

# The Trading Post: A Fur Trader Game

This game was designed to give a small, interactive glimpse at what it would have been like to be involved in the fur trade of early Canada.

To set up this game, one player needs to be the shopkeeper. They are in charge of keeping tally of what each trapper collects, and for selling weapons. They are also in charge of secretly hiding all the animal cards for the other players to find.

Everyone else is a trapper. Their job is to try and collect as many beaver pelts as they can.

## Value of pelts:

Deer skin: 3 deer = 1 beaver

Raccoon pelt: 2 raccoon = 1 beaver

Beaver pelt: 1 beaver

Bear skin: 1 bear = 1 beaver

At first, trappers can only collect deerskin and raccoon pelts. When they have gathered the equivalent of a beaver pelt (since a beaver pelt was the standard), they can trade in their skins for a weapon. 1 beaver pelt = 1 knife, or 8 beaver pelts = 1 musket.

In order to catch beavers, trappers need a knife. To get bears, they need a musket. You do NOT HAVE to get a musket if you don't want one – you can just keep your smaller animal pelts and add them up.

Print out and cut up the animal cards that follow. The shopkeep needs to hide them around the house before the game can start. Keep the weaponry cards to be given out when traded for. Print out a ledger page so you have enough for each trapper. Put a tally mark for each fur they hand in. Take away point for their purchases. The trapper with the most beaver pelt points at the end of the game is the winner.

If you would like to share this resource, please send them to my website instead of sending this file. Thank you.

Have fun!

Lisa Marie Fletcher – [The Canadian Homeschooler](#)



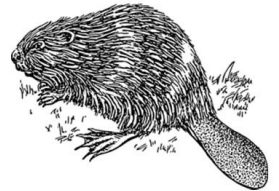
BEAVER



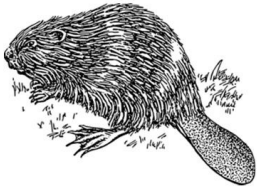
BEAVER



BEAVER



BEAVER



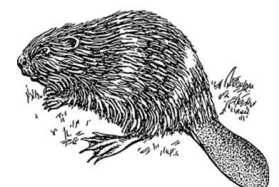
BEAVER



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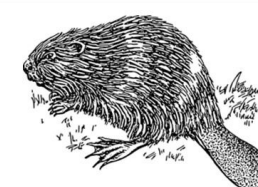
BEAVER



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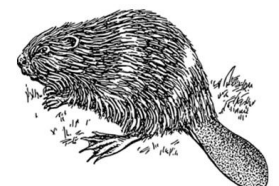
BEAVER



BEAVER

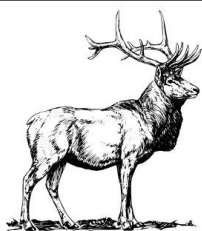


BEAVER



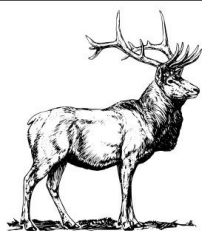
BEAVER





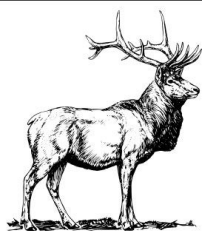
DEER

3 deer = 1 beaver  
skins pelt



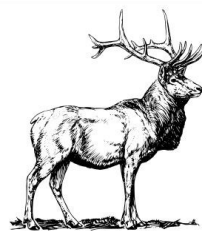
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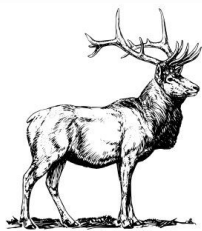
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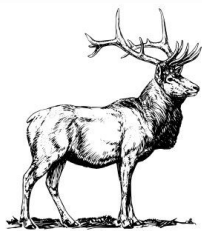
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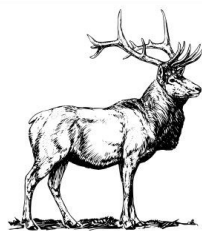
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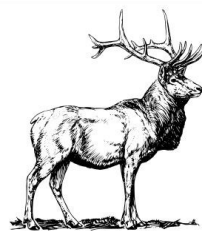
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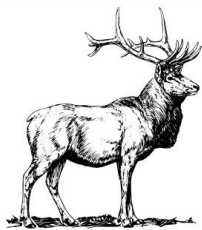
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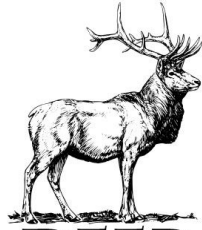
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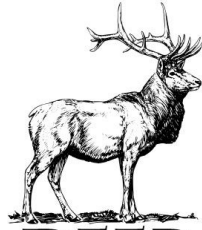
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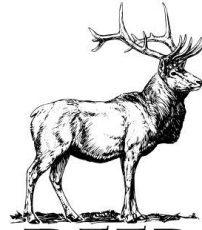
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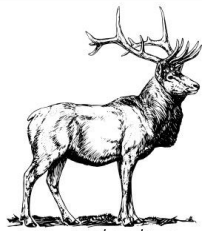
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skins pelt



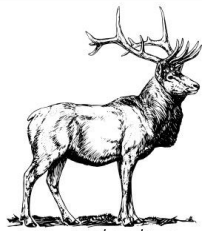
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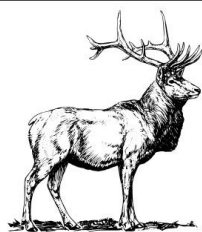
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skins pelt



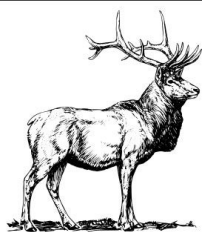
DEER

3 deer = 1 beaver  
skins pelt



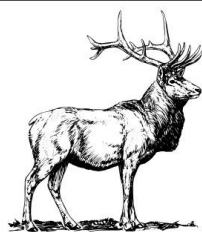
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skins pelt



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skins pelt



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skins pelt



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3 deer = 1 beaver  
skins pelt



BEAR



1 bear = 1 beaver  
skin pelt



BEAR



1 bear = 1 beaver  
skin pelt



BEAR



1 bear = 1 beaver  
skin pelt



BEAR



1 bear = 1 beaver  
skin pelt



RACCOON

2 raccoon = 1 beaver  
pelts pelt



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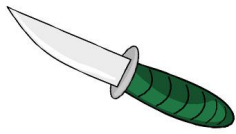
RACCOON

2 raccoon = 1 beaver  
pelts pelt



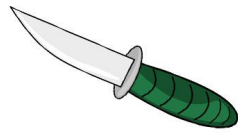
RACCOON

2 raccoon = 1 beaver  
pelts pelt



KNIFE

Cost = 1 Beaver  
pelt



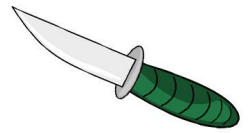
KNIFE

Cost = 1 Beaver  
pelt



KNIFE

Cost = 1 Beaver  
pelt



KNIFE

Cost = 1 Beaver  
pelt



MUSKET

Cost = 8 Beaver  
pelts



MUSKET

Cost = 8 Beaver  
pelts



MUSKET

Cost = 8 Beaver  
pelts



MUSKET

Cost = 8 Beaver  
pelts

## LEDGER

Trapper: _____		Trapper: _____	
Beaver Tally		Beaver Tally	
Raccoon Tally (2 raccoons = 1 beaver)		Raccoon Tally (2 raccoons = 1 beaver)	
Deer Tally (3 deer = 1 beaver)		Deer Tally (3 deer = 1 beaver)	
Bear Tally (1 bear = 1 beaver)		Bear Tally (1 bear = 1 beaver)	
<b>Purchases:</b>		<b>Purchases:</b>	
Knife (-1 beaver)		Knife (-1 beaver)	
Musket (-8 beaver)		Musket (-8 beaver)	
<b>Total Beaver Value:</b>		<b>Total Beaver Value:</b>	