

Habitant

A New France Adventure Game

Welcome to Habitant: A New France Game.

We hope that this game will teach you a little about life as a habitant – a farmer / settler in New France in the late 1600s, but we also hope that you will have fun.

The pages that follow offer you a detailed explanation of how this game works and how to play it. At any point, if you are confused or need help, please feel free to email me at thecanadianhomeschooler@gmail.com

If anyone you know would like a copy of this game, please send them straight to my website instead of giving them a copy of yours. Thank you.

Happy Learning.

Lisa Marie.

[The Canadian Homeschooler](#)



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This game can be played with 2 to 6 players, plus a narrator.

Goal:

To successfully clear, plant and harvest your land, while surviving the challenges of New France. The first person to successfully harvest the land is the winner.

What you need:

- A dice
- Print outs of all card pages, cut into individual cards (print on card stock or glue to construction paper, so you can't see what the cards are through the paper)
- A record sheet for each player
- Worksheet and Story for narrator
- pencils and erasers for everyone

How to play:

To begin, each player takes character sheet. Give each player a dice number between 1 and 6 and mark it on both their sheets and the narrator worksheet. Everyone starts as Level 1. Level experience points will be earned throughout the game.

Health points are calculated by multiplying 100 to your current level. (So, at level 2, your full health would be 200 points.) Health points are affected negatively by things such as illness and attacks on your property, and positively by supplies and learning skills, as figured out throughout the game. If at any point your health reaches 0, you lose one level. For example, if you are level 5 and your health gets to 0, you now are level 4.

The game begins in early summer. Summer lasts for 15 rounds and then is followed by winter for 15 rounds, repeating until some one successfully harvests their property. During summer, you work your land. In winter, however, your goal is to survive the winter.

This game consists of individual turns and a group round. A turn involves each player individually rolling the dice to see how much they accomplish. After each player has completed their turn, there is a group round. Again, the dice is rolled and situational events will occur which will affect one or more random players. When the group round is over, repeat individual turns and follow with another group round. Continue this pattern until the game is complete.

Taking Your Turn:

In summer: During the summer, you are working on the land. First you have to clear it. Roll the dice.

Multiply your level by the number on the dice.

1) This is the amount of land you have cleared, planted, or harvested during your turn. Mark off the amount cleared on your record sheet. If you have a wife, add 1 additional square completed this turn as a bonus. If you have livestock, each animal gives you a bonus of $\frac{1}{2}$ an additional square. When you've cleared your land, move to the planting squares, then when they are full, the harvest one.

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Your Turn (continued)

2) Your level x the number on the dice also is how many logs of wood and vegetables you've saved this turn. Tally them up at the bottom of your sheet. You will need these in the winter to survive.

When you've finished your tallying and work on your land, you can decide if you want to build a house. To build a house, trade in 20 logs of wood. (Erase 20 tally marks from your wood pile then put a checkmark on the house box.) Having a house means that in winter, you get to save 1 wood per turn.

NOTE: You will most likely not be able to clear your land in the first summer. It will be slow at first, but goes much faster as the game goes on and you level up.

In Winter: The challenge during the winter is just to survive.

Roll the dice.

The number on the dice is how many logs of wood and how many vegetables you have used up this turn. Erase them from your tally. If you have a wife, remove 1 extra wood and 1 extra vegetable per turn. Each livestock needs 1 vegetable per turn.

If you run out of supplies (no wood or vegetables), on your next turn, if you have livestock, 1 dies. Then the other. When you have no livestock, your health starts to deplete. Subtract the dice value from your current health. If your health reaches 0, you lose a level.

If you are level one and you lose all your health, you may not take any more turns until summer, when your first roll will only count to help restore your health points. On the first turn, return your health value to full. You may not work on your land or collect resources until your second summer turn.

After you have completed your turn, wait for the rest of the players to complete their turn before the group round begins and your turn starts again.

The Group Round:

After each player has had a turn, it is time for a group round.

The narrator rolls the dice. The following list explains what will happen based on what is rolled.

- 1 = Supply ship
- 2 = Wild Animal Attack
- 3 = Native Encounter
- 4 = Illness
- 5 = Weather / Snowstorm
- 6 = Taxes

Some of these affect an individual player, others affect everyone.

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The Group Round (continued)

1. *Supply Ship.*

This event is for everyone.

A supply ship has arrived from France. Have each player pull a ship card.

If you draw a supply card, add the value to your inventory.

If you draw a livestock card, check off a livestock. Each livestock helps complete an extra $\frac{1}{2}$ square of land on each turn in summer, but costs 1 vegetable in winter. You can have up to 2 livestock.

If you draw a heart card, you marry a Fille du Roi - a young French women sent to New France by the King to become wives and help start a new colony here. Check off the wife box. Read about your new wife in the story pages. Having a wife gives a bonus of 1 extra square of work completed on every summer turn, but costs an extra wood and food in the winter. If you already have a wife, your cards counts as nothing for this round.

2. *Wild Animal Attack.*

This event affects 1 player. The narrator rolls the dice and the number rolled is for the co-ordinating player.

A wild animal wanders onto your land and causes havoc. You lose 25 of your current health points and 5 of your stockpiled vegetables.

3. *Native Encounter*

This event affects 1 player. The narrator rolls the dice and the number rolled is for the co-ordinating player.

You meet a group of natives. Roll the dice again.

If the roll is odd, you ask them for help and advice. They teach you valuable survival skills such as how to hunt, fish, use furs to stay warm, and make maple syrup. Level raises by 1. Check mark off a skill for each time this event happens until all 4 skills have been learned.

If the roll is even, you feel threatened and act aggressively, forcing the natives to react in kind.

- Instantly lose half of your current health points.
- If you have livestock, remove 1.
- Remove 5 wood and 5 vegetables from your stockpile.

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The Group Round (continued)

4. *Illness.*

This event affects 1 player. The narrator rolls the dice and the number rolled is for the co-ordinating player.

Unfortunately a case of smallpox, or tuberculosis, or scurvy, or any of the other illnesses that were very common (and deadly) at this time has hit you. You instantly lose half your health points and, if it is summer, are unable to take your next turn as you recover. If it is winter, double your next dice roll and remove that value of supplies as you try to get healthy again.

5. *Weather / Snowstorm.*

This event affects all players.

- In the summer: Roll the dice.

If it is odd, the summer weather is fantastic and everyone gains an extra 5 vegetables for their stockpile.

If it is even, there is a terrible storm, and everyone loses 2 vegetables from their piles. Whatever step of progress on their land they are on, they must go back 2 squares and re-clear/plant/harvest them in their upcoming turns.

- In the winter: Roll the dice.

If it is odd, the winter weather is mild and everyone gains back the wood and vegetables they lost in their last turn.

If it is even, there is a terrible snowstorm, and everyone loses 5 wood and 5 vegetables from their stockpile as they struggle to keep warm and fed during such a harsh time.

6. *Taxes*

This event affects 1 player. The narrator rolls the dice and the number rolled is for the co-ordinating player.

You owe the Seigneur his share of the income from your land. Deduct 10 wood and 10 vegetables from your stockpile and lose your next summer turn as you are needed to work on the Seigneur's land.

NOTE: You cannot go negative with your stockpile. With any of these events, and throughout the winter, if you have to pay more than you have, just go to 0.

After the group round is complete, the narrator marks off a square for the current season and player turns begin again.

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Additional Notes

- The goal of this game is fun – not frustration. However, because this game relies heavily on random chance, it is more than possible for one person to get repeated level ups while another player just gets sick and misses a turn. This can be frustrating for the player who gets the bad things over and over. If this is happening, and game play is getting unenjoyable – feel free to modify the game to make it benefit those in need. For example, in one of our games, we had a few times where winter was particularly cruel and people were out of supplies. We decided to intentionally choose a ship to arrive so some stockpiling could be restored for a round or two. Or, if you feel it moves too slowly, roll two dice to make game play faster. Please find ways that work with you and your children to make this game fun.
- Want to use something more tactile than a pencil? Try using beans or stickers or something else small to mark off your squares.
- If you laminate your sheets (or put them in a page protector), you can use wipe off markers so you can reuse them the next time you play.
- Admittedly, this game will not fit the learning styles or interests of every child or family. We've tried our best to make a game that we, in our home, would enjoy and hoped that it would be fun for others as well. We also would love to hear your feedback – both good or suggestions for change, so that we can evaluate what worked for others and what hasn't.
- Please have fun and learn more about how the Habitants had to live in the early years of European colonization of Canada.

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To The Narrator

The story is an important part of the adventure for this game. It helps people to feel like they are experiencing the life of a habitant in New France. Use the story on these pages to paint a picture and make this game fun.

Any time there is an option for individual players, match the number to their personal dice numbers and read just for them.

Introduction

It is early summer in the year 1669. You have just arrived in New France – having left behind your life of poverty in France. You were told that moving here would give you land and freedom, so you are taking the chance on this new life.

The Seigneur of the area has given you a hectare of land. In exchange, you are required to:

- Clear the land, then plant and harvest it
- Pay taxes to the Seigneur
- Work the Seigneur's land occasionally

There are dangers in this new place too. Canada is a lot colder than France, with winters being known for their particular harshness. Wild animals are everywhere. And you've heard stories about the natives who live here – and are curious if they are allies or enemies.

As you arrive on your new property, you realize it's going to take a lot of work to get going. Your first task is to clear off the land so you can farm it. You will also need a place to live, so you will have to build a house as soon as you can. You get started on your new adventure.

When the first ship arrives:

Occasionally a ship comes from France, full of supplies and even young women who have been sent here by the King to become wives of the habitants. They are called the King's Daughters, or Les Filles du Roi.

If a wife card is chosen:

Player 1 – You marry a young woman named Marie. She is excited but nervous about living in Canada. She has spent most of her life in Paris as an orphan and, as such, has never worked on a farm before. She isn't sure if she will be able to be useful, but will try her best.

Player 2 – You marry a young woman named Anne. She didn't want to come to Canada, but since her family had all died in France from smallpox, she didn't see any reason to stay there and agreed to come to New France. She doesn't know what to expect, as all the stories she has heard have been about how hard it is to live here.

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If a wife card is chosen (continued)

Player 3 – You marry a young woman named Marguerite. One of the youngest daughters in a poor family in France with 14 children, she is sent to New France by her parents. She is very unhappy and tends to cry often. She misses her sisters and mother. Once arriving at your land, she takes a while to settle into her new life.

Player 4 – You marry a young woman named Catherine. She is very eager to start a new life here in Canada. She is determined to make this life the best that she can and throws herself into this new adventure wholeheartedly. She is a great help on your farm.

Player 5 – You marry a young woman named Madeleine. She is very young – only 13 years old and is scared. She is very shy, uncertain, and worried about living in Canada.

Player 6 – You marry a young woman named Helene. She is a happy woman who is very devout in her Catholic faith. She prays several times a day and believes that your farm will be blessed with success.

Conclusion

Congratulations! You have successfully survived settling in New France and created a farm for you and your family.

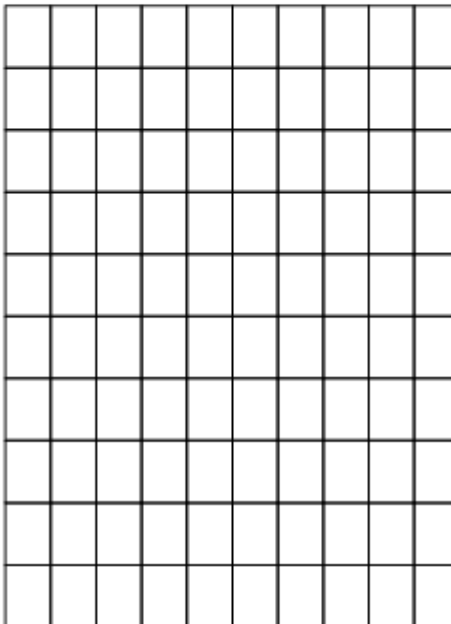
A New France Adventure Game

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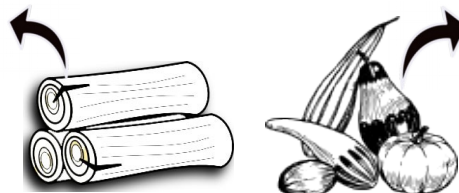
Draw your character here.

YOUR LAND

3. HARVEST IT

A large, empty 10x10 grid of squares, intended for drawing a picture. The grid is composed of 10 columns and 10 rows of squares, totaling 100 squares. The lines are thin and black, and the background is white.

Keep tally of your supplies



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*Narrator
Worksheet*

THE SEASONS



Summer

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Winter

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Summer

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Winter

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Summer

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PLAYERS

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2. _____

3. _____

4. _____

5. _____

6. _____

NOTES



Congratulations!
You get married!



Congratulations!
You get married!



Congratulations!
You get married!



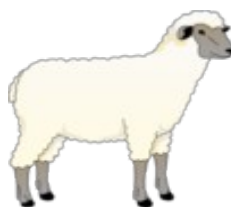
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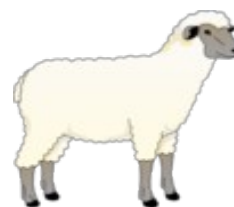
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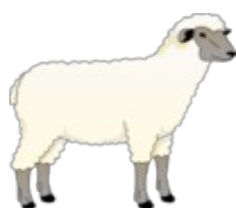
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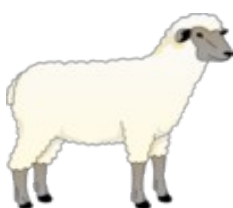
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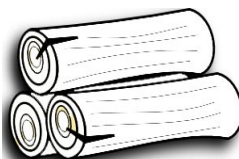
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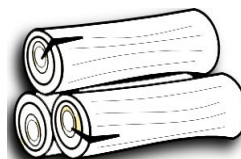
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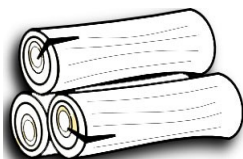
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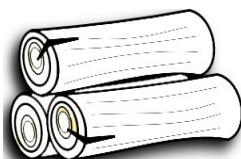
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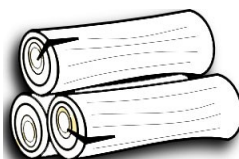
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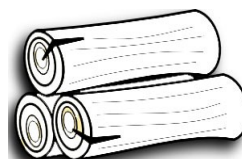
+5



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