



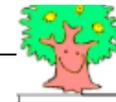
Fall



Winter



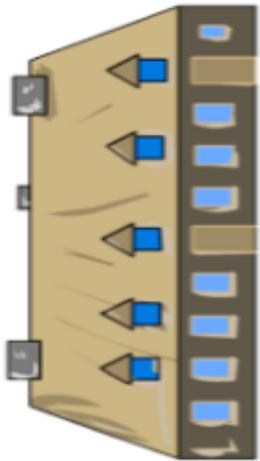
Spring



Summer

The seigneur grants you a parcel of land; you are now his *censitaire*!

Pierre Boucher's estate



Pierre Boucher's manor house

1
You clear your land and build a cabin for the winter.



You gain a cord of wood!

2
You cut wood during the winter.



You gain a cord of wood!

3
You sow your fields.



You lose a bushel of wheat!

4
The harvest is good.



You gain three bushels of wheat!

5
You must pay seigneurial dues (a tax known as the *cens*).



You lose a bushel of wheat!

6
The winter is very cold. You must heat your house.



You lose a cord of wood!

7
You participate in a day of *corvée* (labour) for the seigneur



You skip a turn!

8
The harvest is good.



You gain four bushels of wheat!

<p>Mill</p> 	<p>9 You pay a bushel of wheat to mill your wheat into flour.</p>  <p>You lose a bushel of wheat!</p>	<p>10 You cut wood during the winter.</p>  <p>You gain a cord of wood!</p>	<p>11 You sell some of your harvest at the market.</p>  <p>You can exchange a bushel of wheat for a silver coin!</p>	<p>12 The harvest is very bad.</p>  <p>You gain only one bushel of wheat!</p>
<p>Parish church</p> 	<p>13 You participate in a day of corvée (labour) for the seigneur</p>  <p>You skip a turn!</p>	<p>14 You must pay a tithé to the church.</p>  <p>You lose a bushel of wheat!</p>	<p>15 If you have a silver coin, you can ask the blacksmith to shoe your horse, so it can work faster.</p>  <p>You lose a silver coin, but you gain three bushels of wheat!</p>	<p>16 The harvest is good.</p>  <p>You gain four bushels of wheat!</p> 
<p>St. Lawrence River</p>				

Letters from the intendant:



Hear ye, hear ye!

Over the last few days, many habitants have been affected by drought. Some have lost half their harvest.

You lose half your harvest!



Hear ye, hear ye!

New France is at war.

You give the seigneur two bushels of wheat to help feed the army!



Hear ye, hear ye!

We have had a very cold winter. The habitants have had to cut much more wood than usual.

You lose a cord of wood!



Hear ye, hear ye!

We have had an exceptional summer and the harvest has been very good.

You gain two bushels of wheat!

Rules of the game

To start the game

To start playing, a player must roll an even number. The student can then roll again and advance the appropriate number of squares. Once the player has reached square 16, he/she starts over at square 1 and continues to play until the game ends.

During the game

The teacher can pick and read out one of the “Letters from the intendant” at any point during the game.

To end the game

The teacher determines when the game ends. The students calculate their scores based on the following:

1 bushel of wheat: 3 points

1 cord of wood: 2 points

1 silver coin: 1 point