

## Security

In the Hunting game, the player is the Hunting Boss. He or she must control the use of his or her hunting territory, follow and enforce the hunting system's protocols, and oversee the sharing of the harvest. This game promotes cooperation and respect. The player is encouraged to seek advice from Elders, share resources, and take only what is needed. He or she will learn that the First Peoples share food, both when game is plentiful but also during food shortages. By sharing, as well as by following the hunting system, the First Peoples were able to face European encroachment and over trapping.

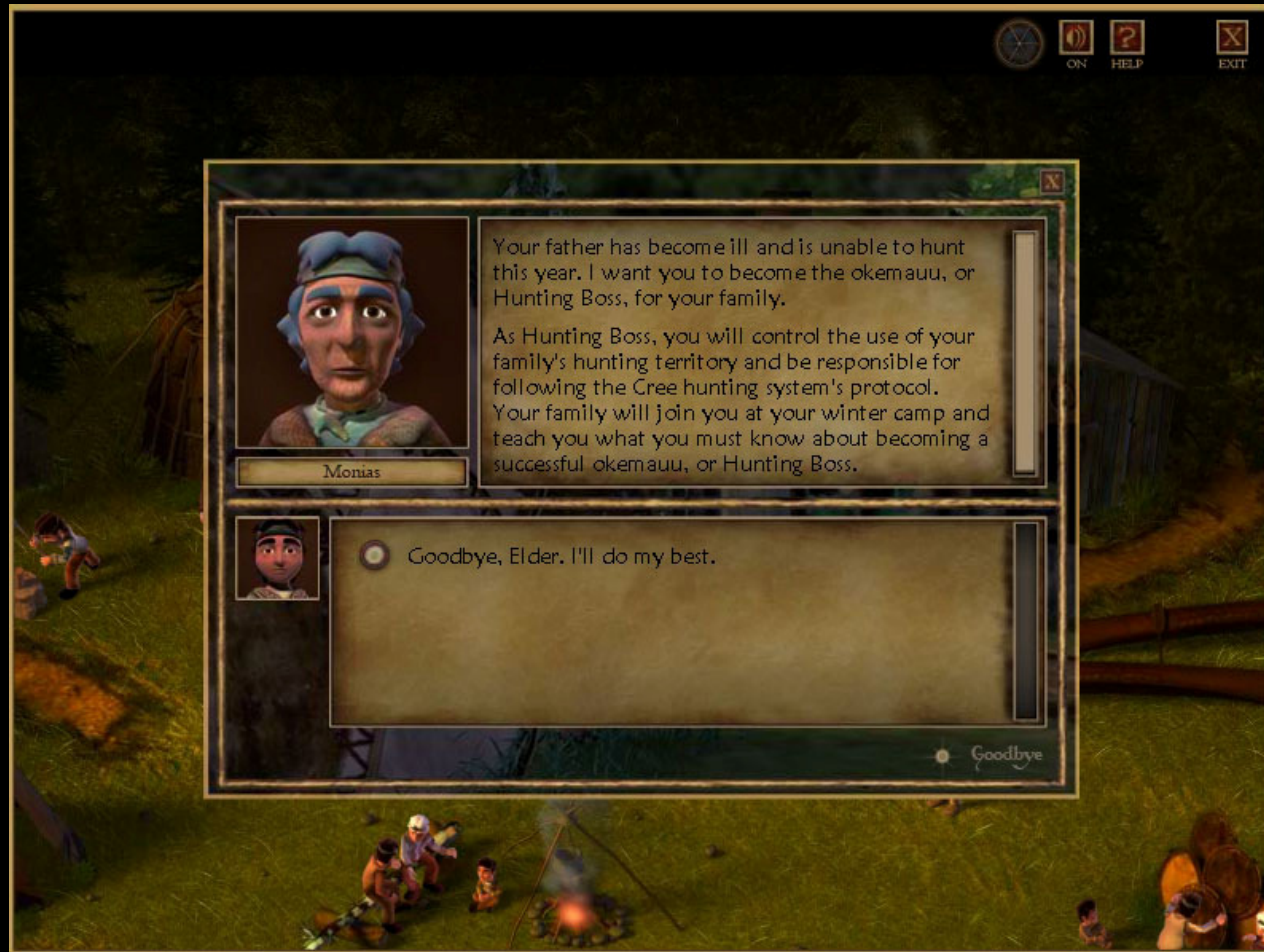


The Security path leads to the Hunting game.





Chief Monias will ask the player to perform a task to complete the hunting game.



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

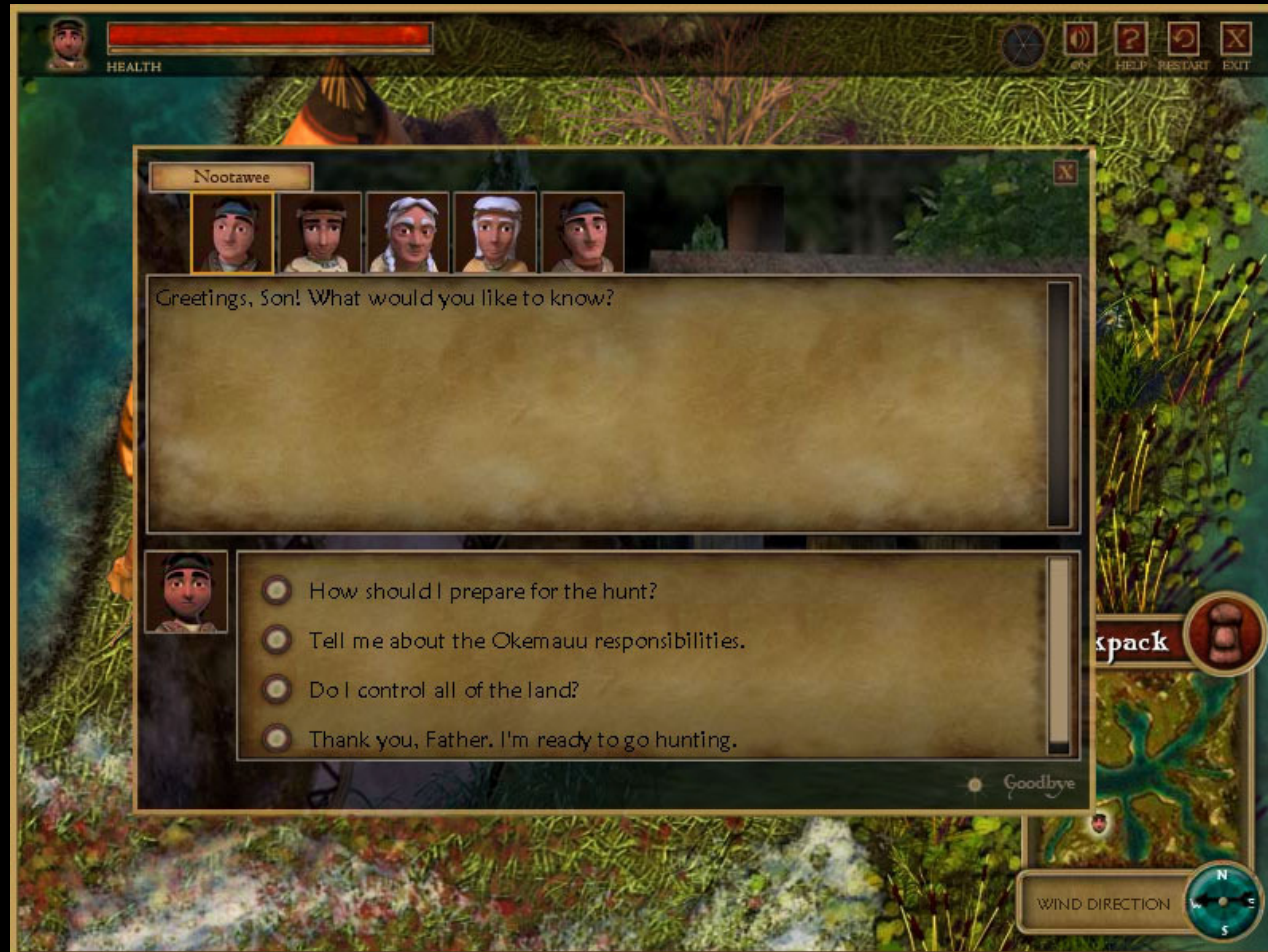




Players begin the game at their winter camp where they can prepare for the hunt and ask their family questions.



The father, Nootawee knows about the duties and responsibilities of the Okemauu or hunting boss.

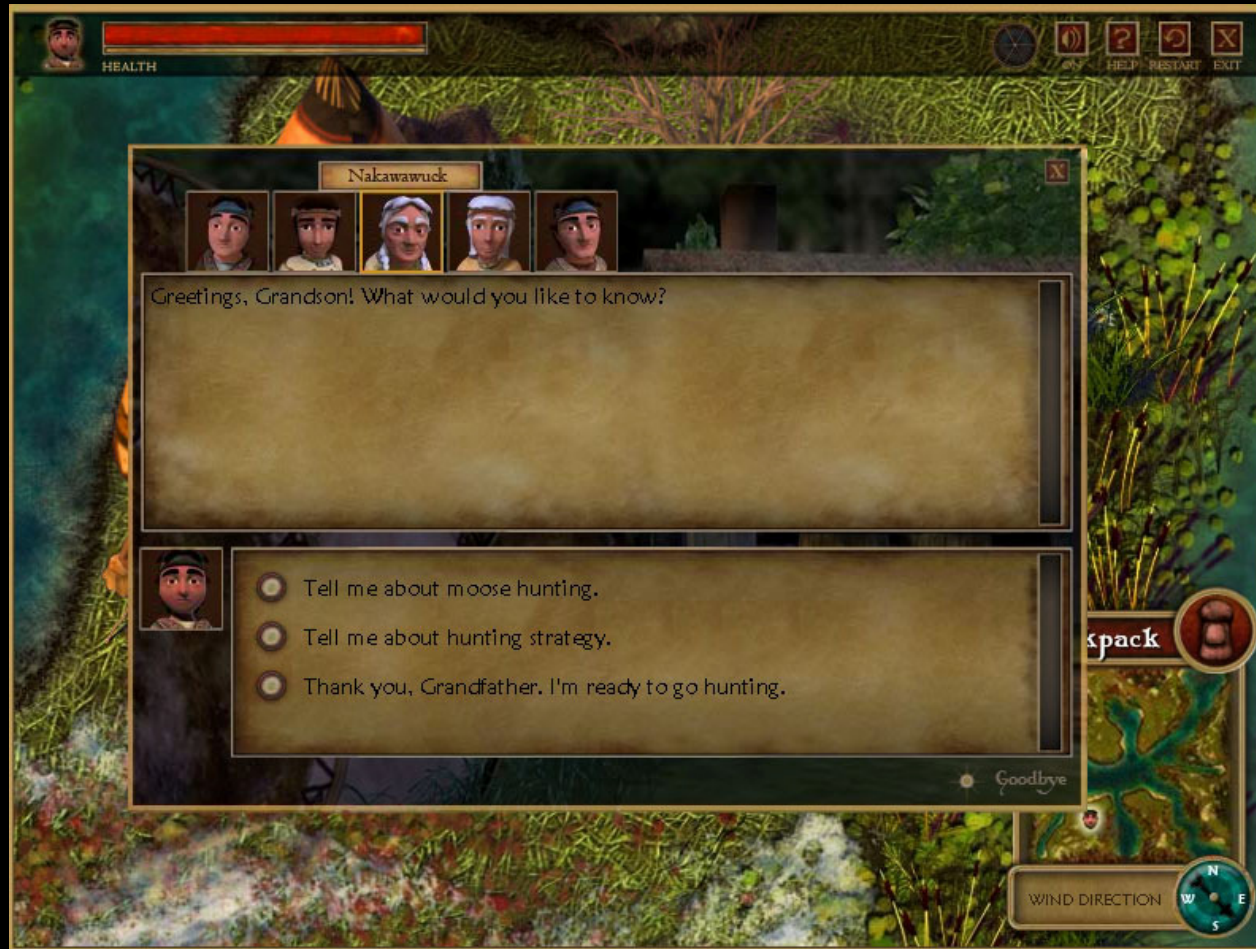




The mother, Naagaawee knows how much meat the family needs and how to share the harvest.



The grandfather, Nakawawuk knows about hunting strategy and the habits of the moose.





The grandmother, Saachin Skouu knows how to make clothing from the hide of the moose and can tell when the weather is right for hunting.



The uncle, Pootoosh can teach the player a hunting song to bring him good fortune during the hunt and knows how to respect the spirit of the moose after the hunt.





Players can enter teepee to get equipment and supplies they will need for the hunt.



Players can prepare for the hunt by clicking on items they think they will need in the bush.





Items will be added to the player's backpack.  
The gun, ammunition and moose call are placed on the bar  
at the top of the screen.



Player must travel by canoe to reach much of the game map. Enter the canoe by walking close to it.





If they have taken the paddle from their teepee, the player can use a canoe to travel around their hunting territory.



Land the canoe at any of these landing sites.





Okemauu Tcistu's camp. The player must respect the hunting protocol and ask his permission before hunting on the north side of the lake.



Since game animals could move from one territory to another, it was common for First Peoples to ask for and grant permission to use neighbouring territories.





Player is given permission to take a bull moose from the Okemauu's hunting territory.



It is respectful to give some meat to Okemauu Tcistu for granting the player permission to hunt on his territory.





If the player kills a moose on Okemauu Tcistu's territory without his permission, Chief Monias will remind them of the hunting protocol and tell them to start the game over.



Some signs of moose will be visible on the ground.





Examine moose tracks with the magnifying glass. The moose will use this 'run' regularly. Watch the wind direction so you can get close enough to get a good shot.



Moose droppings can be found on moose trails.





Half eaten branches indicate feeding sites for moose.



The player may bring the moose call from their teepee and use it to attract moose in the bush. Moose will arrive with increased frequency when called.





Click the target icon to activate the gun. Use the arrow keys to aim. Click the target icon again to put your gun away.



A bull moose provides six shares of meat while a calf will provide 4 shares. The player must share with four neighbours, Okemauu Tcistu and his family.





Add meat to backpack, no 'cooling' necessary.



Once a player kills a bull moose north of the lake, other moose will present themselves to tempt the player to take more than they need – or have permission to take.





Chief Monias will remind the player that they already have their quota. The player must start the game over.



The player must not kill a pregnant cow by mistake.





Chief Monias will remind the player that he should only take a bull and a calf to feed the community. The cow will give birth to another calf that they may take next year.



Many families will be traveling to the winter hunting camps and will need to stop and find food for the journey.





The key negotiation strategy in this game is creating an atmosphere of cooperation. This strategy ensured the survival of the entire community in times of need.



The hunter thanks the player for his permission to hunt.





Once the player has some moose meat, they must find and share with all the neighbours before returning to their winter camp.



# Goose hunter's camp





# Poor woman's camp



The NPCs north of the lake are guest of Okemauu Tcistu  
The player is still required to share some of the reward of  
their hunt with these neighbours.





# Trapper's camp



Once the player has shared meat with all the NPCs and the neighbouring Okemauu, they may return to their winter camp and share with their family.





If the player does not share the meat with his family in the correct order, they will be reminded how to be respectful.



Once the player has shared the moose meat with his family in the correct order, he must honor the spirit of the moose.





Grandfather throws a piece of meat in the fire to honour the spirit of the moose and thank it for offering itself.



Grandfather hangs the bones and antlers of the moose in tree at the winter camp as a sign of respect.





# Player is awarded Security pie.



