

The Fur Trade Game

The Big Picture:

Create a game based on the fur trade that you will present and demonstrate to the class.

The **objective** is to survive and maintain or better your quality of life through participation in the fur trade.

The concepts and procedures described below are only a starting point; you must develop and add to these in order to create a "playable" game.

Overview/Description:

You are a trader, either indigenous or European, operating in Rupert's Land or New France in the period 1608 - 1867.

Setting:

- New France - 1608 - 1763
- OR**
- Rupert's Land - 1670 - 1867

"Indigenous" Players:

- Represent the nations that existed in those parts of Turtle Island that became known as New France or Rupert's Land.

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"European" Players:

- French in New France
- Hudson's Bay Company (British) and North West Company (British) in Rupert's Land

The outcome of the game is affected by:

- Players' strategic decision-making
- Events/conditions beyond players' control that may include historical facts, e.g. in the early days of the Rupert's Land trade, HBC forts were located only on the coast of Hudson's Bay

Measures of quality of life may include:

- acquisition of material goods, e.g. copper kettles, snowshoes
- reliable food supply
- increased security from conflict

Event/Condition may include:

- hard winter makes hunting difficult
- acquisition of horses increases mobility
- supply ship fails to reach trading post
- rival company builds post nearby

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Economic strategies for "Indigenous" Players:

- trade furs directly with European traders
- act as suppliers of food to European traders
- trade with either the French or English
- form an alliance with another nation
- **Possible consequences:**
 - access to food, ammunition, results in increased chance of survival in times of famine
 - role as middle men keeps competitors at a disadvantage
 - exposure to deadly diseases
 - denial of access to posts and goods by middle men

Economic strategies for "European" Players:

- stay in posts and rely on middle men
- trade fairly
- give presents
- marry into an indigenous community
- **Possible consequences:**
 - sustainable trade
 - opening new areas for trade
 - losing potential trade partners to another company
 - death or injury by misadventure

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Other points to consider:

- Degree of historical accuracy
- Do players compete as teams or as individuals?
- Layout of the game
- Catchy name