



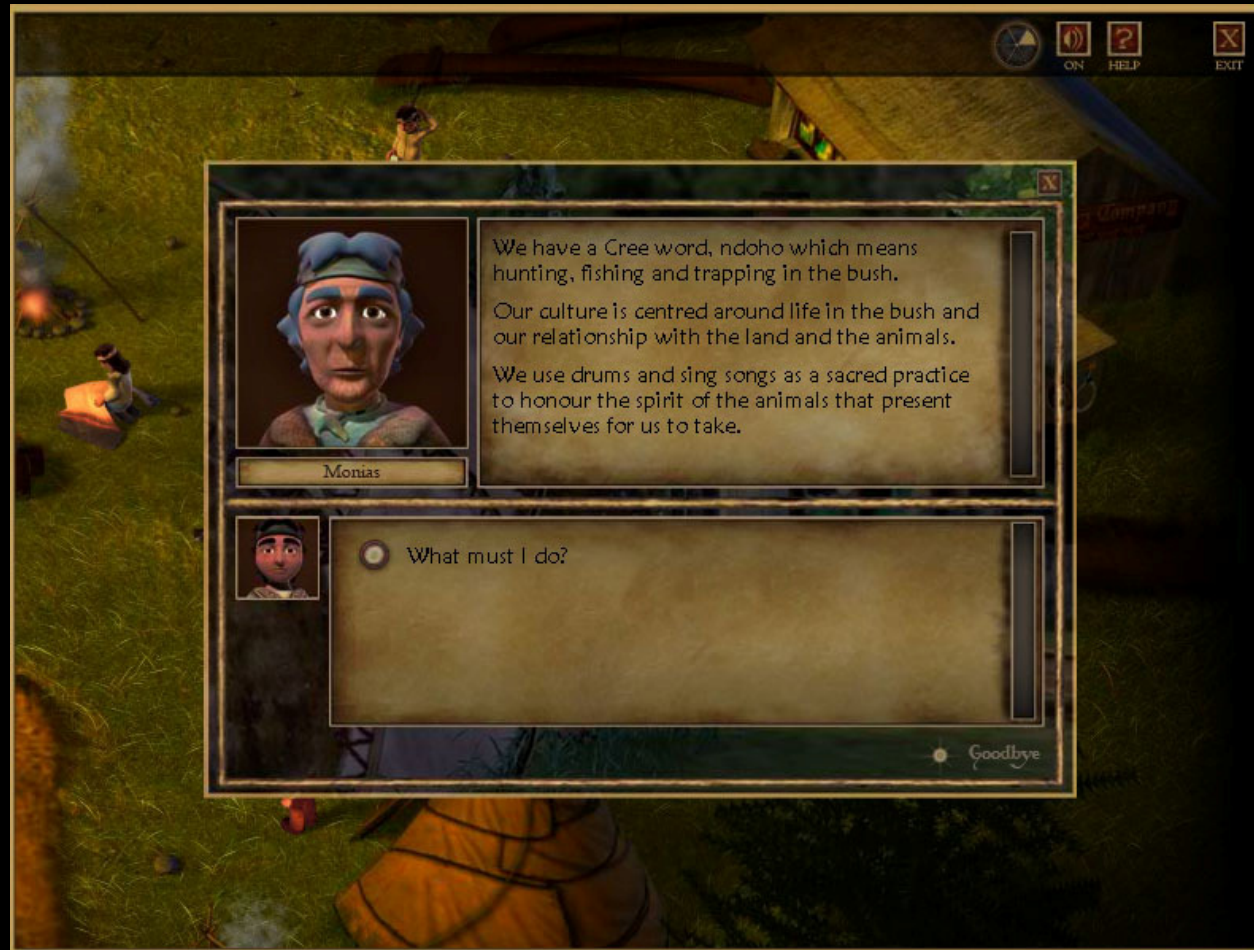
In the Trapping game, the player must tend the family trap lines, sell pelts, and buy food for the Band to survive the winter. The player learns assertive bargaining skills and how to negotiate from a position of strength. This game encourages reciprocity, keeping promises, and seeking advice from Elders. It emphasizes the idea that successful providers have respect for the animals and a thorough understanding of the land. The game is based on the mutually beneficial relationship the First Peoples had with the Hudson Bay Company.



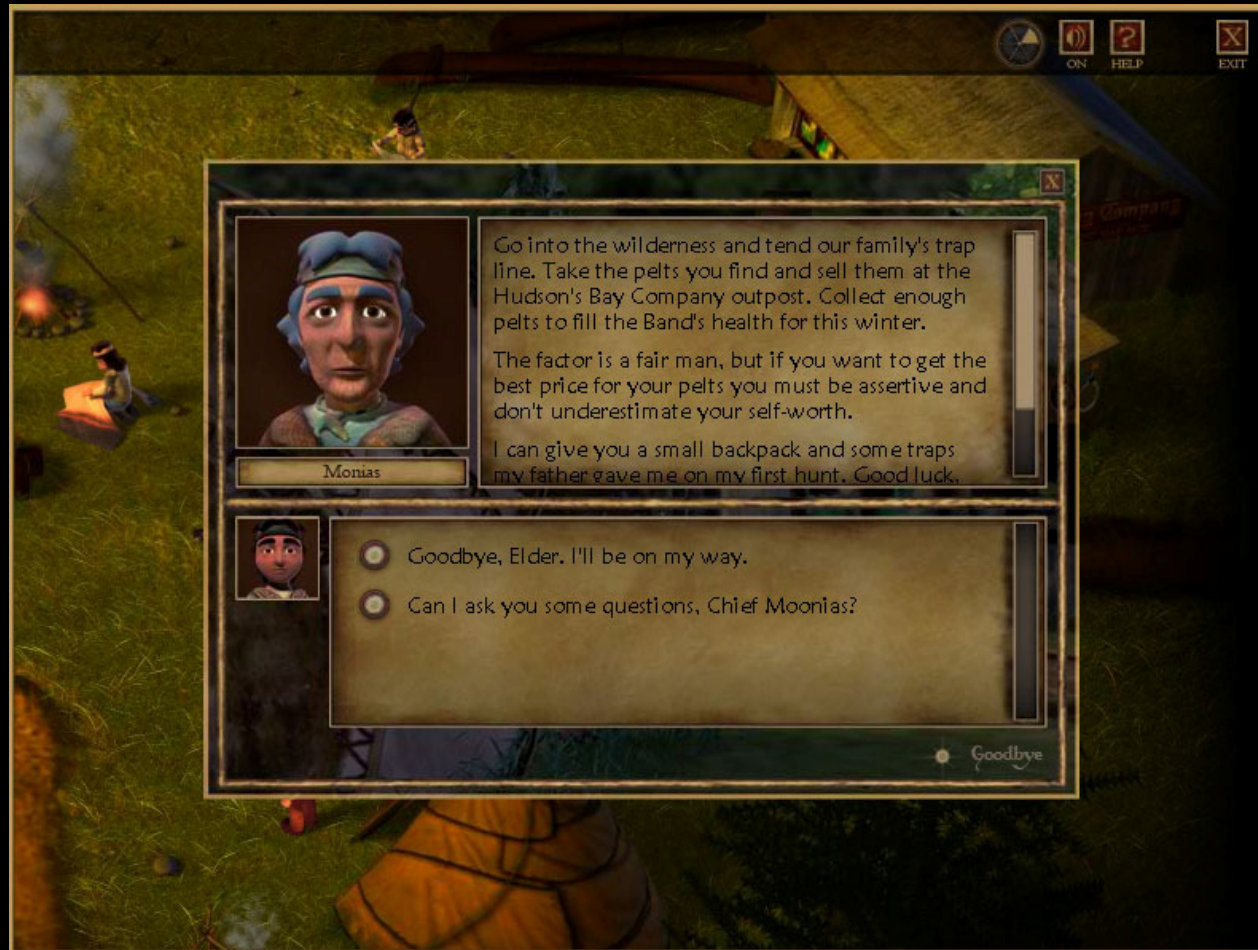
The Culture path leads to the Trapping game.



Chief Monias will tell players about Ndoho.



Chief Monias will ask players to tend the family trap line. Players must collect enough pelts to purchase supplies to feed the Band.



Players may ask additional questions before they proceed to the game.
Asking Elders for advice is a winning strategy for all of the POTE
games.



All the NPCs in the trapping game have gifts, knowledge and advice they can give players to help them be a successful provider for their community.



Loading screen with help summary. More detailed help is available inside the game by clicking on the question mark in the upper right hand corner of the screen.

Loading... Read Instructions ?



Game Objective

The Band's food locker is running low and it's your duty to fill it back up. Tend the family trap line and sell pelts at the Hudson's Bay Company store. Use the money you make to purchase food for your Band's food locker as well as supplies and equipment to improve your chances of trapping. When dealing with the HBC Factor, you must be assertive and not underestimate the value of your pelts but remember to be respectful. Offending the Factor can result in him refusing to pay fair market price.



Animals & Pelts

Various animals occupy the area and their pelts can be sold for different prices at the HBC store.

		
Rabbit	Beaver	Marten
		
Fox	Wolverine	

The wolverine can't be trapped but you can drop rations to distract it.

Traps

Click on a trap in your inventory to place a trap.

- String Snare
- Leg-hold Trap
- Conibear Trap

Click to drop Rations

SET CAUGHT EMPTY

HBC Store

Inside the HBC store you can buy supplies and sell items from your backpack to the HBC Factor.



Hudson's Bay Company Outpost

Knowledge Icons

Respecting and helping NPCs around the area may reward you with special skills & equipment that will help you succeed.

-  Long Underwear slows health loss
-  The Knife increases the value of pelts
-    The Drum, Bait and Scent all increase your chances of successful trapping.

Trapping game map



Animal and NPC locations

NPCs (Non-Player Characters)

- ① Elder Wawaushim - drum, reciprocity, rabbit song
- ② woman Niipin - skin pelts, ndoho, beaver song
- ③ trapper Ndaha - bait, assertiveness, standards and norms, marten song
- ④ Injured trapper - scent, promise, fox song
- F Factor - assertive, passive, aggressive



- rabbit
- marten
- fox
- beaver

two animals per patch
songs add one per patch

Areas with deep snow



Players may purchase snow shoes to travel quickly in deep snow and collect more pelts.



The texture of the snow changes from shallow to deep. Without snowshoes, the player movement is prohibitively slow.



Players may not trap this area of the bush without first getting the permission of the neighbouring trapper.



Players begin the game outside the Hudson's Bay Company outpost.



Upon entering HBC outpost, players can choose to negotiate prices for their pelts or purchase supplies. Players should be assertive when negotiating to achieve the highest prices.



Our inspiration for HBC interior.



The initial prices for pelts are displayed on the chalk board. Originally, all prices at the HBC were in units of beaver.



First negotiation question measures the player's patience.
Players shouldn't be rude or arrogant.



The second question measures the player's respect.



The third question measures the player's experience. You should be honest at all times.



The fourth question measures the player's skill.



The fifth question measures the player's knowledge.



The negotiations are concluded and the player may enter the store interior where the resulting pelt prices are posted on chalk board.



Aggression and disrespect can cost the player dearly. The HBC Factor is your negotiation partner – not your enemy.



Passive answers during negotiation drive prices down as well. Do not underestimate your self-worth or the value of your goods and services.



Assertive answers can increase initial prices by 30%.



Snowshoes are great for running in deep snow – and outrunning the wolverine.



Large food rations are required to feed the Band.



A large backpack will allow players to carry more supplies and pelts.



Medium backpacks don't cost as much as large one and still hold more than a small backpack.



String snares don't cost much but they are only useful for small game such as rabbits and marten. Larger game such as beavers can easily escape from string snares.



Leg-hold traps are more reliable than sting snares and don't cost as much as conibear traps.



Conibear traps cost the most but they work on all game and have an excellent chance of catching and holding game animals.



Players can replenish their personal food supply by purchasing small food rations. Players also receive a small increase to their health meter each time they trap an animal.



Long underwear will allow players to stay out in the bush longer before needing to replenish their health.



Players can meet a fellow trapper north of the HBC.



The trapper does business regularly with the Factor at the HBC and can give players valuable information on negotiating pelt prices.



The trapper can give the player some beaver meat for bait which will increase the chance of catching game in a trap.



Here, the trapper tells the player about authoritative standards. There is a fair market value for pelts in these parts. Now that the player knows what that is, he can use that as a starting price for his pelts at the HBC.



This time, when the Factor asks the player how much he wants for his pelts, there is a new answer with the standard prices.



Using authoritative standards, the Factor will set the fair market value for pelts.



Players can meet Niipin in the southeast area of the map near the beaver pond.



Her husband is sick and cannot trap food for her family.



Players may share some food and build good will.



Niipin will recipricate and offer players something in return.



Niipin will teach the player to expertly prepare pelts which can double their value.



She will also answer questions the player has. Asking her if she needs anything will lead the player to another neighbour in need.



Players can return to the HBC store after meeting Niipin and find they will have a new answer available when questioned about how well their pelts have been prepared.



With expert skinning and knowledge of authoritative standards, players can earn almost \$12 for a fox pelt.



Players can also meet the Elder Wawaushim.



A polite and friendly greeting.



Players can show goodwill and share a common remedy.



The Elder will offer to reciprocate and give players a hunting drum.



Once the player has the hunting drum, they will be able to ask the other neighbours to teach them a hunting song. Singing songs and playing the drum will call more animals to the game map.



Players may ask Wawaushim questions about trapping.



Wawaushim has local knowledge about rabbits.



Wawaushim gives players advice on trapping.



Wawaushim defines reciprocity for the player.



Wawaushim will teach the player a song about rabbits increasing the number of rabbits in the game.



Players can easily see which questions they have asked.



Players may ask the trapper Tcistcu for permission to share his trap line before they can enter his area.



Players have several options.



Tcistcu reciprocates for the gift of the Labrador tea by giving players some scent.



Tcistcu makes the player an offer to cooperate and help each other. Goodwill is an excellent negotiation strategy.



Players may return at anytime to repay the injured trapper.



The medicine seems to be working.



Players can repay any of the money they have promised. They will need to repay half the value of 10 silver foxes which is \$25.



Players can enter the dollar amount they can repay.



The game keeps a running total of the debt.



Each NPC has a wealth of information and advice about trapping in the bush.



There are many silver foxes living on his trap line. Notice the den at the top right of the map.



With this many pelts, the player should easily be able to feed the Band and win the game.



Through skillful (assertive) negotiation, expertly preparing pelts and using authoritative standard prices, players can sell eight silver foxes for almost \$100.



Players can purchase large food rations and fill up the Band food locker.



If players have made a promise to repay the trapper, Chief Monias will ask the player to keep the promise before they can win the game.



The player must return once again to visit his neighbour Tcistcu the injured trapper.



Players must keep their promise to pay him a total of \$25.
Here the player has \$20 left to pay.



It is important to keep your promises.



Wolverines were known to attack humans when game was scarce. Players who purchase a pair of snowshoes can outrun the wolverine.



Chief Monias will caution players to be more careful if they are mauled by the wolverine.



The player is awarded the Culture self-governance token.

