



NMMC at Home

MARINES IN THE AMERICAN REVOLUTION

CONTINENTAL CARGO ACTIVITY



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18900 Jefferson Davis Highway
Triangle, VA 22172
www.usmcmuseum.com | 703-784-4464

Continental Cargo Activity

The materials included in this activity will supplement content on the American Revolution created by the Education Department on the National Museum of the Marine Corps website.

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Objective and Instructions

Age Range:

Our Continental Cargo Activity is ideally suited for grades 6-8.

Objective:

You are the quartermaster of a ship filled with Sailors and Marines. Your destination: a raid on New Providence on the island of the Bahamas. What will you need to make it there? Your mission is to take the money in your ship's purse (\$1,000) and buy enough items to survive the voyage and arrive in fighting shape in the Caribbean.

Instructions:

1. Print out the pages you need to play the Continental Cargo Activity (pages 4 to 16).
2. Follow the directions on the next page ("Game Directions") to set up each player's ship before departing from Philadelphia and starting the game.
3. Lay out the game board (pages 8-9) and the player pieces/game boards on a flat surface to play. Additionally, a pencil or pen is a must. Scratch paper and a calculator are optional.
4. Once you are ready to play, start the game beginning with direction #5 on page 4 ("Game Directions"). If you do not have a single die to use during the game, cut the die on the "Game Pieces" page (page 16) and fold together to make one. You will need to use one die during the game for all players.

Materials:

- *Continental Cargo Activity instructions and game board*
- *Various colors of building bricks*
- *Game companion PowerPoint*
[\[LINK\]](#)
- *Game playing board and event cards (to cut out)*
- *Game procedure/location stops*



Game Directions

Directions:

Game Set Up:

1. Cut out the event cards (pages 12-15), shuffle them, and place them face down. Cut out the game pieces (page 14) to use on the game board (pages 8-9). If you do not have a die, cut out the die on the “Game Pieces” page and follow directions to make one, or use a die-rolling app on a mobile device for the game.

Purchasing Supplies:

2. Before you start the game, you need to fill your cargo. Page 6 (“Purchasing Supplies”) has a list of items of varying costs you will need for your voyage. Each of these items (food, weapons, etc.) corresponds to a different size and color of building block. Use your available money (\$1,000) to purchase the items you think your crew will need for the minimum of a two-week voyage to the Bahamas beginning in January 1776 with a crew of 220 Sailors and Marines. Read the full instructions on the “Purchasing Supplies” page (page 6).
3. Place the items you “purchased” into your cargo hold inside the rectangle on page 7. Think carefully about your items and their sizes. **All of the items you purchase must fit within the white space of the cargo hold in a single layer.** Depending on what you “purchase,” you may have leftover space in your cargo hold, as well as leftover money in your purse for supply stops during the course of the game. *Please see examples in the PowerPoint.*
4. You should have money left over to purchase additional supplies for your voyage. Before you begin, write your beginning cargo amounts and remaining funds on the first “GAME START” location on your Continental Cargo Game Sheet (page 7). There is also a chart in the top right of the Continental Cargo Game Sheet that tabulates the funds spent and remaining in your ship’s purse along the way.

Starting the Game:

5. Each player begins with their ship on START. The youngest player goes first. Use a die to roll. Move forward the number of spaces rolled each turn. If you land on a marked space, you must draw an EVENT card from the top of the deck. If you are told to remove an item that you do not have in your cargo, that player is out and must wait for the rest of the players to complete their mission.
6. There are three LOCATION spaces on the map. Once you reach each of these three points, you **MUST STOP** there, regardless of your die roll. Look at the “Location Stops” included on pages 10-11.
7. Depending on the location, there are certain items you will have to remove due to your time spent at sea (like food and water). Stops #1 and #3 require you to remove (1) food and (1) water brick from your inventory. If you have arrived safely at the location without these items in your cargo hold, you incur a penalty of \$25 for each of these you do not have. Record your penalty when you add up your supply purchases (see next step).

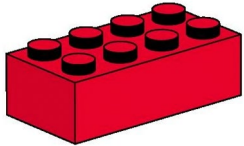
Game Directions

8. This is also an opportunity to use your remaining money in your purse to purchase additional items at the supply shop at each location. Before you purchase any items, use the chart at each stop on your Continental Cargo Game Sheet to record any additional items you intend to purchase. The list of available items for each location are available on “Location Stops” page (pages 10-11). Use the chart at each stop to calculate your remaining funds for the voyage and to keep track of the items in your ship cargo, as well as any penalties you incurred for failing to have adequate supplies. Place your cargo cost and remaining funds at the top chart of the Continental Cargo Game Sheet to keep track. You may want to use a calculator or your scratch paper for this step.
9. Once you reach Nassau, look at the FINAL stop and see if you have the required cargo to complete your mission and land the Marines ashore to capture vital supplies. At the end of the game, your goal is to have:
 - 1 Food (red brick) | 1 Water (blue brick) | 1 Supply (yellow brick) | 2 Weapon (white bricks)
1 Medical (green brick)

The first player to reach the end with the correct number of supplies wins!

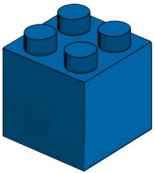
Purchasing Supplies

As the quartermaster of your Continental Navy ship, you have exactly \$1,000 to spend on a variety of supplies for a proposed two-week voyage to New Providence in the Bahamas. Use the supply shop below to pick what supplies you would like to bring on your voyage. Although you will have \$1,000 at your disposal, you will need some money in your purse for resupply along the voyage. Whatever supplies you purchase MUST fit within the white rectangle of your cargo hold in a single layer. **HINT: Spend approximately \$500 for your first cargo hold.** Tabulate your individual totals and add everything to make sure you are within your limit. *If you are playing from home, you will need multiple building bricks of each type.*



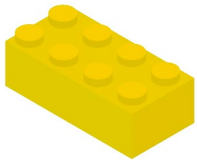
= **Food (\$50/each)** Each red brick is equal to 1 week of food.

How many will you purchase: _____ Total: \$ _____



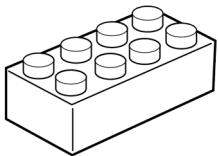
= **Water (\$25/each)** Each blue brick is equal to 1 week of water.

How many will you purchase: _____ Total: \$ _____



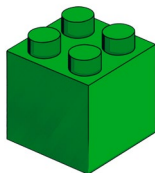
= **Supplies (\$50/each)** Each yellow brick provides repairs on the ship once.

How many will you purchase: _____ Total: \$ _____



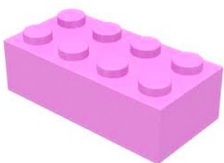
= **Weapons (\$100/each)** Each white brick is equal to arming (100) people.

How many will you purchase: _____ Total: \$ _____



= **Medical (\$50/each)** Each green brick is equal to healing (50) sick or wounded.

How many will you purchase: _____ Total: \$ _____



= **Wild Card (\$150)** Each purple brick can be any type of supply.

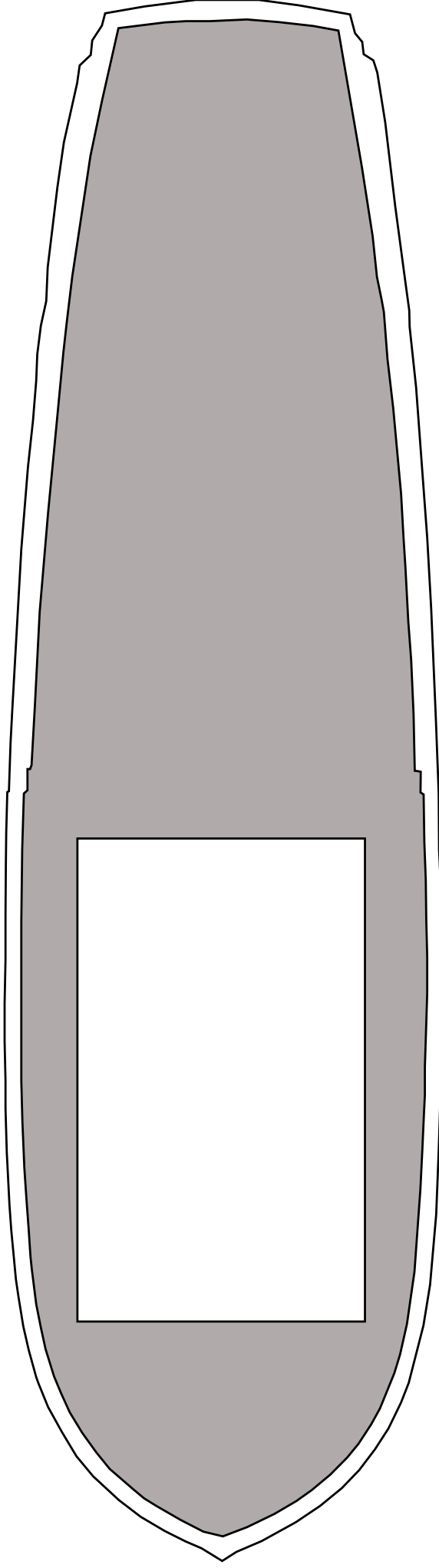
How many will you purchase: _____ Total: \$ _____

TOTAL COST: \$ _____

Continental Cargo Game Sheet

Directions: Take the brick supplies you purchased from the shop and place them inside the white rectangle of the ship's hold. All of your items **MUST** fit into the white rectangle. You will be adding or removing pieces in your hold as the game progresses. The charts on this page will also help you track the funds in your purse throughout the game.

PURSE	Cargo Cost	Remaining \$\$\$
START		
LOCATION #1		
LOCATION #2		
LOCATION # 3		



GAME START

Philadelphia, PA

# in Hold	Cost (\$\$\$)
FOOD	
WATER	
SUPPLIES	
WEAPONS	
MEDICINE	
WILD CARD	

Cargo Cost: \$ _____

Remaining: \$ _____

LOCATION #1

Reedy Island, DE

# Purchased	Cost (\$\$)
FOOD	
WATER	
SUPPLIES	
WEAPONS	
MEDICINE	
CARGO PENALTY	

Cargo Cost: \$ _____

Write your answer in your purse chart to keep track.

LOCATION #2

Cape Henlopen, DE

# Purchased	Cost (\$\$)
FOOD	
WATER	
SUPPLIES	
WEAPONS	
MEDICINE	

Cargo Cost: \$ _____

Write your answer in your purse chart to keep track.

LOCATION #3

Atlantic Ocean

# Purchased	Cost (\$\$\$)
FOOD	
WATER	
SUPPLIES	
WEAPONS	
MEDICINE	
CARGO PENALTY	

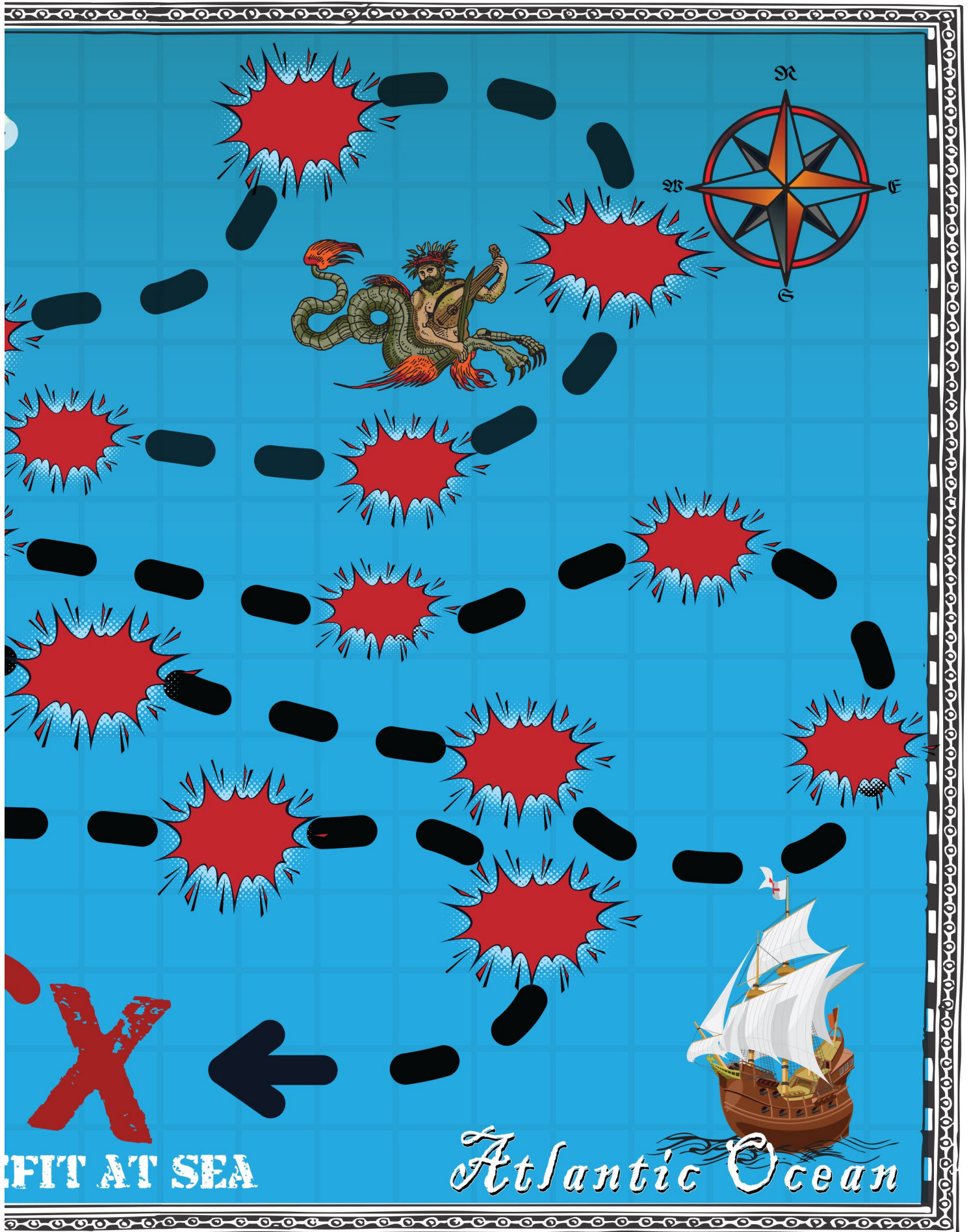
Cargo Cost: \$ _____

Write your answer in your purse chart to keep track.

Game Board



Game Board



Location Stops

Location Stop #1

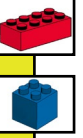


Reedy Island, DE

Supply Shop

ITEM	COST
 FOOD	\$75/each
 WATER	\$50/each
 SUPPLIES	\$75/each
 WEAPONS	\$150/each
 MEDICAL	\$75/Each

**REMOVE
1 FOOD
and
1 WATER
from your
cargo.**
(\$25 penalty for
each you do not
have in your cargo)



Location Stop #2

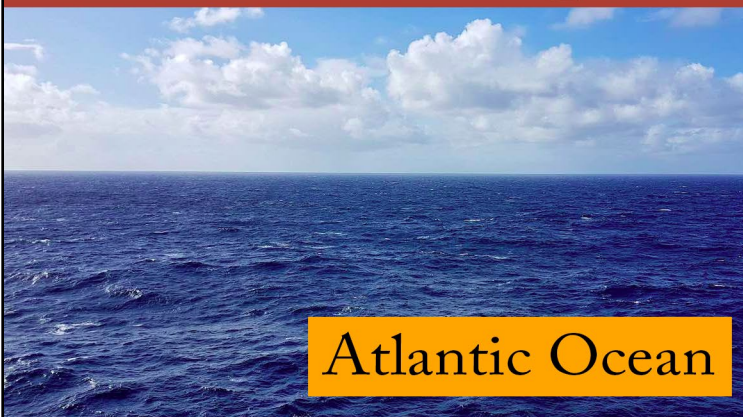


Cape Henlopen, DE

Supply Shop

ITEM	COST
 FOOD	\$100/each
 WATER	\$75/each
 SUPPLIES	\$100/each
 WEAPONS	\$175/each
 MEDICAL	\$100/Each

Location Stop #3

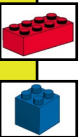


Atlantic Ocean

Supply Shop

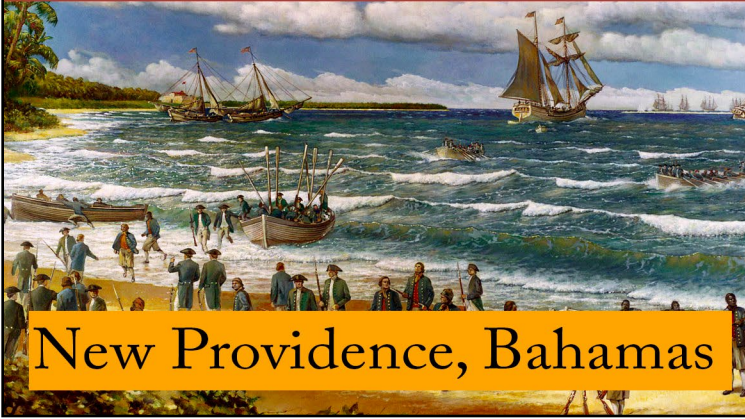
ITEM	COST
 FOOD	\$150/each
 WATER	\$100/each
 SUPPLIES	\$150/each
 WEAPONS	\$200/each
 MEDICAL	\$100/Each

**REMOVE
1 FOOD
and
1 WATER
from your
cargo.**
(\$25 penalty for
each you do not
have in your cargo)








Location Stops

Mission Arrival



New Providence, Bahamas

To Win, You Need:

ITEM	Number
 FOOD	1 Brick
 WATER	1 Bricks
 SUPPLIES	1 Brick
 WEAPONS	2 Bricks
 MEDICAL	1 Brick

Event Cards

Directions: Cut the event cards out (pages 12-15), shuffle them and place them face down before the start of each game. In the event all cards are used in the course of a game, reshuffle the deck and begin drawing from the top again.

EVENT



**Your food spoils,
lose 1 food.**




EVENT



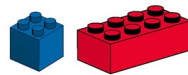
**Your food spoils,
lose 1 food.**




EVENT




**The crew feasts!
Lose 1 food and
1 water.**




EVENT




**The crew feasts!
Lose 1 food and
1 water.**




EVENT




**Rats infest your
water! Lose 1
water.**



EVENT



**Rats infest your
water! Lose 1
water.**



Event Cards

Directions: Cut the event cards out (pages 12-15), shuffle them and place them face down before the start of each game. In the event all cards are used in the course of a game, reshuffle the deck and begin drawing from the top again.

EVENT



Repairs needed from a bad storm. Lose 1 supply.



EVENT



Repairs needed from a bad storm. Lose 1 supply.



EVENT



Enemy spotted! Lose 1 weapon and 1 medical in the battle.




EVENT




Enemy spotted! Lose 1 weapon and 1 medical in the battle.




EVENT




A wave of dysentery has struck the crew. Lose 1 medical.



EVENT




A wave of dysentery has struck the crew. Lose 1 medical.




Event Cards


Directions: Cut the event cards out (pages 12-15), shuffle them and place them face down before the start of each game. In the event all cards are used in the course of a game, reshuffle the deck and begin drawing from the top again.


EVENT



**You benefit from an unscheduled resupply.
Gain 1 food.** 
(if you can fit it)

EVENT



**You benefit from an unscheduled resupply.
Gain 1 food.** 
(if you can fit it)

EVENT




**Continental ship spotted! Gain 1 water
in your cargo.** 
(if you can fit it)


EVENT




**Continental ship spotted! Gain 1 water
in your cargo.** 
(if you can fit it)


EVENT



**The doctor is in.
Gain 1 medical.** 
(if you can fit it)

EVENT




**The doctor is in.
Gain 1 medical.** 
(if you can fit it)


Event Cards

Directions: Cut the event cards out (pages 12-15), shuffle them and place them face down before the start of each game. In the event all cards are used in the course of a game, reshuffle the deck and begin drawing from the top again.


EVENT



Windfall! Choose to gain 1 water, 1 food, or 1 supply
(if you can fit it)



EVENT



Your ship sinks in a storm.
GAME OVER


EVENT




Fortune smiles on your crew. Gain 1 supply.
(if you can fit it)




EVENT



Some of your supply goes overboard. Lose 1 weapon.



EVENT



Marines lead the way. Move forward (3) spaces.

EVENT



Foul weather halts you. Move back (3) spaces.

Game Pieces and Dice

Cut out the game pieces (up to 6 players) to use on the game board on pages 8-9 to mark your progress along the way. If you do not have a die, you can cut and fold the die provided below by following the directions. Alternatively, there are many die mobile apps available on iOS and Android devices.



Cut out the dice on the solid lines. Fold on the dotted lines. Glue or tape dice together with the tabs.

