

**Role-Play
Peacegame**

**American
Revolution**



Parties

**American Revolutionary
American Loyalist
British Hardliner
British (Realist) Revolutionary War**

©Copyright 2000 David W. Felder
Wellington Press
WWW.Peacegames.com
Toll Free 877-390-4425

Title Page

American Revolution: A Role-Play Peacegame

**By
David W. Felder**

**Copyright © 2000 by David W. Felder
All rights reserved. No part of this book
may be reproduced in any manner
whatsoever without permission.**

ISBN: 1-910959-60-9

**Wellington Press
P. O. Box 13939
Tallahassee, Florida 32317-3939
E-Mail: Peacegames@aol.com
www.Peacegames.com**

**Orders Handled by Findhorn Press
Call Toll Free 877-390-4425
In Florida call (850) 893-2920
Fax (850) 893-3442**

Invoice

Item: Role-Play Peacegame Delivered: Electronically Price: \$5.00

Thank you for downloading a role-play peacegame from Peacegames.com. You may examine games for free but are obliged to pay \$5 for each game you use.

Description: Wellington Press has delivered a Role-Play Peacegame written and copywritten by David W. Felder.

Price: The price for this game delivered electronically is \$5.00 for each game. A printed booklet version of this game is available for \$8.95.

Methods of Payment: Payment may be made by Visa or Mastercard from the Peacegame.com website or by a check made out to Wellington Press. Credit card payment may also be made by calling toll free 877-390-4425 to Findhorn Press which handles order fulfillment for Wellington Press.

Grant of Rights: Wellington Press grants the right to inspect the game for free before deciding whether to use the game. Upon payment of \$5 Wellington Press and the copyright holder grant the right to use the peacegame that was downloaded from the Peacegames.com website.

Reservation of Rights: All rights not expressly granted are reserved by Wellington Press and the author David W. Felder including but not limited to the right to make any copies. Anyone making copies will be prosecuted.

Name _____

Address _____

Wellington Press
P. O. Box 13939
Tallahassee, Florida 32317-3939

Order Form/ Invoice

Fax (850) 893-3442 Call Toll Free 877-390-4425

Orders handled by Findhorn Press (850) 893-2920

www.peacegames.com Games sent by E-mail \$5 each

For discounts and store displays: Peacegames@aol.com

Mail to: Wellington Press, P.O. Box 13939 Tallahassee, FL 32317-3939

Name _____ Phone _____ E-mail _____

Street _____ City _____ Zip _____

Please Circle Your Choices.

All games are \$8.95 plus \$2.50 postage
Sets of five games in binders are \$24.95

| | |
|-----------------------------------|-----------------------------------|
| American Revolution | Spinal Center |
| United States Constitution | Tracy Accuses Travis of Lying |
| Civil War | Pushing the Little Kids Around |
| Reconstruction | Fighting Over Modeling Clay |
| United States in Vietnam | Getting Into Trouble |
| Thirty Years War | Catch with a Hat |
| Wars of Frederick II | Gang Fighting |
| Napoleonic Wars | Love Triangle |
| First World War | Blended Family Conflicts |
| Reforming the United Nations | Sexual Harassment |
| Syria & Israel | Breaking Up |
| Middle East Regional Issues | Caught with Stolen Goods |
| Lebanon & Israel | Arguing over Mary's Grades |
| Camp David Accords | Visiting Divorced Dad |
| Palestinians & Israel | Helping Out by Babysitting |
| Bosnia & Herzegovina | Tolerating Mom's Boyfriend |
| Conflict over Macedonia | Deciding Whether to Get Married |
| First World War Begins | Arguing About Relocation |
| Ethnic Cleansing | Raising Biracial Children |
| Conflict over Kosovo | Deciding Where to Retire |
| Hiring More African Americans | Money Problems |
| Racial Tension in High School | Woody, Mia, & Soon-Yi |
| National Summit on Racial Justice | Arguing Over Money |
| Multicultural Curriculum | Untangling the Family Finances |
| Visit by Farrakhan | They Work at the Same Place |
| Criminal Court Plea Bargain | She Wants a Share of His Practice |
| Small Claims Court | Saddam & Uncle Sam |
| Civil Court | Vietnam War |
| Divorce Court | S. D. I. Negotiations |
| Family Court | Test Ban Treaty |
| The Curfew | Seabed Arms Control |
| Race Riot after a Verdict | Selenium Contamination |
| Civilian Review Board | Reviving the Everglades |
| Removing the Homeless | The Greenway River Cleanup |
| Choke Holds Scandal | Conservation and Indian Rights |
| Rehabilitation Center | Southern Prospect Development |
| High Mist Training Center | Election 2000: Let's Mediate! |
| Extended Care Center | |
| Rehabilitation Hospital | |

Role-Play Peacegames Directions

Preliminary: Decide who will be the mediator and who will be each disputant in the conflict. Assuming a role that runs counter to the individual's personal position is desirable.

The mediator and the disputant should not look at sheets other than their own. If booklets are used, it may be desirable to cut pages out for the disputants.

1. Someone reads the "Introductory Statement" aloud.
2. The mediator reads the fact sheet aloud.
3. Everyone studies their sheets. Disputants in the conflict study their parts. The mediator studies the sheet on mediation.
4. The mediator begins the session.
5. The disputants can meet together and also can request to meet separately with the mediator.
6. Try to write down an agreement.

The game can be played without a mediator in which case it is a negotiation game in which disputants try to come up with an agreement on their own.

Copyright © 2000 by David W. Felder. Anyone making copies will be prosecuted.

Role-Play Peacegames

INTRODUCTION

Role-Play Peacegames are designed as an introduction to the role of mediation in resolving disputes. Wellington Press hopes that those using these games will decide to learn more about mediation. There is much to learn.

The term "disputant" refers to the people who have a dispute, and the term "mediator" refers to a person who helps the disputants reach a settlement.

In each game there is a fact sheet that explains the background of the dispute. The mediator reads this at the start of each game. Do not alter or add facts. Some games also have a sheet that tells what actually happened. Do not look at this until after you have finished your mediation.

The disputants each have an information sheet that cannot be read by anyone else. These sheets list what each disputant wants.

Some Role-Play Peacegames from Wellington Press assign percentage values to each item to indicate which items are most important. When percentages are not assigned you can assume that each item is of equal value. For example, if there are five items, each is twenty percent.

Disputants can use the percentage scores to see how their interests are served in the final settlement. The mediator's score is the average of the scores of the disputants. All players have an interest in reaching an agreement because if no agreement is reached, then everyone has a score of zero. The game can also be played without scoring.

Disputants are expected to realistically perform the roles they are given, and to make an honest effort to reach a settlement. Since this is a game that develops the skills of mediation, the disputants should not try to arrive at a settlement through their own negotiation skills, but should depend on the skills of the mediator.

American Revolution

The Facts

The first shots had been fired at Concord and Lexington on April 19, 1775. There had been trouble in Boston, the "Metropolis of Sedition," as early as 1768 when British troops had to be sent to quell rebellious rumblings. The presence of these troops provoked the famous Boston Massacre of March 5, 1770. Troops were removed temporarily, but brought back in to close the port as a way of punishing the city for its defiant demonstrations against the taxes England imposed on the colonies. The people of Boston, painted up as Indians on a war party, protested a tax on tea by throwing a shipment of tea into Boston Harbor at the Boston Tea Party of December 16, 1773. The Provincial Congress controlled by American patriots formed a Committee of Safety and Supplies and started to stockpile weapons which they hid to the West of Boston in Concord. General Gage, Military Governor of the Province of Massachusetts Bay found out about the secret weapons stockpile and planned a night march to destroy the weapons at Concord. Paul Revere noticed the movement of British troops and rode to Lexington and Concord to warn the leaders, John Hancock and Samuel Adams.

When the British troops arrived at Concord they divided into two parties, one was to guard the bridge over the Concord River and the other was to destroy the military stores. When the British commander arrived at the bridge he saw that the American force of over 400 was larger than his own, and he sent a message to the town for reinforcements. Meanwhile the force in Concord found only 500 pounds of ammunition which they threw into a pond. Their orders were to burn munitions but leave the town alone. They set fire to the town hall which they thought hid munitions, but put out the flames when the Concord residents pleaded with them. An American at the bridge, Joseph Hosmer saw the flames and asked "Will you let them burn the town down?" The Americans advanced toward the bridge "to march into the middle of town for its defense or die in the attempt."

Shots were fired. The Americans had been under orders not to fire first, but once shots were fired Major Buttrick yelled "Fire, fellow soldiers, for God's sake, fire!" As the Americans stepped onto the bridge, the Redcoats fled, leaving two men dead. American forces harassed the British by firing at them during their retreat back to Boston. By the end of the day 73 British 49 American lives had been lost.

Two English brothers, Richard and William Howe, decided that enough people had died. They wanted to have the parties talk instead of killing each other. To that end, they decided to organize a conference on Staten Island in New York Harbor, known to history as the Staten Island Conference. The purpose of this conference was to prevent any further bloodshed and to have the colonists reconciled with England. You have been asked to participate in this conference.

It has been estimated that a quarter to a third of the colonists support the Continental Congress, and the same number support England. The remainder have not decided where their loyalty lies.

American Revolutionary

Your General Viewpoint

For two decades now, the British government has steadily deprived us of our rights as Englishmen. We have seen the elected governments of our states dissolved by royal decree, we have seen our trade with other nations blockaded by English laws, we have been forbidden to write and speak about these problems and above all, we have been taxed. The burden of taxes the British have placed upon each of us is now several times as great as that born by a resident of the British Isles—and is also greater than that of the Englishmen in any other colonies—and yet our lawful and peaceful protests have gotten us no relief.

If the English Government had offered us representation in Parliament even two years ago, we would not have begun an open, armed rebellion against His Majesty, but we cannot back down now.

What you want:

1. "No taxation without representation." We do not want to have taxes imposed on us by a legislature we are not represented in. 35%.
2. All English troops must leave our soil within a year, except those necessary to defend the frontier. 35%.
3. No reprisals against Revolutionary leaders 30%.

American Loyalist

Your General Viewpoint

We are English. We are subjects of His Majesty George the III, King of England and Protector of the Colonies. More to the point, we have no chance whatsoever of defeating the whole power of England in a war. It is sheer stupidity to pretend otherwise.

Under English rule we have become more prosperous than any other group of Englishmen. We are largely free of any interference by landed nobility and we are free to advance our fortunes without restraints of the class system. Every year, thousands of Englishmen arrive on our shores to be “oppressed” as we are! Moreover, it is a slander against the English Government to say that our protests have accomplished nothing. The Intolerable Acts were repealed, as were several other taxes, and many unpopular colonial officials have been recalled to England.

Instead of pretending that we can make war on England, let us take this opportunity to find a peaceful resolution to our differences.

What You Want:

1. The Revolutionary leaders must recant their slogans and withdraw from public life, especially the public offices they hold. 20%.
2. There must be no English reprisals against the Revolutionary leaders. 20%.
3. Let England grant the states representation in the House of Commons. 20%.
4. Withdraw all English troops, except those needed to secure our borders. 20%.
5. Abolish the English laws that prevent us from trading directly with Holland, France and Spain. 20%.

British Hard-liner

Your General Viewpoint

The English government must teach the rebellious colonists a lesson. The leaders of this rebellion have committed treason and must be put on trial -- and hanged, if that is the penalty imposed by the court. The colonists, who are richer than they have any right to be, need to accept their fair share of the Empire's costs, without any further complaints. Finally, we will indemnify the colonies -- especially Massachusetts--for the cost of sending troops to put this rebellion down, and for the lives of His Majesty's soldiers who have been killed in this travesty!

What You Want:

1. There must be an unconditional surrender of all Revolutionary leaders and
35%.
2. All Revolutionary leaders must be placed on trial for treason in England.
30%.
3. The Colonists must immediately begin paying their taxes in full.
20%.
4. The Colonists must give up their demands for no taxation without
representation. England has the right to levy any tax it wants on the colonies.
15%.

British (Realist)

Your General Viewpoint

We admit that His Majesty's government has bungled badly in handling the affairs of the American colonies. It was a mistake to restrict the colonists rights to trade with Spain, France and the Dutch. Some of the taxes were excessive. Many English officials sent over to the colonies have been rude and treated the colonists as inferiors.

Nonetheless, the colonists must admit that they are more prosperous than most Englishmen. They have the wealth of a continent at their disposal. Many of the taxes levied on them were needed to raise money to pay for their own defense. If the colonists can admit that they were wrong to make war on England, and agree to accept their fair share of the burdens of financing the Empire, there is no reason why we cannot make peace without the need for criminal trials and more fighting.

What You Want:

1. We want the immediate surrender of all Revolutionary leaders and troops, but they need not disarm themselves—just go home. 35%.
2. We want the Colonists to begin paying their taxes in full. 25%.
3. We want the Crown to repeal the laws that prevent the Colonists from trading directly with France, Spain and Holland. 25%.
4. We want proportionate representation for the colonies in the House of Commons. 15%.

American Revolution

What Actually Happened

The parties that met at the Staten Island Conference had no sanction from either the rebellious states or the English Government. They hoped that if they were able to agree on a plan that was satisfactory to all parties, perhaps it could be the basis for official negotiations. They were not successful at coming to an agreement among themselves.

The Revolutionary War formally began with the Declaration of Independence, on July 4, 1776. It lasted another seven years, and the newly-formed United States of America would probably not have won had France not joined the war in support of the U.S. Bitterness between the U.S. and England lasted over one hundred years, and the two nations were not truly reconciled until around the year 1900.

Role-Play Peacegames

Mediation Procedure

I At the Beginning of the Session

1. **INTRODUCE YOURSELF.** Ask the disputants their names. Explain that your job is to help them reach an agreement and that the process is voluntary. Thank them for coming.
2. **ASK FOR THE JOB.** Have the parties commit themselves to the process by asking "Would you like me to be your mediator?"
3. **LIST GROUND RULES.**
 - Everyone agrees to try to solve the problem.
 - No name-calling or insults are allowed.
 - Everyone gets to speak without interruption.
4. **ASK EACH OF THE DISPUTANTS IF THEY AGREE TO THE RULES.**
7. **EXPLAIN THAT EVERYTHING SAID HERE IS CONFIDENTIAL.**
In some situations such as mediation in public schools the confidentiality rule can be broken if issues of health or safety are involved.
6. **EXPLAIN THAT PARTIES MAY REQUEST TO SPEAK TO THE MEDIATOR PRIVATELY. THE MEDIATOR MAY ALSO REQUEST TO SPEAK TO A DISPUTANT PRIVATELY.**

Anything said in private will be kept private unless the mediator is told otherwise.

II Let Each Person Tell His or Her Story

1. **THE MEDIATOR CHOOSES THE FIRST SPEAKER**
2. **ASK THE PERSON FOR HIS OR HER VIEW.**
3. **REPEAT WHAT YOU HAVE HEARD, SHOWING THAT YOU UNDERSTOOD BY RESTATING THE FACTS, OR REFLECTING THE FEELINGS EXPRESSED.**

"Let me see if I understand" (then repeat)

"So it seems to you" (restate their view)

"It sounds like your feeling is" (describe it)

4. **LET EACH PERSON SPEAK, AND SHOW THAT YOU ARE LISTENING TO EVERYONE.**

III Try to Understand the Problems

Copyright © 2000 by David W. Felder. Anyone making copies will be prosecuted.

1. HELP PEOPLE UNDERSTAND EACH OTHER AND THE PROBLEMS BY ASKING QUESTIONS SUCH AS:

"Tell me more about that"

"How did you feel about that?"

"What would you like to see happen now?"

2. CHECK TO MAKE SURE YOU UNDERSTOOD EACH PERSON, AND HELP THEM TO UNDERSTAND EACH OTHER.

"I heard you say. . ."

"Is that right?"

IV Help Disputants Find a Solution

1. ASK EACH PERSON:

What can you do now to solve this?

Can you think of other options?

2. BE AVAILABLE TO MEET SEPARATELY WITH DISPUTANTS. ASK DISPUTANTS:

"What would you be willing to accept?"

"What do you suppose others will accept?"

3. TRY TO WRITE DOWN AN AGREEMENT.

4. IF AGREEMENT IS REACHED, CONGRATULATE THE DISPUTANTS FOR MAKING THEIR AGREEMENT.

Basic Lesson in Conflict Resolution

Approaches to Conflict

Conflict Avoidance – occurs when a party to a conflict decides to forgo his or her interest in favor of another party. People choose this strategy when they decide that trying to pursue their interest is not worth the trouble.

Negotiation – occurs when disputants try to reach an agreement on their own without a third party.

Arbitration – occurs when parties to a dispute either decide to or are forced to accept the decision of third party. An arbitrator has the power to make authoritative decisions.

Mediation – occurs when disputants use a third party to help them come to an agreement, with the disputants still deciding their own process and settlement. Mediation is a voluntary process.

Interests, Positions, and Personalities

Interests When disputes center on interests, people concentrate on the end result of satisfying their needs. Conflicts of interest occur when the satisfaction of one party's needs prevents the satisfaction of another party's.

Positions Positions are statements people make regarding the means they want to use to achieve their ends. People may differ on positions even when they agree on interests.

Personalities When disputes are centered on personalities, people talk about individuals and what they dislike about them.

It is most productive to focus on interests as Roger Fisher and William Ury illustrate:

Consider the story of two men quarreling in a library. One wants the window open and the other wants it closed. They bicker back and forth about how much to leave it open: a crack, halfway, three quarters of the way. No solution satisfies them both.

Enter the librarian. She asks one why he wants the window open: "To get some fresh air." She asks the other why he wants it closed: "To avoid the draft." After thinking a minute, she opens wide a window in the next room, bringing in fresh air without a draft. (Getting to Yes, Penguin Books, 1983, p. 41.)

Positions are represented by how open or closed each wants the window to be, and interests are what each person needs. It is best to focus on interests instead of positions because there may be many ways to achieve the same end.

Exercise 1

Directions: Use the following choices:

- A) This is centered on interests.
- B) This is centered on positions.
- C) This is centered on personalities.

1. We will begin this mediation session with each person stating their opinion on what should be done.
2. We will begin this mediation session with each person saying why the the existing situation is harming them.
3. We will begin this mediation session with each person stating what they think of the other person.
4. Am I correct in saying that neither the Democrats nor the Republicans benefit from the partisan fighting?
5. What would benefit you?

Concepts: Competition, Compromise, and Collaboration

Competition – A strategy a person in a dispute may follow which, if successful, would result in the person getting all of what he or she wants, with other parties getting nothing, a win/ lose outcome.

Compromise – A strategy which aims to result in a middle position, usually 50% for each.

Collaboration – A strategy that involves the integration of interests so that a person helps others satisfy their interests while still protecting his or her own interests, a win/win outcome.

Exercise 2, Directions: Use these choices

- A) This is an example of competition.
- B) This is an example of compromise.
- C) This is an example of collaboration.

1. I'll grab the biggest piece of cake before he does.
2. If I help you with your English, will you help me with my math?
3. Since I don't want her to get a better grade than I get, I won't let her know the assignment.
4. I watched my show for thirty minutes and he watched the basketball game for thirty minutes.
5. I tampered with her racing car, so I am sure to beat her.
6. We want a twenty percent salary increase and don't care what it does to the company.
7. We will meet you half way on our demands.
8. We would be willing to take a compensation increase in the form of a stock-sharing program if this would help the company.
9. You heard my offer. Take it or leave it.
10. I'll get to know her better and try to help her realize her goals.

Principled Conflict Resolution

It is easier to come to agreement when people can appeal to principles, especially when people share the same principles. When settlements are not based on an appeal to principles, people can end up pitting their will against each other. The fault with this is that one party ends up the winner and the other the loser, and no one wants to be the loser. It is desirable to have some basis for settlement that is independent of will, to base decisions on principles that all parties can accept. Some relevant principles are:

Majority Rule

The party or policy that has the support of the majority of the people is the one that should prevail.

Respect for Rights

Human rights and any rights recognized within the constitutional framework governing your country should be respected.

Equality

Everyone should have the same rights. Radical egalitarians say that everyone should have the same income and amount of goods.

Equity

Everyone should have the same opportunity, which does not mean that everyone ends up with the same income or amount of goods.

The Golden Rule

Do unto others as you would have them do unto you. Do not do to another person what you would not want them to do to you.

Fair Standards and Procedures

Fair standards and fair procedures are standards and procedures for determining a settlement that either party might accept, even if they were in the other party's position. If procedures are fair, then either party would be willing to take the other party's position.