



In the Resources game, the player must research and responsibly develop the land's natural resources while strengthening the Band's sovereignty. This game promotes responsible stewardship and respect towards others and the environment. The player will encounter people who do not recognize his or her authority over the resources: the Royal Proclamation of 1763 acknowledged the First Peoples' rights to their lands, but the First Peoples have had to maintain control of their land when facing encroaching settlers and developers.



Players may take the Economy path to play the resources game.



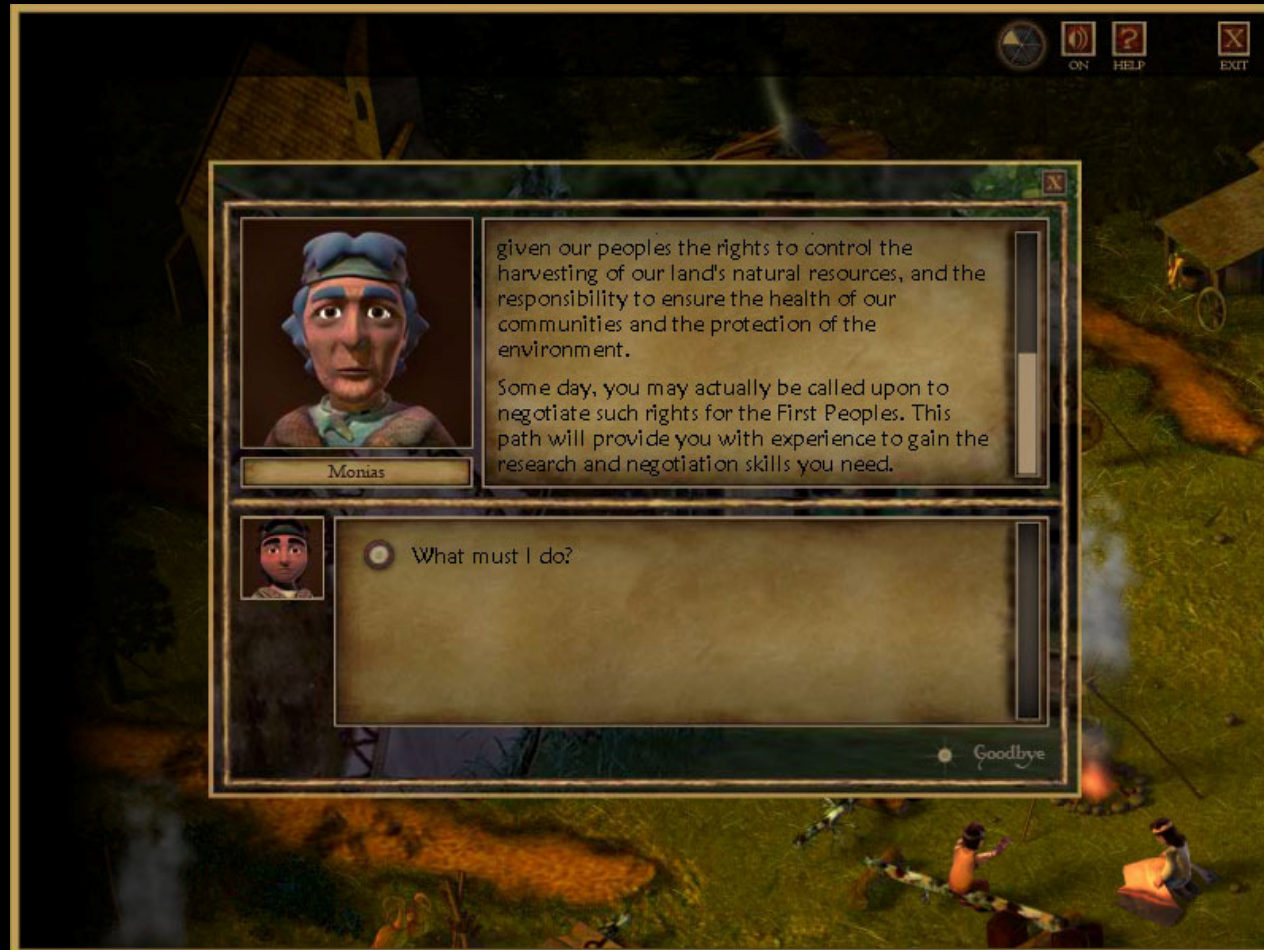
Chief Monias will meet the player on the resources path.



Players will learn about the relationship the First Peoples have with the land and the vision that they will be granted on this path.



Continued...



Chief Monias instructs players to go and do research about the value of their traditional lands. Doing research is a key negotiation strategy and should be conducted before entering into any negotiation.



Players may ask Chief Monias additional questions before the game begins.



Loading screen help. For more detailed help on the Resources game, click the question mark icon on the upper right hand corner of the screen.

Loading...
Read Instructions

Game Objective

Increase your band's health meter to 100% by developing the land's resources with minimal environmental damage. To succeed, you must research the land's resources and balance your development decisions with their impact on both the environment and band health meters. My friend the Miteo will advise you on how to interact with mandoa (strangers) and how to begin development.

BAND HEALTH

ENVIRONMENT HEALTH

Click on either of the health meter icons to learn more about what's effecting each meter.

Cutting Wood

- Click the Axe or Saw icon in the tabbed menu.

- Click and drag to select the area you wish to cut.

Structures

- Click on the structure's icon in the tabbed menu.

- Check the detail window for placement guidelines.
- Click on the game map to place the structure.

Detail Window

- a** Unemployed Villagers
- b** Total Earnings
- c** Building Statistics
- d** Add/Remove Workers

Navigation Map

- Village
- Forestry
- Mining
- Justice
- Miteo
- Encroacher
- Partner
- Train
- Player
- Alert

Click on map item to teleport

The 'Village' tab contains 'House' and 'Hospital' items that are not available at the beginning of the game. The player must meet the lumberjacks, allow the railroad to build a line to the village and erect a saw mill before they can build structures in the village.



Players can see exactly what areas of the environment are being damaged by clicking on the Band health button at the top of the screen. Initially, the environment is healthy and all the sacred sites and medicinal plant areas are unharmed. Players can learn how to increase Band health to win the game.


The screenshot shows two summary screens from a game. The top screen is titled "Band Health Summary" and features a small icon of a band and a red "X" with the word "EXIT" in the top right corner. It contains a table with seven rows, each representing a different resource or building. Each row has a label on the left, a progress bar in the middle, and a status message on the right. The progress bars for Houses, Hospital, Police Station, Electricity, and Money are empty, while Sacred Sites and Medicinal Plants are filled with green. The bottom screen is titled "Environment Health Summary" and features a small icon of a tree. It contains two rows for "ANIMALS" and "FISH & FOUL", each with a green progress bar. A note is present at the bottom of this screen.

Band Health Summary		
HOUSES		You have not built any houses yet.
HOSPITAL		You have not built the hospital yet.
POLICE STATION		You have not built the police station yet.
ELECTRICITY		You have not built any dams yet.
MONEY		First milestone is at \$2500
SACRED SITES		All the sacred sites are well.
MEDICINAL PLANTS		All the medicinal plants are well.


Environment Health Summary		
ANIMALS		
FISH & FOUL		

NOTE: On the right are those items that have damaged the environment. The first number is the percentage of damage inflicted on the animals, and the second number is the percentage of damage inflicted on the fish & fowl.


As the player develops the economy of the land, the summary will be updated. The game is a balance of upward pressure on the Band health meter from economic development and downward pressure on the environment health meter from damage to the land, animals, water and fish and fowl.



Band Health Summary



HOUSES	<div style="width: 100%; height: 10px; background: linear-gradient(to right, blue, grey);"></div>	You have built 4 houses with electricity.
HOSPITAL	<div style="width: 100%; height: 10px; background: linear-gradient(to right, teal, grey);"></div>	You have built the hospital.
POLICE STATION	<div style="width: 100%; height: 10px; background: linear-gradient(to right, teal, grey);"></div>	You have built the police station.
ELECTRICITY	<div style="width: 100%; height: 10px; background: linear-gradient(to right, blue, grey);"></div>	You have built 1 micro dams.
MONEY	<div style="width: 100%; height: 10px; background: linear-gradient(to right, blue, grey);"></div>	Money milestone 1 earned, next one is at \$5000
SACRED SITES	<div style="width: 100%; height: 10px; background: linear-gradient(to right, teal, grey);"></div>	A sacred site have been damaged.
MEDICINAL PLANTS	<div style="width: 100%; height: 10px; background: linear-gradient(to right, blue, grey);"></div>	2 medicinal plant tiles have been damaged.



Environment Health Summary

ANIMALS	<div style="width: 100%; height: 10px; background: linear-gradient(to right, green, grey);"></div>	<p>NOTE: On the right are those items that have damaged the environment. The first number is the percentage of damage inflicted on the animals, and the second number is the percentage of damage inflicted on the fish & fowl.</p>
FISH & FOUL	<div style="width: 100%; height: 10px; background: linear-gradient(to right, green, grey);"></div>	

30 logs cut beside water (2%, 21%)
 19 adjacent clear cuts (13%, 0%)
 Running smelter (5%, 3%)
 1 smelter built inland (3%, 3%)
 Running encroacher mines (3%, 3%)
 Running pulp mill (3%, 1%)
 4 houses built inland (2%, 2%)
 229 logs cut inland (2%, 2%)
 1 pulp mill built inland (1%, 1%)
 2 mines built inland (1%, 1%)
 1 micro dam built next to water (1%, 1%)
 1 railroad built next to water (1%, 1%)
 Running mines (1%, 1%)
 1 lumber mill built next to water (1%, 1%)

The Miteo is seated at his teepee and will give players advice or answer any question they may have. He is a seer-type who has great insight and connection with the land.



These questions are a clue to the development players can do to help increase Band health.



The Miteo has had a dream about the land.



Continued...



The Miteo explains the meaning of his dream.



The Miteo instructs players to go and meet the lumberjacks and learn about forestry.



Asking the Miteo for advice is a good idea.



On the left side of the screen is a sacred site. To the right of the path are plants used for traditional medicines. Players must take care to protect these sites while they develop the resources of the land.



The mandau or strangers are represented by red dots on the mini map. Players must go and greet them or the lumberjacks will begin cutting trees after a short time.



The Ajax boss seems a decent fellow. By listening to his description of the forestry industry, some items will appear in the 'Forest' tab.



Players can employ villagers and make money for the Band by cutting down trees. The axe requires one villager, the saw cuts twice as fast as the axe and requires two villagers.



If players asked the Miteo for advice before visiting the lumberjacks, they will have the option of instructing them to protect the culturally significant sites.



The Ajax Boss is cooperative. Another key negotiation strategy is to align yourself with like-minded people. It seems like a good idea to invite the Ajax boss to form a partnership with the Band.



Players can click on the lumberjack to see his status – here you can see that he is a partner and is using the clear cut technique.



Players are alerted by the Miteo if too many adjacent trees are cut.



Players are alerted if too many trees beside water are cut.



Players may visit their partners.



Players can ask partners to modify their production.



Partners are always willing to accommodate.



Players can learn about selective cutting. Villagers who cut down trees may now use the selective cut technique.



Once the Ajax boss is finished cutting a forest, he will ask for the Band's permission to continue cutting.



Players may chose to grant additional licenses.



Players can also meet the other lumberjack.



The other lumberjack is from the Acme Logging Company. His tone sounds a bit different. He can also tell the player about the forestry industry and activate the forest tab menu.



The Acme boss doesn't seem to respect the Band's stewardship over the land.



He definitely seems to have his mind made up to cut down trees on the Band' traditional lands.



This guy is going to be a problem. In this game we call him an encroacher. He is representative of the advance of progress and development that was taking place in northern Ontario in 1905, just before Treaty No. 9 was signed.



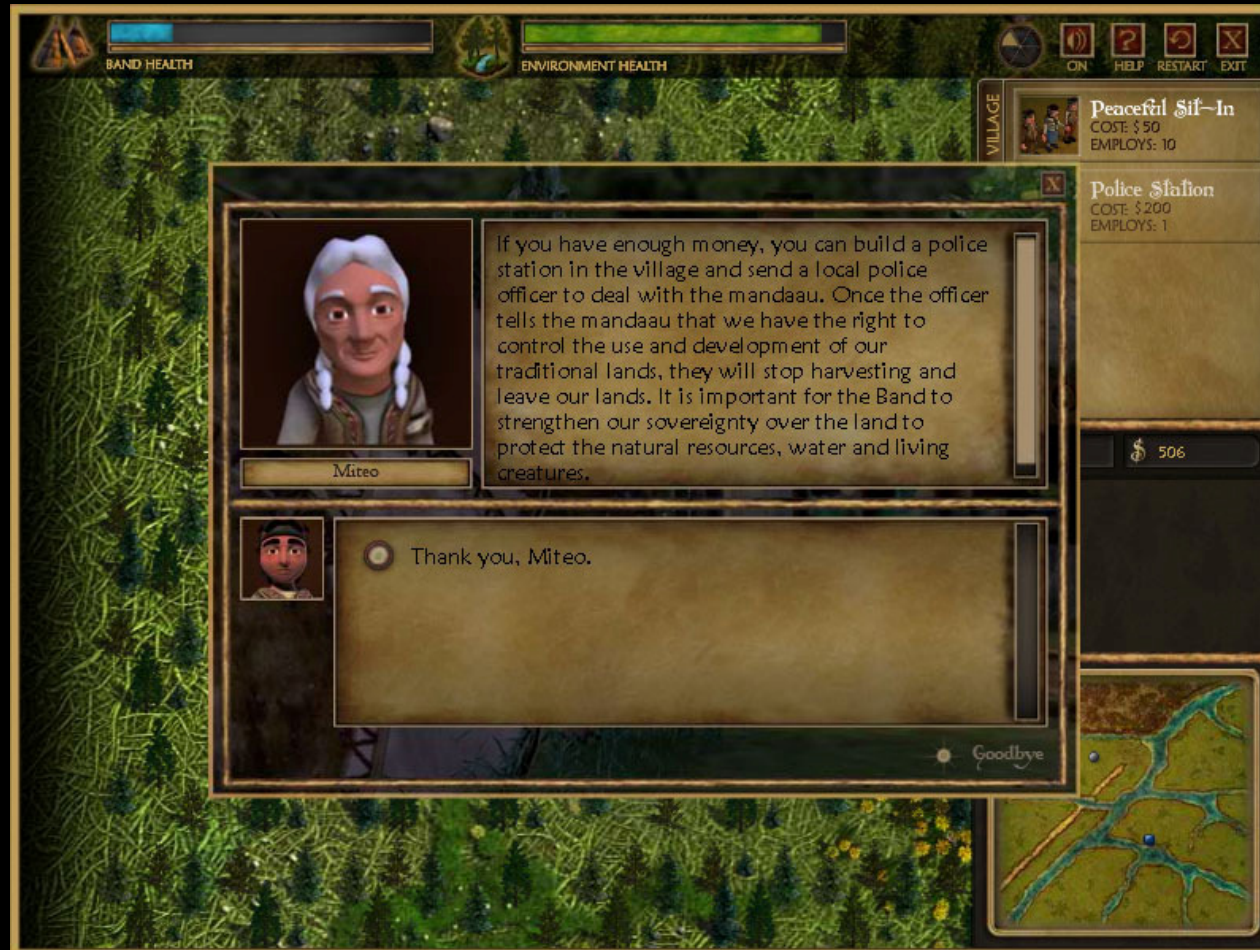
Players can click on the lumberjack to see his status – here he is designated as ‘invaded’ and seems to be doing whatever he wants.



The Miteo will give players some advice about dealing with encroachers. A peaceful protest will take a little while to make the offender leave but they are persistent and will eventually return.



The 'Justice' tab menu now has the 'Peaceful Sit-In' and 'Police Station' items for the player to use to help strengthen the Band's sovereignty.



Here is a peaceful protest in progress.



When the Acme boss returns, players may meet him again.
He seems just as defiant as before.



There's no reasoning with this guy. Players will have to ask some villagers to form another peaceful protest. That means fewer villagers can work cutting down trees.



Players can use the police officer to stop the invading lumberjack. This will send him off the game map for a longer period of time than the peaceful protest.



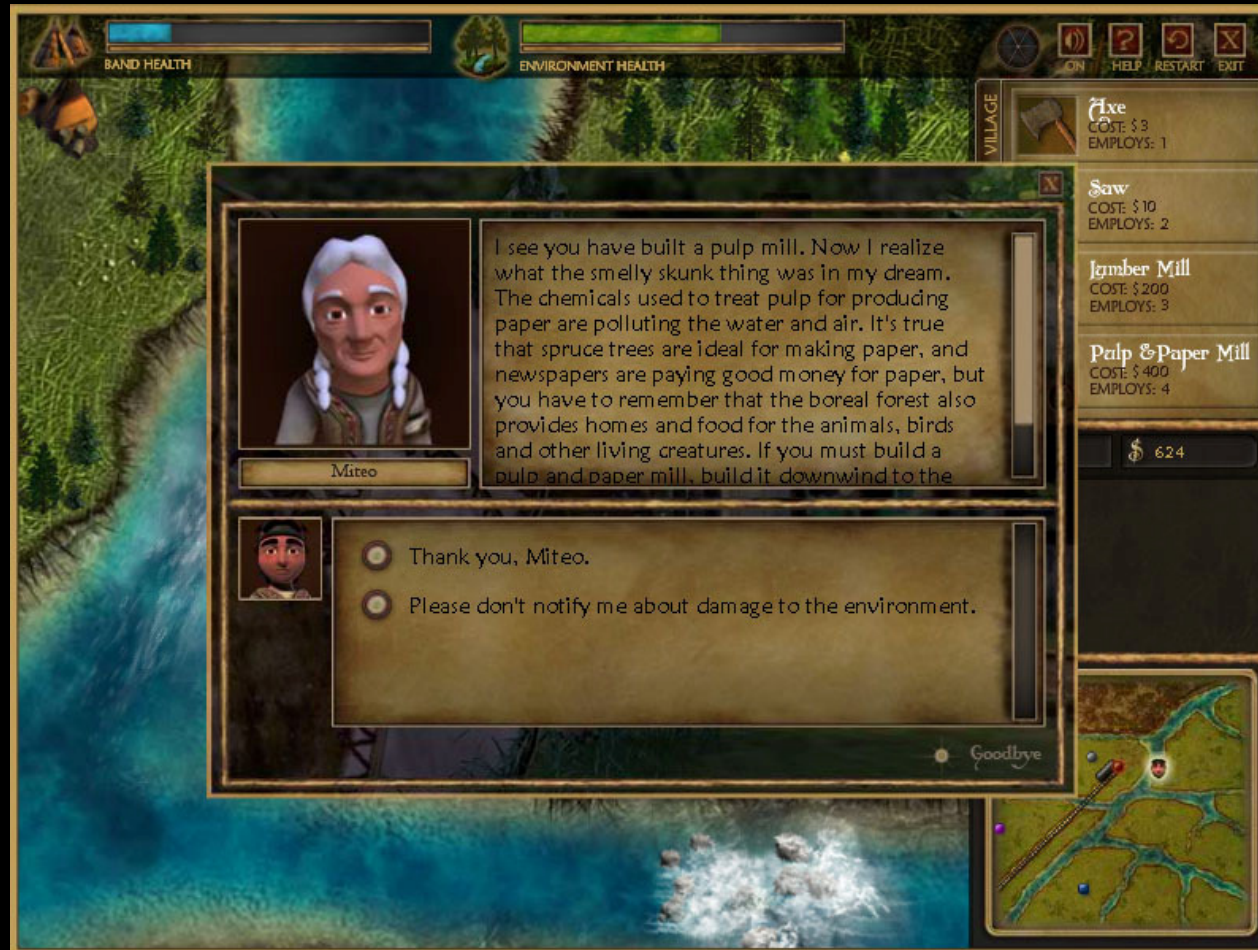
Once players learn about the forestry industry and the train arrives, they can build a sawmill. A sawmill is necessary for building houses, a hospital and police station in the village.



Once the train arrives, and they have enough money, players may also build a Pulp and Paper Mill from the 'Forest' tab. The mill will make a lot of money for the Band by processing lumber that cannot be used for construction but they are not very good for the environment – especially when they are build too close to the water.



The Miteo will caution players about building a pulp mill.



If the player has build a pulp mill too close to the water, they can click on the mill and then click on the 'remove worker' button on the information section below the tab menu.



After a while, the Miteo has another message about the Ontario Muskego Railroad. If players ignore this message, the Miteo will repeat it at regular intervals. The railroad is needed to win the game.



The Miteo instructs players to go and meet the representative from the railroad.



The Miteo has some advice for players that could make some money for the Band.



The OMR representative is waiting at the southwest corner of the map.



The railroad representative seems to be respectful of our sovereignty over the land.



If players have asked the Miteo for advice on the railroad, they will have the option of asking for employment for some villagers.



The OMR rep is agreeable. Players will see their money counter increase by \$150.



If players aren't sure about the railroad, the rep will try to convince them.



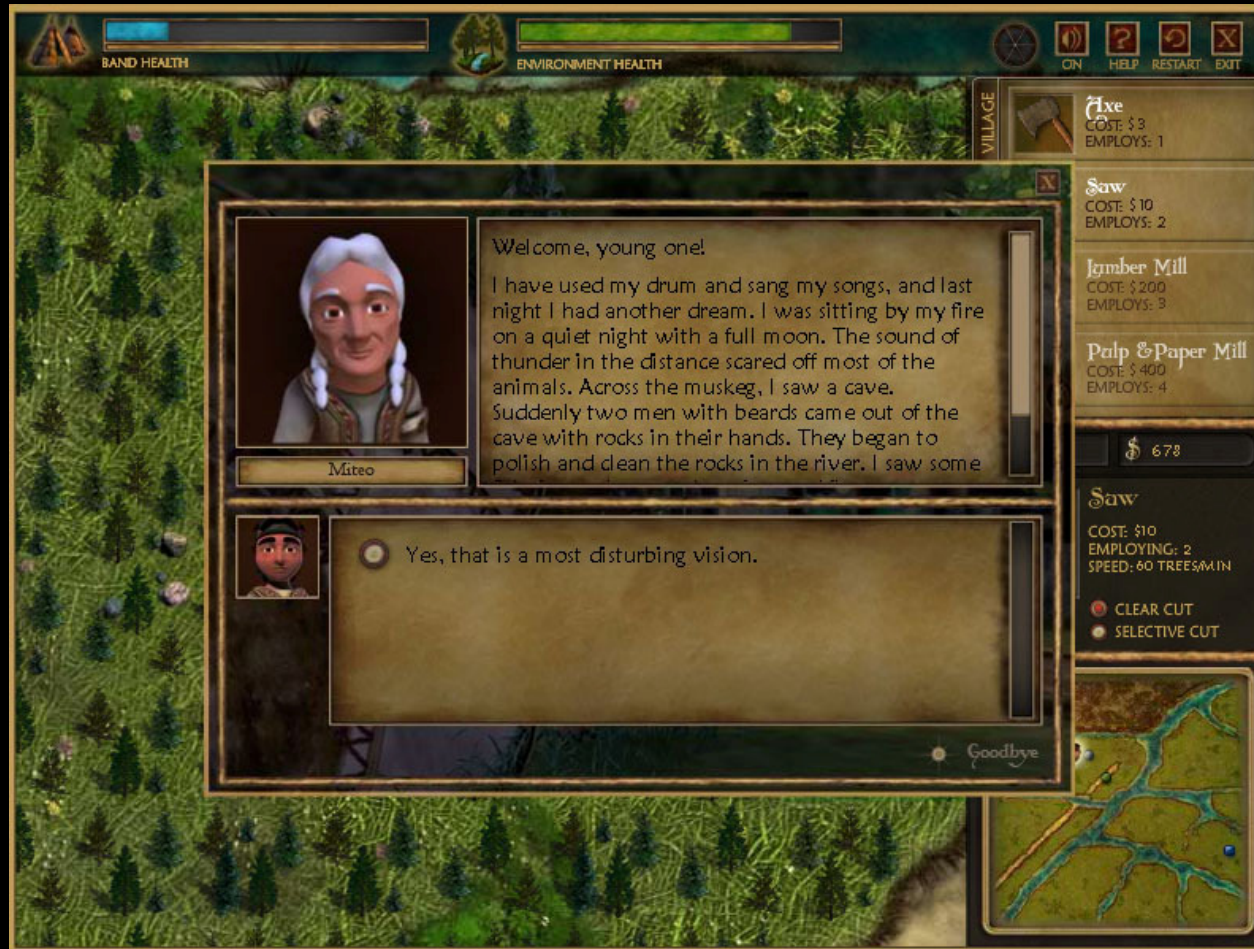
The railroad begins building the track to the village.



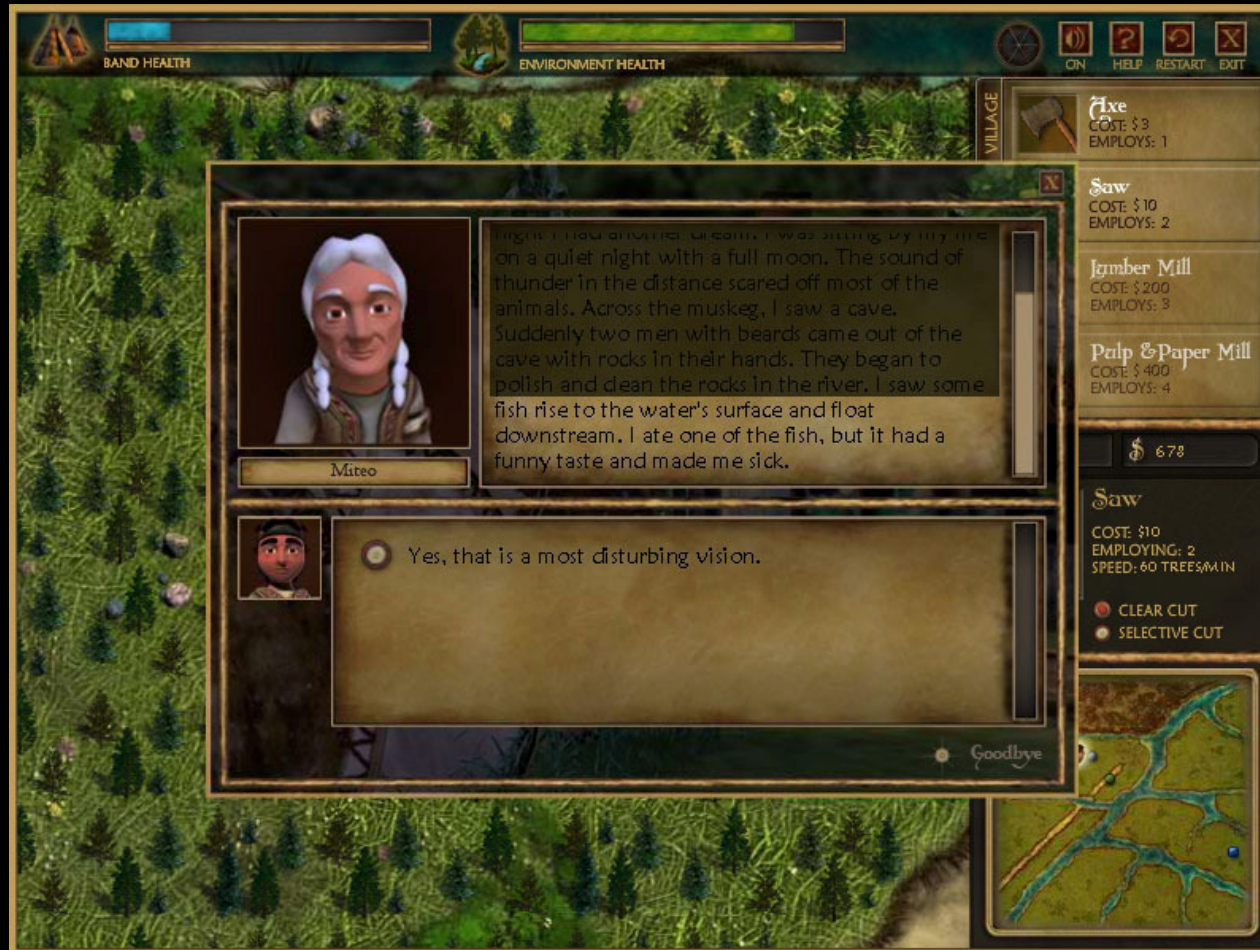
Shortly after the track is completed, the first train arrives.



The Miteo has had another dream.



The Miteo's dream continued...



The Miteo has seen two more mandaau or strangers arrive in the village. Just as the OMR rep predicted, construction on the railroad has attracted mining prospectors.



The Miteo instructs players to go and meet the miners.



The Miteo has more valuable advice for players about protecting sacred sites and the environment.



Players can approach a miner and greet them. The red dots will flash on the mini map when an NPC wants to talk to the player.



The Ace Mining Company boss has arrived looking for ore. This introduction will allow players to begin mining as well.



After meeting either of the miners and earning enough money, players can build mines and extract about 60% of the ore. Mine upgrades allow players to extract 100% of the ore in a mine.



Once the railroad arrives, players can also build a smelter to process ore and increase its value.



The Ace boss is offering a partnership. He supplies the expertise, players provide permission to use the land.



Players can ask the miners questions about the effects of mining on the land.



The Ace boss seems concerned about the environment as well.



If players have asked the Miteo for advise on mining, they may tell the miner about sites sacred to the Band.



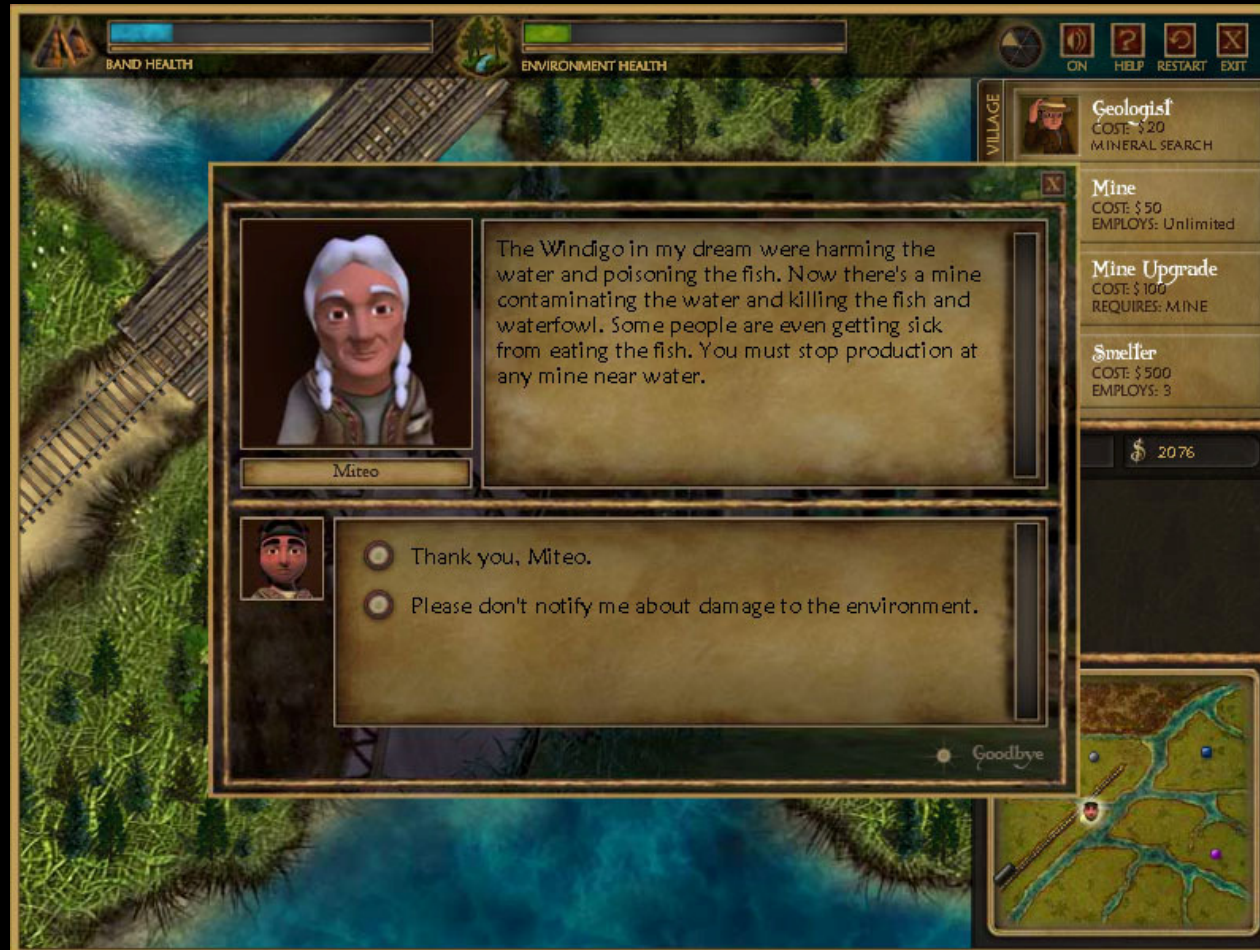
The Ace boss seems to be respectful of the Band's wishes. He will make a good partner. If players do not form a partnership with the Ace boss, he will eventually begin mining on his own and assume 'invader' status.



Players can click on a partner's mine to see its status.



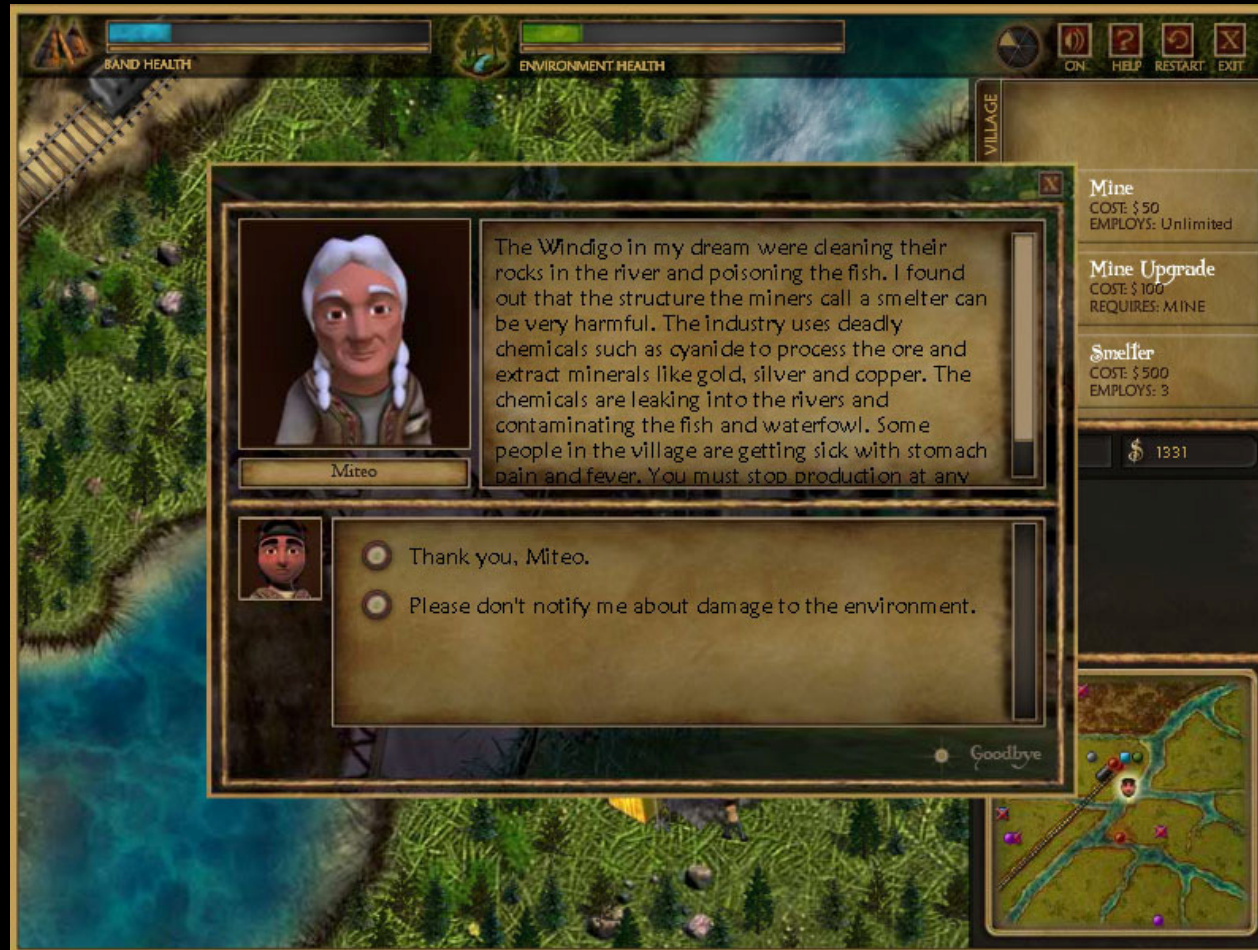
The Miteo will warn players if they build a mine too close to water. Players can remove all the villagers from a mine to turn it off.



The mining upgrade uses dynamite to extract all the ore from a mine which might be harmful to the environment. Players might be able to meet the needs of the Band without using the upgrade tool.



The Miteo will caution players not to build a smelter too close to the water. Player can click on the smelter and remove workers to turn it off and protect the environment.



Continued...

The screenshot shows a game interface with a dialogue window in the center. At the top, there are two health bars: "BAND HEALTH" (blue) and "ENVIRONMENT HEALTH" (green). To the right of these bars are icons for "ON", "HELP", "RESTART", and "EXIT".

The dialogue window features a character portrait of Miteo, an elderly man with white hair and a beard. Below the portrait is the name "Miteo". To the right of the portrait is a text box containing the following text:

looks in the river and poisoning the fish. I found out that the structure the miners call a smelter can be very harmful. The industry uses deadly chemicals such as cyanide to process the ore and extract minerals like gold, silver and copper. The chemicals are leaking into the rivers and contaminating the fish and waterfowl. Some people in the village are getting sick with stomach pain and fever. You must stop production at any smelter beside water and build a new one inland.

Below the text box are two radio button options:

- Thank you, Miteo.
- Please don't notify me about damage to the environment.

At the bottom right of the dialogue window is a "Goodbye" button with a star icon.

To the right of the dialogue window is a "VILLAGE" panel with a list of buildings:

- Mine**
COST: \$50
EMPLOYEES: Unlimited
- Mine Upgrade**
COST: \$100
REQUIRES: MINE
- Smelter**
COST: \$500
EMPLOYEES: 3

Below the building list is a currency display showing "\$ 1331". At the bottom right of the interface is a small map showing the village layout and the location of the smelter.

Once a partner has finished mining a site, they will ask permission to continue mining somewhere else.



Players can meet the second miner.



The Ore Core boss is here to stake a claim as well.



This introductory paragraph will add the mining items to the 'Mining' tab menu.



This miner doesn't seem too concerned about the environment.



Players can click on an invaded mine to check its status.



Peaceful protest work on encroaching miners as well.



Encroaching mines can be shut down quicker and for a longer time if players send the police officer.



The first train arrives in the village and brings a geologist.



Players can access the geology tool from the 'Mining' tab menu. He charges by the second so don't take too long looking for minerals.



Players can locate sites for diamond mines.
Click the mouse when you see a mineral deposit to plant a flag in the ground to mark where to build a mine.



The geologist can help locate sites for gold mines.



The geologist can help locate sites for silver mines.



The geologist can help locate sites for copper mines.



The geologist can allow players to see what's buried under the ground.



The geologist can allow players to see what's buried under the ground.



The geologist can allow players to see what's buried under the ground.



Once players have earned \$1000, the Miteo will inform them about another vision.



Continued...

The screenshot shows a game interface with a dialogue window and a list of items. At the top, there are two health bars: "BAND HEALTH" (blue) and "ENVIRONMENT HEALTH" (green). To the right are icons for "VILLAGE", "CIN", "HELP", "RESTART", and "EXIT".

The dialogue window features a character portrait of Miteo, an elderly man with white hair and a beard. The text reads: "I had another vision, I don't think it was possible. I was paddling in my canoe looking for any sign that the moose had been feeding along the edge of the muskeg. I spotted a moose and was drifting quietly, about to take my shot, when the river started to rise. I steadied myself in the canoe and held on as the water rose until all of the land was flooded. I could see no trees or animals, and the medicinal plants and sacred sites I once respected were lost forever at the bottom of a lake."

Below the text, there is a response window with a character portrait of a younger man. The response is: "Yes, that is a most disturbing vision." A "Goodbye" button is visible at the bottom right of the response window.

To the right of the dialogue window is a list of items:

- Mine**
COST: \$ 50
EMPLOYS: Unlimited
- Mine Upgrade**
COST: \$ 100
REQUIRES: MINE
- Smelter**
COST: \$ 500
EMPLOYS: 3

Below the list is a currency display showing "\$ 1051".

At the bottom right, there is a map showing a river network and a mine location marked with a red icon.

The Miteo tells players about hydro electricity.



Continued...



The Miteo wants players to contact the hydro engineer and learn about hydro electric power.



The Miteo offers advice on developing hydro dams.



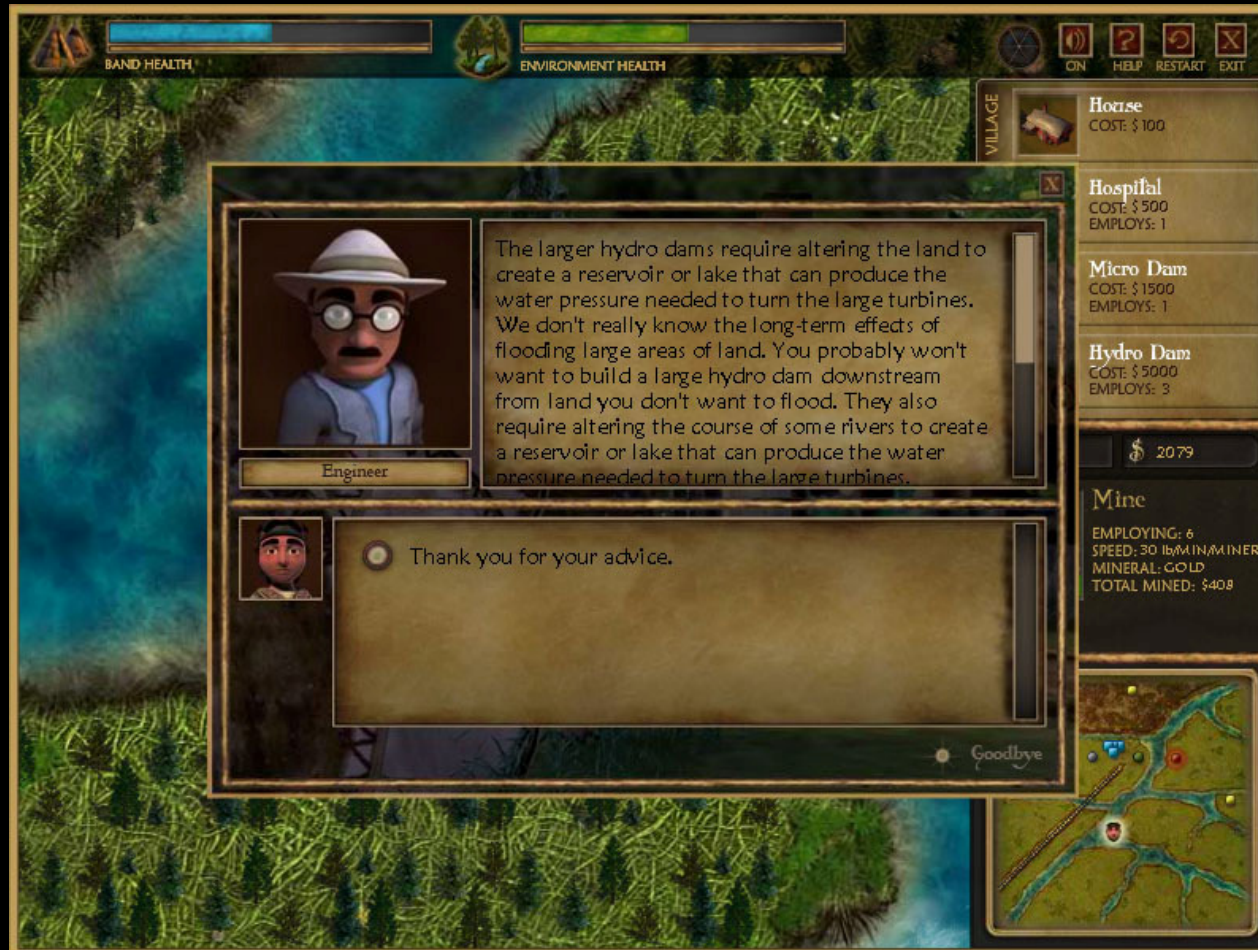
The hydro engineer is waiting the for players by some rapids.



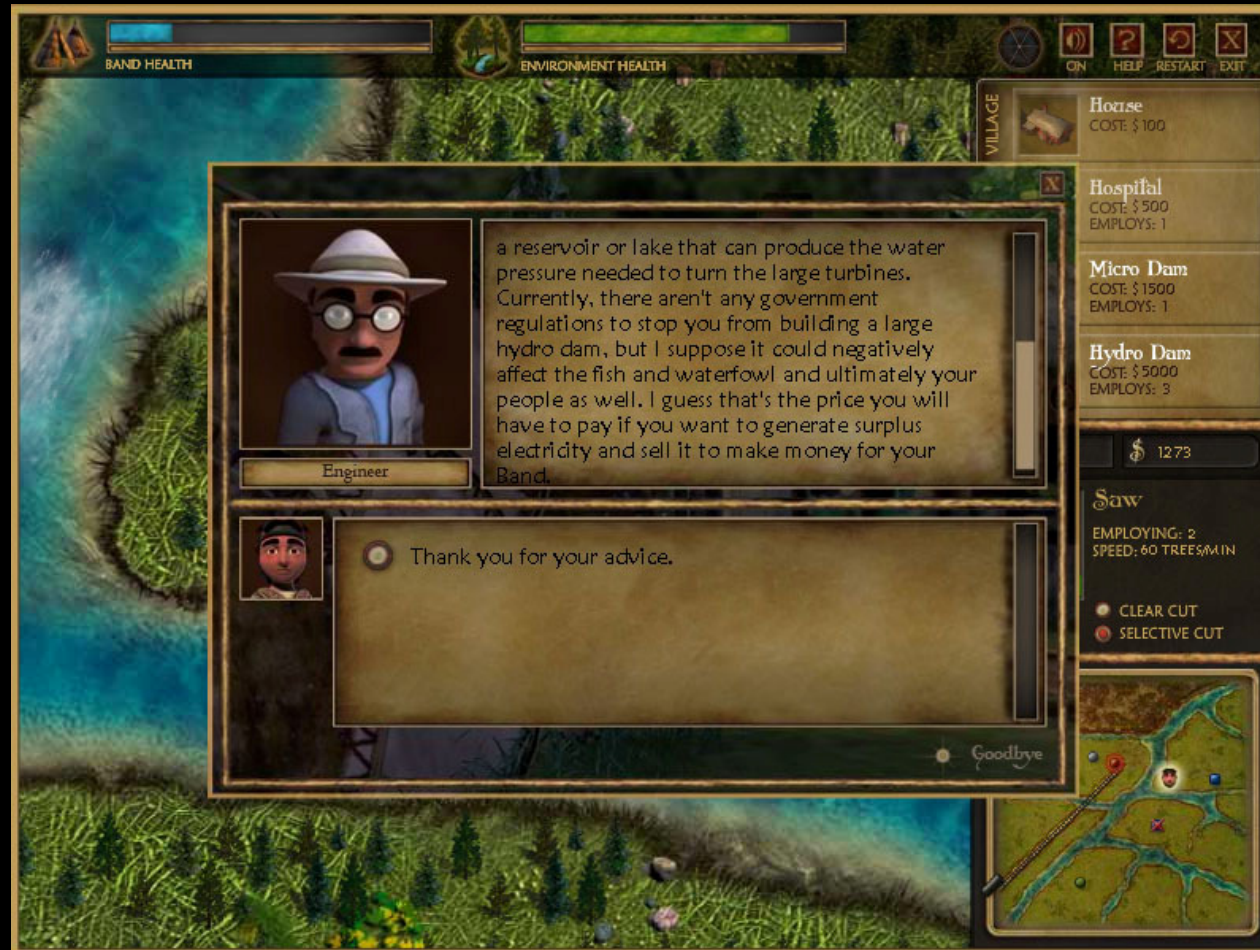
The Engineer tells players about hydro electric dams. He mentions smaller micro dams which might be a good way to supply the village with electricity without adversely affecting the environment.



Discussion about the environmental impact of hydro dams.



Large dams can be quite harmful to the environment.



Dams can be found on the 'Village' tab menu. Micro dams can be built beside rivers where there is a strong current and visible rapids.



Large hydro electric dams cost a lot of money and will flood a large area of the land and destroy any sacred sites located up river. Any mines operating up stream will be flooded and harm the environment.



Developing the resources of the land has certainly changed the look of the village. Some Elders would want to keep their teepees instead of building western-style houses.



If players can increase Band health to 100% before the environment health reaches 0%, they will win the Economy self-governance token.

