People have started dying, there will be some tough decisions to be made before it is over…

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| **Number** | **Issue, options and immediate results for individual options** | | **Effects** |
| **1 (day 1)** | A wealthy merchant from a different town, a friend of the young gentleman/lady on the council, got stuck in Grimfield. He promises to provide you with food for a decent price if you let him and his companions go.  **What will you do?**   1. Let him go. 2. Force him to stay till the plague is over. | |  |
| **Results** | 1. He has left the town and never showed up with the provisions he promised. | Plague danger +1 |
| 1. He has gotten angry but he is still in town; however, he seems to get infected. |  |
| **2**  **(day 10)** | One of the boys from the grammar school might be infected. Some boys from the local grammar school do not live in Grimfield, they would like to return to their families. They are scared, but they look healthy.  **Will you let them return home?**   1. Let them go home. 2. They must stay in Grimfield. | |  |
| **Results** | 1. They have been very thankful and left as soon as possible. | Plague danger +1 |
| 1. Some of the boys has gotten infected and died. Others are scared that they might be next. | Population –50 |
| **3**  **(day 50)** | One of the houses owned by the mayor seems to be wiped out by the plague. No one is coming out anymore, you suspect that everyone might be dead inside. The house is not surrounded by other houses (fire will not spread in case of fire).  **What are your orders?**   1. Go inside to check on the family and bury the corpses if necessary. 2. Burn down the house and not risk anything. | |  |
| **Results** | 1. You haven’t found a living soul inside. However, a proper funeral has been carried out. | Population –50 |
| 1. The house has been burnt down with all the bodies. |  |

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| **4**  **(day 60)** | Church services are very important but they are also dangerous because a lot of people gather together.  **Will you enforce any measures regarding masses?**   1. No changes are needed. Keep the masses in the church. 2. Masses will be held outside. 3. Masses will be cancelled (for some time). | |  |
| **Results** | 1. The masses take place inside the parish church as usual. | Population –100 |
| 1. The masses are held outside. | Population –50 |
| 1. This is unacceptable for many townsmen; some people gather secretly just to have a mass. |  |
| **5**  **(day 100)** | David Lloyd, a journeyman employed in the workshop of the glover who is an alderman, has been so desperate that he escaped from the town – with nothing but his new-born son and his wife. The watch is still able to stop them.  **What are your orders for the watchmen?**   1. Pursue them and force them to come back. 2. The watch will not pursue them. | |  |
| **Results** | 1. When the watchmen tried to stop them, there was a brawl. The result is that the father of the family got killed – it was more of an accident. The grieving widow with the baby has been forced to return. |  |
| 1. They have escaped. | Plague danger +1 |
| **6**  **(day 150)** | The wool brings wealth to some of the merchants and farmers. One of the farms is just outside the town walls. But sheep can spread the disease (or can’t they?) especially when they are taken to the pasture (and how about the shepherds accompanying them?). There have already been several infected people on the farm.  **How will you decide this issue?**   1. Kill the sheep and burn the bodies. 2. Let merchants continue selling the wool? | |  |
| **Results** | 1. All the sheep have been killed and burned. Some people have eaten their meat even though it was against your ruling, some were afraid. |  |
| 1. The trade continues, even though the prices are not as high as they once were. | Plague danger +1  Population –100 |

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| **7**  **(day 200)** | You have caught an infamous band of 3 highwaymen (robbers) the Justice of the Peace was trying to catch for several months.  **What will you do with them?**   1. Hang them. 2. Get them a chance to redeem themselves. Force them to take care of the dead bodies in the houses and on the streets (of course they will be guarded – from afar). | | |  |
| **Results** | 1. They have been hanged for their crimes but there are bodies piling up in the streets. | | Population –50 |
| 1. They have done some work but then they have managed to escape when one of the guards was not guarding them properly. | | Plague danger +1 |
| **8**  **(day 270)** | A house where some of the relatives of the longest serving alderman on your council live has been quarantined. You can hear crying from that house. Constantly. Is it a child? A woman?  **What shall be done about it?**   1. Go in and help or save the person. 2. The house is quarantined. Do nothing. | | |  |
| **Results** | | 1. You have saved a girl of 4 from the house a person has volunteered to take care of her.  She does not seem to be infected. |  |
| 1. The crying has stopped after a while. |  |
| **9**  **(day 300)** | The food is running low, there are not many people who would like to trade with us. We have got an elaborate scheme to trade and not spread the infection any further. However, it is not enough and the prices are getting higher and higher.  **Will you introduce any measures?**   1. Set maximum prices for food (among the townsmen) and introduce rations (people can buy only  a certain amount of goods). 2. Leave it up to the free market. | | | **Optional issue** |
| **Results** | | 1. Some rich people has gotten angry. Everyone is hungry, but most of the people are not starving. A black market has appeared. |  |
| 1. Some people are relatively well-off and some are starving (e.g. poor ones and some of the labourers). That is the course of life. | Population –100 |

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| **10**  **(day 360)** | People are starving, some of them might die from starvation. You have an opportunity to help the poorest with special rations (it is a gift to at least slightly improve their situation).  **Who would get the priority?**   1. Children. 2. The ill. 3. Working men and women. 4. Don’t prioritize anybody. | | **Optional issue** |
| **Results** | 1. The order has been carried out. Children are slightly less hungry. | Population –30 |
| 1. The order has been carried out. Some of the ill may have slightly better chance of surviving the plague. |  |
| 1. The order has been carried out. Working men and women are able to work and keep  the town running. |  |
| 1. The order has been carried out. Everybody has got a little extra. |  |
| **11**  **(day 400)** | The plague seems to be weak (not many people are dying anymore) but people are starving, they want you to call off the quarantine. Some will leave the town and go to their relatives or simply somewhere where they can get food for work.  **Will you call off the quarantine?**   1. End the quarantine. 2. Wait at least one more month. | |  |
| **Results** | 1. Some more people have died, some people have left. The plague seems to be over… | Plague danger +1 |
| 1. The has not been any new case in 40 more days, some people might have died of starvation. Only after that, you have called off the quarantine. The plague seems to be over… | Population –30 |

**If the “plague danger level” reaches 4 or more, the plague has spread to nearby parishes (video ending 2) otherwise play video ending 1.**

**The town starts with 1000 inhabitants. The plague will always claim the lives of at least 200 people plus the number based on the decisions made during the game.**