



# ARTS MIDWEST WORLD FEST



## CREE LIFE GAME

For 2 - 6 Players

**Objective:** Travel to and prepare the winter bush camp for New Year's celebrations

**Directions:** Begin with all pieces on the Summer Camp space. Roll a die and move the number of spaces indicated. When you land on a space, read the description of Cree life and move accordingly. The winner is the first player to reach the New Year's celebration square.

**Spaces (in order):**

1. Complete Walking Out Ceremony, move ahead 2 spaces
2. Plant new trees, move ahead 2 spaces
3. Trap your first beaver, move ahead 2 spaces
4. Dodge *Achaanwaapush*, the mythic cannibal rabbit, go back 3 spaces
5. Learn the Cree language, move ahead 4 spaces
6. Listen to a Cree storyteller, move ahead 3 spaces
7. Capture a caribou, move ahead 3 spaces
8. Forget to take down summer *Miichiwaahp* or dwelling, go back 4 spaces
9. Make a new drum, move ahead 2 spaces
10. Dry caribou for the winter, move ahead 1 space
11. Stop to rest, miss a turn
12. Catch your first sturgeon, move ahead 2 spaces
13. Litter in the forest, go back 6 spaces
14. Capture a moose, move ahead 2 spaces
15. Follow advice from elders, move ahead 4 spaces
16. Detour to find water, go back 2 spaces
17. Catch your first goose, move ahead 2 spaces
18. Detour to find more food, go back 3 spaces
19. Make new snowshoes, move ahead 2 spaces
20. Complete your first snowshoe walk, move ahead 2 spaces
21. Get lost, move back 4 spaces
22. Trade in sled for snowmobile, move ahead 3 spaces
23. ATV breaks down, go back 3 spaces
24. Safely navigate a frozen lake, move ahead 2 spaces
25. Difficult portage ahead, miss a turn
26. Arrive at winter camp safely, move ahead 1 space
27. Build winter *Miichiwaahp*, move ahead 2 spaces
28. Watch the Northern Lights, miss a turn
29. Make new spruce bough beds, move ahead 2 spaces
30. Gather fire wood for wood stoves, move ahead 1 space
31. Celebrate New Year with family and friends (Finish Line)