hathorne and Deputy Governor Danforth. Others “killed” are to be given Salem Citizen role sheets.

Faking It

It is a good idea to act “witched,” convincing the townspeople that something is wrong. You are in charge of advising the other girls on how to act. You might pretend that you are seeing things, that someone is hurting you, or someone is making you say things you don’t want to say. Anything you think might be convincing to those around you.

Relationships: A Quick Guide

Reverend Samuel Parris is your uncle. You don’t resent him for taking you in or giving you a place to stay, but you do find him irritating. He could certainly be less paranoid, for a start. Constantly mentioning how there are people trying to kick him out of town, worrying about his image, hating at every noise during service; he’s a bit annoying.

Betty Parris is your ten year old cousin. She’s also a little annoying, tagging along whenever she can, but you don’t dislike her. She’s simply too young to be of much use.

John Proctor is the man you love. Although married to someone else, you know that he loves you still. He’d probably be thankful if you could find a way to get rid of that cold, sniveling woman.

Elizabeth Proctor is in the way. John’s wife, she is spreading lies about you in the village and destroying the good name you’ve worked so hard to build for yourself. You despise her, and know that John would come back to you if she were gone.

The rest of the town is up to you to speak to and discover. It is your decision to choose who to trust and who to avoid.

Assignments

You are a member of the “Girls” faction and may speak on any day the chart outlines a “girl”. This is up to you and your faction to decide. Simply ensure that the day chosen aligns with your objectives and experiences (which you are allowed to use in your speeches).

Your paper must be at least 4 pages long, incorporate at least 3 quotes from the primary documents, and translate to a 4-5 minute speech.

Mary Warren

In this small, suspicious town, word gets around fast, and people rarely wait to see if the words are true. Take care, use good judgement; DO NOT share the information on this role sheet with other players *unless you have no other option.*

You are seventeen year old Mary Warren. You're friends with Abigail Williams and the other town girls, but you don't like a lot of the things they do. At least being with them is better than being alone. Maybe you're naive, but they can be a bit too cruel at times. A little lonely and shy, you mostly tag along and follow orders. You don't like to talk back to others.

You are a servant for the Proctor's, helping Elizabeth with the housework and chores while John works their fields. They have three little boys that you help take care of, and they pay you well for your services. You have your own little room in their house, and have ever since they hired you seven months ago. Abigail used to work for them. Actually, her firing was rather sudden; you were called in after she was let go, but you don't know why she was asked to leave. All you know is that Abigail despises Elizabeth Proctor, and Elizabeth doesn't seem to like Abigail much, either.

An Incident

Last night, you went with the other girls out to a clearing in the forest with the Parris' slave, Tituba. You watched as they made a fire, gathering sticks, twigs, and the things necessary for what they wanted to do. They were there for witchcraft, and you wanted to stop them but couldn't build up the courage to say anything. The air was tense and odd; Ruth kept muttering something about her mother, and Abigail had a bowl of... something. It looked black in the moonlight, shiny and thick in the reflection of the fire.

You sat by and watched in horror as she lifted the bowl to Tituba, who spoke words over the bowl from across the fire. Supposedly words of magic, an incantation to weave a spell. Words to kill Elizabeth Proctor, so that Abigail could have John Proctor all to herself. Tituba stealthily winked at you as she spoke, a silent assurance that this was all for show. You weren't even sure she knew how to do magic if she truly wanted to. Either way, Abigail drank deeply, truly believing, the blood leaving a stain around her mouth, teeth red when she smiled sharply.

Ruth stepped up to the flames, taking her turn, asking -- *demanding* -- that Tituba summon the spirits of her dead siblings. The other girls began to dance as she spoke, Tituba lifting her arms and swaying over the fire, speaking her native language. Although it sounded strange, you were sure it had nothing dark about it. You did not join in the dancing. It was frightful, watching them spin and twirl like they'd gone mad, even though you knew there was no magic. Mercy Lewis took off her dress, dancing freely into the forest.

Reverend Parris leapt from the trees, shouting words you didn't hear through your suddenly pounding heartbeat. The girls screamed and scattered, Mercy Lewis managing to disappear before he could get a good look at her. As you ran, you heard Betty shriek, and then a thump. Now they're saying that she's sleeping, and will not wake up.

VICTORY CONDITIONS

Primary Requirement

You might not have been dancing, but you were in the forest, regardless. If anyone in this town finds out that you and other girls were out dancing in the woods, you will be whipped and punished. If they found out about the rest... the most you could hope for is a long trial before you were hanged.

Accuse as many other people of being witches as you can in order to draw attention away from you and the other girls. The more fractured the town, the less they're looking at you. Be careful to not stretch the town's faith in you by accusing those who would never do such things. If you accuse too many, or accuse the wrong people, the town may see you for the frauds you are.

Secondary Requirement - Follow Your Heart - SECRET FROM THE GIRLS

Although you love your friends, you do not want to push yourself into being a different person for them. At some point, if this gets to be too much for you, and someone approaches you to present you an "out" to confess everything, you are allowed to do so. In this case, if you choose to take this option, your Primary Requirement no longer fits; it becomes nearly the opposite. Try as hard as you can to convince others that the girls are not telling the truth, that this is all fake.

Accusations

Accusations are allowed to begin when you reach the last half of the second session. They are permitted to continue until the end of the third session. You and the other girls are allowed to stand and accuse people of witchcraft, regardless of whether that day is your "speech" day or not.

You must stand and clearly, loudly, verbally announce the name of the person you are accusing. You may also send the GM an email between game sessions to accuse someone "out of court".

Instructor Note: These names will be placed in a hat and intermittently pulled out as people are "hanged". This is to be rigged: leave those who have not yet spoken alive, but "kill" at least two people. They are to receive new role sheets as Judge Hathorne and Deputy Governor Danforth. Others "killed" are to be given Salem Citizen role sheets.

Relationships: A Quick Guide

Abigail Williams and the rest of the girls are your friends. Abby, honestly, scares you a little bit, and she can be pretty ruthless at times. You like her most when she's being a normal 17 year old girl, but unfortunately you haven't seen that side of her in a long while.

John Proctor is the man you work for. He seems nice enough, but you pick up on some tension between him and his wife. Something might be going on that you don't know about. Not that it's any of your business.

Elizabeth Proctor is John's wife, the woman you work for. She has never been anything but kind to you.

The rest of the town is up to you to speak to and discover. It is your decision to choose who to trust and who to avoid.

Assignments

You are a member of the "Girls" faction and may speak on any day the chart outlines a "girl". This is up to you and your faction to decide. Simply ensure that the day chosen aligns with your objectives and experiences (which you are allowed to use in your speeches).

Your paper must be at least 4 pages long, incorporate at least 3 quotes from the primary documents, and translate to a 4-5 minute speech.

John Proctor

In this small, suspicious town, word gets around fast, and people rarely wait to see if the words are true. Take care, use good judgement; DO NOT share the information on this role sheet with other players *unless you have no other option.*

You are John Proctor, a mid-thirties farmer of Salem. Together with your wife, Elizabeth, and your servant, Mary Warren, you have a nice farm outside of town and a good home to raise your three boys.

You have an even temper, and are not easily fooled. You don't like gossip or groups, and a few people in town resent you for refusing to join their friend groups or circles. You are too honest, it seems, and people tend to become upset when you refuse to lie to them. In return, many come across as hypocrites; their smiling dishonesty is disgusting.

Hypocrites

Perhaps one reason you hate hypocrites is that, secretly you are one. You had an affair with Abigail Williams, your 17 year old servant, right underneath your wife's nose. It only lasted a couple months, but you still felt terrible at your deceit. Seven months ago, when Elizabeth finally came to you with her suspicions, you confessed and immediately ended it. You can't help but look at her sometimes, still. You stop yourself, trying not to look, trying to stay true to your wife.

Elizabeth has been distant and sad. She looks at you with doubt every time you go to town to buy something. You are quickly growing tired of having to tiptoe around her. You love her, of course you do, but you deserve respect and trust from your own wife! It was seven months ago!

Religion

As a Puritan, you are religious. In fact, you helped build the meeting house used for Sunday services, helping to build the roof and hang the door. But you can't force yourself to go to services ever since that new Reverend came to town. Parris preaches of nothing but sin, hellfire, and other terrible things, never mentioning the softer side of the Bible. He also seems to tailor his sermons to his own devices, something you cannot stand. Francis Nurse made good, solid pewter candlesticks for the meeting house, and they had been there for many years. Parris started preaching about golden candlesticks, going on and on about their many virtues and the necessity of them. Twenty weeks it took, but eventually there were golden candlesticks lighting his Bible.

You know he bought those with taxes, tithes, and donations. It fills you with resentment and disgust to see your own hard earned money sitting so casually on the pulpit. You work tirelessly every day, and yet Parris is the one with golden candlesticks. There is no love lost between you and that man.

Witchcraft

You don't truly know if you believe in witches or not, but something about this entire thing seems odd to you. It's sudden, for one thing-- no one has ever heard any whispers of witchcraft before this. You find yourself suspicious.

VICTORY CONDITIONS

Primary Requirement

Something about all this witchcraft talk does not sit right with you. Find out the truth-- are there witches here in Salem?

Some Advice...

Poking around aimlessly will not get you anywhere, and might actually be suspicious to the rest of the townspeople. Try looking at the girls-- which one seems like she might talk to you? Which one might admit the truth? If you push the right person, they might be willing to talk to you and admit what is really going on.

Secondary Requirement - Image

Keep your affair a secret and your name clean. This town sees you as a good, honest man, and you would hate to lose that. Both for yourself and for your three boys growing up here. They deserve to grow up with a good name attached to them.

Relationships: A Quick Guide

Elizabeth Proctor is your wife and the mother of your children. You love her, but have to admit that you are growing increasingly annoyed with her suspicions.

Abigail Williams is the girl you had an affair with. Your thoughts may stray back to her from time to time, but you've sworn to yourself to stay true to your wife from now on. She continually attempts to rekindle your relationship. You continually refuse.

Reverend Samuel Parris is the town pastor. You find him materialistic, hypocritical, selfish, and a long list of other unkind things. You can barely stand the man, and only go to church once a month because you cannot stand to look at his face.

Mary Warren is the girl that works for you as a servant. Quiet, maybe a little shy, she doesn't talk much. She seems like a nice enough girl. The girls she spends time with concern you, but nothing has happened before to warrant any worry.

The rest of the town is up to you to speak to and discover. It is your decision to choose who to trust and who to avoid.

Assignments

In session 5, you will be put on trial for witchcraft. You must defend yourself in a 4-5 minute speech, based on a paper that is at least 4 pages long, using at least 3 quotes from the primary documents.

Some Advice...

If you find that the best way to clear your name is to sully it in a different way, that is your choice to make. You don't want any secrets to get out, but if your accuser's reputation will be thrown into doubt by that secret, as well, it might be worth admitting.

Reverend John Hale

In this small, suspicious town, word gets around fast, and people rarely wait to see if the words are true. Take care, use good judgement; DO NOT share the information on this role sheet with other players *unless you have no other option.*

Your name is John Hale. At nearly forty years old, you have been told that you look young for your age. You have two little girls that you adore, and you're confident that the work you do helps them live in a better world. Known as an intellectual, you love to read and research topics that you feel will benefit your parish, your family, and your people.

Witchcraft

Precision and evidence are the most beautiful things in the world. You have researched extensively and found the perfect sources to know the *exact* details to look for when searching a town for dark doings. There's no sense in running around like a fool, trying to simply decide if suspicions are correct; there are very clear actions, signs, and tests one must implement to come to the correct conclusion. In fact, using these distinct facts, you cleansed the town of Beverly of a witch that was hiding in their midst just last year.

Witched individuals often see things like birds flying around or cats in the corners of their vision. They might be injured by someone harming a doll that looks like them, or forced to say things they don't mean.

Right Now

You have been called here to Salem on rumors. They say that a girl is refusing to wake, and that she tries to fly out of the window. This is, of course, all nonsense, but it's hardly the fault of Salem. They are simple farmers and townspeople. Although they mean well, they simply do not know what to look for. Coming here is an errand you are happy to accept. You are a specialist, after all, and being publicly called for is a wonderful confirmation that your unique skills are not only required, but trusted. You feel almost like a young doctor, head full of recently learned symptoms and cures, ready to take on your first patient.

You are ready to hear evidence and make your judgements.

VICTORY CONDITIONS

Primary Requirement

This is a small town, barely scraping by in the harsh winters. They do not need more strife. The rumors of witches and their dark works cannot be allowed to go unheeded. Baseless conjecture is akin to gossip, and, if left unchecked, it will take on the tinge of country truth that comes with an "everyone knows" mindset. Not to mention, it's hard to imagine the rumors would have gotten this far if there were no truth to them. Ensure there is no witchcraft polluting this town!

Some Advice...

This can be achieved a few different ways. Maybe you clear the names of those accused, or perhaps you hang those who are proven to be witched. In the end, it is your choice to decide how to handle this.

Secondary Requirement - A Change of Heart? - SECRET OUT

You are one of the few people who know the true signs of witchcraft, but you are not the only judge and official in the town. It's possible that they may take this further than you can truly believe. If you feel that the Officials have overreached their powers you are allowed to *change factions* and join the Town.

This is to be done quietly and in secret. If you choose this out, your primary requirement is no longer applicable. Instead, you will win the game if you quietly manage to save the life of at least one accused.

This may be undertaken in a few ways. Do you help them write their defense? Do you quietly convince the Judges to rule in their favor? It is up to you, as long as you save a life you believe deserves to be saved.

Relationships: A Quick Guide

Reverend Samuel Parris has a little of your respect, if only because he is a Reverend, like yourself. You have not met the man previously.

Rebecca Nurse is the only name you've heard before, and you have heard only good things. A respected older woman, you trust her opinions to a point, but still not above your own eyes and ears.

You are not from here. The rest of the town is up to you to speak to and discover. It is your decision to choose who to trust and who to avoid.

Assignments

You are the presiding Reverend of the second session.

You must begin with a 2-4 minute speech thanking the town for calling on your expertise and welcoming them to the session. Outline the day's topic. The day's speakers will be giving speeches to you arguing either **yes** or **no** that there is witchcraft in Salem. It's a good idea to outline how serious the issue is, and to make sure they know that you are in control.

You are in charge of making sure the speakers are called upon and taken seriously. This is your chosen field, and you should not let anyone forget it.

After everyone has spoken, you may take a few moments to come to a final decision, but you must stand and give your verdict in an at least 2 minute speech. This speech must include some reasoning for the conclusion you reached.

Elizabeth Proctor

In this small, suspicious town, word gets around fast, and people rarely wait to see if the words are true. Take care, use good judgement; DO NOT share the information on this role sheet with other players *unless you have no other option.*

You are Elizabeth Proctor. John Proctor, your husband, is a farmer. Together, you, your husband, and your three boys live on the family farm. For the past seven months, a quiet local girl named Mary Warren has lived with your family and worked as a servant, helping to mend clothes, cook, clean, and anything else you might need her for.

Marriage Affairs

Seven months ago, you had a different servant. Abigail Williams, Reverend Parris' niece he had taken in after her parents were murdered. You hired her after hearing the sad story, hoping being surrounded by your loving family would help her settle in and, maybe, prepare her for starting a family of her own one day. As the niece of the Reverend, and you hoped it was a sign that she was a good girl, willing to work and not likely to steal.

You fired her after discovering the affair between her and your husband.

He confessed to it as soon as you hinted to him that you knew, and ended it immediately. Nonetheless, your relationship has been strained since the affair. It's not that you're punishing him, not at all, it's just that you cannot help your emotions. You've felt distant, sad, and slightly doubtful of him. You don't think he'd ever do anything to hurt you-- but you thought that before, too. And you know that Abigail still has feelings for him.

You haven't told anyone else about any of it, but you have said some things in town that you couldn't help but let slip. For example, when Goody Putnam asked why you've missed so many church services, your feelings about Abigail couldn't stay quiet. Of course you regretted missing so many sermons, but you couldn't bear to sit next to something soiled.

Witchcraft

You are a good Puritan woman, and you fully believe the Bible and its teachings. Yet, you also know that in the Bible, they speak of witches and their dark workings. As devout as you are, that is just something you've never fully been able to believe. *You do not believe in witches or witchcraft.* You know that this is a fraud, right from the beginning. You do not know why it's gotten so far, but you can't stop it. There is no proof that it's not real, as far as you know.

Abigail is involved, and that makes you worry. That girl despises you. It wouldn't be too far out of the realm of possibility for her to take this opportunity to get rid of you.

VICTORY CONDITIONS

Primary Requirement

You know that, somehow, Abigail is going to use this situation to get you out of the way and ruin your family. Stay as virtuous as you can, helping others or doing good works, so that if you are accused, you have a better chance of arguing for your innocence. Stay alive. Make it through this terrible scenario.

Relationships: A Quick Guide

John Proctor is your husband, a calm and honest man in his mid-thirties. Well, as honest as one can be with a secret, months-long affair in his past. You love him, you trust him, and you appreciate everything he does for you and your three children. It's simply hard to act like you used to with him. Unintentionally, you've been sad and distant, and can't help but doubt him when he goes to town or says he's meeting someone.

Abigail Williams is the woman that tempted your husband away from you. You cannot stand her, and know that she is still trying to get him back. You've missed church services many times this year, even though you are devout and spiritual, simply because you couldn't force yourself to sit next to her, seeing her act like a good, perfect church girl.

Mary Warren is your servant, a quiet girl who lives with you to help with chores and housework.

The rest of the town is up to you to speak to and discover. It is your decision to choose who to trust and who to avoid.

Assignments

In session 5, you will be put on trial for witchcraft. You must defend yourself in a 4-5 minute speech, based on a paper that is at least 4 pages long, using at least 3 quotes from the primary documents.

Judge Hathorne

In this small, suspicious town, word gets around fast, and people rarely wait to see if the words are true. Take care, use good judgement; DO NOT share the information on this role sheet with other players *unless you have no other option.*

You are Judge Hathorne. Living here in Salem has not been easy, and you have had a lot of trouble in your life. Now in your 60's, you've felt yourself become bitter to those around you. Marrying couples and ruling on petty little land squabbles have been the only things brought into your court in a long time. You make your rulings well, of course, but you feel no remorse if those rulings happen to end poorly for one of those involved.

Now something interesting is happening, and you cannot wait to see how it goes. This is the most interesting thing you've ever been a part of.

VICTORY CONDITIONS

Primary Requirement

This is a small town, barely scraping by in the harsh winters. They do not need more strife. The rumors of witches and their dark works cannot be allowed to go unheeded. Baseless conjecture is akin to gossip, and, if left unchecked, it will take on the tinge of country truth that comes with an "everyone knows" mindset. Not to mention, it's hard to imagine the rumors would have gotten this far if there were no truth to them. Ensure there is no witchcraft polluting this town!

Some Advice...

This can be achieved a few different ways. Maybe you clear the names of those accused, or perhaps you hang those who are proven to be witched. In the end, it is your choice to decide how to handle this.

Assignments

You are one of the presiding Reverends of the third and fourth sessions.

Each day, you must begin with a 2-4 minute speech welcoming the town to the session. (They are allowed to be almost the same speech, but do change at least a few details for the second day). Outline the day's topic. The day's speakers will be giving speeches to you arguing that they are innocent of witchcraft OR arguing that those accused are not innocent. It's a good idea to outline how serious the issue is, and to make sure they know that you are in control.

You are in charge of making sure the speakers are called upon. This is your courtroom, and you should not let anyone forget it.

After each person has spoken, you may take a few moments to speak to Danforth and come to a final decision, but you must stand and give your verdict. This speech must include some reasoning for the conclusion you reached, and be a good 1 minute length for each person.

Deputy Governor Danforth

In this small, suspicious town, word gets around fast, and people rarely wait to see if the words are true. Take care, use good judgement; DO NOT share the information on this role sheet with other players *unless you have no other option.*

You are Deputy Governor Danforth. In your 60's, you have a sense of humor, but those who come before you and your court do not ever see it. You have a strict loyalty to your position, and do not flinch in carrying out what must be done. There are nearly 400 people in jails up and down the province that are there on your decision, and 72 have been hanged on your word.

Court

There is never any doubt that you have made the correct decisions. The court is sacred, and those who face judgement face it fairly. Those who are good trust the court; those who do not trust are liars, thieves, and other criminals. There is no such thing as a good man that does not trust the court.

You follow strict procedure and do not waver in your pursuit of the truth. Evidence must be entered properly, and you refuse to consider anything that is not. Those who do not tell the truth are in contempt of court and must be arrested. This includes those who refuse to speak or do not tell the entire truth. If those in your consideration do not answer your questions, fully and completely, they are sent to jail.

Contradiction does not occur. Anyone who questions you, your decisions, or your rulings, could possibly be trying to overthrow the court and what it stands for. You are deliberate. You cannot flounder or show weakness; any decisions you make must be made completely and conclusively.

VICTORY CONDITION

Primary Requirement

This is a small town, barely scraping by in the harsh winters. They do not need more strife. The rumors of witches and their dark works cannot be allowed to go unheeded. Baseless conjecture is akin to gossip, and, if left unchecked, it will take on the tinge of country truth that comes with an "everyone knows" mindset. Not to mention, it's hard to imagine the rumors would have gotten this far if there were no truth to them. Ensure there is no witchcraft polluting this town!

Some Advice...

This can be achieved a few different ways. Maybe you clear the names of those accused if they confess, or perhaps you hang those who are proven to be witches. In the end, it is your choice to decide how to handle this.

Relationships: A Quick Guide

You are not from here, in Salem. You know almost no one, and have no prior opinions beyond what you are told in court. The only person you know of is:

Reverend Samuel Parris, who seems too subservient and grates on your nerves. Although you may be confident in yourself, you have a difficult time respecting a man who hangs on your every word rather than forming those of his own.

The rest of the town is up to you to speak to and discover. It is your decision to choose who to trust and who to avoid.

Assignments

You are one of the presiding Reverends of the third and fourth sessions.

Each day, Hathorne will open the session, and the speakers will argue their innocence to you both. You are to listen to the speeches, as well, and work together with Hathorne to come to each conclusion. Hathorne is in charge of delivering your verdicts.

You are the ONLY presiding Reverend of the fifth session.

You must begin with a 2-4 minute speech welcoming the town to the session. You may also speak a little on your opinions on law and the court. Outline the day's topic. John and Elizabeth Proctor will be arguing their innocence to you. It's a good idea to outline how serious the issue is, and to make sure they know that you are in control.

You are in charge of making sure John and Elizabeth are called upon. This is your courtroom, and you should not let anyone forget it.

After they have both spoken, you may take a few moments to come to a final decision, but you must stand and give your verdict. This speech must include some reasoning for the conclusion you reached, and be a good 1-2 minutes length.

The second half of this session is for the remaining townsfolk to speak on whether they think the Officials have gone too far in handling this topic. You are to listen to them, even if you do not approve of their opinions, and thank them for their thoughts.

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