



# Play the Hudson River Trading Game at Home!

For 1 or more players, Ages 8+

## Materials you will need:

One die (or game spinner)

Pencil & paper to keep track of “delays”

Optional: *Passengers on the Hudson River* questions

**Note:** You can play this game by keeping track on the scrap paper, or you can print out the *Hudson River Game Board* and use pawns from another game or something else to keep your place. You can also use a tablet like a gameboard.

## RULES OF THE GAME:

**Step 1:** Choose a Passenger from the “Passenger Profiles.” If you are playing with other people, don’t tell anyone who you are— they will guess later in the game.

**Step 2:** The youngest player goes first. All players start in the *Port of Albany* space.

**Step 3:** Roll the die. Count or move the pawn or marker the correct number of spaces “down the river.” Keep track of each players’ “delays” on the scrap paper, then pass the die to the next player.

**Step 4:** You do not need an exact roll to reach the *New York City* space. Before passing the die to the next player, all passengers must act out their passenger’s experience. (See *Act Out Your Passenger Experience* on the gameboard for rules on this). The turn ends with the passenger in the *Upriver to Albany* space.

**Step 5:** Continue to take turns rolling the die and moving up river to Albany, “checking delays” (mark a checkmark for each delay) on the log.

**Step 6:** Once all passengers have reached the Albany Market space, add up the total number of delays for each player. **How long did it take you to travel down and back up the Hudson River?** The passenger with the least amount of delays wins! If you are 1 player, play again to see if you can beat your score.

REMEMBER: This is a game of LUCK!

Optional: Answer the questions on the *Passengers on the Hudson River* sheet (take turns if you are more than 1 player).



## PASSENGER PROFILES:

**Upper class passengers** traveled for free & slept by themselves in a large stateroom.

**John Maude:** An Englishman who explored the country. He was on his way to Niagara Falls.

**Mrs. Philip Van Rensselaer:** Maria (pronounced Mariah), a lady, mother, and wife of sloop owner, Philip Van Rensselaer of Cherry Hill.

**Mr. Robert Sanders Van Rensselaer:** A gentleman and son of the sloop owner, Philip Van Rensselaer of Cherry Hill.

**Middle Class passengers** slept in a cabin crowded with as little as 4 or up to 23 other people.

**Mrs. Bartlett:** A new bride, she was traveling to NY with her husband on their honeymoon.

**Mr. Isaac Weld:** A traveler from Ireland who wrote about his adventures.

**Mrs. LeRoy:** The wife of a New York merchant, she was traveling home to her husband & 2 children.

**Sloop Captain:** He was in charge of the sloop crew, passengers and cargo. The captain knew the Hudson River like the back of his hand, but like all sailors, he used stars and other tools to navigate. Other middle class passengers slept in a crowded cabin, but he had his own cabin which he sometimes gave to or shared with upper class passengers when the sloop was full.

**Working class & enslaved passengers** slept out on the open deck.

**Andrew:** An enslaved person and a cooper who made wooden barrels. He was owned by Philip Van Rensselaer at Cherry Hill. Mr Van Rensselaer sent Andrew to NY to work for another man who “rented” his services.

**Peg:** An Irish-American servant who worked for a Mrs. Dekker of Kinderhook. She was sent to New York City to cook and care for children of Mrs. Dekker's sister.

**Sloophand:** A Sailor who usually worked with 3 to 5 other men. In Albany, sloophands could have been free or enslaved, and were most often Dutch-American, African-American or African-born.

### About the Passengers in this Game

The Hudson River Trading Game is based on the experiences of real people who lived in or traveled through Albany during the late 1700s. The things that happen in the game actually happened to those people!

### How do we know?

Historians at Cherry Hill investigated primary sources— like diaries and captain’s logs— to find out why people traveled, what it was like, and what kinds of cargo was traded and brought back to Albany. Some information comes from Philip Van Rensselaer’s papers, saved at Cherry Hill for more than 200 years!

### Why are there “upper,” “middle,” “working class & enslaved” passengers in the game?

The 1700s was a time of slavery and servitude in New York State. The slave trade from Africa was not abolished until 1808, and slavery in N.Y. was slowly phased out, finally ending on July 4, 1827. At the time that Cherry Hill was built (1787), there were about 1,500 enslaved people in Albany County. Indentured servitude was also very common. During the 1600 and 1700s, more than 50% of the immigrants who came to Colonial America were indentured servants— they had to pay their way from Europe by working for years. After the American Revolution, most indentured servants were American born orphaned children. We know that passengers and crew in different social classes were treated differently, because people like John Maude wrote about it in their diaries: “...the same sum [as mine] six dollars and fifty cents was charged for my servant, though neither his bed nor board were so good as mine.”

For more information, open the **Hudson River Trading Game Resources** pdf on our website: [www.historiccherryhill.org](http://www.historiccherryhill.org).

**WELCOME TO NEW YORK CITY!**  
**GO TO THE**  
**PORT OF NEW YORK**

|  |    |  |
|--|----|--|
| 16. Spark from Cook's stove causes fire! Sloop docks at Landing at Dobbs Ferry for repairs. <i>2 delays</i>                    | 16 |  |
| 14. You are lucky. Steady winds at Anthony's Nose.   | 14 | 15. Sun is shining at Tappan Zee.  |
| 11. Strong winds off Anthony's Nose! Crew drops anchor, wait for calm winds. <i>1 delay</i>                                    | 13 | 13. Heavy fog at Tappan Zee! Crew drops anchor, wait 'til fog clears. <i>1 delay</i> |
| 9. You are lucky, wind is steady.  | 11 | 12. Weather is fair, water is calm.  |
| 7. Sailor has fever! Captain trades horse to doctor in Port of New Windsor, doctor bleeds patient with leeches. <i>1 delay</i> | 10 | 10. High waves spoil hay! Crew bails water at Landing at West Point. <i>1 delay</i>  |
| 5. Captain is skilled, sloop didn't hit sandbar.   | 9  | 8. Everyone on sloop is healthy.   |
| 2. Thieves steal sails! <i>1 delay</i>   | 5  | 7. Kinderhook Landing, pick up passengers. <i>1 delay</i>                            |
| 1. You are lucky, no delays so far!  | 4  | 6. You are lucky, wind is steady.  |
|  | 2  | 3  |
|  | 1  |  |

**PORT OF ALBANY**  
**START**

**PORT OF NEW YORK**

**Act Out Your Passenger Experience:**

- 1) Read your passenger experience to yourself (see below).
- 2) Act out what happens (like charades-- no talking).
- 3) Each player gets 1 guess.
- 4) If a player guesses correctly, (s)he *AND* the passenger each subtract 1 delay from their logs.
- 5) The passenger moves to the *Upriver to Albany* space. Pass the die to the next player.



**Passenger Experiences**

- John Maude** picked wild berries from an uninhabited island.
- Mrs. Philip Van Rensselaer** shopped for serving platters (plates) for a party at Cherry Hill.
- Mr. Robert Sanders Van Rensselaer** traded staves for a chair to be sent to Cherry Hill.
- Mrs. Bartlett** accidentally dropped her new wedding ring and when she tried to catch it, fell overboard. Someone save her!
- Mr. Isaac Weld** took a canoe to explore the river.
- Mrs. LeRoy** bought medicine for her sick children.
- The Sloop Captain** traded the cargo. He sold agricultural goods from Albany: Flour, dried peas, wheat, & staves. He bought rum from the West Indies, tea from China, linen cloth from Ireland, & sugar from the West Indies. Grasshoppers ate all of the wheat in NYC (there was a low supply). Everyone wanted to buy it (high demand). The captain made a high profit selling the wheat.
- Andrew** bought special cooper's tools— a maul and frau— for making barrels.
- Peg** was blown overboard while walking on the sloop deck. Someone save her!
- The Sloophand** was busy! He saved Mrs. Bartlett & Peg who both fell overboard into the river. He also fetched Mr. Weld & Mr. Maude, who took small boats from the sloop to explore islands in the river.

**UPRIVER TO ALBANY**  
**WAIT HERE FOR YOUR NEXT TURN**

|  |    |   |
|--|----|---|
| 2. Strong winds off Palisades' Cliffs! Crew drops anchor, waits for calm winds. <i>1 delay</i>           | 1  | 1. You are lucky, wind is steady.   |
| 5. Winds off Anthony's Nose split mainsail! Sloop stops at Thunder Hill Bay for repairs. <i>1 delay</i>  | 2  | 3. Calm winds at Palisades' Cliffs.   |
| 8. You are lucky, waters are calm.   | 4  | 4. Heavy fog at Tappan Zee! Crew drops anchor, wait 'til fog clears. <i>1 delay</i>   |
| 10. Quarantine! Stop spread of yellow fever, all sloops wait, check for sick passengers. <i>2 delays</i> | 5  | 6. You are lucky, sun is shining at Tappan Zee.   |
| 12. Flood tide speeds upriver travel.  | 7  | 7. High waves rock sloop. Large barrel breaks loose but doesn't go overboard.   |
| 13. Hit sandbar! Wait for another sloop's help. <i>1 delay</i>   | 8  | 9. Port of Hudson, Captain buys firewood, water, milk & food. <i>1 delay</i>  |
| 14. Rum overboard! <i>1 delay</i>  | 9  | 10. Sloop hits ice! Crew unloads cargo, passengers disembark. Cattle pull sleighs on Overland Trail. <i>Go straight to Albany. 3 delays</i> |
| 16. Steady wind, almost home!  | 10 | 11. Captain is skilled. Sloop did not hit the sandbar.  |
|  | 12 |   |
|  | 13 |   |
|  | 14 |   |
|  | 15 |   |
|  | 16 |   |

**PORT OF ALBANY**  
**FINISH**

