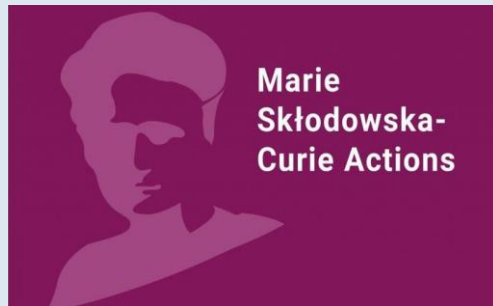


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UNSILENCE

Welcome to “UNSILENCE” adventurers, in this role-playing game you will play some of the main profiles that made up the trade that took place in the manila galleon.

1. Rules

First of all, let me explain the rules, which are quite simple. the game aims to bring you closer to know how this era was, its people, its merchants, its governors. therefore, let's get down to business.

It is a game based mainly on interpretation and will have five players playing different roles, divided into a narrator and four playable characters.

1.1. Storyteller:

The storyteller will be in charge of guiding the rest of the players, telling them the story, describing the locations, as well as interpreting the different NPCs found in the different locations. To play this role, they will be guided by the narrator, who will give them new information to pass on to the players when necessary.

It is recommended that the storyteller reads the guide to make the story as smooth as possible for the players.

1.2. Playable Characters:

There will be a total of four playable characters, each of which will be identified with a short description to help put the player into the character's shoes.

Players will have to get into the skin of the playable characters they play, they will have to talk and act as if they were them trying to align themselves with their objective, they will have to interact with both the narrator and the rest of the players, it is very important that they let themselves be carried away by the story through the clues to discover all the secrets it hides.

The character sheet, will help us to get into the skin of our adventurers, in it we will find a basic description of our characters and a representation of them to know how they were, how they dressed.

You can download it from the following link:

<https://www.unsilencemtt.com/documents/character%20sheets.pdf>

1.3. MAP:

Cut-out map of the period with marked locations that can be visited by players, each of which will have different interactions with NPCs, depending on when they are visited.

You can download it from the following link:

<https://www.unsilencemtt.com/documents/map.pdf>

1.4. Objective:

Objective	Objective	Objective	Objective
As a good merchant, the intermediary seeks to make the most lucrative business possible. Of course, after his conversion to the Christian faith, not everything goes when it comes to making them, they have to comply rigorously with Catholic dogma and in case there could be any doubts, a father will have to clarify them.	The captains of the time were just another merchant, in the case of the captain in question, his craving for wealth is excessive, although he knows about religion, he feels no devotion to any god, the only god he worships is money.	Hoppo does not crave great wealth, but the salary assigned to his position does not allow him to give his family everything he deserves, so it never hurts to turn a blind eye to some inspections, all for the extra income he needs.	The missionary is an unwavering man, who long ago set out on a mission to evangelise China, an impossible task, so he moved on to more feasible objectives, converting person to person to Catholic dogma, either with his words or by helping those most in need, all souls count the same for the Lord, even the smallest ones.
Intermediary	Captain	Customs official	Missionary

1.5. Clues:

Throughout the game the narrator will provide clues to the players, these clues will serve to facilitate the progress of the players and will be provided to them as they progress through the game in the correct order. Example of clues:

Clue
You should look for an intermediary to help you negotiate with local people. Captain

1.6. End of game:

The game will end at the end of the story, will you be able to complete it?

2. Storyteller's Guide

2.1. For all players - Introduction

Our adventure begins in the year 1774, the world has spent several years adapting to the process of globalization, trade, cultural and religious exchanges have become increasingly common, this whole process began with the discovery of new sea routes by the great nations seeking a way to communicate

with the Indies, include the route of the Indies that connects Spain with America and the voyage that connects America and the Philippines, these routes have allowed over the last century exchanges between the peoples of the West and East have been increasingly common. But let's focus on the story at hand, remember that as in a good role-playing game, the important thing is that you play the characters you have been given...

2.2. Introduction Fray and Captain

Two horsemen trot towards the Manila wharf. The first rider is on horseback, dressed in a linen shirt, long johns and a cloak. Judging by the saddlebags full of boxes with some scrolls sticking out, he looks at first glance like a messenger. The second rides on the back of a mule. Wearing a grey woollen habit, and with a three-knotted cord adorning his waist, the hood covering his head had clearly seen better days. He was undoubtedly a friar of the Franciscan order.

The two arrived in port and nervously began to look for Captain José Nampal's ship. They were to deliver a letter from the Marquis of Salinas, and according to the instructions they had been given, they were to look for a barge known as Jerusalem, in charge of the aforementioned captain.

They finally find the barge and when they come across a member of the crew, they ask him to tell the captain.

----- Talk with the captain ---

- Messenger Raul Jimenez (storyteller) - Do I have the pleasure of speaking with José Nampal?

--- Wait for response from player Captain (Player 1) →

Negative Answer → In case the player gives a negative answer, the storyteller says:

- Thank you for your time, I will have to look for another captain who is interested in doing business with the marquis and his royals of eight.

And he must redirect the player towards a positive response.

Positive reply → the storyteller says:

- Wonderful, I bring you a letter from the Marquis of Salinas. I also take this opportunity to introduce you to Fray Manuel del Santísimo Sacramento who will accompany us on this trip to Macao by order of the Marquis. Everything will be made clear in the letter.

[The messenger played by the storyteller hands the letter to the captain and the boxes he is carrying in his saddlebag]:

Letter content:

Well met Captain José Nampal,

I am handing over to you a good sum of reals which will help to defray the cost of the commercial journey you are about to undertake. I hope it is not necessary to remind you of the large sum of money we are talking about and of the commission you will receive if this business of ours is successful.

I trust that your negotiations in Macao will return us a handsome profit and that you will return with the hold loaded with silks, porcelains and spices of the best quality.

You will be accompanied on the trip by Raul Jimenez, my messenger and confidant, as well as by Fray Manuel del Santísimo Sacramento, an old friend of the family who has come to Manila to solicit funds for his missions. I believe he can be of help to you in securing the most successful business transactions as he has resided for some years in Macao,

speaks the language, and has a great influence on his parishioners among whom there are some Chinese converts who could be of use to you.

Last but not least, I have one more request. I would like to surprise my wife with something that would make her stand out from the other ladies of the city. If you manage to find such a thing I promise to reward her accordingly.

Best wishes

Juan Manuel Pérez de Tagle, Marquis of Salinas

-Raul Jimenez-messenger played by the narrator (when the captain finishes reading the letter) -

Well, Captain. I have already seen that your companions have completed their preparations. With this letter and my cargo, the deal with the Marquis is concluded. We are waiting for you to give the order to leave.

---- After giving the order to leave ---

- The storyteller will read the following text-

The voyage from Manila to Macao was not an easy one, it was a long sea crossing, in which inclement weather or pirates could put an end to many of the voyages.

In order to avoid the former, the voyage commissioned by the Marquis was to be made at the best possible time in the month of December, when there was no typhoon or tropical storm season, and the possibility of ending up sunk was less likely. They also had a helmsman with extensive experience in these waters, which reduced the risks of running aground on a sandbank or sinking on a coral reef.

Heading north into the South China Sea, the ship first crossed the Luzon Strait, located between the island of Luzon, the northernmost of the islands of the archipelago, and Formosa (present-day Taiwan). The dangers, however, did not diminish, as there were strong currents, with reefs and rocky bottoms.

Finally, we rounded the coast of China until we reached the Portuguese city of Macau, where our adventure really began.

The first thing any ship would see when arriving in the so-called City of God was the outer harbour of the city and of course our adventurers were not going to see anything different. The waters surrounding the harbour were crowded with ships, the “sampanes” and the “juncos” of different sizes plied its waters, and the movement of incoming and outgoing ships and the loading and unloading of goods was continuous. After docking, this activity was confirmed, the transfer of goods between the warehouses and the ship was non-stop, the smell of spices mixed with that of saltpetre, giving the port a characteristic aroma.

2.3. Introduction Hoppo

While the captain and the parish priest made their journey, the hoppo of Canton was in his office at the customs office. Nothing seemed to indicate that this day would not be just another day in his life, performing the many tasks befitting his position: monitoring compliance with imperial orders and performing customs control, i.e. collecting the fee from any merchant who wanted to bring his goods from Canton to Macau.

The Hoppo's clothing reflected his rank and position and was very characteristic. It consisted of a circular officer's hat called a mao. At this time of the year it was made of wool and a red silk tassel on the top reflected his status. His blue jacket adorned with crane embroidery, known as pao, reached down to his ankles. It undoubtedly reflected the power of the wearer. The attire was completed by a belt known as a daidai which was used to cinch the jacket around the waist; a buzi badge befitting his rank; and finally silk trousers which were covered by the jacket he wore.

As the Hoppo was checking the papers of the ships that were to leave port that day, there was a knock at his door. An imperial messenger, a 'yichuan', was waiting on the other side. What kind of order would he be carrying?

- YICHUAN-IMPERIAL MESSENGER (played by the storyteller)-

Hoppo Tang Ying? This letter is for you, the messenger gave the letter to the Hoppo and left in a hurry.

When the hoppo opens the letter he will find an imperial order and a seal.

Dear Hoppo Ying,

I am very grateful for the great work you are doing in Canton province, since you have been in charge of customs our revenue has been increasing. I am writing to order you to carry out a new mission. It is a long time since we ceded the province of Macao to the Portuguese, it was a good way of establishing a trading post between China and the West, but I believe that the province is ruled by a lack of control and that a large number of imperial orders may be being inflicted.

I have great confidence in you, so I entrust you with the task of carrying out an inspection of the province and to detect all possible irregularities that are being committed, and then we will see what action we will take.

Because we do not want to cause a great commotion you will have to leave your hoppo clothes and travel incognito, the seal of this letter will serve to identify you as a servant of the emperor in case it is necessary.

I have already given the order for a ship to be prepared to take you to Macao and you should leave immediately.

Who would disobey the emperor? The hoppo took the seal, put it on and left immediately for Macao as ordered...

2.4. Hoppo beginning – Porta do cerco

Within days the Hoppo's ship docked a short distance from Macau. Disguise was important in his mission and he could have little of this by arriving on an official ship through the outer harbour. It would attract all eyes and any subterfuge would be impossible. The recommendations were to go without an entourage and enter the city through the Porta do Cerco.

There he might be able to find someone who could help him.

Clue:

Clue

**You must find someone to guide you if you show the seal any Chinese citizen will help you, the Portuguese cannot know your mission.
Customs official**

As you approach the gate, it is guarded by a large majority of Portuguese soldiers and a minority of Chinese soldiers.

Captain of the Guard played by the storyteller -- What brings you to the port city of Macau my good man?

One of the Chinese soldiers approaches to see what is going on. (If the player playing the hoppo shows him the seal, it will help him to get out of the situation.

Showing seal -- Soldier - Xing Ping, have you come to see your sister? Captain this is Xing Ping my wife's brother. This is his first visit to the city, may I escort him home?

- Captain of the guard - As you wish, Pao Hua, but return to your post as soon as possible.

Pao Hua leads you into the interior of the peninsula. As you are walking away, you hear a shout in the distance.

- Sir, be careful when showing that seal, not everyone may help you! What brings you to Macao City?

After the explanation, he hands you a map and gives you the following indication.

If I were in your place, sir, I would inspect the Praia grande first. Rumour has it that the slave traders not only trade in blacks from Africa, but have also, contrary to the Emperor's orders, traded in Chinese on occasion.

2.5. Hoppo Praia grande

Addressed to Hoppo -- When you arrive at the Praia you find an impressive beach that stands out for its curved shape and its extension, in its calm waters rested several ships that had anchored possibly to do their business in the city.

Along the beach there was a boardwalk, where different merchants' stalls were located, among all the shops, those of two slave merchants, Joao de Araujo and Manuel Pereira, stood out. Which will you go to first?

- **Joao de Araujo.** He shows you the slaves he has at that moment, Malaysian, African and slaves from other parts of Asia, when you ask him about the local Chinese slaves, you notice he is tense, he indicates that he would not run the risk of going against the emperor so he would never deal in this type of merchandise, he does know other merchants who do not care about the origin of their merchandise, he vaguely drops the name of Basto, a merchant who is gaining some renown in the rua de la felicidade (street of happiness).
- **Manuel Pereira.** Manuel has no information on Chinese slaves, he specialises mainly in African slaves, proudly displays his specimens and gladly offers them to the emperor's service for a modest price.

2.6. Comienzo Fray y Capitán

-Messenger Marques -

Well, finally our journey is over, it's time to comply with the request of the Marquis and close a good business deal, I think the best thing Jose, is not to separate from the Father as he knows the city very well and can be of great help, although I will accompany you through the city I give you this map that the Marquis has provided me in case you could be of help to guide you through the city, allow me to accompany you through the city.

(Handing out clues to the players so that they can decide where to go)

Clue

You should look for an intermediary to help you negotiate with local people.

Captain

Clue

One of the father's best parishioners is Munchen, he frequents the Adega Velha, his knowledge of the local market is unequalled.

Missionary

It is time to think about where you will take your steps

If you take your steps to a place other than the Adegha Vela you consume one turn and are given a description of the place only.

2.7. Adega Velha

The priest leads the captain through the city until he reaches the Adega Velha, a tavern with a Portuguese influence both in appearance and in its management, in it there were both Asians and Europeans, the fruit of this mixture was born everything that was seen or heard in the place from the music to the food, the wine that was served did not admit any mixture, it was a Portuguese wine of high quality.

As the parish priest watched, he saw his parishioner Munchen in a corner and they approached.

Munchen receives the clues:

Clue

San Lazaro sells all kinds of goods, medicinal herbs, foodstuffs and other products.

Intermediary

Clue

Father Joaquin Alfonso
Gonçalves seeks Father
Manuel

Intermediary

“Introductions between the players and talk leading them to their respective destinations”.

The narrator can act as a messenger to assist them the objective is for the captain and the intermediary to direct their steps towards the market of San Lazaro, while the father should go to the church of San Pablo of the Jesuit order.

Hints for the players before they split up:

<p>Clue</p> <hr/> <p>It will take the Captain first to the market and then to the happiness road.</p> <p style="text-align: center;">Intermediary</p>	<p>Clue</p> <hr/> <p>You should go to St. Paul's Church to speak to Father Joaquin of the Jesuit Order.</p> <p style="text-align: center;">Missionary</p>	<p>Clue</p> <hr/> <p>His aim is to buy spices, silk and porcelain, as well as something to surprise the Marquise de Salinas.</p> <p style="text-align: center;">Captain</p>
---	---	---

They are left with a final conversation.

2.8. Church of San Pablo

Addressed to the Fray -- You arrive at St. Paul's Church in Macau, also known as the Church of the Mother of God, is one of the most emblematic historical monuments of the city.

The church is an impressive monument of baroque style, with renaissance and oriental influences. This is reflected in the façade, a masterpiece of carving decorated with statues of saints, religious figures and oriental motifs, with Latin inscriptions on the upper part and a representation of the Virgin Mary in the centre.

On entering the church, the interior was equally impressive, a central nave flanked by side chapels at the front was an altar, the ceilings were high and the vaulted ceilings were ordered.

A novice comes quickly to you..

- Good morning Fray Manuel, Father Joaquin Alfonso Gonçalves was looking for you, I will take you to him.

Handing over clues to the Father

<p>Clue</p> <hr/> <p>Among the apprentices at the school, you have a girl of Chinese origin, she should not be considered a slave. The girl's parents could not pay the imperial taxes, they were in need, so they sold the girl under indentured servitude.</p> <p style="text-align: center;">Missionary</p>	<p>Clue</p> <hr/> <p>The servitude contract established debt repayment policies, when the girl would repay the expenses incurred, as well as the initial amount, she would regain her freedom, until then the girl would be educated at the <u>centre</u> and serve the church.</p> <p style="text-align: center;">Missionary</p>	<p>Clue</p> <hr/> <p>When she is trained in the true faith and the child can work more effectively, the father would hand over the indenture to some nobleman who would take charge of her until she was free.</p> <p style="text-align: center;">Missionary</p>
--	---	--

- Joaquin Alfonso Gonçalves: Good morning Fray Manuel, I see that Munchen has forwarded my message to you. Thank goodness you came.... One of my informants has given me the information that the Hoppo of Macao has arrived in the city, they were able to hear him say that he had come to verify that none of the imperial edicts are being broken... And I think that some of the children he has in the convent may be in breach of the injunction against slavery.

The storyteller should continue to interact with the player Fray, he should lead him to the fact that he has to look for a new place for the girl and give him the following hint.

Clue

The Marquis of Salinas can take in the child, his wife can consider her a rarity to boast of and the child can continue to be formed in the Christian faith, the ship should sail almost immediately.

Missionary

s

Father Joaquin will have to talk to him to make sure that Hoppo does not interfere, the information he has is that Hoppo is very impressionable and easily bribed, a watch could make him leave Macau without informing on them.

Clue	Clue
<p>You will have to go to the San Lazaro market, <u>in order to</u> enlist Munchen's help in locating the Hoppo and to ensure that the Captain takes the girl.</p>	<p>After the conversation with father Joaquin, you remember that you have a watch in the convent of santo domingo, once you locate the Hoppo you must recover it to be able to buy it.</p>
Missionary	Missionary

2.9. San Lazaro Market

Munchen and the captain were arriving at their first stop on the road to purchase goods:

Clue

You have taken the Captain to this market so that he can buy spices at the best price, the rest of the things they sell in the market are of no interest to the Captain, the porcelain and silks he can buy in the rua de la felicidade.

Intermediary

San Lazaro market was an open market full of individual stalls where vendors offered their wares, most of the stalls were dedicated to fresh produce such as fruit, seafood, meat and vegetables. At the back of the market was an area dedicated to local spices.

(Help Munchen guide the captain to the spice stalls.)

As they reach the spice stalls the narrator shouts out:

- Sir, sir come to my stall, I offer you the best spices in town at the best price. Nutmeg, cinnamon, cloves ...

Wait for the captain to speak and the Narrator should simulate a negotiation with the captain, asking for money to close the deal.

Clue

The Captain must buy spices in the market of San Lazaro, mainly cloves and nutmeg, for which he has the money given to him by the Marquis.

Captain

When you finish the conversations, Father Manuel appears, looking for you. Guide the father to talk to the other players about the conversation he had with Father Joaquin.

<p>Clue</p> <hr/> <p>Tell the Captain and Munchen about the conversation with Father Joaquin, talk to the Captain to take the girl to the Marquis of Salinas.</p> <p style="text-align: right;">Missionary</p>	<p>Clue</p> <hr/> <p>Ask Munchen to locate Hoppo <u>in order to</u> be able to negotiate with him, even if he has not taken any prohibited action, there are things that can lead to misunderstandings.</p> <p style="text-align: right;">Missionary</p>	<p>Clue</p> <hr/> <p>After buying the spices, he <u>has to</u> take the Captain to the Rua de la felicidadade, perhaps he can also help Father Manuel there, as there are all kinds of exchanges going on there.</p> <p style="text-align: right;">Intermediary</p>
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2.10. *Rua de la Felicidade*

Addressed to Hoppo -- When you arrive at the rua de la felicidadade you see a street where different architectural styles are mixed, the main mix is Portuguese baroque with a Chinese influence, the facades of the buildings are brightly coloured, these colours convey joy and happiness.

Clue

You must Basto's house of the merchant that Joao de Araujo told you about, to do so, ask the locals, maybe they can help you.

Customs official

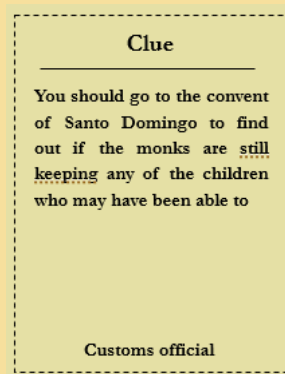
Wait for the player after receiving the clue to ask the people in the street, tell them where Basto's house is (third house on the right in red).

Clue

You must knock on the door of Basto's house, here the easiest way to negotiate is to propose to him to receive favourable treatment in his trade with Macau, to turn a blind eye to the ships he requests.

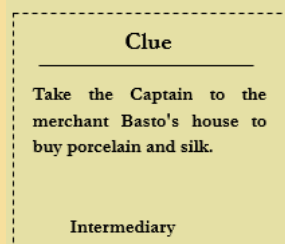
Customs official

Conversation with Bastos: The storyteller will play Bastos, he will try to get some favourable treatment, the information he will give to Hoppo are the children who have been passing through the convent of Santo Domingo and the convent of the Poor Clares in recent years, they are Chinese boys and girls, they have been acquired by the religious in search of their conversion to the Catholic faith.



As you head towards the convent of Santo Domingo, you come across three people on the right-hand side, one of whom stands out as a religious.

The rest of the players. You reach the Rua de felicidade street:

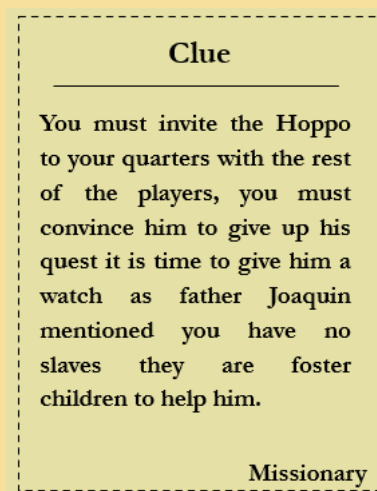


Storyteller - In Basto's house the narrator negotiates with the captain the sale of the porcelain and silk, as a tip for the deal he gives them the information of what Hoppo is looking for and that he is going to the convent of Santo Domingo.

2.11. *Santo Domingo convent*

As you approach the convent, like the rest of Macau, you see a building in the Portuguese colonial style, contrasting with other buildings in the city because it is a sober and functional building.

As you go through the door three people approach you from behind, among them is the same friar you saw on the Rua de la felicidade, they seem to recognise you:



Father Manuel leads you through the convent, through the nave of the church to the cells. As you enter, you see a tiny room, just big enough to hold a bed, a desk and a bench.

Clue

Invite the rest to sit down, it's time to negotiate.

Missionary

Clue

You should ask your father about the slaves of Chinese origin that you have been keeping in the convent for the last few years.

Customs official

Clue

You won't send any report to the emperor about the children if they give you a suitable gift, but you must get the girl out of Macao, you don't want to risk another inspector showing up later and ratting you out.

Customs official

After convincing the Hoppo you have to go in search of the girl to send her back to Manila with the captain.

Clue

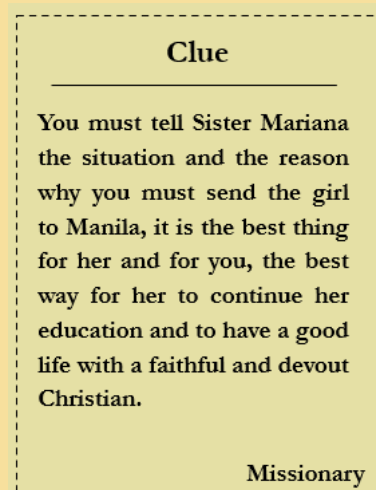
It is time to return to the ship to begin preparations for the voyage, and they should already be loading the goods onto the ship.

Captain

2.12. Santa Clara Convent

When you arrive at the convent of Santa Clara you see a building with similar architectural characteristics to the convent of Santo Domingo. It is a Portuguese colonial style convent with Chinese and European influences, it was also functional and austere in a way that correctly reflected the values of religious life.

As you enter you meet Sister Mariana de Jesus.



The storyteller has to play Sister Mariana, asking the father to explain what has happened and leading him to the girl so that he can take her away.

When the father is taking the girl away, the rest of the nuns come to say goodbye and you can see their sad looks, they will miss the little girl they have cared for and taught so much over the last year.

2.13. External Port

On arriving at the port the ship had already finished its preparations, it was time to leave, in this case the journey would be faster than the outward voyage, the route would not be as direct, but taking advantage of the winds and currents that were more favourable they could avoid the most dangerous areas.

The captain had made a great trip, he was returning loaded with spices, silk and porcelain, he was also carrying a great present for the Marquise and everything had gone well.

2.14. Conclusion

There is a fine line between what is and what is not slavery, when we hear slavery, everyone thinks of Africa, of the boats of people who were taken to other places with a treatment more typical of that which would be given to an animal, worse than that which any animal would receive today.

This history includes another type of slavery, a slavery that has left fewer records in history and that in many cases one comes to doubt that it was slavery when comparing it with the situations that were lived in other places, it is a slavery in which the person was deprived of their freedom, in it there was a contract more similar to a labour contract in which the person sold themselves or a member of their family in exchange for money that could help the family out of a complicated situation.

In many cases these people have remained almost invisible in history, they rarely appear in the archives and, as in this case, their names are often not even mentioned.

