



In the Healing Game, the player must discover, collect and administer 10 samples of medicinal plants that grow in the area. This game teaches principled negotiation (win/win) and encourages making offerings without being asked. The player will learn the importance of self-sufficiency by recognizing that every member of the village is taught medicinal plants and healing. The player will discover how European contact brought new diseases, changing some of the First Peoples' traditional healing practices.



The Health path leads to the healing game.



Chief Monias ask the player to find plants used for traditional medicines and heal their neighbours.



While the game is loading, players may read the game instructions.

Loading... Read Instructions ?



### Game Objective

Treat the ailments of all your neighbours and collect samples of the 10 medicinal plants that grow in the area. Speak to NPC characters to gain knowledge that will help you travel safely through the hazardous wilderness.



NPC



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### Hazards

Watch out for hazards that will cause serious damage to your health.

Poison Ivy Maze



Black Bear

Muskeg Swamp



### Magnifying Glass

The magnifying glass is used to pickup, examine and place objects throughout the map.



Close enough to magnify



Too far away to magnify

Place item



Item label

Close window

### Plant Pouch

Click on any page in your plant pouch to learn more about the properties of the plants you've collected.



Click tab to view page

Click to view plants

Players begin the game near their grandfathers camp.



Unfortunately, he cannot see and so, cannot teach the player about medicinal plants.



Each NPC can tell the player where to find medicinal plants and how to prepare and administer the cure.



The grandfather has marked the locations of many medicinal plants with goose decoys.





Players must collect six goose decoys and return to visit their grandfather.



Players must also find some tamarack sap to cure their grandfather's snow blindness.



Players are then given a goose call that has a pattern on it.  
The pattern randomly changes each game.



Players must place the decoys in the nests around the decoy pond in the arrangement found on the goose call.



Once the decoys are deployed in the correct pattern, a goose will fly in and reveal a medicinal plant.



The player can examine the Creeping Snowberry plant.



Picking up the plant adds it to the player's plant pouch.



Players are also given a moccasin and clues about the whereabouts of one of the goose decoys.





Players must find the other moccasin to learn which symbols are safe to walk on in order to cross the bridge



The grandfather also ask the player to deliver some Labrador tea to a neighbour who is suffering from arthritis. Labrador tea can be found throughout the game map.



Pick up the Labrador tea to add it to the plant pouch.



# Que-que-ish's camp.



After picking up some Labrador tea, the player has the option of offering some to Que-que-ish.



If the player does not learn from their grandfather about the neighbour's illness or, if they do not bring some Labrador tea, they will not have the option of healing the neighbour.



Once Que-que-ish is cured, he will offer the player his walking stick and tell them where to find some medicinal plants.



Players can safely cross the muskeg maze by using the walking stick.





The start of the muskeg maze.



Players can open their backpack and click on the walking stick. There is a button to place the stick in a hole in the rock.



Once the stick has been placed in a hole, the player can examine it with the magnifying tool and see the direction they should take on the rocks.



Following the arrows will lead players safely through the maze. Drawing a map for the return trip is a good idea as the tools tell you where to go, not where you came from.



Use the walking stick the same way to reach the next rock.



Players will fall into the bog and drown if they don't follow the safe path.



At the end of the puzzle, players will find two medicinal plants and a goose decoy.



Players can examine sphagnum moss.





Pick up the moss to add it to the plant pouch.



Players can examine cattails.



Pick up the cattails to add them to the plant pouch.



# Mackquata's camp.



Grandfather can't see, Que-que-ish can't walk and Mackquata can't speak.



The trapper gestures for players to get rubbings of three pictographs.



He gives you a piece of birch bark. Players can click on the bark in the backpack to examine it.



Birch is added to the plant pouch.





One of the pictograph symbols is located near Que-que-  
ish's camp.



Players can examine the pictograph to add the first symbol to the birch bark.



The second pictograph is a little hard to find. It is located at the back of the red willow maze.



Players can examine the pictograph to add the rubbing to the birch bark.



The third pictograph is located near the bear cave.



Players can examine the pictograph to add the rubbing to the birch bark.



Once players have collected all three pictograph rubbings, a “Do you read Cree syllabic” question will be available from several NPCs. Otherwise, players must cure Mackquata the trapper so he can speak and translate the symbols for them.



Players who know how to read Swampy Cree syllabic can pass the test on their own. The first word is 'find'.





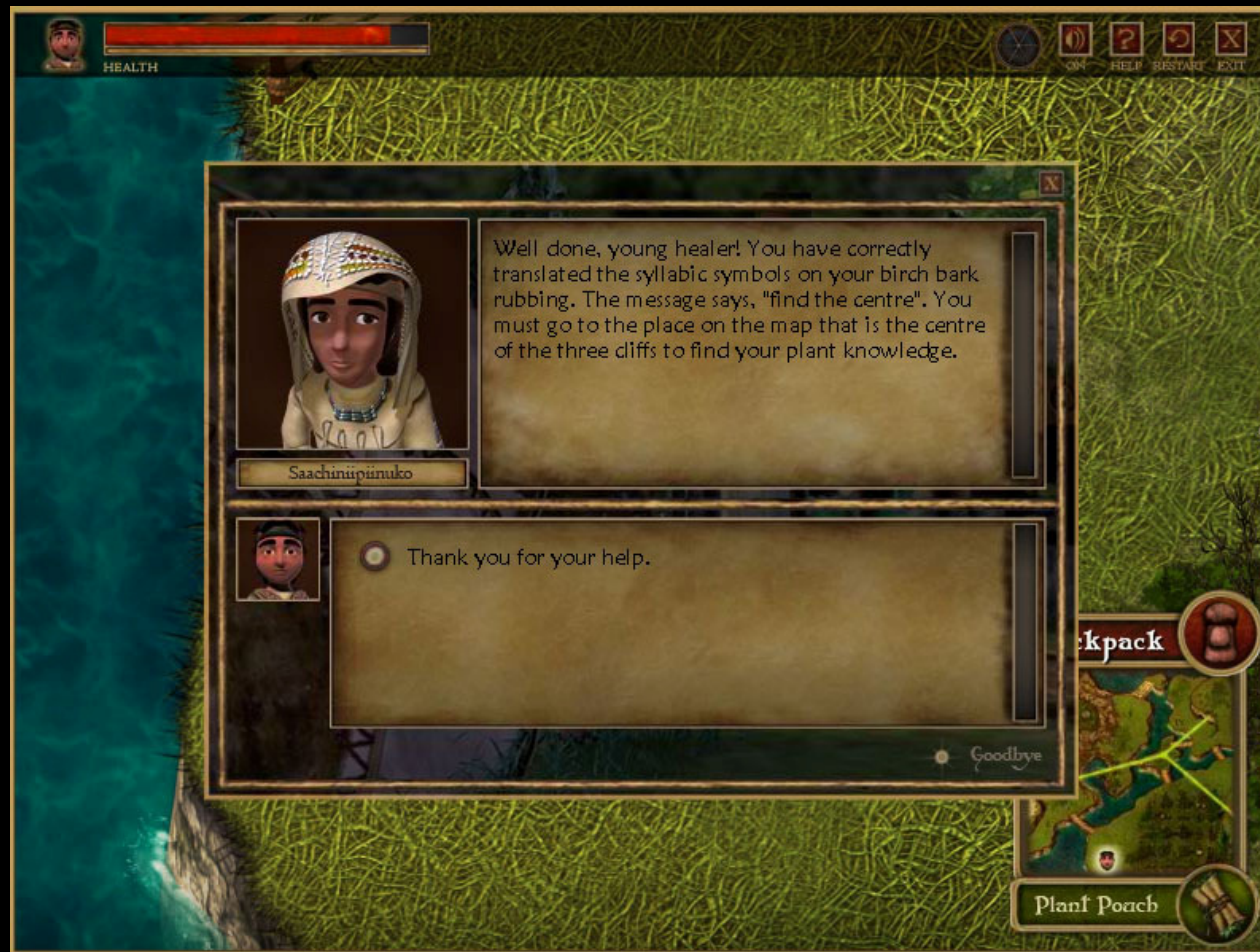
The second word is 'the'.



The third word is 'centre'.



Solving this puzzle will cause lines to be drawn on the map. Players should go to the triangulated center of the pictograph cliffs.



Players can find some medicinal plants and a goose decoy.



Players can examine blueberries they will need for the bear puzzle.



The player can examine some cow parsnip.



Pick up the Cow Parsnip to add it to the plant pouch.



Players must get past the bear to collect a goose decoy.





Players can place blueberries on the ground to distract the bear.



While the bear is busy eating the blueberries, players can run around him.



Beyond the bear area, the player will find another goose decoy and a little girl's doll.



Players can examine and pickup a doll and a goose decoy.



Players may have to drop more blueberries to distract the bear so they can get back down the hill.



Players caught by the bear will lose half their health.



Thankfully, the bear can't travel past the bridges.



Players may speak with a little girl named Waasiabin.





Players can ask Waasiabin where to find medicinal plants.



Waasiabin makes an offering of red willow to the player.



The red willow twig has a number of leaves on it (the number changes randomly each game). Match the number of leaves on the twig to the ones on the ground outside the red willow maze to the south.



In this game, the twig has six leaves. Players must enter the maze at the entrance with six leaves.



Players might want to make a map of the route they take in the maze. It's not so easy to follow their trail back out again. At the end of the maze is another medicinal plant and a goose decoy.



The player can examine the red willow plant.



Pick up the red willow to add it to the plant pouch.



Players who walk on an incorrect space will cause some poison ivy to grow and cause them to lose half their health.

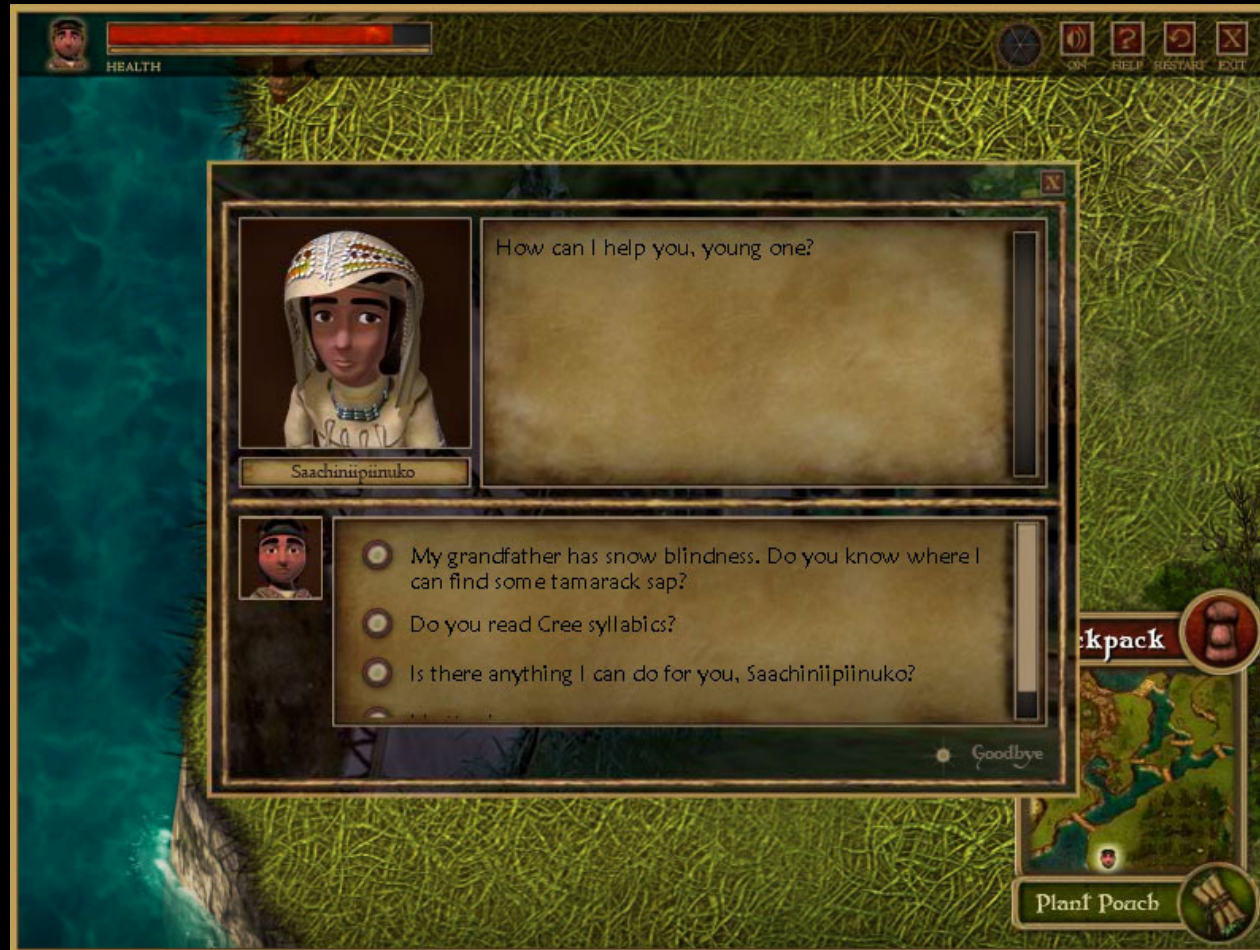




Once the player has retrieved the little girl's doll, she will return to her camp.



Players can speak with Saachiniipiinuko.



Saachiniipiinuko will give players some tamarack sap and other medicines made from trees.



Tamarack is added to the plant pouch.



Black spruce is added to the plant pouch..



# Not all the Cree words have a meaning.

Cattail		<?ba.ʷ
<b>“exploding” - they explode when they seed.</b>		
Sphagnum moss	Askey	<?pʷ
<b>“soil” - found on the ground like soil.</b>		
Labrador tea	Kakike-pokwa	bPq<ʷ
<b>“infinite plants” - as far as the eye can see.</b>		
Red willow	Mihkopemuk	ΓdVLʷ
<b>“red” - as the colour of blood.</b>		
Low bush cranberry	Weesaki-mina	·ΔʷPΓʷ
<b>“painful” - (sour) to the taste.</b>		
Wild blue berry	Oshawasko-mina	▷ε·<ʷdΓʷ
<b>“blue” - as in the colour blue.</b>		
Sweet grass	Shiwask	ʃ·<ʷ
<b>“sweet grass” - sweet like sugar.</b>		
Jack pine	Oskkik	▷?pʷ
<b>“Jack pine” - named for its sharp needles.</b>		
Birch	Washkwhy	·<ʷ·bʷ
<b>“skin” - the protective covering of the tree.</b>		
Tamarack	Wakinakan	·<Pα.bʷ
<b>- so called for the woods flexibility.</b>		
Black spruce	Sesekahtak	ʷbCʷ
<b>“frayed” - the branches look frayed.</b>		
Creeping snowberry	Koonimin	dσΓʷ
<b>koon “snow”, suffix imin “berry”.</b>		
Cow parsnip	Michimashk	ΓΓLʷ
<b>“eatible plant” - eaten like lettuce.</b>		

Jack pine is added to the plant pouch.



Look closely – it seems the bear has mistaken the other moccasin for something to eat and has hidden it in his cave.





The player's grandfather told him the symbols on the moccasins spell out 'walk here on this path'.



Players must match the symbols on the moccasins to the ones on the bridge. Only the parts of the bridge that contain the symbols on the moccasins are safe to walk on.



Players must be careful while crossing the bridge.



Players can find low-bush cranberries and a goose decoy.



Players can pick up cranberries to offer to their Elders.



Stepping on the wrong symbols will cause the bridge to collapse.



Once players have healed all the neighbours and collected all ten medicinal plants, they will win the game.



Players are awarded the Health self-governance token.

