WHEN RIVERS WERE TRAILS

INDIAN LAND TENURE FOUNDATION &
GAMES FOR ENTERTAINMENT AND
LEARNING LAB

Winner of the Adaptation Award at IndieCade 2019, *When Rivers Were Trails* is a point-and-click adventure game about the impact of colonization on Indigenous communities in the 1890's. Arguably, it's a mashup of *Oregon Trail* and *Where the Water Tastes Like Wine* where you are an Anishinaabe in the 1890's who has been displaced from your traditional territory in Minnesota. You are forced to head west to California due to the splitting of land and movement of nations caused by allotment acts. Along the way, you face Indian Agents, meet people from different nations, and hunt, fish, and canoe as you balance your well-being.

The game takes strides in self-determined representations by including over thirty Indigenous contributors. *When Rivers Were Trails* exemplifies sovereignty both in gameplay and development process.

Download: https://indianlandtenure.itch.io/when-rivers-were-trails

When Rivers Were Trails,
the Indian Land Tenure Foundation (2019)

THE TEAM

Creative directing by Nichlas Emmons, creative directing, design, and user interface art by Elizabeth LaPensée, art by Weshoyot Alvitre, and music by Supaman and Michael Charette. Indigenous writers include Weshoyot Alvitre, Li Boyd, Trevino Brings Plenty, Tyrone Cawston, Richard Crowsong, Eve Cuevas, Samuel Jaxin Enemy-Hunter, Lee Francis IV, Carl Gawboy, Elaine Gomez, Ronnie Dean Harris, Tashia Hart, Renee Holt, Sterling HolyWhiteMountain, Adrian Jawort, Kris Knigge, E. M. Knowles, Elizabeth LaPensée, Annette S. Lee, David Gene Lewis, Korii Northrup, Nokomis Paiz, Carl Petersen, Manny Redbear, Travis McKay Roberts, Sheena Louise Roetman, Sara Siestreem, Joel Southall, Jo Tallchief, Allen Turner, and William Wilson, alongside guest writers Toiya K. Finley and Cat Wendt.
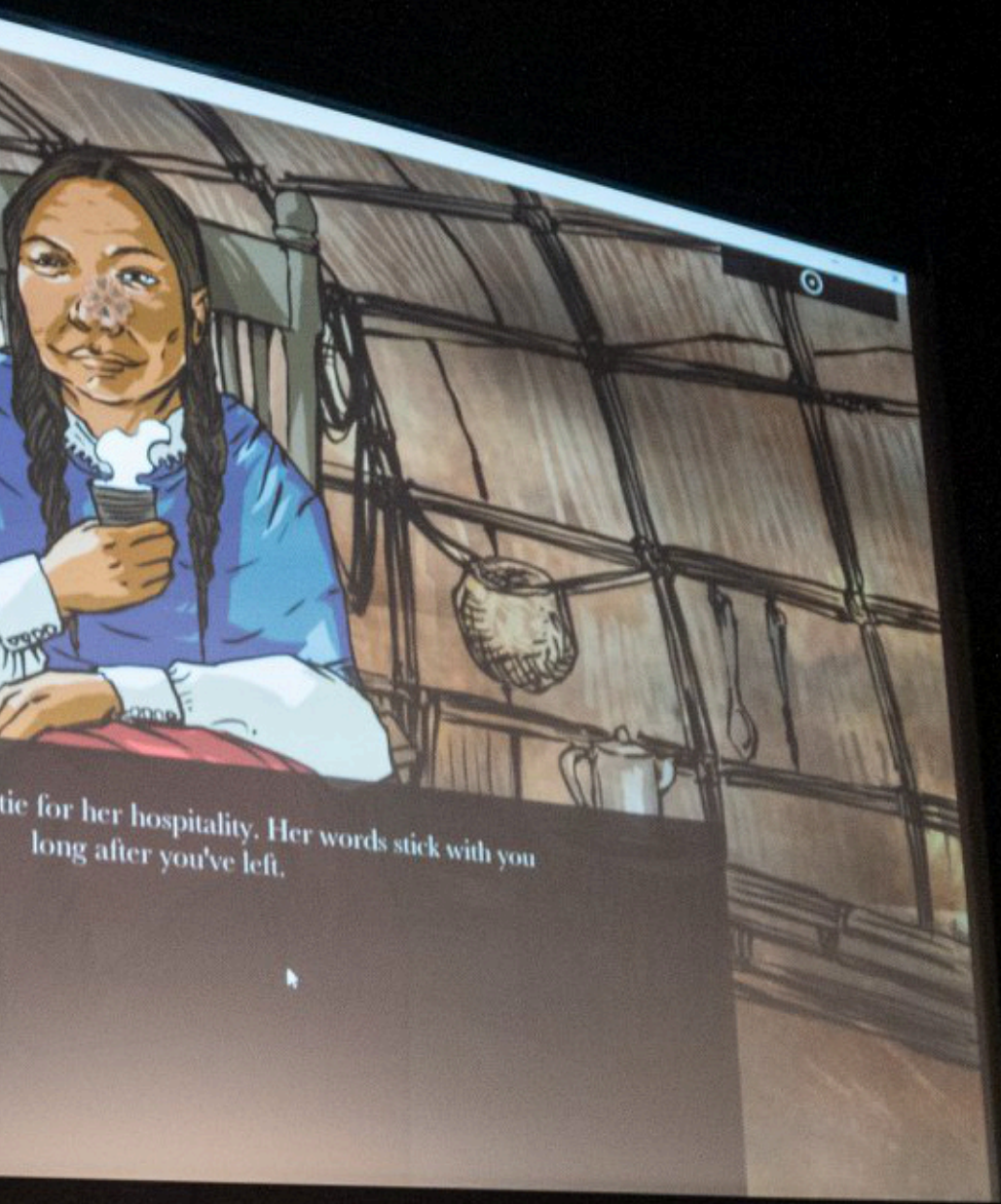
for her hospitality. Her words stick with you long after you've left.

Image courtesy of imagineNATIVE (2019)

NOT PLAYING AROUND