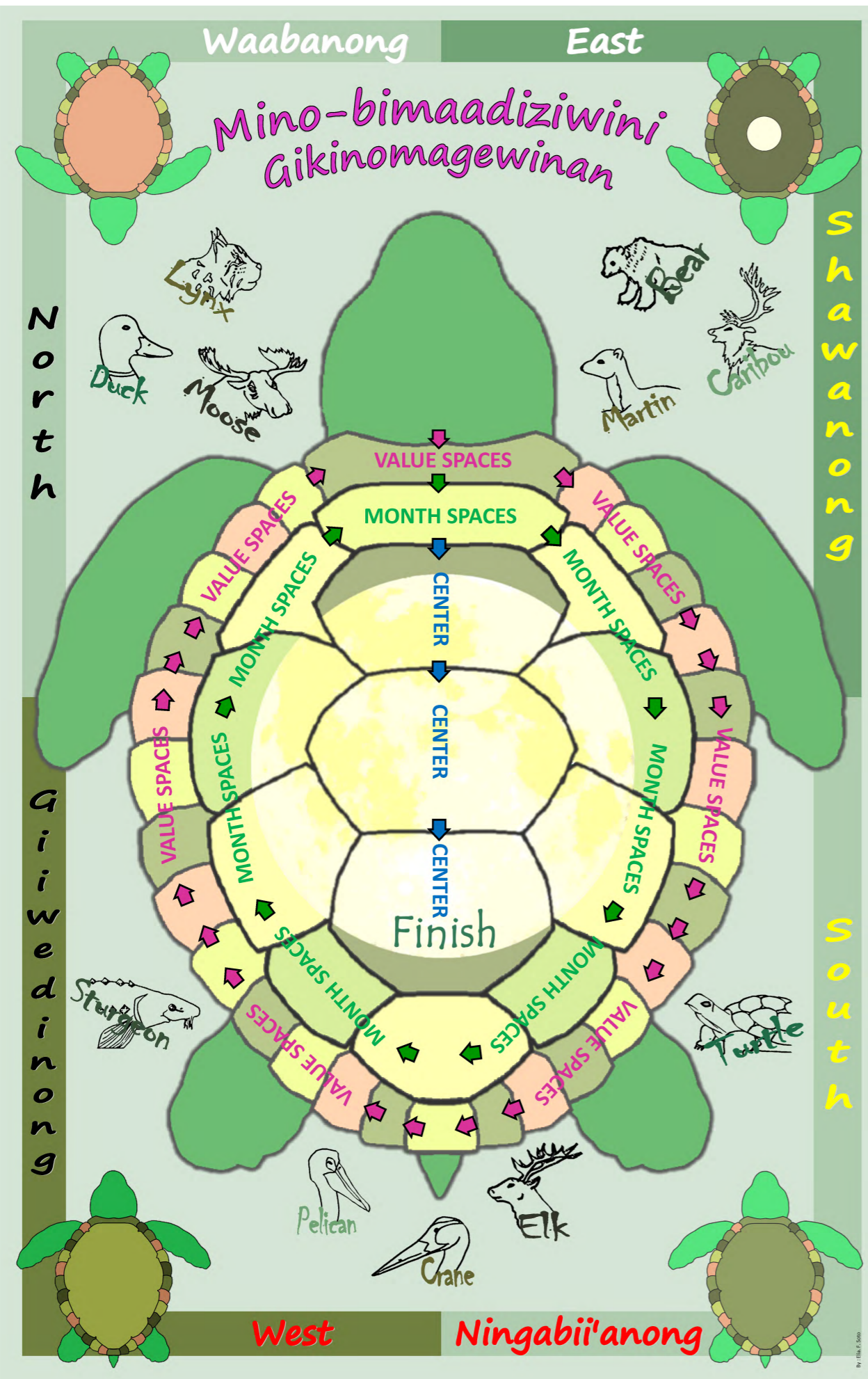


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MINO-BIMAADIZIWINI GIKINOMAGEWINAN

Background

This game was designed in partnership with four First Nations as a family activity and teaching tool for families.

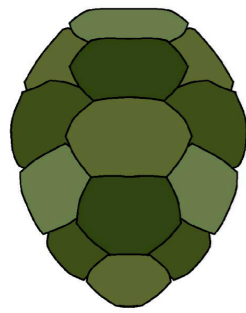
1. Asubpeeschoseewagong First Nation
2. Naotkamegwanning First
3. Sagkeeng First Nation
4. Wabaseemoong First Nation

Goals

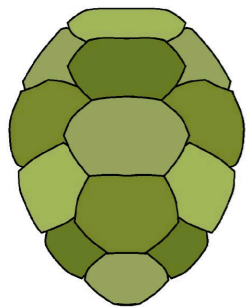
This game was developed for families to play together and to:

1. Reinforce the importance of traditional Anishinabe values.
 - Wisdom: To cherish knowledge is to know Wisdom.
 - Love: To know peace is to know Love.
 - Respect: To honor all creation is to have Respect.
 - Bravery: To face the foe with integrity is to be Brave.
 - Honesty: Honesty in facing a situation is to be brave.
 - Humility: To know yourself as a sacred part of Creation.
 - Truth: To speak the truth and not deceive yourself or others.
2. Teach the traditional 13 moon cycles to learn the value of time and the importance of wisdom, knowledge, respect and understanding for all beings.
3. Encourage strong Ojibwe families and communities by:
 - Identifying the positive effects when you live a good way of life
 - Teaching family communication to be able to express ourselves in a healthy way
 - Recognizing that kids and parents have many things in common
 - Considering that we all make mistakes and we can ask for help from friends and family
 - Learning the importance of offering tobacco

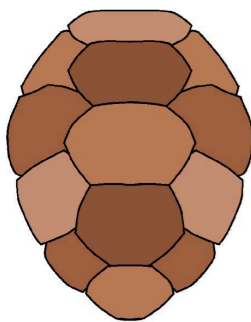
SHELL CARDS



Dark Green Shell
Cards

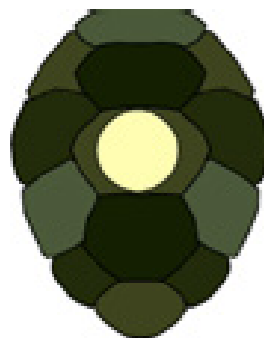


Light Green Shell
Cards



Brown Shell
Cards

MOON CARDS



Moon Cards

Contents

6 rocks
1 die

9 Tobacco Cards
14 Truth Value Cards
14 Bravery Value Cards
14 Honesty Value Cards
14 Love Value Cards

14 Humility Value Cards
14 Respect Value Cards
14 Wisdom Value Cards
13 Light Green Shell Cards
13 Dark Green Shell Cards
13 Brown Shell Cards
40 Moon Cards

Months

Namebini-giizis (February)
Manidoo-giizisoon (December)
Gashkadino-giizis (November)
Gichimanidoo-giizis (January)
Onaabani-giizis (March)
Iskigamizige-giizis (April)

Zaagibagaa-giizis (May)
Ode'imini-giizis (June)
Manoominike-giizis (August)
Waatebagaa-giizis (September)
Binaakwii-giizis (October)
Aabita-niibino--giizis (July)

Starting Items

Each player needs to have the following items:

- One Stone Game Piece
- One Tobacco Offering Card

Starting the Game

1. Make a circle from youngest to oldest players.
2. Place each stack of the colored Shell and Moon Cards on the corresponding colored turtles at each corner of the board.
3. Separate the value cards by name and position each stack up on the side of the board face down. This will be the trading post.
4. Then decide who will be the leader, or the keeper of the trading post

The oldest player will be the first to roll the die followed by the next oldest player.

Each player will place their rock at the starting space and work their way around the outer value ring (purple arrow), the inner month ring (green arrow), and the center (November, December, Finish) path to the finish line by following the colored arrows. (See the picture on the back of the instructions)

To start, each player will roll the die and move the number of spots indicated around the outer value ring.

Read each card aloud and follow the directions

Moving Around the Board

Moving around Outer Ring Value Spaces

Once a player lands on a value space, the player collects the Value Card for the specific value and ends his/her turn.

If the player already has that value, he/she will collect a turtle shell card matching the color of the shell to the space they landed on.

3. The player reads the card out loud and follows the directions written on the card, then ends his/her turn. If the instructions on the card apply to your neighbor and he/she is already in the inner ring, end your turn and place the card at the bottom of the pile.
4. Players must keep going around the value spaces until all seven values have been collected before entering the inner Month Spaces.

Using Tobacco Cards

If a player lands on a space already occupied by another player, he/she can use his/her tobacco card to take any value card that he/she does not already have from the trading post, then end his/her turn.

If a player lands on a value space and already has the value card associated with that space, the player may choose to use their tobacco card to collect a different value card

Moving around Inner Ring Month Spaces

1. Once a player has collected all 7 values, they can move into the inner month ring.
2. Moving one space at-a-time, players enter into the first "Month" (Gichimanidoo-giizis) space, by rolling the number of the next space.
3. If the player rolls any other number, they must remain on the "Wisdom" space until their next turn, where they can try again.
4. If a player rolls a number shown on the next Month Space, he/she advances to the next space and ends his/her turn.
5. If a player rolls a number that is not shown on the next Month Space, he/she stays in his/

Finishing the Game (Center Path)

1. Once a player has moved past the inner ring, they can make their way down the center path to the finish space.
2. To enter into the center spaces, players must draw a card from the Moon Card pile.
3. If the drawn card matches the next Moon Space, then the player advances to that spot and ends his/her turn.
4. If the drawn card does not match the next Moon Space, then the player stays in his/her original spot and ends the turn.
5. The game ends when the first person reaches the center Finish space.