

# Game Instructions for A "New" Land

*Intended for 2-6 players.*

1. Every player picks a character card, there must be at least one native and one European in every game (Native character cards are orange and European character cards are red).
2. Every player gets an inventory and reflection sheet.
3. Depending on the character you have chosen, draw five trading cards that correspond to your race, record the number of points you have drawn on your inventory sheet, the number of points is determined by the quantity indicated on the trading card, for example if a beaver pelt is worth 25 points, and there is a quantity of 3 indicated on the card, that card is worth 75 points.
4. Roll a dice to see who goes first, the person who rolls the highest number will start the game.
5. Players take turns moving around the board depending on the dice roll, the player will follow the rules to the corresponding space they have landed on.
6. As you draw cards throughout the game, keep track of your trading points as well as your population points on your inventory sheet. As you record population points, add or subtract the population indicated on the population cards from the population of your tribe or settlement indicated on your character card.
7. The game continues until there are no trading cards left, or the teacher decides to stop the game.
8. At the end of the game, total your trading points as well as your population points, the person with the most points is the winner.
9. Fill out the player reflection sheet and compare your results with other players.

**Character Name:** Cha'tima " The Caller"    **Nationality/ Tribe:** Huron

**Character Role:** Shaman    **Population of Tribe:** 40,000

You are an elderly Huron male. You are the healer of your tribe. To help heal those who are ill, you ask them about their dreams and visions as this is believed to be insight to the cause of illness. You have great knowledge of herbs, and know that they can work wonders in helping you heal your tribe members. You also have "magical abilities" that help you heal others. You are the one who conducts the soul cleansing festival known as **Ononharoia** that takes place every Winter. There is feasting, dancing, and gift giving in hopes that all who are ill will be healthy once more.



**Character Name:** Akuli "Looks up"    **Nationality/ Tribe:** Iroquois

**Character Role:** Clan Mother    **Population of Tribe:** 20,000 people

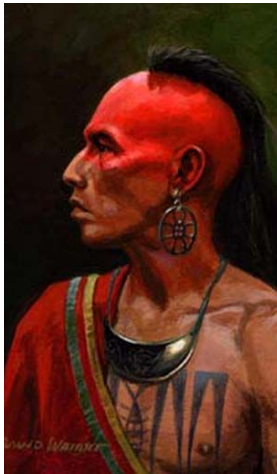
As a **clan mother** you are the oldest woman in your clan. You are technically a mother of five but you live with and help raise all of the children in your **clan**. You also name all of the children in your clan. You are responsible for selecting the chief of your clan (who is always a male member). You live in a **longhouse** with many other families who are all under your care. You along with the other women of the tribe are in charge of collecting and preserving food, making meals and clothes and helping with decision making. Iroquois tribes were **matrilineal** so the opinion of women was often valued.



**Character Name:** Kitchi " Brave"    **Nationality/ Tribe:** Algonquin

**Character Role:** **Ogima** (Chief)    **Population of Tribe:** 10,000 people

As the **Ogima** of an Algonquin tribe you are the spokesperson of your group; however, authority is shared. You take into the consideration the ideas of both men and women and make shared decisions. You along with all of the men in your tribe are responsible for hunting and protecting your people from enemies. You and your tribe are often on the move especially during the Winter months when everyone scatters to find food (as it is more scarce during colder months). You go along with your tribe setting up **wigwams** near plentiful areas such as European trading posts or areas of fertile land.





**Character Name:** Jacques Cartier    **Nationality/ Tribe:** French

**Character Role:** Explorer    **Population of Settlers:** 5,000

You are a mariner, you sail the sea often. It has brought you to the shores of Canada along the St. Lawrence River. It is here you make brief peace with Iroquois people. You begin trading with these people which is how you and your men survive . As trade increases and you discover and 'claim' more and more land, the King sends more and more people of France overseas to live with you in the new land. You name your new land after mistakenly understanding and mispronouncing the Iroquois word **kanata** which means village. Starting a country is no easy feat. You make enemies and with few resources winters are harsh and deadly.



<b>Character Name:</b> Guy Hudson	<b>Nationality/ Tribe:</b> French
<b>Character Role:</b> Male Settler	<b>Population of settlers:</b> 10,000 people
<p>You are a middle aged merchant who has traveled over by boat and has been given land in Quebec. You have followed the small wave of military men that were sent over to begin to populate this new land. The winters are harsh and it is luck to survive them. You are interested in trading however, the Iroquois are beginning to befriend the English settlers as your people have wronged them one too many times. Trade is essential as you need materials to help you farm, clear land, and build shelter. <b>Samuel de Champlain</b>, has made many promises and is delivering on few of them. He is still interested in exploring, and you are trying to survive.</p>	

<b>Character Name:</b> Antoinette Croteau	<b>Nationality/ Tribe:</b> French
<b>Character Role:</b> Fille du Roi	<b>Population of Settlers:</b> 15,000 people
<p>Many merchants and traders have been sent to the new land already. Much more has been established and The King of France is now interested in populating the area with his people. You are one of 800 women sent over to the new land to marry and have children with the male settlers who are there. You are also sent as a tactic to help lure other men into settling in the area. The King sends you over with a suitcase of furnishings and a <b>dowry</b> for the man who marries you. You are used to the city life in Paris, when you arrive in the new agricultural land you are unsure how to adjust to labouring in a field all day.</p>	

<b>Character Name:</b>	<b>Nationality/ Tribe:</b>
<b>Character Role:</b>	<b>Population of Tribe:</b>

<b>Character Name:</b>	<b>Nationality/ Tribe:</b>
<b>Character Role:</b>	<b>Population of Settlers:</b>

As a Native you believe the land belongs to the Earth and no one else. Unlike the Europeans you do not believe in owning land. Your tribe goes hunting on a European settlement. The Europeans see this as an invasion and demand you stay off their land. They kill many of your men.

**-500 Native population**

(If you are not playing as a Native pick a Native opponent to affect)

The Europeans have brought with them "firewater". It is similar to your tobacco in that it allows you to transcend and connect to the spiritual world. However, the firewater seems to be causing aggression, sadness, and violence in some cases. Your men sometimes fight amongst themselves when they consume this substance.

**-100 Native population**

(If you are not playing as a Native pick a Native opponent to affect)

The Europeans do not understand your beliefs. As a Native you believe that the Earth is your creator and all elements of your life are connected to the Earth and the members of your tribe. The Europeans fear this belief system and begin to see your people as lacking in faith. They try to convert your people to Christianity and they try to get rid of those who won't.

**-400 Native population**

(If you are not playing as a Native pick a Native opponent to affect)

The chief of your tribe has passed away due to an unknown illness. Your tribe blames the European settlers for bringing such a disease to your land. Your tribe is fear stricken that the settlers, whom you once viewed as friends, are now more dangerous than they once seemed. Your tribe retaliates killing many settlers.

**-300 European population**

(If you are not playing as a European pick a European opponent to affect)

The Europeans do not value the Earth's resources the same way the Natives do. They are building settlements by recklessly clearing land. They waste much of what they kill. They see the Earth as an unlimited resource that will never die out. Much Native hunting ground is .Your tribe feels the repercussions of the European consumption of resources.

**-150 Native population**

(If you are not playing as a Native pick a Native opponent to affect)

The King of France is pleased with the new settlements you have made. He wishes to populate this new land with French people. He sends over a number of young women to help populate and attract more male settlers to the land.

**+800 European population**

(If you are not playing as a European pick a European opponent to affect)

As an explorer you often return home to your country to get more resources. When you return home you spread the word of how great the new land is! You make promises that you will help those who choose to start their life in the new land. Many people see this as an attractive offer and follow you back to the new land.

**+1000 European population**

(If you are not playing as a European pick a European opponent to affect)

The Europeans offer some of your tribesmen generous trades and stylish ways of life to go and work for them. They "pay" them to help them build settlements. Unfortunately this takes tribe members away from your camp and their traditional way of life. It is difficult for these "paid" Natives to return back home after living on the settlements.

**-250 Native population**

(If you are not playing as a Native pick a Native opponent to affect)

As a Native you make friends with some European settlers. You use their power and their extra men to fight against some of your own Native enemies. This type of war results in the death of both Natives and Europeans. However, the Europeans gain many of your own men as allies.

**+100 European population /**

**-400 Native population**

(If you are not playing as a European/Native pick a European/ Native opponent to affect)

The Europeans use trade with the Native people to 'better' themselves in terms of riches. They also draw upon the resources and funding of their home countries. They become rich with goods, and their settlements grow because of this. They begin building facilities such as churches, schools, and homes that attract more settlers.

**+500 European population**

(If you are not playing as a European pick a European opponent to affect)

*Some European settlers gave you some blankets as a "peace offering". In a matter of days your entire tribe is sick with an unknown illness and many people are dying. Turns out the blankets contained small pox.*

**-1000 Native population**

*(If you are not playing as a Native pick a Native opponent to affect)*

*Upon arrival in the New Land you make some Native allies. You begin friendly trade with this tribe and you work together to build shelters, gather food and establish a new life.*

**+600 European population**

*(If you are not playing as a European pick a European opponent to affect)*

*Upon arrival in the New Land you make some Native allies. As a European you often make journeys back home to Europe to bring more things back. On this particular journey you take some Iroquois Natives back to Europe with you.*

**+100 European population**

*(If you are not playing as a European pick a European opponent to affect)*

*Europeans have brought with them 'thundersticks' that work much differently than your spears and bows. They make hunting much easier and food more plentiful. Your tribe is more nourished than ever.*

**+200 Native population**

*(If you are not playing as a Native pick a Native opponent to affect)*

*Upon arrival in the New Land you make some Native allies. The Native women are some of the only women populating the land. Many of your men fall in love with them and start Métis families that adopt European ways.*

**+300 European population**

*(If you are not playing as a European pick a European opponent to affect)*

*Some of the men in your tribe have taken fancy to the European women arriving. Before long many women are pregnant by Native men. Your tribe is ultimately accepting of the Métis children as they are fathered by a Native, you welcome them as your own.*

**+300 Native population**

*(If you are not playing as a Native pick a Native opponent to affect)*

*Some of these European men have taken fancy to the women in your tribe. Before long many women are pregnant by European men. Your tribe is not accepting of the women who have chosen to stray from the tribe.*

**-250 Native population**

*(If you are not playing as a Native pick a Native opponent to affect)*

*The Natives are upset that your people have taken advantage of their resources and are pushing your way of life onto their people. In a number of uprisings Native warriors invade your camps and execute many of your men.*

**-500 European population**

*(If you are not playing as a European pick a European opponent to affect)*

*It is your first Winter in the northern region of modern day Quebec. You have begun trading with the Natives but still do not have enough resources to survive such a harsh season.*

**-600 European population**

*(If you are not playing as a European pick a European opponent to affect)*

*You are a nomadic Native tribe. Often times winters can be tough seasons. Your tribe normally splits up during this season to better forage for food and resources. Since the Europeans have arrived, you set up camp near their small trading posts. The availability of resources from trading posts makes survival much easier and your tribe flourishes.*

**+250 Native population**

*(If you are not playing as a Native pick a Native opponent to affect)*



**Others furs and skins  
15 points**



**Quantity: 1**

**10 lbs of Venison  
15 points**



**Quantity: 1**

**Others furs and skins  
15 points**



**Quantity: 3**

**Others furs and skins  
15 points**



**Quantity: 4**

**Others furs and skins  
15 points**



**Quantity: 2**

**10 lbs of Venison  
15 points**



**Quantity: 3**

**10 lbs of Venison  
15 points**



**Quantity: 4**

**10 lbs of Venison  
15 points**



**Quantity: 2**

**Basket of Corn,  
Squash, Beans  
5 points each**



**Quantity: 6**

**Basket of Corn,  
Squash, Beans  
5 points each**



**Quantity: 8**

### Beaver Pelts

**25 points each**

*This pelt became the most valuable to the European settlers. Beaver was the most fashionable pelt to have and later became the basis of the trading system. The value of any item could be measured by its worth in beaver pelts*

**Quantity: 1**

### Basket of Corn, Squash, Beans

**5 points each**



**Quantity: 1**

### Can of Maple Syrup

**5 points each**



**Quantity: 1**

### Birch Bark Canoe

**30 points each**

*Most valuable for the Natives, especially those who survived primarily by fishing. Was also useful for further European exploration of the new land.*

**Quantity: 1**

### Snow Shoes

**17 points each**



**Quantity: 1**

### Wampum Belts

**10 points each**

*For the Natives, these were spiritual and a symbolic form of communication that could record life events or be sent to the woman you wanted to marry. For the Europeans they were a form of currency and were used often in trading.*

**Quantity: 1**

### Natural Medicines

**20 points each**

*Settling in a new land was a game of survival. Many Europeans turned to the Natives for medicine and health care. Today medicines are still made with the plants used in Native remedies.*

**Quantity: 1**

### Tobacco

**7 points each**

*For the Natives, tobacco was used to clear the mind, heal the sick and calming warriors before battle. These views were adopted by the Europeans as well who came to view tobacco as a valuable commodity.*

**Quantity: 1**

### Soaps, Jojoba plants, Clays

**3 points each**

*While the Natives bathed every day to maintain good health, the Europeans believed it to be unhealthy. Many bathed twice a year. Soap therefore held little value to them.*

**Quantity: 1**

### Beads, Garnitures

**3 points each**



**Quantity: 1**

# Inventory Sheet

<b>Population</b>	<b>Traded Goods</b>

**Total**

**Total**