



## Pelts



= 1 beaver pelt



= 2 otter pelts



= 3 bear skins



= 4 deerskin



= 5 mink pelt



= 6 muskrat pelt

## Merchandise



= 1 musket



= 2 cauldrons



= 3 shirts



= 4 blankets



= 5 trade silvers



= 6 metal tools



### **Pelt Value**

**1 beaver pelt = 10 gold pieces**

**1 otter pelt = 5 gold pieces**

**1 bear skin = 4 gold pieces**

**1 deerskin = 3 gold pieces**

**1 mink pelt = 2 gold pieces**

**1 muskrat pelt = 1 gold pieces**

### **Merchandise Value**

**1 musket = 10 prestige points**

**1 cauldron = 5 prestige points**

**1 shirt = 4 prestige points**

**1 blanket = 3 prestige points**

**1 trade silver = 2 prestige points**

**1 metal tools = 1 prestige points**



## What I bring back to Montreal

\_\_\_\_\_ beaver pelt(s) x 10 gold pieces each = \_\_\_\_\_

\_\_\_\_\_ otter pelt(s) x 5 gold pieces each = \_\_\_\_\_

\_\_\_\_\_ bear skin(s) x 4 gold pieces each = \_\_\_\_\_

\_\_\_\_\_ deerskin(s) x 3 gold pieces each = \_\_\_\_\_

\_\_\_\_\_ mink pelt(s) x 2 gold pieces each = \_\_\_\_\_

\_\_\_\_\_ muskrat pelt(s) x 1 gold piece each = \_\_\_\_\_

Total des pièces d'or = \_\_\_\_\_



## What I bring back to my village

\_\_\_\_\_ musket(s) x 10 prestige points each = \_\_\_\_\_

\_\_\_\_\_ cauldron(s) x 5 prestige points each = \_\_\_\_\_

\_\_\_\_\_ shirt(s) x 4 prestige points each = \_\_\_\_\_

\_\_\_\_\_ blanket(s) x 3 prestige points each = \_\_\_\_\_

\_\_\_\_\_ trade silver x 2 prestige points each = \_\_\_\_\_

\_\_\_\_\_ metal tools x 1 prestige point each = \_\_\_\_\_

Total de points de prestige = \_\_\_\_\_