Trapline Game
(for 2 to 4 players)

How to play

1. First decide the value of the fur. Roll one die and multiply the number you throw by the following dollars to get the price being paid for each pelt.

Muskrat $ 1x_____ = $_____

Beaver $ 10x_____ = $_____

Fox $ 10x_____ = $_____

Mink $ 10x_____ = $_____

Marten $ 10x_____ = $_____

Lynx $ 100x_____ = $_____

2. Now you're ready to go trapping. Each player places a counter on a square marked "start". Roll one die and move. Players may move right, left, or down. Players may not go diagonally. A square can be occupied by only one player at a time.

3. If a player lands on a square marked **2 marten**, it means that the player has trapped 2 marten. Players must keep track of the animals they catch.

4. The game is over when the first player reaches the Store. He/she receives a bonus of $500. Everyone must then total up all the animals they caught and figure out how much money they made.

START	START	START	START	START	START	START	START	START	START
BREAK TRAIL	BREAK TRAIL	SET NET	1 MINK	1 BEAVER	STOP FOR TEA	FORGOT RIFLE GO BACK TO START	BREAK TRAIL	FIX SNOWMOBILE	WHITE OUT
2 MUSKRAT	GAS UP SNOWMOBILE	STOP FOR TEA	OVERFLOW MISS 1 TURN	OVERFLOW MISS 1 TURN	WET FEET PUT ON SPARE MUKLUKS	2 MARTEN	BREAK TRAIL	2 FOX	STOP FOR TEA
CARBURETOR FROZE UP	1 FOX	OVERFLOW MISS 1 TURN	2 LYNX	MAKE BANNOCK	OVERFLOW MISS 1 TURN	WOLVERINE RAIDED YOUR TRAPS	BREAK TRAIL	TOO COLD TO TRAVEL	10 MUSKRAT
ROUGH ICE	2 MARTEN	BROKEN DRIVE BELT	SHOOT 1 CARIBOU TAKE EXTRA TURN	THIN ICE	SET UP TENT	GAS UP SNOWMOBILE	5 MARTEN	FROZEN FUEL LINE	1 LYNX
10 FOX	6 MARTEN	BAD WEATHER LOSE 1 TURN	STOP FOR TEA	30 MUSKRAT	MELT SNOW FOR WATER	MEET FRIENDS ON TRAIL	BLOWN PISTON	3 MINK	DEEP SNOW
PRESSURE RIDGE	PRESSURE RIDGE	3 FOX	CARIBOU RIBS ROASTED ON STICK	FROST BITE	STUCK IN DEEP SNOW	2 FOX	VISIT OUTPOST CAMP	—40ºC	2 BEAVER
20 MARTEN	SET UP TENT	SNOWMOBILE WON'T START	SKIN AND STRETCH YOUR FUR	3 BEAVER 2 MINK	OPEN WATER	OPEN WATER	OPEN WATER	4 MINK	ROUGH ICE
OLD GRAVE	TAKE DOWN TENT	1 LYNX	CUT FOOT WITH AXE LOSE 1 TURN	CARIBOU HEAD FOR SUPPER	STOP FOR TEA	5 MARTEN	GAS UP SNOWMOBILE	FRESH WHITEFISH	3 FOX
40 MUSKRAT	TALK TO FAMILY ON RADIO	BURNT AREA	TEA BREAK	1 LYNX	GETTING LOW ON GAS	3 FOX 6 MARTEN	WOLVERINE RAIDED YOUR TRAPS	CUT FIREWOOD	BROKEN BOGEY SPRING
SKIN AND STRETCH YOUR FUR	3 MINK	BREAK TRAIL	PRESSURE RIDGE	PRESSURE RIDGE	BORED	SNOW STORM	1 LYNX	SORE BACK	5 MARTEN
SHOOT MOOSE TAKE ANOTHER TURN	BAD WEATHER LOSE 1 TURN	THIN ICE	2 BEAVER	3 FOX	GAS UP SNOWMOBILE	DRY MEAT	SKIN AND STRETCH YOUR FUR	4 BEAVER	THROTTLE CABLE BREAKS
FORGOT WHERE YOUR TRAPS ARE SET	5 MINK	HUNGRY	RIFLE FELL OFF SLED GO BACK 3 SPACES	TEA BREAK	1 LYNX	TOO COLD TO TRAVEL	CAMP FOR THE NIGHT	LOW ON FOOD	8 MUSKRAT
PRESSURE RIDGE	2 FOX	OVERFLOW MISS 1 TURN	OVERFLOW MISS 1 TURN	OVERFLOW MISS 1 TURN	CUT FIREWOOD	TIRED	LOW ON GAS GO DIRECTLY TO STORE	LOW ON GAS GO DIRECTLY TO STORE	50 MUSKRAT
PRESSURE RIDGE	GAS UP SNOWMOBILE	FLOUR ALL GONE	BROKEN MUFFLER	5 MARTEN	CACHE TRAPS FOR NEXT YEAR	3 BEAVER	SLED OVERTURNS	TEA BREAK	HEADLIGHT BURNS OUT
ALMOST HOME	PRESSURE RIDGE	DON'T STOP NOW	BLIZZARD	NO SUGAR FOR YOUR TEA	OUT OF GAS	YOU CAN SEE THE TOWN LIGHTS	PICK UP ALL YOUR TRAPS	LAST TIME TO GAS UP	DEEP SNOW
STORE	STORE	STORE	STORE	STORE	STORE	STORE	STORE	STORE	STORE