



## Self-Government

In the Negotiating game, the player must re-negotiate Treaty No. 9 with representatives from the Ontario and Canadian governments. This game encourages the player to use the negotiation strategies he or she has learned throughout the other games. The player will learn the importance of the spoken word for the First Peoples: treaty rights are shatamekewina, or promises. He or she will discover the historical importance of the signing of Treaty No. 9. The game emphasizes that the First Nations, including the Mushkegowuk and Anishinaabe peoples, have always had their own cultures



The Negotiation game is locked unless the player has won the other five games – use this link to play the game anytime.

<http://www.pathoftheelders.com/launchgame>





The Self-government path leads to the Negotiating game



Loading screen has summary of help page.





The path leads to the game area for players to explore.





Players may visit the commissioner's tent.





Players are told the commissioners are waiting for them under the tarp in the middle of the village.



The signing ceremony will take place in the middle of the village under a tarp. The player must enter the tarp from this position





Players Enter Negotiations Alone

The default start state is a greeting and an invitation to click on an NPC to talk to.

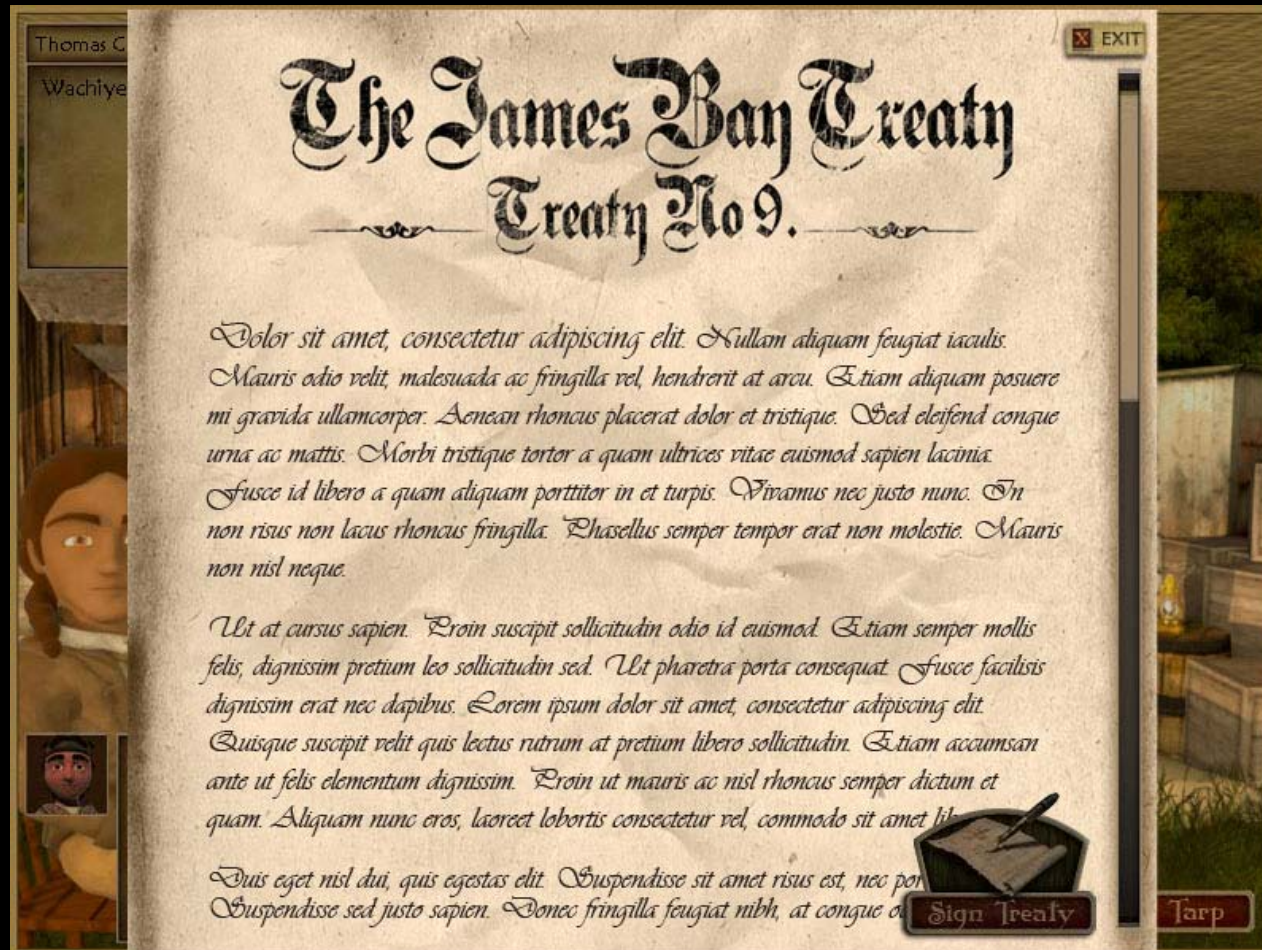




Players may also click on the treaty sitting on the table.

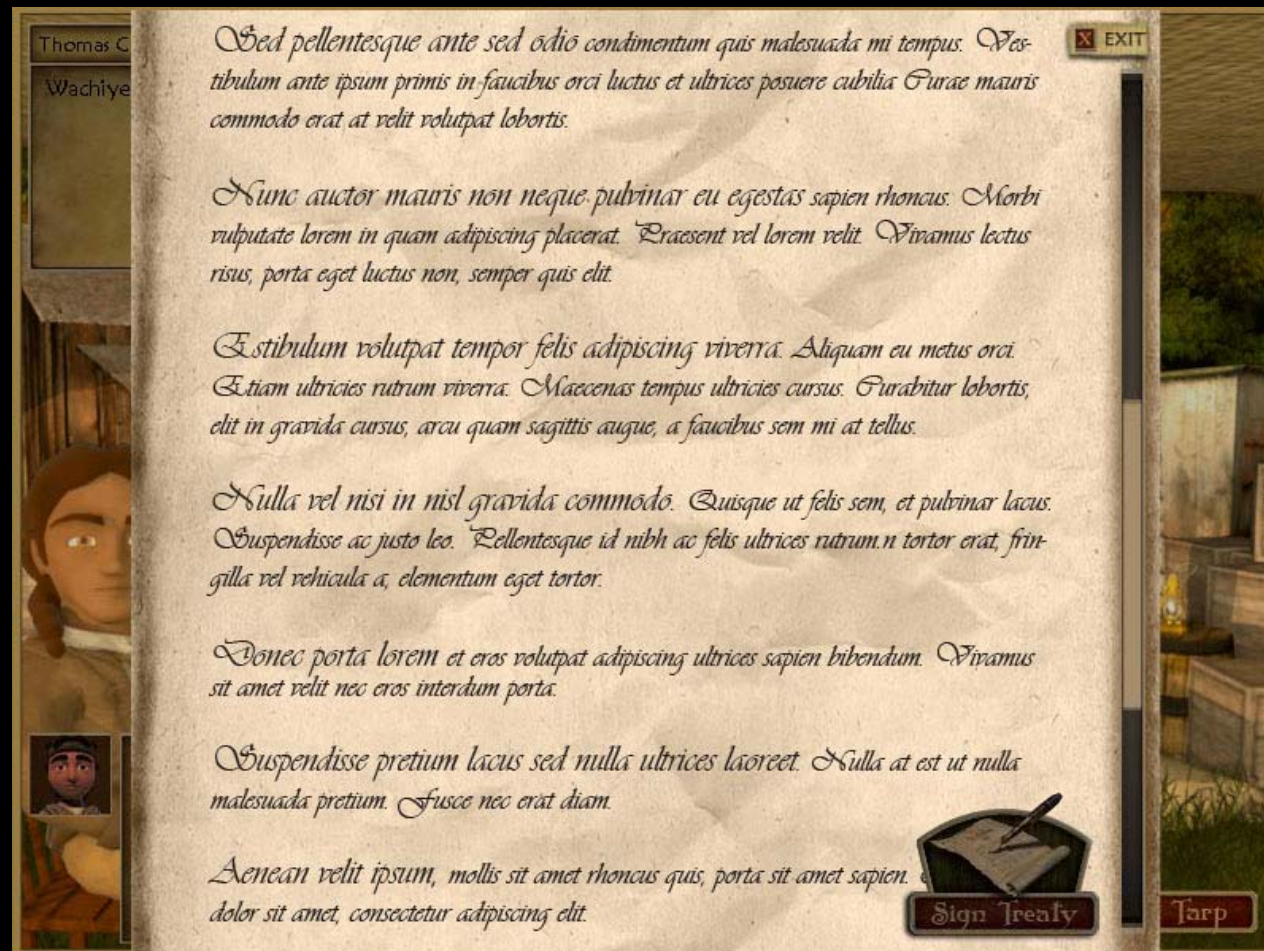


It is assumed that like the community leaders present at the original treaty signing ceremony, players do not speak or read English. If they choose to look at the document it appears as gibberish.

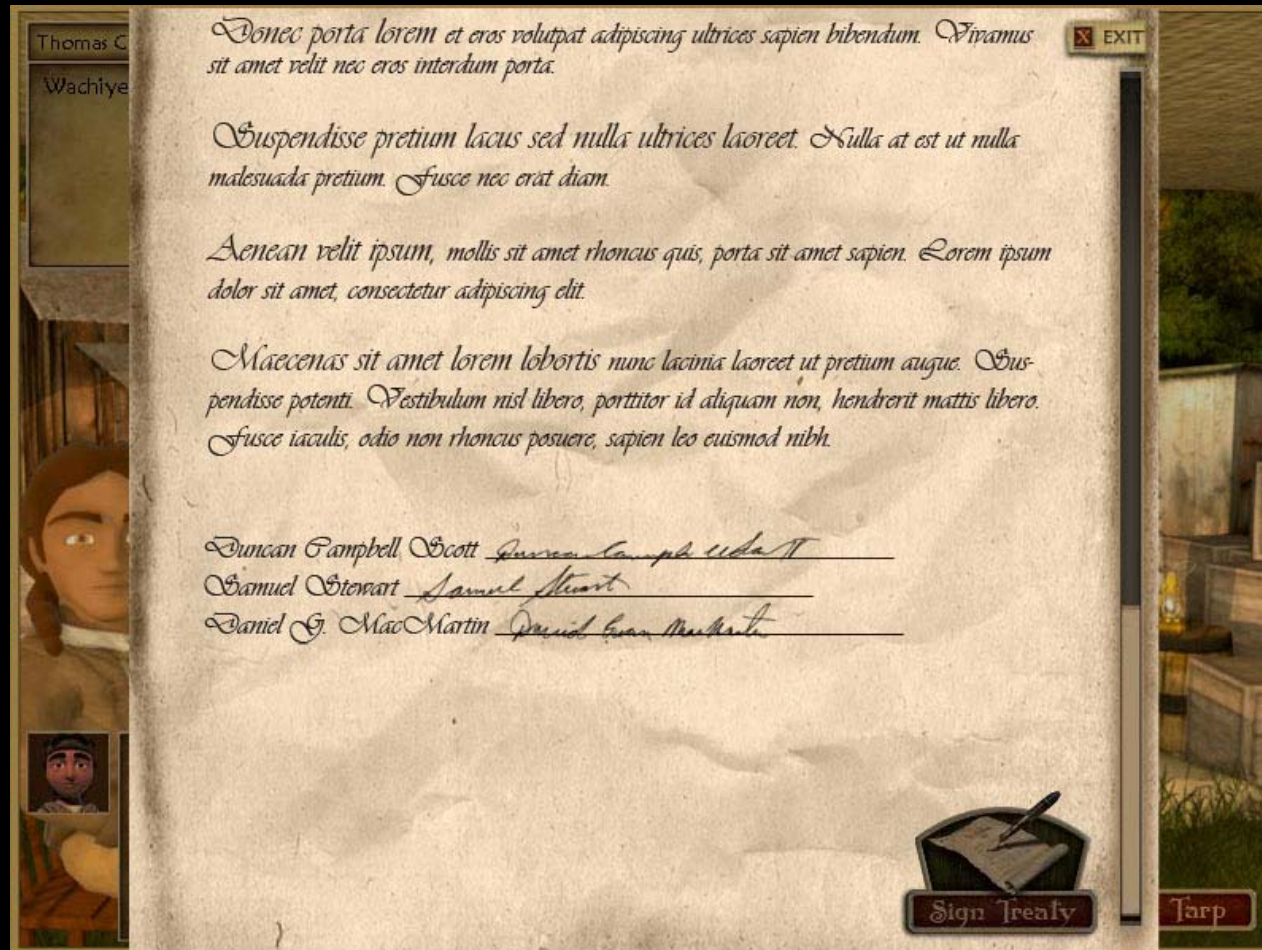




This section of the treaty refers to the promises made by both nations.



The final section of the treaty is for signatures. The commissioners have already signed the treaty.





Jimmy Swain is a river guide hired by the commissioners to escort them to the various communities for the treaty signing. He is well traveled and has knowledge of encroachment on traditional lands.





Dominion police force constables accompanied the commissioners to protect the money (\$30,000) they carried to make the annuity payments. Their uniforms gave a sense of ceremony and importance to the proceedings.



D.G. MacMartin represented the Province of Ontario and was present as per their arrangement for concurrence with the Federal government during the treaty process.





D.G. MacMartin was there to ensure reserves were not placed on areas of land destined for development.



The doctor went along to treat the sick.





The paymaster didn't negotiate – he just made the payments once the treaty was signed.



Samuel Stewart was a representative of the Federal government.





Stewart was a subordinate of Duncan Campbell Scott and made notes of the proceedings.



The HBC Factor was present to translate for the commissioners. The HBC had a vested interest in the treaty signing as the annuity payments meant cash for the HBC where previously all trade was in goods and services.





Solomon was a wise Elder from Moose Factory – here he gives insight on written versus oral agreements.



Players may choose to ask many of the commissioner's party to leave the negotiations to even the odds.





Duncan Campbell Scott was the leader of the treaty commission. He will explain the contents of the treaty.



As recorded in the commissioner's report, Scott briefly summarized the contents of the treaty (translated by the Factor) and then gave the signatories one hour for discussion.





## More explanation of the treaty articles.



## More explanation...





After the treaty is explained, Players may ask questions.

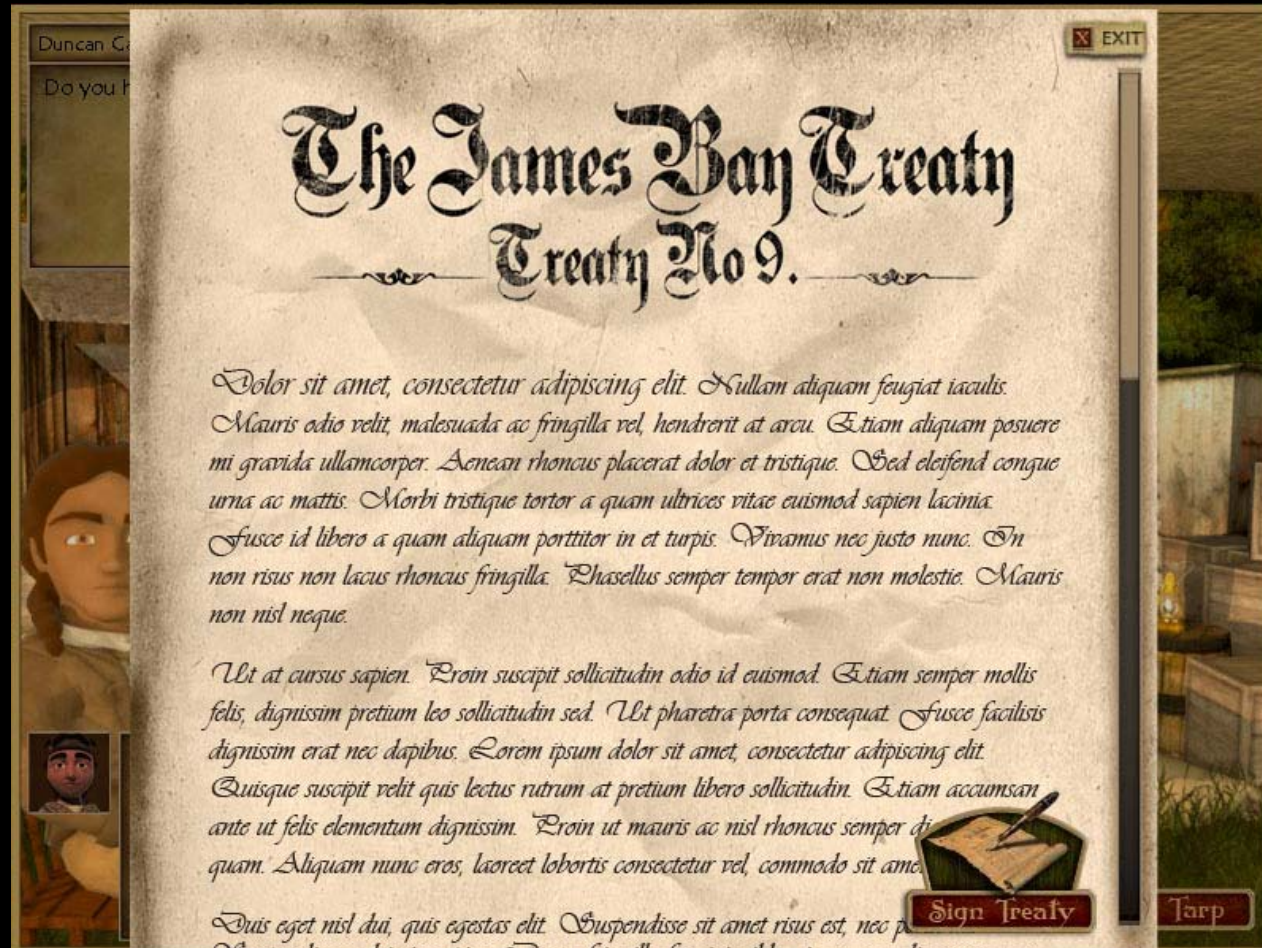


If the player is alone under the tarp, he is free to sign the treaty and celebrate with a feast.





Once the treaty has been explained, Players may open the treaty document and click the 'Sign Treaty' button.



Players may sign their name if they agree with the contents of the treaty.





Original signatories of Treaty No. 9 merely put their finger on the top of the pen while a commissioner made their mark. Were they agreeing to the written words on the document or the promises made by the commissions verbally. Were they the same, or different?



Players may click the 'Finish Negotiation' button when they are done signing.





It's easy for the player to sign the treaty and receive much needed assistance for their people from the government. However, in doing so they will surrender forever their rights to the land. If the player signs the treaty at this point, they will lose the game and have to try again.



## Question 2: Promises.





Promises were clearly made and the government promised they would last forever.



### Question 3: Scott's opinion of the treaty.





Did Scott have an ulterior motive – was he a ‘bad’ guy? What was the Indian title he referred to? Didn’t the crown take the land by right of corpus nullius?



## Question 4: Scott's opinion of the land.





Scott wrote poetry on his travels in northern Ontario. He did not seem to feel completely comfortable up there.



Without the wisdom of the other community leaders gathered in the village for the treaty negotiations, players have few options but to sign the treaty as it is written. A common theme in all the other games is to ask for Elder advice.





The HBC Factor can offer an opinion on the contents of the treaty if he is asked.



Most of the cash gifts and annuities would ultimately end up being spent at the HBC stores. The terms of the treaty would certainly benefit the Hudson's Bay Company.





The player may ask the paymaster a question about the annuity payments.



A little research has revealed that while the promise of annual cash payments is a solemn one that will last forever, in this case that may not be such a good thing. As the price of equipment and supplies rise in the future, the four dollars the government gives every person in the community may not be as helpful as it is today.





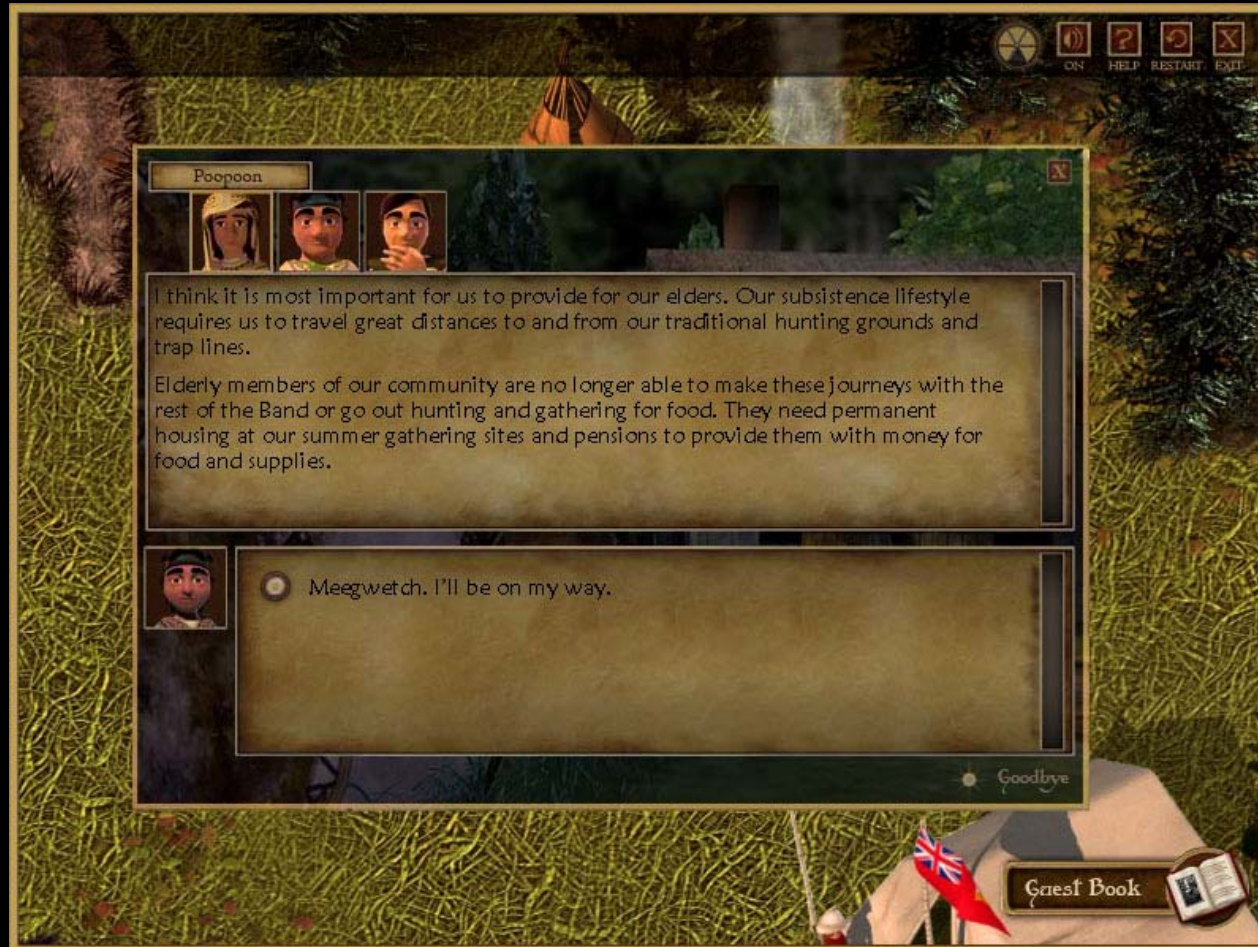
Players may add More Voices to the negotiations

All the leaders of neighbouring communities are present because players have completed the canoe game and united the Bands. Players can visit community leaders at the camp in the northeast corner of the village and invite them to join the treaty negotiations.





Chief Poopoon is concerned about care for the aged.



Chief Mark is concerned about assistance in the form of doctors and medicines for new deceases brought by the Europeans.





Chief Weenusk is concerned about money and livelihoods.



Players can visit community leaders at the camp in the southeast corner of the village and invite them to join the treaty negotiations.





Chief Weenjack is concerned about education.



Chief Sackaney is concerned about protecting traditional hunting territory from encroachment.





Players can visit community leader at the camp in the southwest corner of the village and invite him to join the treaty negotiations.



Chief Missabey is concerned about preserving culture. He gives a few clues about language.





Community leaders who are invited to act as signatories are added to the player's guest book.



The player may invite up to three community leaders and guests to join them under the tarp to negotiate the terms of Treaty No. 9.





Players may ask each signatory which treaty promise is most important to them.



Each signatory will express their concerns.





Players can ask D. C. Scott for help.



Scott tells players to ask the signatories if they agree to the treaty. If so, players can sign the treaty and begin the feast.





Players must ask each signatory if they are satisfied with the promises made in the treaty.



All the community leaders (except Chief Monias) will be satisfied with the terms of the treaty as it has been explained.

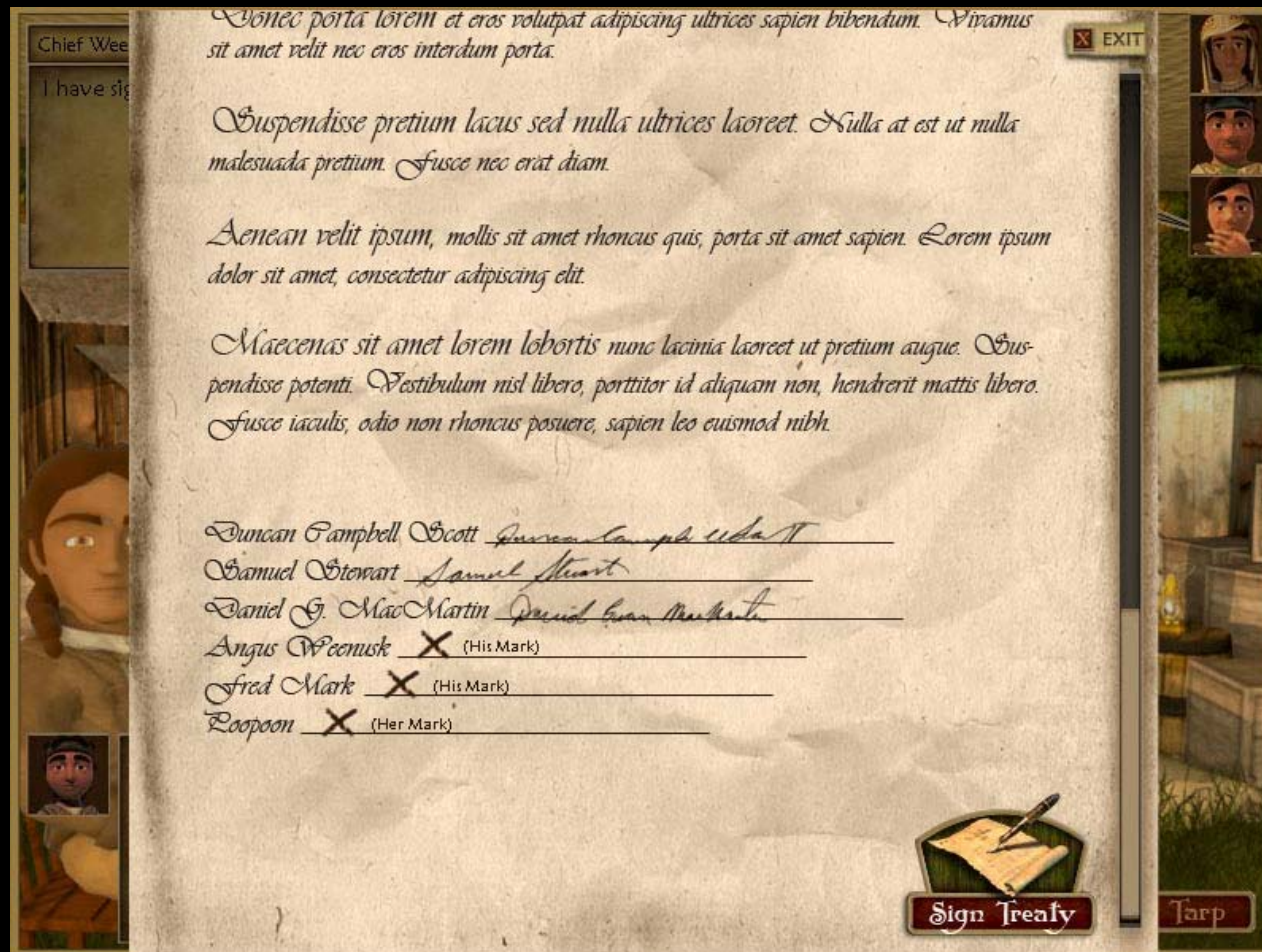




Treaty No. 9 offered much needed assistance and met many of the needs of the community.



All Chiefs present under the tarp must agree to the terms of the treaty and sign their names before the 'Sign Treaty' button will be enabled for players to sign and finalize the negotiation.





The goal of the Negotiating game is to achieve self-government which cannot be achieved by surrendering traditional lands. If players sign the treaty at this point, they will lose the game and have to try again.



Add Chief Monias' Voice



Chief Monias is standing near the entrance path at the north of the village.



Players may ask Chief Monias his opinion of the treaty.





Chief Monias feels that retaining control of the land is most important. Players can choose to invite Chief Monias to the treaty negotiation under the tarp in the centre of the village.



The Chief is happy to add his voice to the negotiations.





Chief Monias is added to the guest book.



Players can ask the Chief about the treaty promises.





Again, Chief Monias says that retaining control over traditional lands is the most important thing to him.



Players may ask Chief Moonias an additional question.





It was recorded in the original commissioner's report that Chief Monias questioned the fairness of the treaty terms. This may have been an indication that he was told he was not really giving up anything for the assistance the government was offering.



Players may relay Chief Monias' question to D.C. Scott.





D. C. Scott tells players to relay his answer to Chief Monias. In the original commissioner's report, it was Father F.X. Fafard of the Roman Catholic Mission at Albany who spoke these words to Chief Monias.



Players may relay Scott's answer to Chief Moonias.





Chief Monias gives his thoughts on their traditional lands and the resources the Great Spirit has provided. He has an idea to share rather than surrender the land.



Players can ask D. C. Scott to explain the contents of the treaty.





Players may ask Chief Moonias if he is satisfied with the treaty.



Chief Moonias does not like the idea of surrendering our traditional lands forever. He suggests changing the words written in the treaty.





Players can now ask D. C. Scott if the words written in the treaty can be changed.



The commissioners do not have the authority to change even a single word of the treaty.





Players cannot sign the treaty if all the invited signatories do not agree.  
They will have to leave the negotiations to do some more research  
outside.



Frank Speck Translates



Players can visit the camp in the southwest corner of the village and speak with Frank Speck, a visitor and guest of Chief Missabey.



Frank Speck speaks perfect English and Cree. He could be an impartial translator in the negotiations.





Mr. Speck tells players about his profession.



He encourages you to 'speak the language of the non-native culture' which means not only speaking and understanding the language but also realizing that European law and agreements value the written word over the spoken word.





Players can invite Frank Speck to join the negotiations. He is added to the guest book.

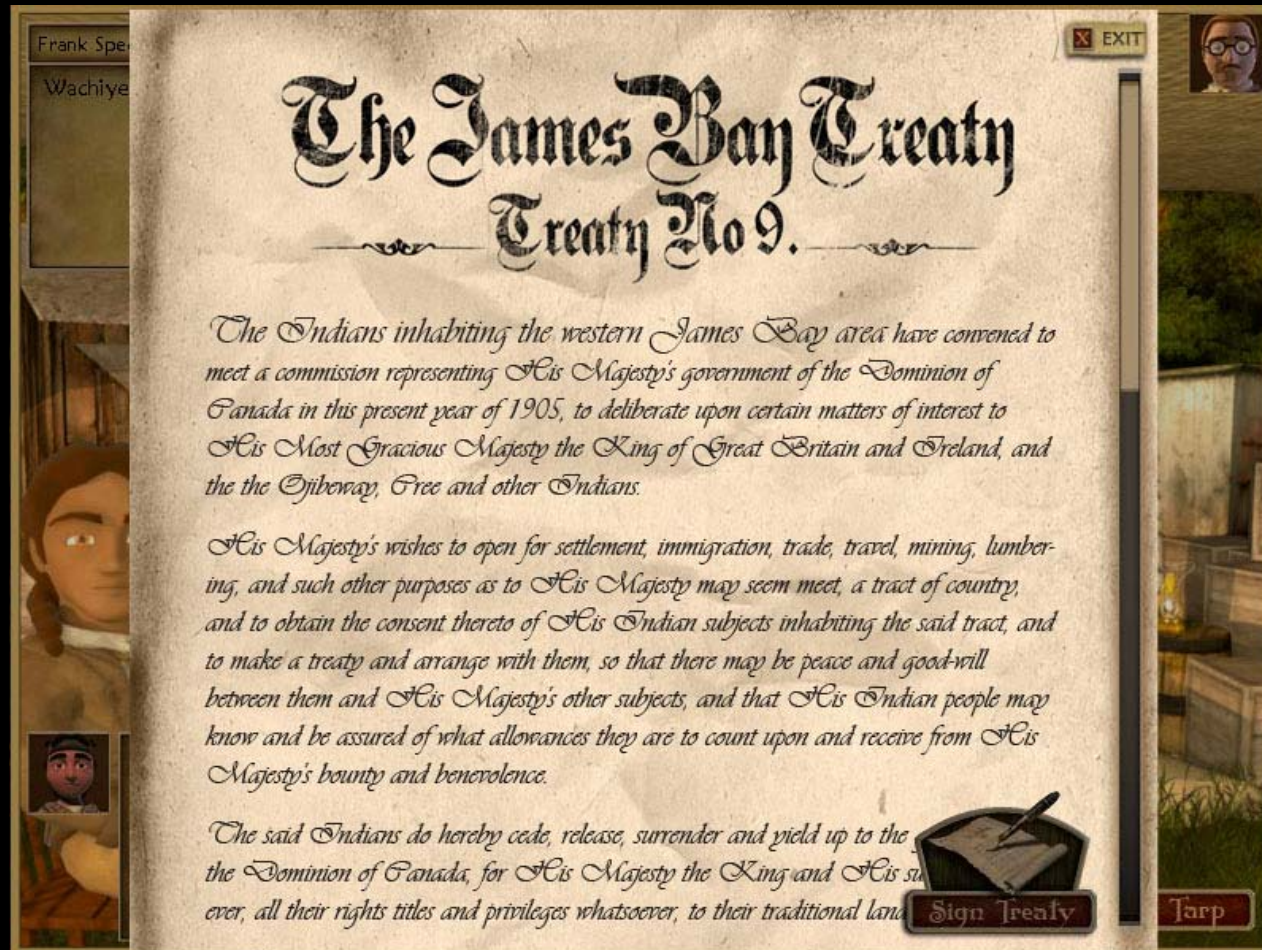


Mr. Speck is happy to accurately translate the contents of the treaty and the words of the commissioners.

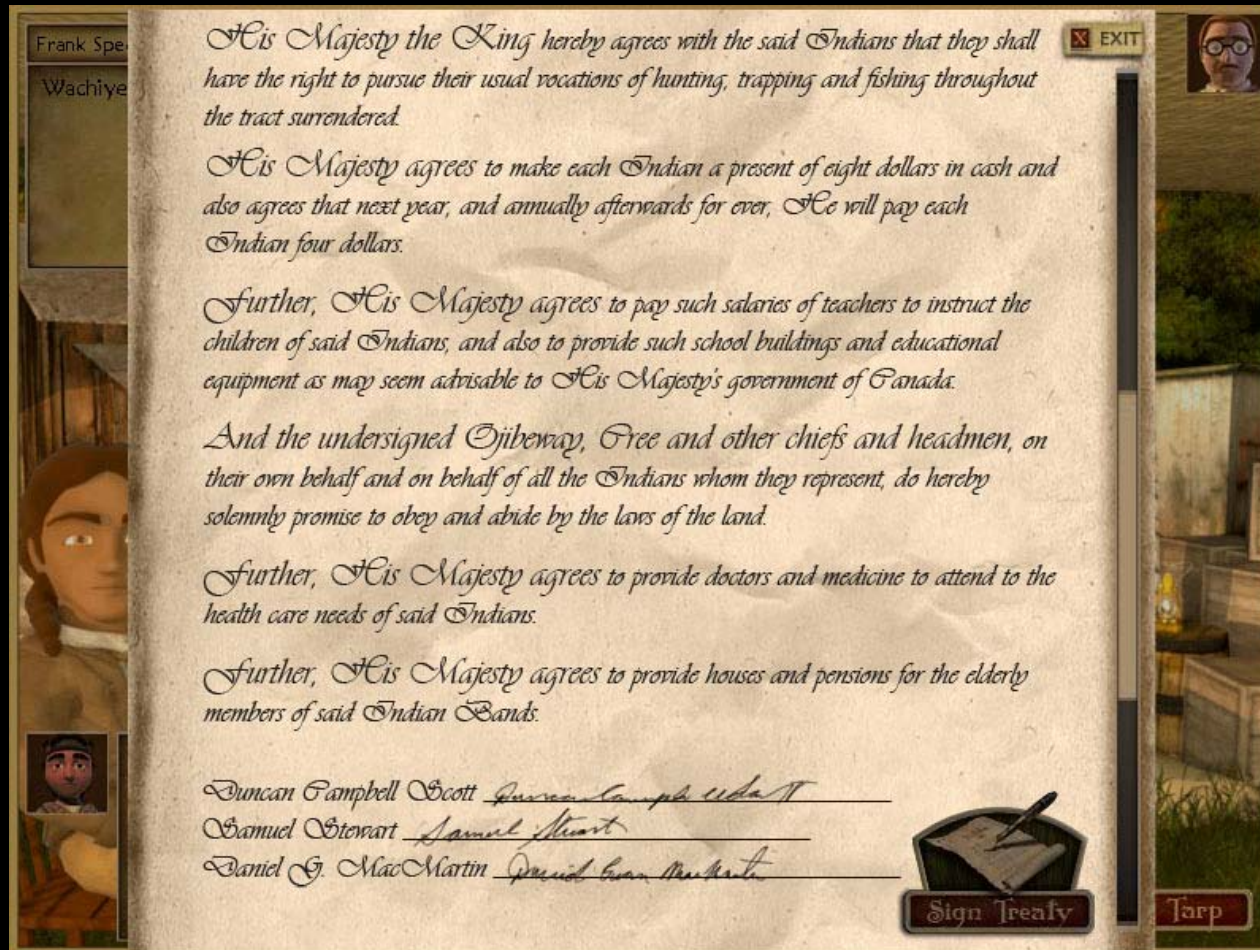




If the player clicks on the treaty on the table, they will now be able to read the words in English.



## More English treaty contents.





With their own translator, players can ask the HBC Factor to leave the negotiations.



The HBC has been a good friend and ally to the community but they have no say in the negotiations.





Players may now even the odds considerably if they wish. The negotiation area is a little less crowded and a little less one-sided.



Nigel Peabody Knows the Law



Players can visit the camp in the southwest corner of the village and speak with Nigel Peabody, a visitor and guest of Chief Missabey.



Mr. Peabody does not speak Cree but he is a lawyer and is well versed in the laws of the Dominion of Canada and Great Britain. He is also a friend of John Seck and Chief Missabey.





Players can ask Frank Speck to invite Mr. Peabody to join the treaty negotiations.



Nigel Peabody, the lawyer is added to the guest book. Since he doesn't speak Cree, Frank Speck must join him.





During the treaty negotiations, players can now ask the lawyer questions.



If players haven't already asked D.C. Scott to explain the contents of the treaty, Mr. Peabody will suggest they do so now.

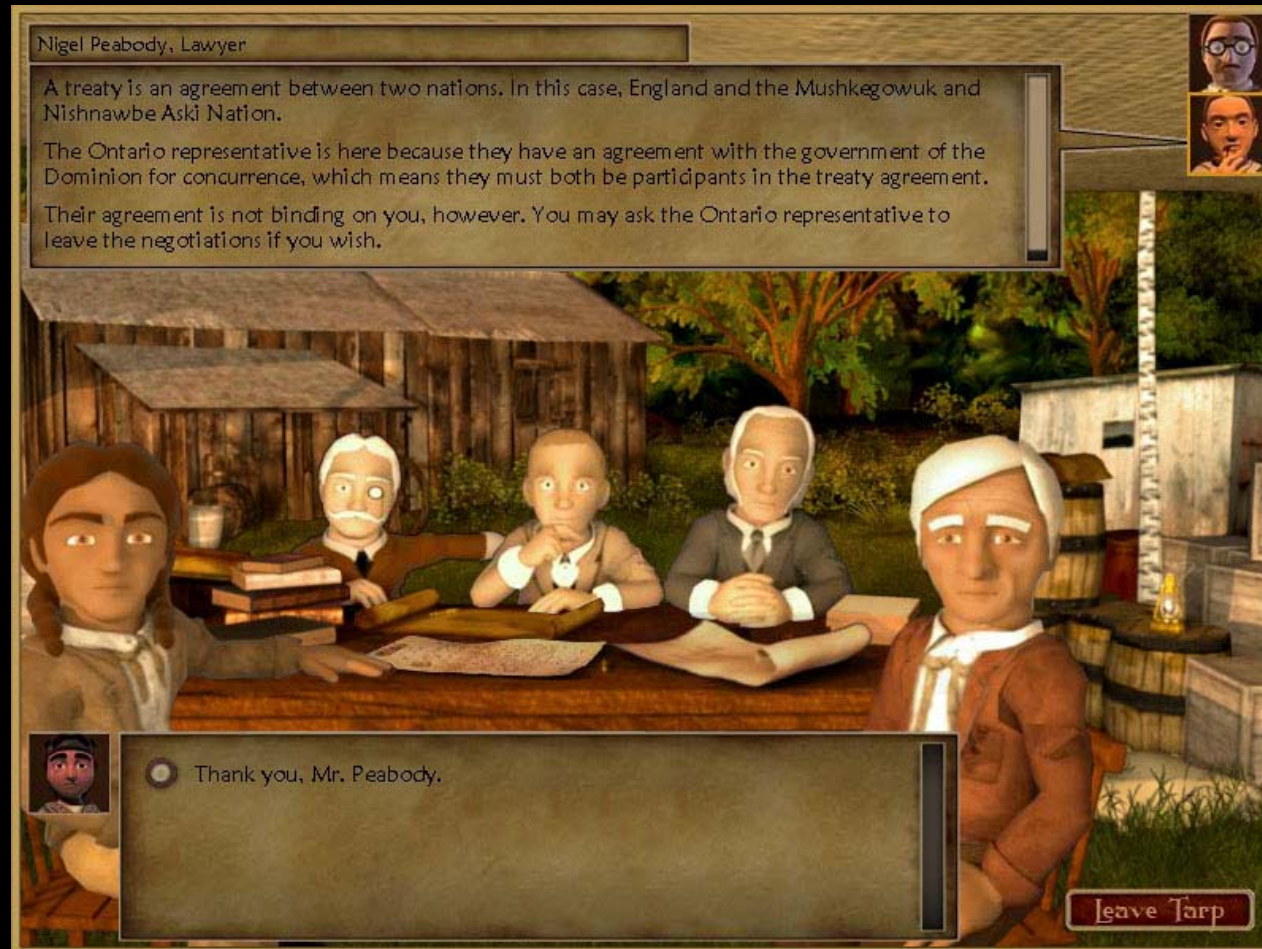




Players can ask the lawyer to define the term 'treaty'.



Treaties are agreements between two nations – in this case, the Mushkegowuk and Nishnawbe Aski nation and England.





The government of Ontario has no part in the treaty negotiations and players may ask him to leave.



Only the two representative of the federal government remain.

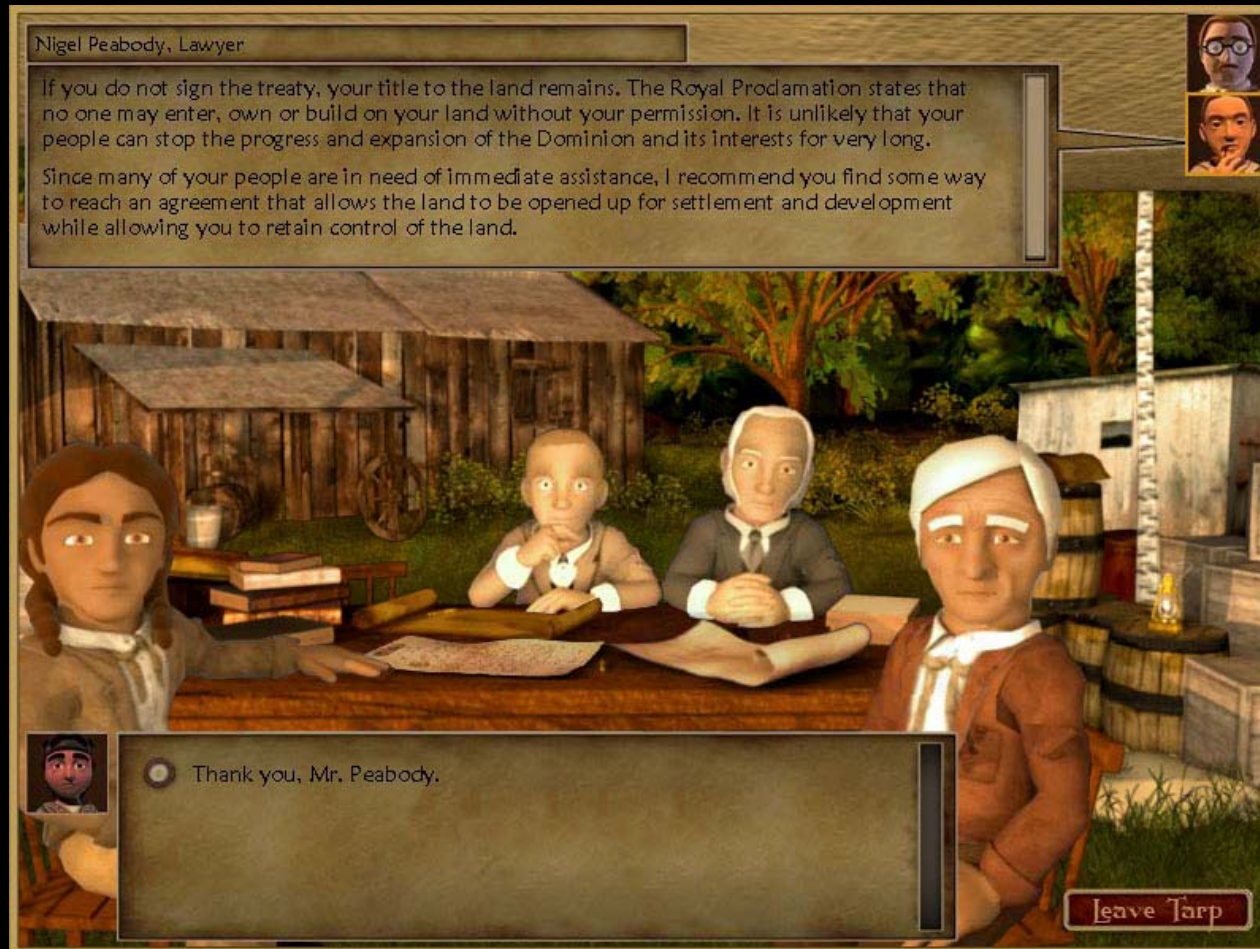




Players may ask about the consequences of not signing the treaty.



An interesting question. The lawyer advise players try to find a way to settle the matter without walking away.





Players may ask the lawyer to tell them about the Royal Proclamation.



# The lawyer defines 'Royal Proclamation'.





Monias, Speck and Peabody  
A winning combination

Players must find the correct combination of community leaders and guest to invite to negotiate.





Begin the negotiations by asking Chief Moonias if he is satisfied with the promises made in the treaty.



If Chief Monias and Mr. Peabody the lawyer are both present, Monias will ask to ask Mr. Peabody if it is possible to change the text of the treaty.





A new question for the lawyer – can we change the wording of the treaty? The original commissioners could not change even a single word of the treaty – but this is a game that explores alternate solutions using our new-found negotiation skills.



A key concept – the ‘draft’. This opens up a whole new world of possibilities for players – and is the key to winning the game.





A new statement is available to players the next time they speak with D.C. Scott.



D.C. Scott has a single agenda; to resolve the issue of 'Indian title' and open the land for development and settlement. He will accept a new draft of the treaty.





## Another contextual question.



D.C. Scott instructs players to ask Chief Monias to add his voice to the draft.





Players can relay this suggestion to Chief Moonias.



# Chief Moonias has some thoughts about promises and assistance.





Chief Monias has signed the new draft of Treaty No. 9.



If players speak with D. G. MacMartin, they will learn that he is not happy with the new draft of the treaty. The player can overcome his objection and ask him to leave the negotiations.





Only the two representatives of the federal government remain in the negotiations.

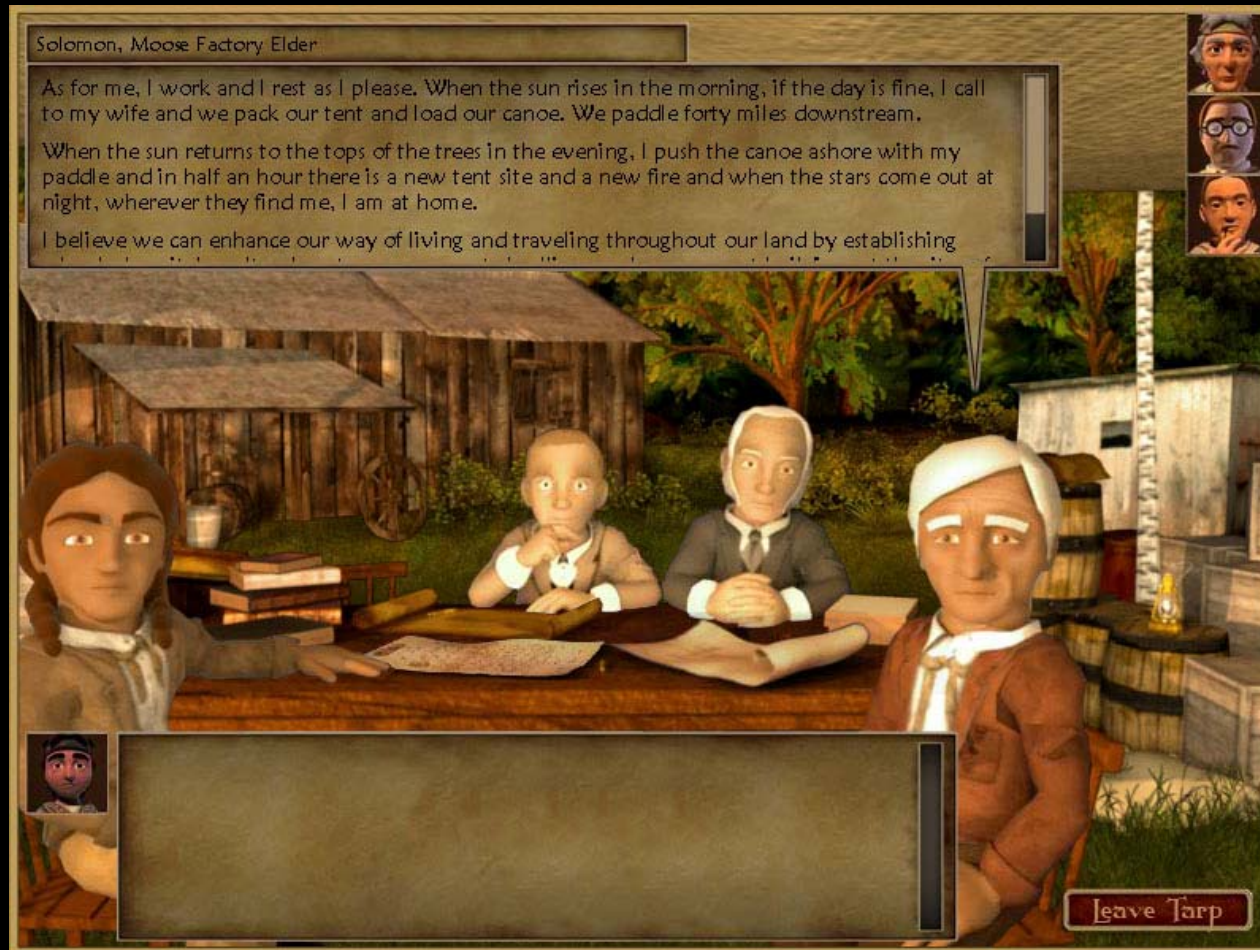


Jimmy Swain has some thoughts on the content of the new draft of Treaty No. 9. He doesn't seem to like the idea of reserve land or the small allotment of land for each family.





Solomon has a beautiful story to share about the land.



He also has some thoughts about what any permanent settlement should look like and where they should be established.

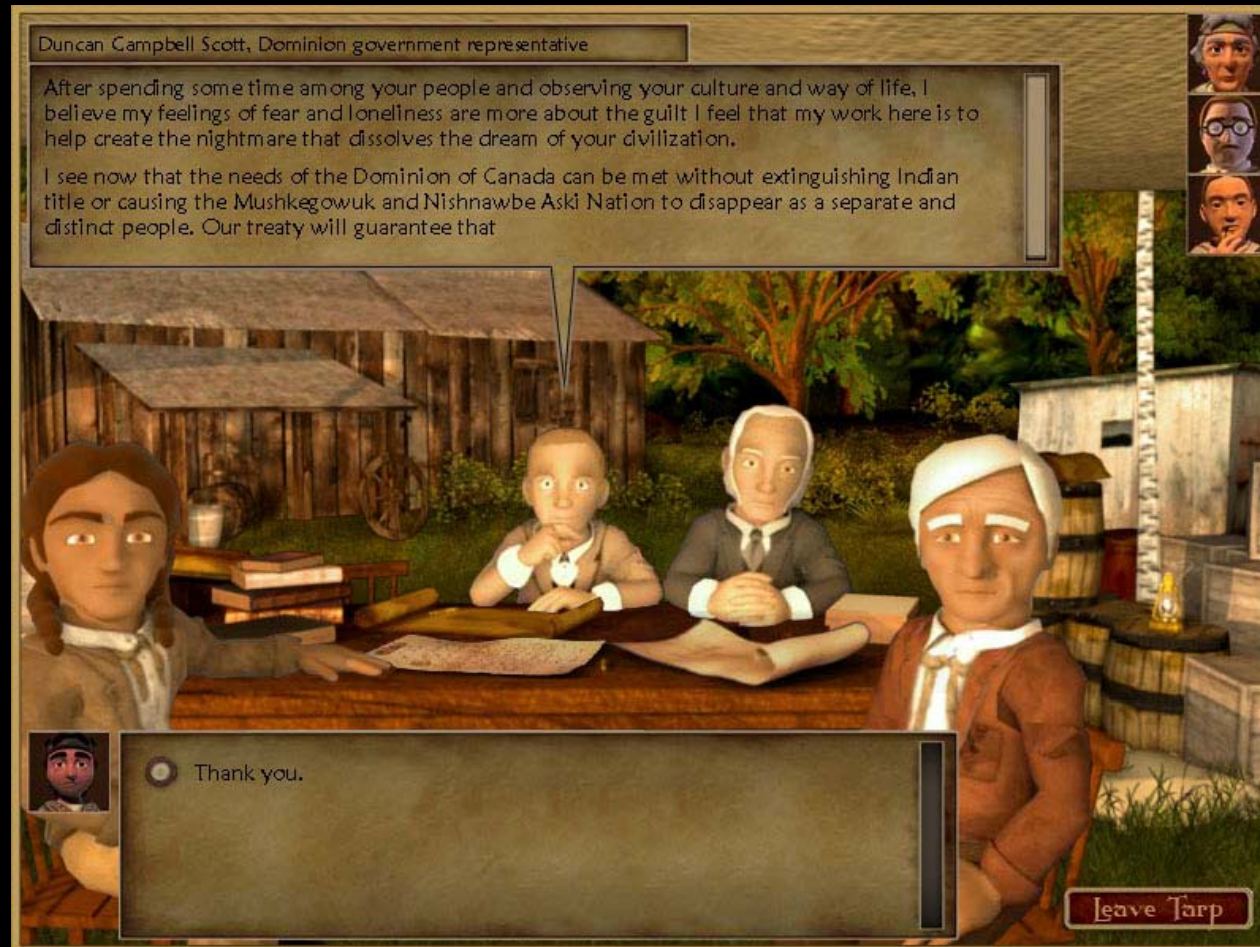




Now that players have introduced the new draft of Treaty No. 9, they can ask Duncan Campbell Scott his opinion.



Scott has a very different opinion of the proceedings and his agenda of assimilation.





Mr. Peabody advises players to sign the draft when they are satisfied with it's contents.



Scott can offer more contextual help.





D. C. Scott gives players a clue that they may want to add more voices to the negotiations.

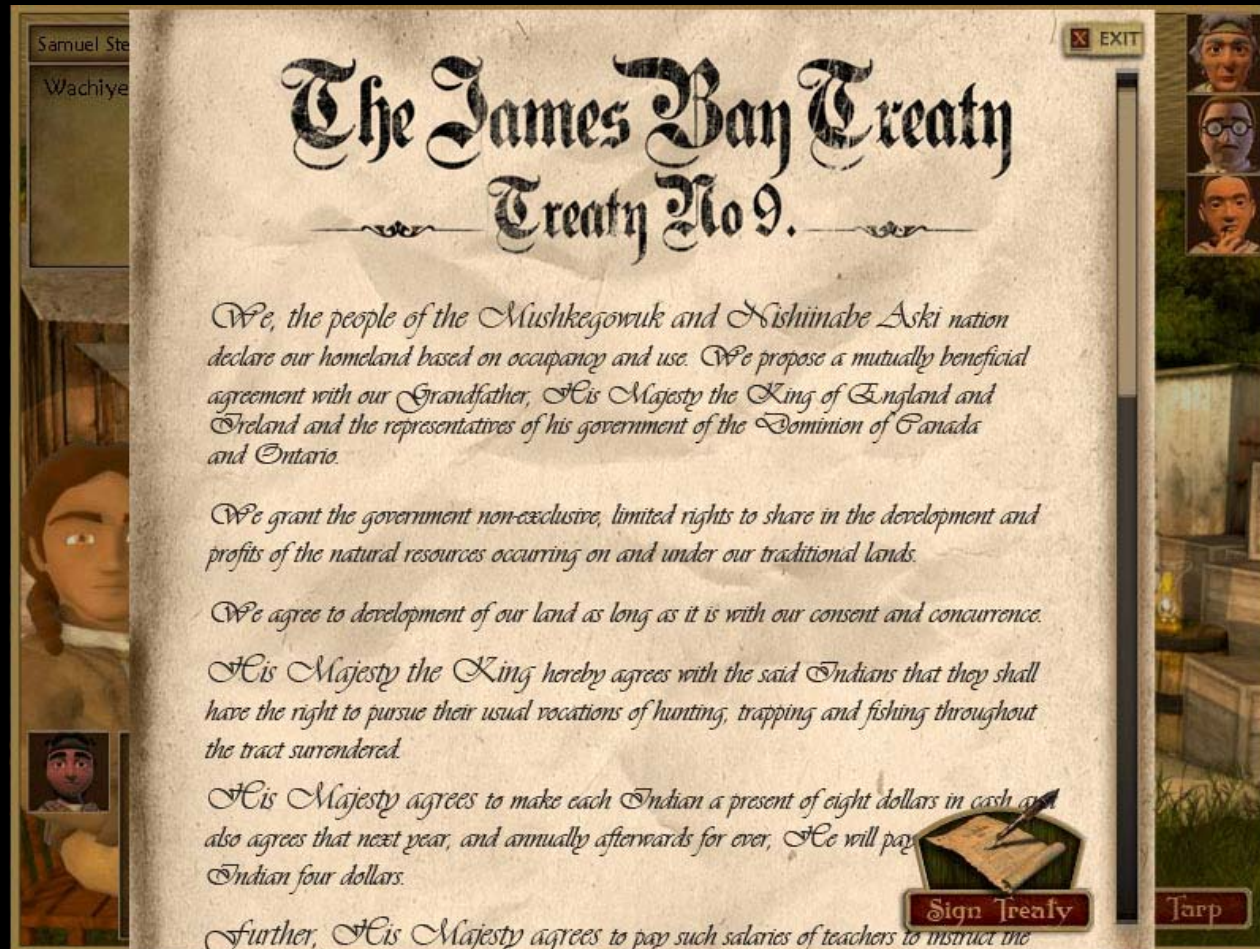


Players can click on the treaty on the table again to read the draft.

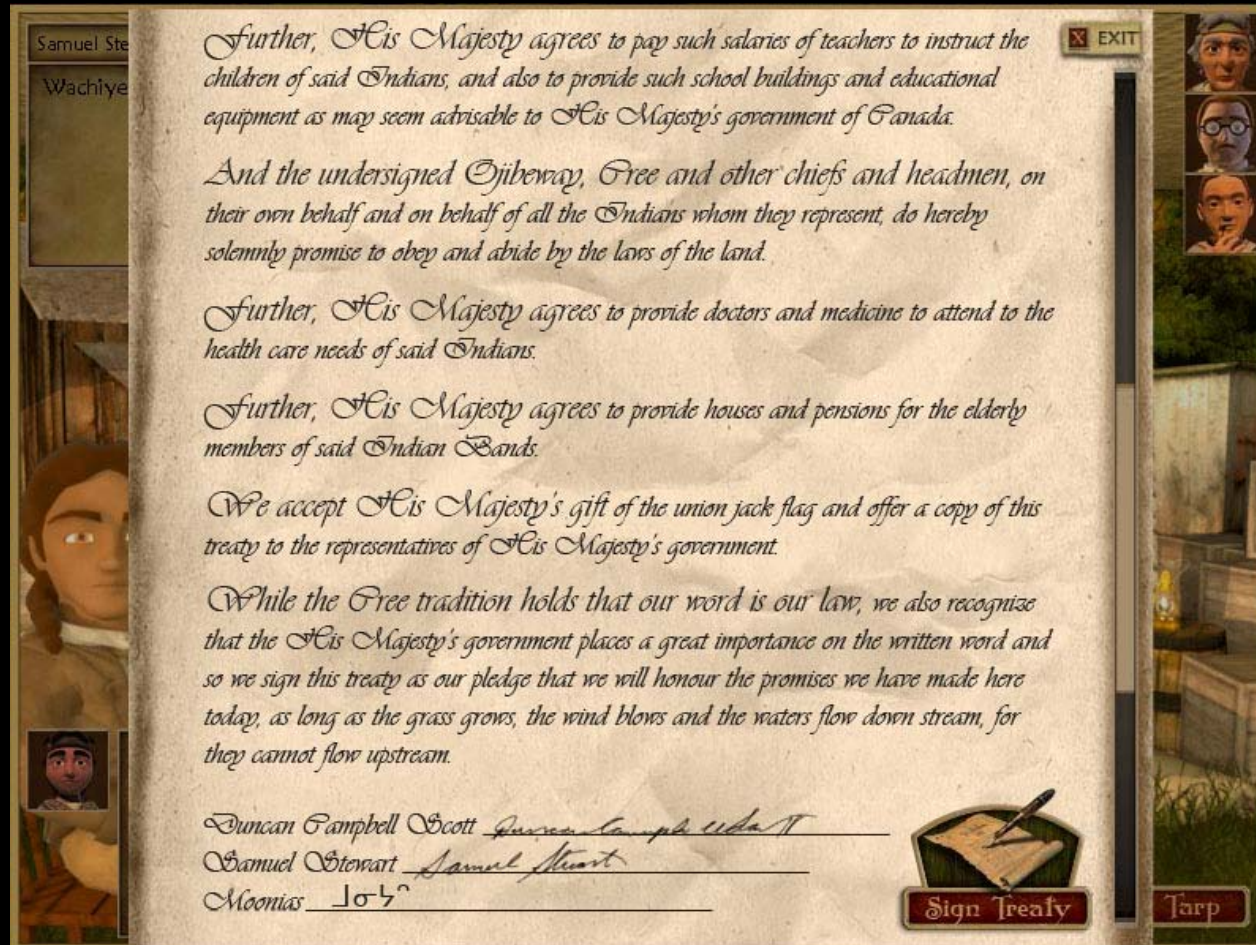




Page one of the draft includes Chief Monias' introductory paragraph granting non-exclusive, limited rights to share the land with the Dominion of Canada.



Chief Monias has already signed the draft.





Players may click the 'Finish Negotiation' button when they are done signing the draft.



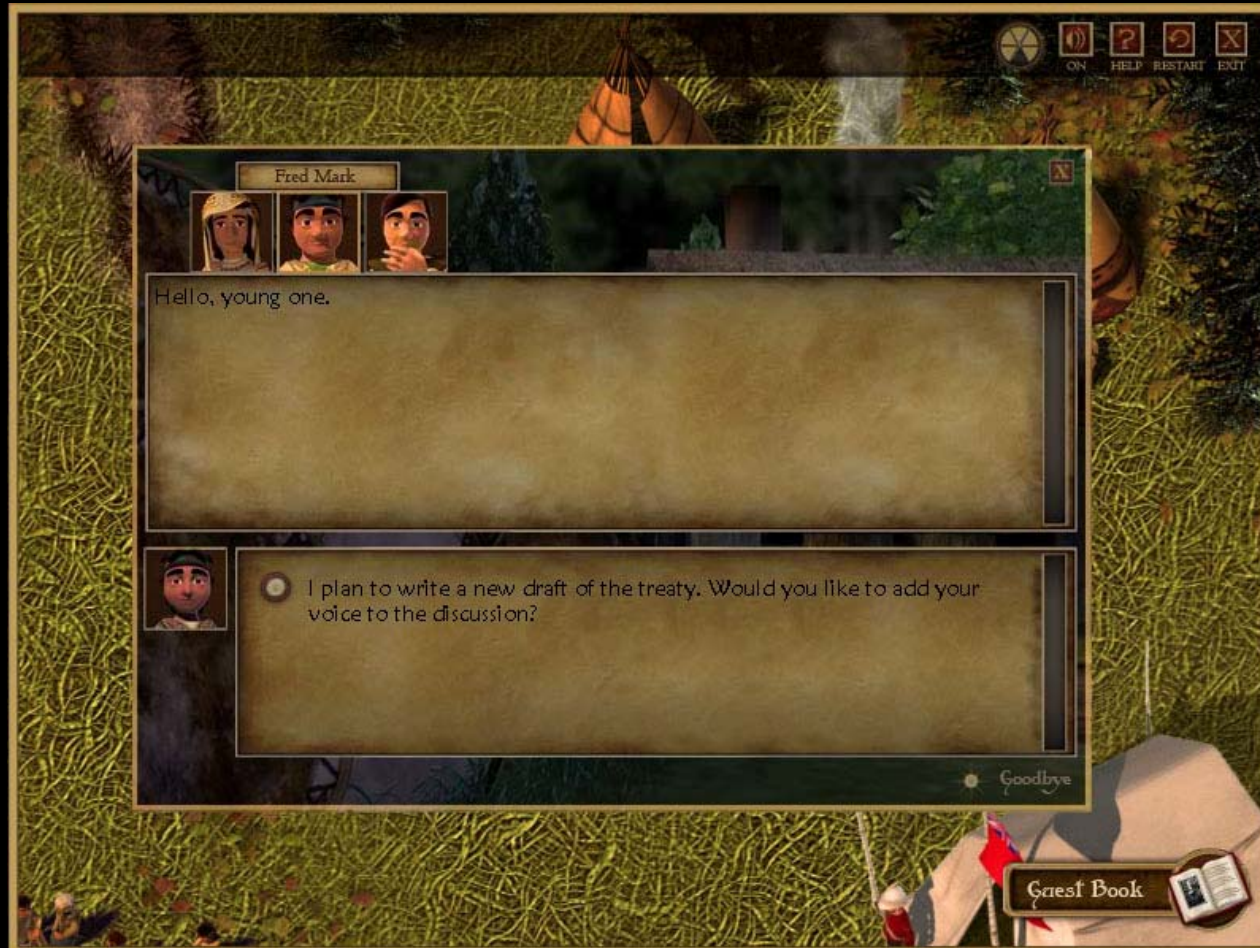
Players have found the right combination to unlock the draft and win the game. Unfortunately, they did not include all the voices of the other community leaders and did not achieve the optimal outcome for their nation.





Add more voices to the draft

Players can revisit the other community leaders and inform them about the new draft of Treaty No. 9





Now that players are writing a new draft of the treaty, they may invite all the community leaders and guests who are present.



All the communities have a voice in the negotiations now.





Players can ask each community leader if they would like to add their voice to the new draft of Treaty No. 9



## Chief Mark has some thoughts on health care.

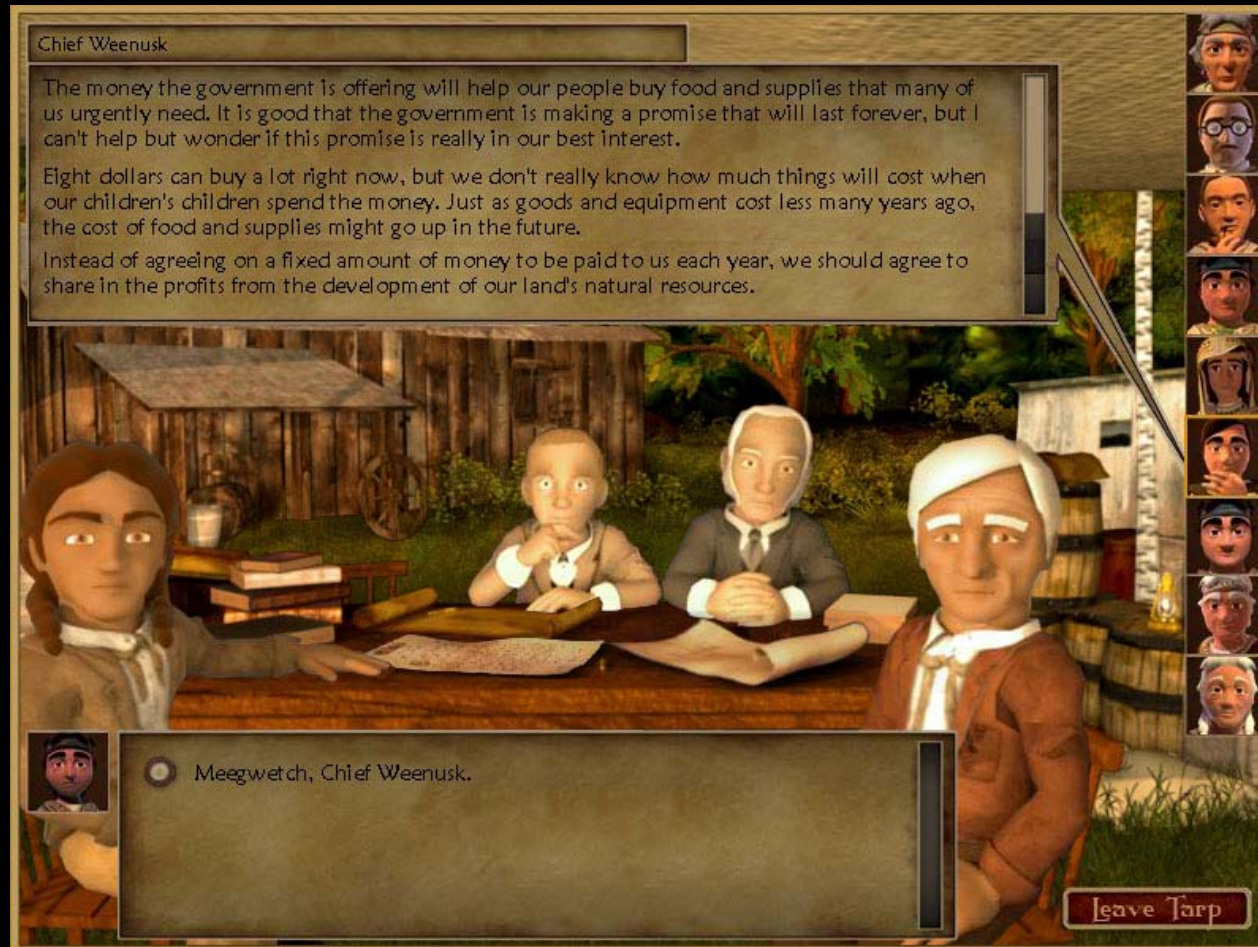




# Chief Poopoon has some thoughts on the care of the elderly.



# Chief Weenusk has some thoughts on financial assistance from the government.

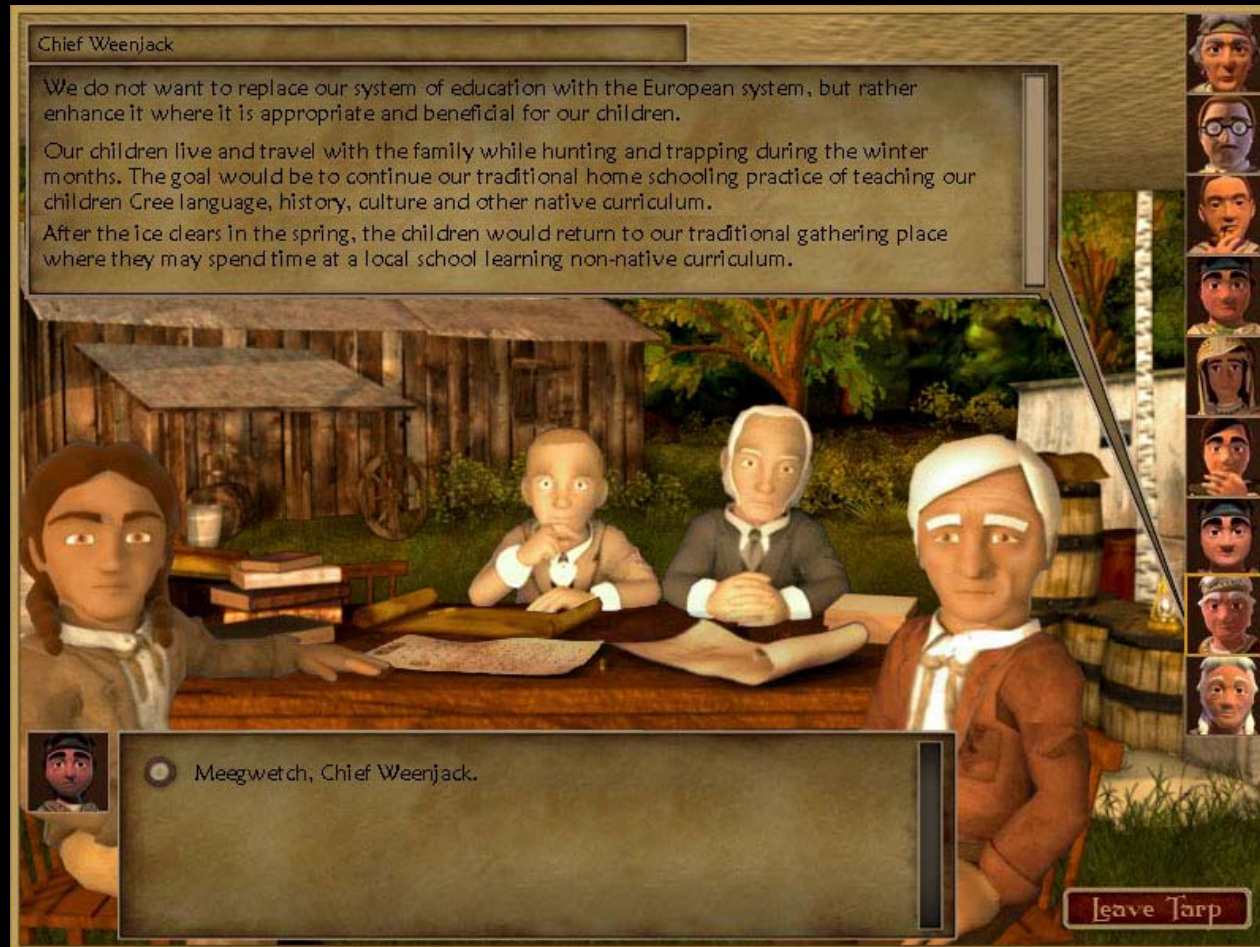




# Chief Sackaney has some thoughts on being loyal citizens and following the laws of the land.



# Chief Weenjack has some thoughts on education.

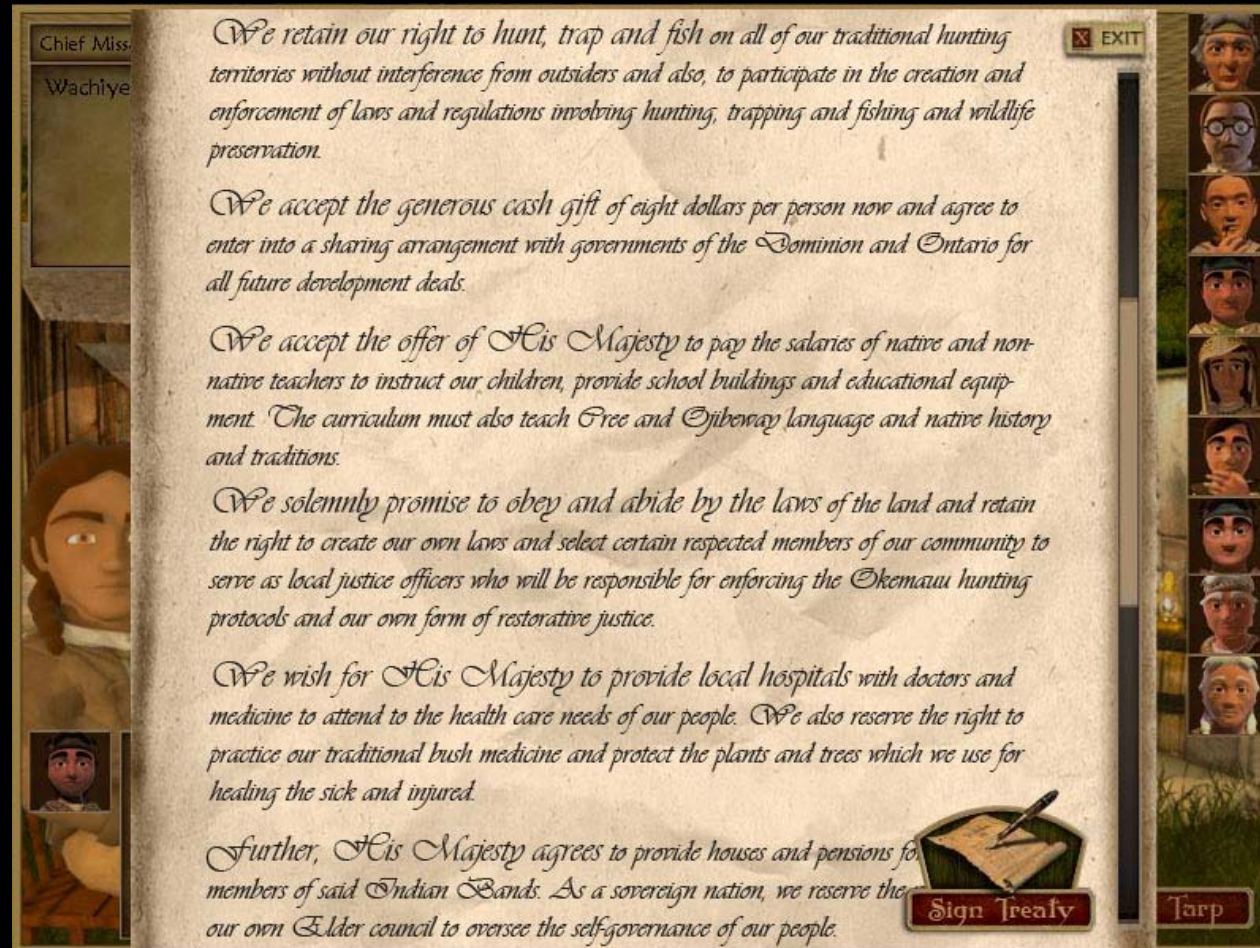




Chief Missabey has some thoughts on hunting, trapping and fishing rights and the protection of the environment.

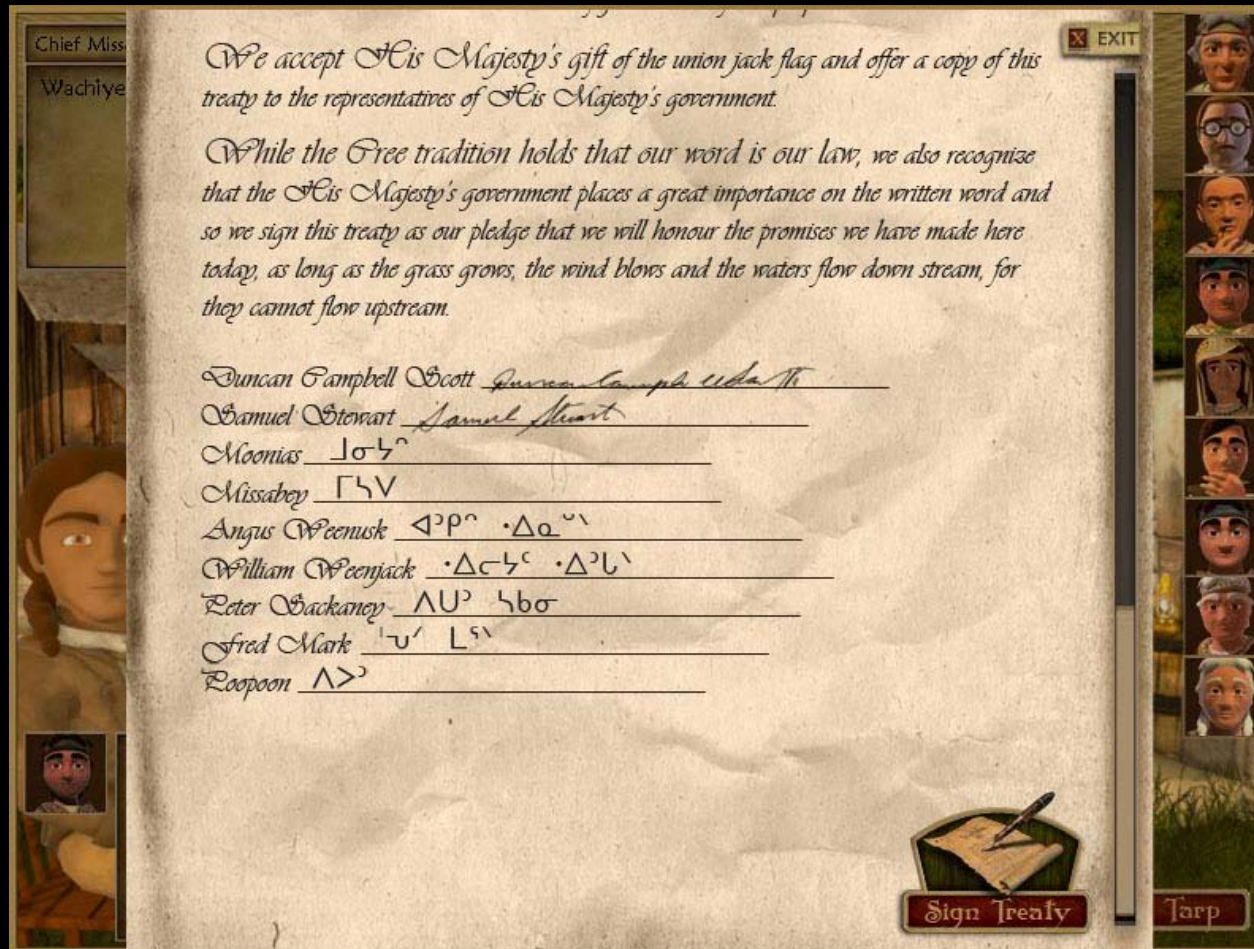


Page two of the completed draft. Each original article has been amended to benefit the community.





Page three of the completed draft. All the community leader's signatures are included on the draft in syllabic form.



By adding all the community leader's voices and amending each article of the treaty draft, players have achieved the optimal outcome for their nation.





Players are awarded the Self-government token and complete the Path of the Elders: Knowledge Quest game.

