DAY ONE #1

CONSEQUENCE CARD

Stamp Act Repeal



Sim Civics

Stamp Act Repeal

CONDITIONS:

1. Stamp Act has been played.
2. A majority of the colonies (or regions) are successful in resisting the act.

KING GEORGE DECLARES:

If the conditions above are met.

"I have heard you, my colonial subjects. The Stamp Act has been repealed for good."

OUTCOME:

All colonies that voted to **RESIST**, whether successful or not, **gain 1 Liberty Point.**

DAY ONE #2

CONSEQUENCE CARD

New Quartering Act



Sim Civics

New Quartering Act

CONDITIONS:

1. Quartering Act has been played.
2. A majority of the colonies (or regions) vote to resist, regardless of how many are successful.

KING GEORGE DECLARES:

If the conditions above are met.

"Because so many of you have chosen to rebel against your King, a new Quartering Act has been passed!"

OUTCOME:

All colonies that voted to **RESIST**, whether successful or not, **lose 1 Liberty Point.**

DAY ONE #3

CONSEQUENCE CARD

Stationing of Additional Troops



Sim Civics

Stationing of Additional Troops

CONDITIONS:

1. Townshend Acts has been played.
2. A majority of the colonies (or regions) are successful in resisting the act.

KING GEORGE DECLARES:

If the conditions above are met.

"Because so many of my loyal colonial subjects have taken to the streets to defy my laws, I will be sending additional troops to the colonies."

OUTCOME:

All colonies that voted to **RESIST**, whether successful or not, **lose 1 Liberty Point.**

DAY TWO #4

CONSEQUENCE CARD

The First Continental Congress



Sim Civics

The First Continental Congress

CONDITIONS:

1. Intolerable Acts has been played.
2. A majority of the colonies (or regions) vote to resist, regardless of how many are successful.

KING GEORGE DECLARES:

If the conditions above are met.

"I do not consent to this meeting in Philadelphia, it seems like it could be a step toward treason."

OUTCOME:

All colonies that voted to **RESIST**, whether successful or not, **gain 2 Liberty Points.**

DAY TWO #5

CONSEQUENCE CARD

Hiring the Hessians



Sim Civics

Hiring the Hessians

CONDITIONS:

1. Battles Of Lexington And Concord has been played.
2. A majority of the colonies (or regions) vote to resist, regardless of how many are successful.

KING GEORGE DECLARES:

If the conditions above are met.

"I can see now that the rebels must be removed from the colonies by force, so I will send the Hessians to do it."

OUTCOME:

All colonies that voted to **RESIST**, whether successful or not, **lose 2 Liberty Points.**