Mii Gwech



Contents

Mii gwech is designed to replicate the fur trade era and also give players insight into Ojibwe language and culture. Mii gwech is a fast-paced card game giving Ojibwe language learners an avenue to learn and use the language.

Can be played in English or in full immersion! Created for three to five players (up to 15 with Mii gwech expansion decks)!

This Deck Contains:

- 5 types of Trade Good Cards, with9 of each Trade Good in a set
- 2 Spirit Cards: Wenabozho & Mishibizhiiw
- 5 double-sided language cards

Additional Downloads:

Visit www.nashke.com for additional language cards, printable scoring sheets, and more cultural information!

Set Up

Select an equal number of trade goods to the number of players. For example: 4 players will play with 4 types of trade goods, 5 players will play with all 5 trade goods, etc.





















Decide if you are going to play with the Wenabozho and Mishibizhiiw cards.

Shuffle all the selected cards and deal them to all players. Each player is dealt nine cards; some players will get ten if the Wenabozho and Mishibizhiiw cards are in play.

Tip: Before gameplay starts, organize your cards and decide what trade good you will try to capture. Depending on what cards you get during your trading process, you might want to change what trade good you're trying to collect.

Game Play

Everyone Trade!

Mii Gwech has no turns, and everyone plays at once. Players trade goods among one another by blindly exchanging one to four cards of the same or different trade goods.



The trading process involves calling out the number of cards one wishes to trade until another player holds out an equal number of cards. The two parties then exchange the cards <u>face down</u>.



Goal of the Game

Earn the most points by winning rounds. Players win rounds by being the first to collect 9 of one trade good and yell "mil gweeh!" earning the points associated with that trade good category.

See the back of this booklet for scoring.

Decide as a group, how many points you are playing to. Some suggestions: 500, 1000, 1500.

Spirit Cards!

Wenabozho

wenabozho: This card can be used to complete any set. A player can win with 8 of the same trade good cards + Wenabozho. If they have 10 cards, they can earn double points by collecting 9 same cards

+ Wenabozho. However, if a player is holding Wenabozho and someone else calls Miigwech, they lose 20 points.



Manidoog Cards!

MISHIBIZHIIW: This card keeps a player from winning. A player cannot win while holding Mishibizhiiw AND if they have the card at the end of the round, they lose 20 points.





Table Talk

Bezhig	1	
Niizh	2	
Niswi	3	
Niiwin	4	
Naanan	5	
Niizhwaaswi	7	
Ishwaaswi	8	
Zhaangaswi	9	
Midaaswi	10	
Odaminodaa!	Let's play!	
Awenen oniniged?	Who's shuffling/dealing?	
Oninige.	S/he shuffles/deals.	
Miizhishin!	Give it to me!	
Odaapizh!	Pick up the card!	
Meshkwadoonamawishin!	Swap/trade with me!	
Bekaa!	Hold on! Slow down! Wait!	
Gego memwech wayezhingeken.	It's not necessary to cheat.	

Table Talk Continued

Awenen bakinaaged noongom?	Who's winning right now?	
Geyaabi# ji-bakinaageyaan.	I need# to win.	
Ningabenaage.	l earn points.	
Nimbakinaage!	l win!	
Gaawiin ganage!	Not even!	
Gidaa-agimaag miinawaa gidataadiwinag.	Count your cards again.	
Minotaage.	S/he is a good player/ has good luck.	
Gaawiin inendaagozisii.	S/he isn't destined to win/ has bad luck.	
Howa! Giminotaage!	Holay! You are lucky/ you are a good player!	
Nashke, zhaangaasiwag indayaawaag.	Look, I have nine (cards).	
# eta gidayaawaag.	You only have#	
Giinitam ji-oninigeyan.	Your turn to shuffle.	

Origins of Miigwech

The word <u>Miigwech</u> originated during the fur trade era. It is a combination of the words <u>mii</u>, which means "it is thus" and <u>gwech</u> meaning "enough." These words would commonly be used together at the end of a trade between Ojibwe and European traders signifying the completion of a transaction.

After thousands and thousands of these transactions, these words morphed into one word, changing the meaning of Mii Gwech "it is enough" to Miigwech "Thank you".

Gidaa-gagwejimaag gichi-aya'aag: Ask your elders

The cultural information included are teachings shared with us by elders we have worked with. It is how we understand it. It is important to remember that all communities

Mishibizhiiw - Mishipeshu - Mishibizhii

<u>Mishibizhiiw</u> is a Water Panther, a powerful <u>manidoo</u> (spirit) who lives in the water.



carry teachings that may be similar, or different.

There is no right or wrong; all teachings are valid. We encourage you to ask elders in your community to learn about your teachings.

Wenabozho - Nanabozho - Nanabush

<u>Wenabozho</u> is a main character in many Ojibwe <u>Aadizookaan</u> (sacred stories). He is a trickster and shapeshifter.



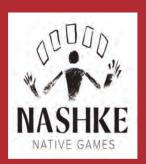
Menabozho is
half-man and
half-spirit. He
represents all the
complexities of
our humanity and
Anishinaabeg can
learn many things
from his stories.
He has traveled all
around this earth

doing many things, teaching us about how to make good choices, that it is okay to make mistakes, and so much more.

Additionally, Wenabozho's actions have often resulted in "why things are the way they are today."
For example, Wenabozho is responsible for the way loons stand, the ring around their neck, and their red eyes.

We are grateful for the things

Wenabozho has and continues to
teach us. It is important to understand
that Wenabozho is a respected
spirit in our communities today.



The mission of
Nashke Games is to
increase awareness
and empower
learning of Ojibwe
language and culture
through gameplay.

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www.nashke.com



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Trade Goods Scoring Chart

Ojibwe	English	Value
Jiimaan(an)	Canoe(s)	50
Baashkizigan(an)	Gun(s)	45
Aagim(ag)	Snowshoe(s)	40
Makizin(an)	Moccasin(s)	35
Abwi(in)	Paddle(s)	30
Wenabozho	Wenabozho	x2/-20
Mishibizhiiw	Mishibizhiiw	-20

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