

Canada Trek – How to Play

Description: Canada Trek: an educational bluffing game for the whole family. Learn about the Indigenous peoples of Canada through facts about their rich history, geography, food, culture, and more! Test your creativity and travel across Canada in as little time as possible. On your marks, get set, go!

Up to six players (minimum of three), ages 8 and up.

Instructions for Game Download and Printing

- Download the board and its pieces from this link: www.github.com/jt-hammond/612BoardGame
- The board comes in seven separate 8.5 x 11 inches pages to be printed.
- There will be 25 cards to print on five separate pieces of paper.
- The 6 “movers” will be printed off one sheet of paper. Alternatively, people can select “movers” they have around the house (ex. A paper clip, a thimble, a coin).
- If players do not have a die, one can be accessed online via: www.rolladie.net

Game Contents

- Game contents here
- 1 game board
- 25 cards of 5 different colour variations (put colours here once decided upon)
- 6 movers (beaver, moose, Canada goose, polar bear, bison, and puffin)

- 1 die
- 1 instruction sheet

Object of The Game

- Be the first player to travel all the way around Canada!

Set-up

- Place the map of Canada in the center of the table
- Each player should get a pencil or pen to write down their questions
- Each player should put their selected “mover” at the beginning of the board game track

Gameplay

- The youngest player will roll first as the “round leader” (if twins are playing, every minute counts. Who was born first?).
- The number as shown on the die will correspond to a category from which the round leader will pull a card. If a six is rolled, the round leader will choose whatever category they would like.
 - Categories: general, geography, history, food, and culture
- The round leader will read aloud the “prompt”, which all other players will write down.
- Before each player writes down their bluff, ensure that the pieces of paper distributed to all player are uniform to keep the anonymity of the writer when the round leader reads from them.

- Each player will then construct a bluff in the form of a question with the goal of having it be plausible enough that others will believe it is the correct question. If a player actually knows the correct response, they should write it down.
 - Questions are to be formatted similarly to the classic TV gameshow, Jeopardy
- The round leader will then write down the correct question along with the prompt on a piece of paper as the other players have done with theirs.
- Each player will sign their initials and hand their pieces of paper back to the round leader.
- If a player has written down the correct corresponding question, their piece of paper is put aside before reading and they will automatically move forward two spaces and select one other player to “freeze” in the Canadian cold for that round. The “frozen” player will regain the ability to move forward in the next round (a player cannot be “frozen” twice in a row).
- The round leader will shuffle the pieces of paper and then read them aloud to the players.
- In a circle, moving clockwise from the round leader, each player will select the question that they believe to correspond with the prompt.
- On each player’s piece of paper, the round leader will tally the number of votes it has received.
- The round leader will then reveal the correct corresponding question to the prompt and total the number of votes each player’s question received.

- Each player will then move forward on the board the same number of spaces they received in votes.
- After completing the round, the next round leader will be the player to the left of the previous round leader.
- The game ends when one player completes the whole trip around Canada.