










EXPLORING WĀHKÔHTOWĪN



Game Guide

Game Board

-  Event and Knowledge cards, in Red, Yellow, and Green
-  12 player pawns, 3 each in 4 colours
-  Resource tokens as follows:
-  24 Food (brown cubes)
-  10 Medicine (green cubes)
-  10 Homefire – Shelter/Clothing (yellow cubes)
-  20 Money (coin tokens)
-  8 Bison
-  Small cards representing Illness, Tools, Homesteads, and Reserves

Setup

1. Place the board in the center of the playing area and put 6 bison tokens on the marked bison location.
2. Give each player the green Knowledge cards: Hunt Bison, Ceremony, and Harvest Medicine. If playing with fewer than 4, set any unused Hunt Bison, Ceremony, and Harvest Medicine cards aside - they will not be used during this game. Shuffle the other remaining green cards and deal one (1) to each player. Put the remainder of the green Knowledge cards in a face down draw pile beside the board.
3. Place the red Event deck in numerical order in a face down pile, with number 1 on top.
4. Place the yellow Knowledge cards and Elder card to one side.
5. Shuffle the 5 Homestead Cards and place them in a face down stack to one side.
6. Place the Illness and Tool cards in stacks beside the money and resource tokens to one side of the board.
7. Each player takes 3 pawns of one colour to represent the time their family has available to use each year and places them in front of themselves. During gameplay, players will take turns placing these pawns on the gameboard to indicate the actions they are taking.
8. The oldest player at the table will start the game. Give them the Elder card.

Game Play



The game is played in rounds consisting of the 4 seasons. Players move through the seasons together; placing one pawn at a time, in turn, and performing an action.

Round Structure

Spring



The player in possession of the Elder card turns up and reads the next red Event card(s). Some rounds, there are several cards in a row. Follow the prompts on the cards, turning up and reading cards until they reach a 'STOP'. The events on these cards impact all players.

Summer



Players take turns placing one pawn and taking an associated action until all players have placed all 3 of their pawns. Actions are listed in greater detail below. To take an action, the space must be available and the player must possess the appropriate card.

Fall



Provide for your family - each player must expend resources to provide for their family as follows: 2 Food and 1 Homefire are returned to the general supply. Players may pay \$1 (coin) in place of any resource. For each Illness a family has, they must expend 2 additional resources. If a player is not able to fully provide for their family, they must discard one knowledge card.

Winter



Players remove pawns from board and collect their played action card(s). Pass the Elder card clockwise.

Available Actions

1. Place a pawn on any available location on the map (small circles have room for only 1 pawn, large circles can accommodate any number of pawns).
2. Use a knowledge card to take the action listed on it. You must be at the type of location specified on the card to activate it. Players may use the same knowledge card as often as they wish, even within the same round. Lay the chosen card down so others can see what you are choosing to do. (*See Card Glossary for more details*).
3. Some locations (e.g., Fort and/or Town) do not require action cards.

Settler Locations



Fort: Trade at the Fort, at the rates indicated on the game board. Players may make as many trades as they wish each time they activate this location.




Town: Once there are towns on the board, a player may sell food or work for hire as indicated on the town location. Players with a Carpentry knowledge card may, use it at this location.


After taking an action on these spaces, players must roll the die to see if they gain an Illness card.

Game End


When all red Event cards have been turned up, the game ends. The player(s) with the largest number of green Knowledge cards are the victors. They will be key in re-claiming and re-building relationships into the future.





Card Glossary - Knowledge Cards


Hunt Bison: may only be played where the  symbol is shown on the board. Players may place as many pawns as they wish at this location.


Fish: There are 2  locations on the game board. At the bend in the river, up to 3 players may fish, and they roll a die to determine their catch (number of Food tokens). At the rapids, up to 2 players may fish, and gain 2 Food tokens if they do.



Harvest Food: May be played at any  location. Gain 1 Food. May be played at the same time as the card to gain the benefit of both cards.

Harvest Medicine: May be played at any  location. Choose to gather 2 Medicines or 1 Homefire.


Small Game: May be played at any resource location on the board, choose either   or  . Roll a die to determine how many Food you gain. May be played at the same time as the "Harvest Food" card (must be at a location to do this) to gain the benefit of both cards.

Healing Ceremony: Place a pawn at any  location. Discard 1 Medicine and discard 1 Illness token.

Ceremony: Place a pawn at any  location. Discard 1 Medicine and select the top 3 cards of the green Knowledge deck, choose one (1) and return the other two (2) to the deck.

Hunt: Place a pawn at any   location. Roll the die and gain Food tokens and/or Homefire tokens according to Knowledge card used.

Trade: Place a pawn at any location to trade with another player. You may discuss with other players before doing this, and you may trade in any manner that both players agree to.

Carpentry: You may place a pawn in any  location and gain 2 Homefire tokens. Alternately, you may place a pawn on any empty space in a Town location. Instead of the task listed on the location, you may earn \$3 doing carpentry, or discard a tool card to earn a total of \$4. If activating a Town location, you must roll die to see if you gain an illness.

Reserve: Players may place their pawns on the Reserve matching their colour and use knowledge cards as outlined by that location.

Pass: Once you gain the Pass card, you must play it before leaving the reserve to take ANY action. Roll a die: on a roll of 1, 2, or 3 the Indian Agent denies your request. Place your pawn on the Indian Agent space and take no action; on a roll of 4, 5, or 6 you may access locations off Reserve and take your turn, as usual.

Card Glossary - Event Cards

1. No Event.

2. First Settlers. Place remaining Bison tokens on this card, remove both the card and the Bison during the following Winter.

3. Illness: Each player gains 1 Illness card. Illness cards may be removed by accessing a Healing Ceremony location.

4. Homesteaders (Dominion Lands) Act of 1872: After reading this event card, it is placed in the Legislation area of the game board. Each time a Homestead card is placed, place 2 coins from the supply onto the Homesteaders Act in the Legislation area.

5-8. Treaty: Read each card until you come to the STOP. Each player chooses to gain one of the benefits listed on card 8.

9-11. Indian Act 1876: Card 9, place both Reserve cards on the indicated spaces on the game board. Players identify their Reserve by matching colour to pawn. Card 10, Place the Indian Agent card in the Legislation area of the game board. Card 11, Give each player a Pass card. Players must play this card before taking any action off of their reserve.

12. Indian Act Amendment 1884- Potlatch Law: Ceremony is now outlawed. Place this card in the Legislation area. Players may no longer place pawns at any Ceremony or Healing Ceremony location.

13. Residential Schools. Indian Act Amendments 1884, 1894, 1920: Each player must discard 2 Indigenous Knowledge cards. Any player with an Illness must discard 1 additional Indigenous Knowledge card.

14-15. Creation of AB/Sask: Trust monies placed on Dominion Lands card is removed, discard this card and return the coins to the supply.

16-17. Repeal of Potlatch Law and other amendments: Discard Potlatch Law card.

wáhkóhtowin in Balance

Proceed through the seasonal cycles as outlined in the rules.

The Nations of the Plains are self-sufficient and have relationships with the land, the water, the animals, the medicines, and each other. Bison are central to their existence. See Bison Spore in Game Guide.

STOP: At the end of round, add 1 Bison for every 2 already present on the board.

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Other Notes:

Placing Homestead Cards



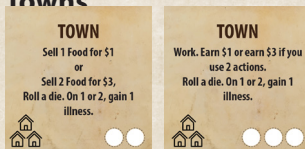
When directed by the Event cards, place the Homestead, Farm, and Town cards, beginning with the spaces marked by H1, H2, etc., until all are placed.

Placing Reserves



When directed by the Event cards, place the Reserve cards on the locations, marked R1 and R2. Players identify which reserve their family has been assigned based on their matching pawn colours. In order to take any action off of the Reserve, players must use a pass.

Towns



Players may place pawns on available spaces in any town and perform the action listed. Any time a player does this, they must roll to see if they gain an Illness. If they place more than one pawn on a town, they must roll one time for each.

Bison Space

Bison are central to the cultures, economies, and societies of the Plains. Harvesting Bison provided food, shelter, clothing, medicines, tools, weapons, as well as, artistic and ceremonial materials. The relationship to Bison made First Nations mobile, independent, and self-sufficient.

Overhunting to supply growing settler populations, trade networks, and industrial needs began to decrease the Bison numbers.

The Bison were then intentionally hunted to near extinction as an attempt to harm and control the Nations of the Plains. The extirpation of the Bison is a prime example of genocide through biological warfare. (See Page 6 of backgrounder for more information)

This space represents an accessible and sustainable source of food and shelter that is reduced and eventually removed as a means for players to provide for their families, communities, and Nations.

It also emulates the decisions that each player must make when considering their relationship to a resource being accessed by many players, as well as other actors.



Fort

Interactions with Europeans had been happening for over 200 years prior to the time of the Numbered Treaties. Forts and Trading Posts were established for Europeans to gain access to furs, hides, food, and medicines. These introduced opportunities for First Nations to access trade goods, weapons, and tools. While many of the structures were 'permanent' they were staffed and operated by individuals that did not necessarily 'settle' in the territory (Hudson's Bay Company or North West Company).

This space represents the relationships established to trade resources that are available from the land for those that were harder to come by (e.g., tools or currency). It also represents the real risk of illness that was faced by Indigenous Peoples when they interacted with Europeans.



Green Knowledge Cards

Hunt Bison



Card is used to access the Bison Space (see description on previous page - "Bison Space").

Ceremony/Harvest Medicines



Ceremonies and the harvest of sacred and medicinal plants are central to the health and wellness of First Nations, as well as, the transmission of Indigenous Knowledge and Culture.

These cards and spaces represent the relationship to the land through the harvest of medicines, as well as, the relationship to the Creator that is expressed and strengthened through Ceremony.

The reciprocity of using Medicines in the acquisition of Indigenous Knowledge is also expressed in the use of these cards. In later stages of the game, the restrictions imposed through settlement, as well as the outright banning of Ceremony had massive impacts on First Nations.

Green Knowledge Cards cont'd

Hunt/Small Game/Fish



Food and shelter resources, outside of Bison, are available throughout these territories. None of these are as plentiful as the Bison, however, and they require more effort to collect a similar level of food, supplies, tools, etc.

These cards and spaces represent the relationships to all parts of the territory. They also represent options for players to gain food and shelter as the Bison disappeared. In later stages of the game, they represent the additional pressures faced by First Nations as settlement increased and the restrictions of the Reserve System were implemented.

Green Knowledge Cards cont'd

Harvest Foods



The harvesting of food resources such as Blueberries, Rosehips, Hazelnuts, Wild Onions, and many others were a significant source of vitamins and minerals that ensured good health and wellness. Berries such as Chokecherries combined with dried Bison formed ' pemmican ' which was such a nutrient dense, compact, and well-preserved food that it became a significant trade good and food supply for trading posts and their transportation networks.

These cards and spaces represent the relationship to the land as a provider of all the resources necessary for survival and health. In later stages of the game, they represent the additional pressures faced by First Nations as settlement increased and the restrictions of the Reserve System were implemented.



Trade was central to the relationships between all Nations and took place at any time throughout the territory.

Green Knowledge Cards cont'd

Healing Ceremony



Healing Ceremonies and the use of sacred and medicinal plants are central to the health and wellness of First Nations. During the times of initial contact with Europeans, Indigenous Peoples were universally reported to be of exceptional health and physical condition. During the Fur Trade and into the time of the Numbered Treaties, First Nations Elders and Healers were the primary source of health and medical care throughout these territories.

These cards and spaces represent the relationships necessary for the prevention of illness, such as, access to food, shelter, water, medicines, and Indigenous Knowledge.

The power of these ceremonies and their representation of the relationship to the land was recognized by settlers, and subsequently, they sought to disrupt that relationship, as much as possible. In later stages of the game, the restrictions imposed through settlement, as well as the outright banning of Ceremony had massive impacts on First Nations.

Settler Knowledge Cards

Indian Agent



With the creation of the Reserve System, the Crown appointed Indian Agents as their representative with absolute control over many aspects of the lives of First Nations and the Reserves. This included: overseeing the Permit System that controlled what, when, and how much individuals could buy, sell, or trade off the Reserve; overseeing the Pass System that controlled when, where, and for what purpose individuals could travel off the Reserve; and overseeing the kidnapping and relocation of First Nations children to 'Indian Residential Schools'.

These cards represent the breaking of promises and rejection of the relationships expressed in the Treaties by the Crown and the subsequent attempts to break the relationship of Indigenous Peoples to their lands and territories. In game play, the arbitrary and unjust nature of handing an individual that much power reveals much that was, and continues to be, wrong with many of the legislative actions taken by the Crown.

Settler Knowledge Cards cont'd

Pass



'Lands reserved for Indians' from an Indigenous perspective, meant that there would be lands set aside for the exclusive use of First Nations that would be free of settlement and encroachment by Europeans. The Crown, unfortunately, took the opportunity to attempt to create prisons for entire communities on as little land as possible. The Pass System was enacted in an attempt to restrain communication and reduce the likelihood of First Nations unrest and revolt, as the first waves of European settlers (Homesteaders) were arriving.

These cards represent the attempt to break Indigenous relationships to the land, as well as, undermining their connection to traditional governance. The basic freedoms and requirements of life and survival are based on an arbitrary 'roll of the die'.

Settler Knowledge Cards cont'd

Farm



Some First Nations did attempt to engage in farming and ranching activities and there are a number of examples of early successes. The Indian Agent (under pressure from local European farmers and ranchers) usually undermined or outright blocked these successes in an attempt to ensure that these communities were neither self-sufficient nor independent.

These cards represent an insufficient replacement of plentiful resources (Bison, Big Game, Small Game, Birds, Fish, Berries, etc.) with insecure crops grown in usually non-ideal conditions. The production of enough food for their own use was uncertain and the production of enough surplus to trade or sell was dependent on the approval of the Indian Agent.

Carpentry



Some individuals attempted to engage in the labor economy in areas such as logging or carpentry to support their families and communities.

These cards represent the limited options available for many First Nations. They also reinforce the fact that the ability to participate in these activities off reserve was dependent on the approval of the Indian Agent.

Illness



ILLNESS

Waves of disease brought by Europeans, including smallpox, measles, bubonic plague, diphtheria, influenza, typhoid, and more, made their way across the continent.

These cards represent the real risks of interactions and establishing relationships with Europeans (travel to trading posts, trading goods, labour for currency, etc.) for many Indigenous families and Nations.

Dominion Lands (Homesteaders') Act

HOMESTEAD



The fledgling Dominion of Canada (1867) enacts the Dominion Lands Act (1872). This Act encouraged settlers from Europe, America, and eastern Canada through the provision of 160 acres of land at no charge to adult male heads of households in exchange for a commitment to build a homestead and clear the land for agriculture. From 1870 to 1930 over 600 000 land 'patents' were issued.

This card represents the increase in settler numbers that began in the 1800s and turned into a flood as the new century began and the change in relationships between Europeans, First Nations, and their lands, waters, and territories.

Indian Act



The Crown (as Britain and subsequently Canada) enacted a great number of racist, colonialist, and unjust laws that attempted to solve the 'Indian Problem'. They were various attempts to undermine the sovereignty and basic human rights of Indigenous Peoples and included the 'Gradual Civilization Act', the 'Gradual Enfranchisement Act', and most egregiously, the 'Indian Act'.

This card represents the horrible and far-reaching impacts of actions that do not recognize or respect the relationships that were built over hundreds of years.

Exploring wâhkôhtowin

A game about Treaty history for 2-4 Players ages 14 and up.

Designed by Roberta Taylor for the Edmonton Community Foundation in partnership with the Indigenous Knowledge and Wisdom Centre, Norquest College, Confederacy of Treaty 6 First Nations, Yellowhead Indigenous Education Foundation, and Edmonton Shift Lab.

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