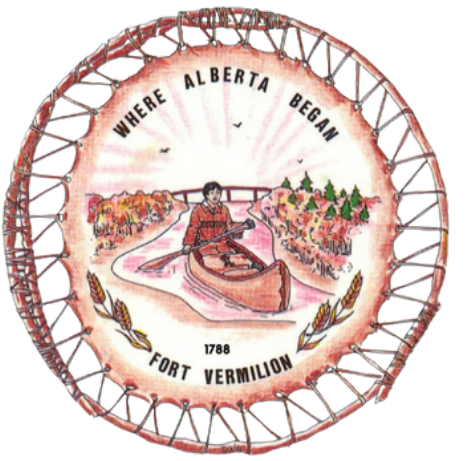


The Fur Trade Game

Leaders Manual



Welcome to the Fur Trade game! Designed by Steven Simpson at the Fort Vermilion Heritage Centre this game provides experiential learning about the Fur trade suitable for ages 9+. Here are some helpful hints in leading this game.

- The game is best played with 20 - 40 participants. You may need multiple store operators if the lines are too long. One operator can usually keep up with 30 players.
- Set a 45min timer for the “trapping season” once the timer goes it is the end of the game. This can be shorter or longer but generally about the 45 min mark some kids have a grub-stake, many are close, and others are bored or have given up.
- Print the animal and wild cards on heavy 3X5 index cards if possible - this makes them more durable and reusable.
- Print 100 Rabbits, 50 muskrats, 45 Foxes, 40 Coyotes, 35 marten, 30 beaver, 25 lynx, 20 wolf, 15 bear, 10 wolverine.
- Print 20 Good Day to Trade, 4 alive animal (2 lynx 2 Fox) 2 investigation, 2 exposure, 2 starvation, 2 animal attack, 2 poor skinning, 2 diseased pelts, 6 Market is good (2 beaver, 2 rabbit, 2 fox).
- Each participant should have a trapper card. If they are playing in partners they only need 1 card for the pair. Print these cards double sided so they have the rules and wildcards on the backside for easy reference.
- You don't need to hide the animal cards - just throw them loosely around your playing space. But do ensure they are widespread through the area.
- A big playing space is ideal - the game was designed to use a public park measuring roughly 130m X 130m. If you have a smaller space - spread less animal cards and play with less players accordingly.
- Explain the boundaries of play and test them on the rules of how many animals and which types they can collect before starting the game.
- When operating the store have a table for players to lay animal cards on. Make sure they have appropriate number of animals for how many traps they have and check that they have a gun and bullets if they bring in Wolves Bears or wolverines. If they have not followed either of these rules confiscate the extra animals. Flip a wild card and apply any penalties or bonuses. Tally up their total pelt value and add their already existing wealth. If they want to buy something make a mark in that column then cross of their old wealth number and write their remaining wealth. Players can buy more than one item at the store and as many of one as they wish. The person operating the store should be the only one writing on the trapper card. You may have to reshuffle the wild cards and use them again.
- Store items are valid for the whole game - you don't have to buy new bullets / gun each time they are used.
- If the game is going well but there are no more animal cards to collect - do an animal reset (gather all players in one area then go and spread the collected animal cards through the space again players waiting for your cue to start trapping again).
- Helpful post game questions. Who had fun? What observations do you have? Were there lots of one animal? Did the animals get harder to find? Who got a grub stake? Did anyone get bad wildcards? If so, how did they affect you?
- You will need to walk the playing space - picking up any missed animals at the end of the game!

The year is 1863, Canada is not yet a country, but in the deep Boreal Forest of the Northwest territories is the thriving fur trading post "Fort Vermilion". The winter is settling in and you are starting out trapping - harvesting furs is the best way to make money out here and you need \$50 to purchase a grub stake! You must survive the cold weather, harvest the animals, and trade at the store to purchase a grub stake. Watch out for wild cards that have disease, angry animals and other penalties (and bonuses) that will affect your trapping and trading!

Health   

Wealth _____

Cost	Item	#you have
\$50	Grub-Stake	
\$10	Trap	
\$20	Gun	
\$10	Knife	
\$1	Bullets	
\$20	Fire Starter	
\$10	Flour	

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Grub-Stake You need a grubstake to survive the winter

Trap Each trap allows you to trade 2 extra animals each trade at the store.

Gun Allows you to harvest wolf, bear and wolverine. If you come to the store with one of these pelts but don't have a gun you will not get money for the pelt.

Knife Need 1 knife to defend against Poor skinning wild card

Bullet Must have at least 1 bullet and gun to survive Animal Attack wild card.

Fire Starter Must have fire starter to survive exposure wild card

Flour Allows you to survive starvation wild card

Rules

- You can trade with other trappers
- If you are working as a pair you must stay together
- You can only trade 3 animals at the store unless you have traps.
- Each trade, a wild card is flipped and bonuses or penalties are put in place before trade.
- You cannot stockpile animal cards

Wildcards at the store

- Good Market ----- Price of specific animal pelt is increased
- Animal Attack ----- Lose a life (unless you have gun and bullet)
- Starvation ----- lose a life (unless you have flour)
- Exposure ----- lose a life (unless you have fire starter)
- Diseased Pelts ---- Two pelts from your trade have to be thrown away.
- Poor skinning Job - All pelt prices are cut in half
- Alive Animal ----- Pelt of specific animal is worth triple
- Good day to trade - No actions, trade as normal
- Investigation ----- Trappers license suspended for 5 minutes

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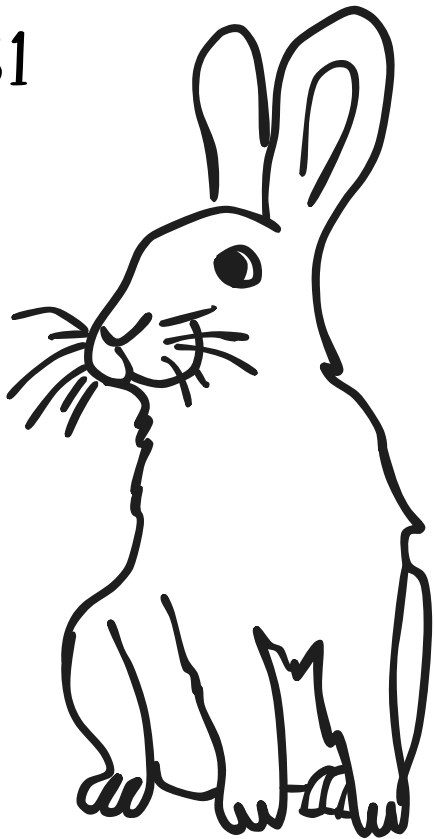
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\$1



Rabbit / Wâpos

\$2



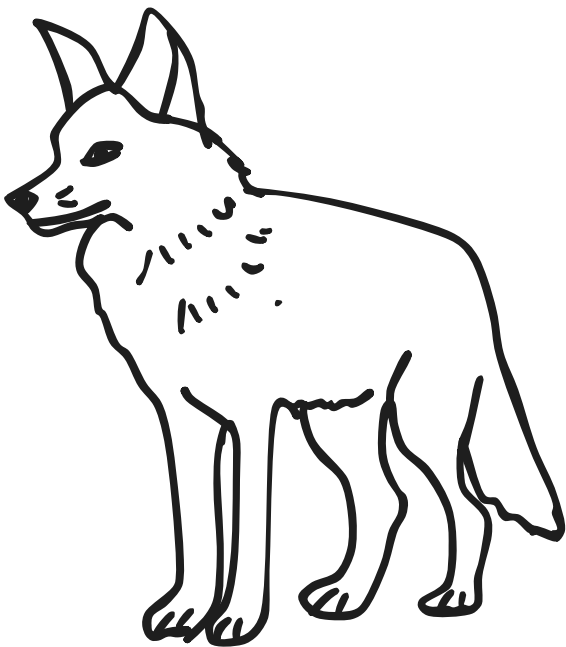
Muskrat / Wacask

\$3



fox / Mahkesîs

\$4



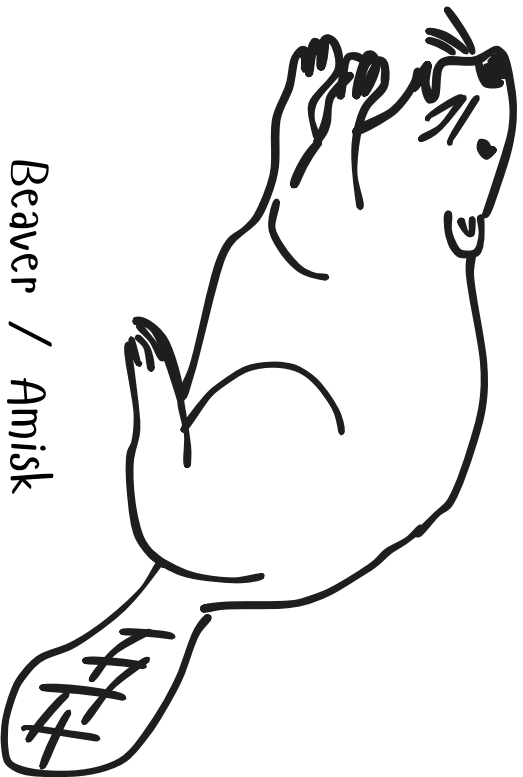
Coyote / Mêtacâkan

\$5



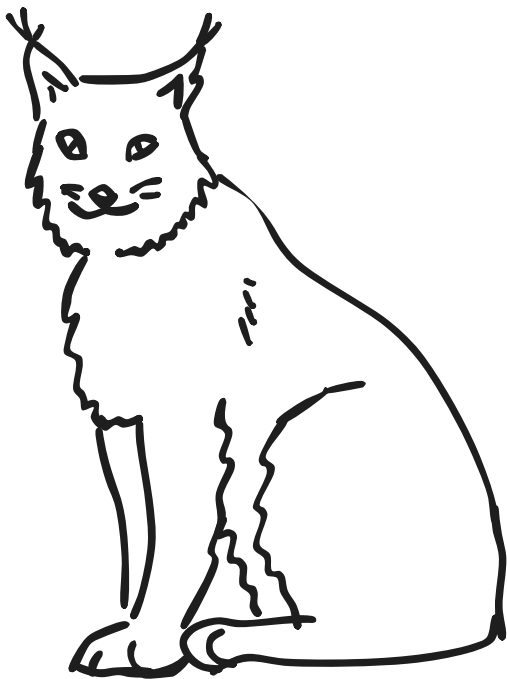
Marten / Wâpistân

\$6



Beaver / Amisk

\$7



Lynx / Pisiw

\$8



Wolf / Mahihkan

\$9



Bear / Maskwa

\$10



Wolverine / kîhkwaâhkêw

Wildcard

Market is Good
Each fox Pelt is worth 2!

The demand for furs fluctuated frequently and so did their prices. Trappers may have gone into the woods knowing one price but when they went to trade it was a different price!

Wildcard

Market is Good

Each Beaver Pelt is worth 2!

The demand for furs fluctuated frequently and so did their prices. Trappers may have gone into the woods knowing one price but when they went to trade it was a different price!

Wildcard

Market is Good

Each Rabbit Pelt is worth 4!

The demand for furs fluctuated frequently and so did their prices. Trappers may have gone into the woods knowing one price but when they went to trade it was a different price!

Wildcard

Animal Attack

Lose a life (unless you have a
gun and bullets)

Trappers were in the deep wilderness and required weapons to protect themselves from enraged, starving, and dangerous animals.

Wildcard

Starvation

Lose a life (unless you have flour)

Although many trappers hunted for meat while on the trapline other food necessities (Like flour, sugar, tea, and salt) would have to be purchased.

Wildcard Diseased Pelts

Throwaway two pelts

Diseases or parasites could ruin the quality of a pelt and make it unsellable. Trappers would often discard such pelts or try to use it in meeting their own needs.

Wildcard

Poor Skinning Job

All pelt prices are reduced by half

Part of the trappers skill is “skinning” or removing the hide from the animal. Any extra holes, or cuts from Dull knives, slipped hands, or carelessness could severely reduced the value of the pelt.

Wildcard

Alive Animal

1 Fox pelt is tripled in value

If a trap didn't kill or seriously injure an animal - sometimes they could be sold for much higher value. Especially if the animal was easy to domesticate like foxes or Lynx.

Wildcard

Alive Animal

1 Lynx pelt is tripled in Value

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Wildcard

Investigation

Trapper License suspended for 5 mins

At certain points in history trapping was regulated with seasons for each animal. If a trapper was caught harvesting animals out of season they could face charges and have their license removed / suspended.

Wildcard

Good Day to Trade

No action – trade as normal

Trappers and store owners relied on each other to meet their own needs, as such their relations could be very good or very bad and change quickly based on good or bad dealings.

Wildcard

Exposure

Lose life

(unless you have fire starter)

Trappers had to be able to start and maintain fires in extreme conditions. Fires provided necessary heat to keep cabins, tents and any other means of shelter warm.