



Goomp Goomp Books A Yugambeh language adventure®

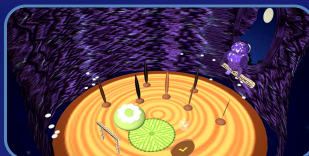
7+
ages

Goomp Goomp Country®

Gameplay Book



Garang calls the Biran together at the Jaligam, the great tree.



Computers, phones and tablets

Works offline

Real Yugambeh voice

E

Exempt from
classification

Jingeri!

Hello, and welcome to Goomp Goomp Country. In this game you are Goomp Goomp, the Southern Boobook Owl. The Biran, the birds of Country, have forgotten their words, and only you can help them remember.

Every job you do teaches you Yugambeh words. At first the birds speak English. As you learn, their words change into Yugambeh, until the whole bush is talking to you in language.

Take your time, listen carefully, and have fun exploring.

Shaun Davies ALing, Goomp Goomp Books

Aboriginal and Torres Strait Islander readers are advised that this book contains names and images of people who have passed away.

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The Biran have forgotten

Long ago, Mother Emu, *nguruny*, danced her *kulil* dance, and from it came the *wagoi*, the living vines of light that run through all of Country.



"Take your forms," said Garang.

Then Garang, the Barking Owl, called the *wagoi* together at the *Jaligam*, the great tree. "Take your forms," he said, and they became the *Biran*, those who fly. Each one painted itself and took its name and its words.

Now the *Biran* are forgetting. One by one their words have slipped away, and with them their colours. They stand grey and silent, like stone.

Goomp Goomp is Garang's *jimbelung*, his friend and confidant. Garang sends him out from the Great Tree with a job: help the *Biran* remember who they are.

Meet the characters



Goomp Goomp

Southern Boobook Owl. *That's you!*

Brave, curious and a good listener. He flies, walks, pecks and learns every word he can.



Garang

Barking Owl, *the wise one*

Lives at the Great Tree. He teaches you how to talk about things and tops up your energy when you visit.



Nguruny, Mother Emu

Keeper of the stars

Sits by her fire among the stars. Her humpy holds the 25 Gibamyeri carvings, and every word you learn becomes a star in her sky.



The Biran

The birds of Country

Grey until you help them. Each one has jobs for you, and once it remembers you can fly as it.



Jinir-jinir and the ginyin

Tawny frogmouth and the sandflies

Sandfly clouds chase you and drain your energy. Jinir pretends to be a broken branch, then swoops! Every time you chase him off, he comes back bigger, wrapped in paperbark.

Ready to fly

- 1 **Open the game.** Play it in your browser, or install it as an app so it works without internet.
- 2 **Choose a challenge.** Pick **Gentle**, **Normal** or **Tough**. It changes how hard troublemakers bite and how often they turn up. You can change it any time in the pause menu.
- 3 **Meet Garang.** Your first job starts at the Great Tree. Listen to what he tells you.
- 4 **Look for gold light.** A bird with a gold light above it has a job for you.



Installing the app

Computer

In Chrome or Edge, press **Install**.

iPad or iPhone

Tap **Share**, then **Add to Home Screen**.

Android

Tap **Install app** when it pops up.



Press **Esc** to rest a while. From there you can open the map, your Book, your forms and hollow, and change settings such as Challenge, Camera, Music and Detail. Your game saves by itself.

How to play

On a computer, use the keyboard. On a phone or tablet, everything has a button on screen.

W S

Walk or fly forward and back

A D

Turn left and right

Space

Fly: hold to flap up, let go to glide

Shift

Dive down faster

E

Talk; press again to keep listening

F Q R

Peck, whirlwind and tail whack, once you learn them

G

Buma: whack with your wing

M

Map of Country

B

Your Book of words and birds

I

Your dilly bag

T

Fly as one of the Biran

P

Paint your form

H

Go into your hollow

Esc

Rest a while: the pause menu and settings

Drag

Look around; scroll to zoom

On phones and tablets

Left side

Drag to move and steer.

Right side

Fly (hold to flap up), plus your move buttons stacked above it.

Jobs for the Biran

Every bird gives out its jobs one at a time. Finishing a bird's first job opens new paths around it.



Bring

Yanindi nganyi...! Bring me something. Find it and carry it back.

Visit

Carry a message or a song to another bird.

Clear

Chase off sandflies or a frogmouth.

Handing in a job

When you hand in a job, the bird asks for the thing by its Yugambeh name. Pick the right one out of your dilly bag. Choose the wrong one and you'll hear "*Yugam!*" (no!).

Talking about things

Garang teaches you how to talk about what's around you. After that, birds, animals, trees and water sometimes tell you their names, or ask you questions.

Gali X this is X
Minyang gali? what is this?
Minyang mali? what is that?

Jawa yes
Yugam X! it is not X
Nyahni wahu X? have you seen X?

How you learn words

Words move into Yugambeh a step at a time. Each time you get a word right, it moves up a step.

- First** I sit under the moon every night.
- Then** I sit under the moon (*gibam*) every night.
- Next** I sit under the ^{moon}*gibam* every night.
- Known** I sit under the *gibam* every night.



Hear it

Tap any Yugambeh word, anywhere in the game, to hear it said by a Yugambeh speaker.

Words come back

Words return just when you're about to forget them. That's how they stick for good.

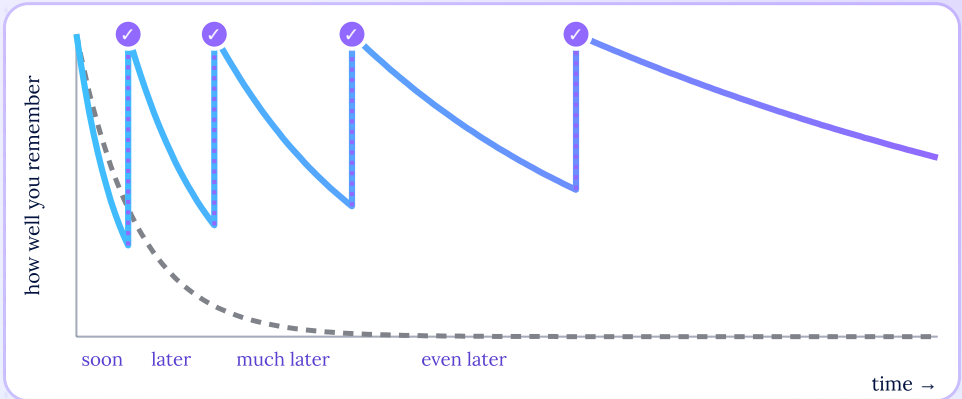
Five stages

Nyamul Julen Wongulbun Muni Guruman

You grow from *nyamul*, a baby kangaroo, to *guruman*, an old man kangaroo, the same stages as the Goomp Goomp books.

Why words come back

Goomp Goomp Country uses **spaced repetition**. Each word comes back just as you're about to forget it, and every time you remember it, it stays away a little longer.



— no practice: the word fades away — practised just before you forget

● the word comes back and you get it right

A word's journey



Get it wrong? No problem: the word simply comes back sooner, and moves back a step.

Why it works

Remembering something just as it starts to fade makes your brain hold on to it harder. Spaced out practice beats cramming.

Where you'll see it

Fly Home asks the words that are ready first. The **word counter** shows how many are waiting. Overdue words become *wangal* spirits, a cuppa with Nan Joan goes over the ones slipping away, and Jinir uses the words you're closest to forgetting.



This is why ten minutes every day works better than a long game once a week.

Fly Home and the Book

Your **Book** keeps every word you've met, sorted by place. Its **Practise** button, or the word counter at the top of the screen, opens Fly Home.

Fly Home

Goomp Goomp flies home through the night from branch to branch. Each branch is an answer: fly to the right one! Tap it, or press **1**, **2** or **3**.

- 1 The words that are ready come first, then the ones you know least.
- 2 A right first answer moves a word up a step. A miss brings it round again later.
- 3 Reach your hollow at dawn. A perfect flight of five words or more earns a **golden feather** for your hollow.



Each place in the Book has its own **practise** button, so you can brush up on just the words from one place.

Colour comes back

When you finish a bird's main job, the Remembering begins.

The world dims. The words you taught the bird rise and spiral in with streams of wagoi light. Then, in a burst of light, its colours flood back from head to tail. It calls out, says its name, and its name rises in gold with its Gibamyeri.



Fly as the Biran

Every bird that remembers can be flown, and each one has its own ability. The eagle soars higher than anyone. Others float on water, run fast, or slip past the sandflies. Press

, or tap the feather button, to choose your form. Your choices turn slowly on a glowing pedestal, with bars showing each bird's speed, climbing and gliding. Birds you haven't helped yet appear as grey shapes, so you can see who's still waiting.

Moves and troublemakers



Peck **F**

A quick jab with your beak. You have it from the start.

Buluhlmang, Whirlwind **Q**

Spin into a whirlwind of leaves. Blows sandflies away and makes a frogmouth dizzy. Willy Wagtail teaches it.

Tail whack **R**

A full spin that hits everything around you. Lyrebird teaches it.

Buma **G**

Whack your wing down. Trees shed leaves, rocks spark, and sometimes something pops out: "*Wulimani wahlu...!*" You found it!

Energy

Your heart bar sits at the bottom left. It refills when you're left alone, and Garang fills it right up. Eat bush food from your dilly bag for a boost.



Sandflies are faster than walking, so fly to escape. **Frogmouths** hide on tree trunks: a whirlwind makes them dizzy, and then they take double damage. Each one you chase off comes back bigger and fiercer!

Gathering, fishing and tracking

Some words are learned by doing. Every time you gather, fish or track in Country, you get better at it, and each new level teaches new words.

Duwa: Gathering

Pick bush food, knock it loose, and dig for yams. Keep it in your dilly bag and eat it for energy.

- Level 1** *malgam* wild raspberry, *jidjiman* lilly pilli
- Level 2** *duwa* dig, *dam* yam
- Level 3** *ganay* digging stick
- Level 4** *buyeh* fig, fig tree, *gumbar* Queensland nut
- Level 5** *gahng* catch, take

Jagay: Fishing

Spear fish at the ripples, and say their names to land them. Some fish live in the sea, some in fresh water, and bigger ones bite as you get better.

- Level 1** *jagay* fish spear, *jalum* fish, *guyang* sea mullet
- Level 2** *burihgan* black bream, *gahng* catch, take
- Level 3** *dagan* flathead, *birgan* blackfish
- Level 4** *ngarbany* fishing net, *dugu* cod
- Level 5** *mugim* perch, *waguy* fishing line, string
- Level 6** *juruhny* eel, *nguhlun* bony bream

Jinang: Tracking

Read the tracks on the ground, and follow them to whoever made them.

- Level 1** *jinang-jinang* tracks, footprints
- Level 2** *jarah* footprint
- Level 3** *gulawan* bird's tracks, *nyuhm* smell
- Level 4** *ngalawa* look for, search

Map of Country

Dotted paths join each place to the next. Paths open as you help the birds. Press **M** in the game to see where you are.



● Rainforest ● Woodland ● Plains ● Mountains ● Heath ● Wetlands ● Coast

Mother Emu's sky

A star place, reached by the trail of starlight once four birds remember.

Jinir's Grove

• Past The Swamp. Face Jinir when you're ready.

Places of Country

Thirty places, each with its own birds, animals, plants and tune.

- **The Great Tree:** home, where Garang keeps watch
- **Moonlit Clearing:** open grass under the moon
- **Rainforest Gully:** vines, ferns and tall trees
- **High Canopy:** the tops of the tallest trees
- **Fig Tree Gully:** a giant fig in the gloom
- **The Scrub:** thick and leafy, just before dawn
- **The Forest Floor:** leaf litter and fallen logs
- **The Sunlit Edge:** where the sun comes through the vines
- **Bower Glade:** a clearing at the rainforest edge
- **Dragonfly Creek:** ferns and a clear pool
- **The Billabong:** dead trees and deep water
- **The Swamp:** reeds and still water
- **The Lagoon:** calm water and reeds
- **Open Paddock:** grass and gum trees at sunrise
- **The Old Fence:** dry grass and fence posts
- **Woodland Edge:** morning in the open woodland
- **Ironbark Flats:** open gum woodland, full of noise
- **Cockatoo River:** river red gums on a sandy bend
- **Gum Tree Ridge:** tall gums above the valley
- **The Escarpment:** sandstone cliffs
- **Mountain Top:** up in the sky
- **She-oak Ridge:** whispering she-oaks at sunset
- **Swan Lake:** a wide still lake
- **The Night Plain:** open grass under the stars
- **Curlew Flat:** fallen logs in the afternoon light
- **Banksia Heath:** banksias and sandy tracks by the coast
- **The Beach:** sand hills and the open sea
- **The Mudflats:** mud and shallow water
- **The Mangroves:** mangroves, mud and still water
- **The Caravan Park:** where Nan Joan lived, by the lake

Secret places

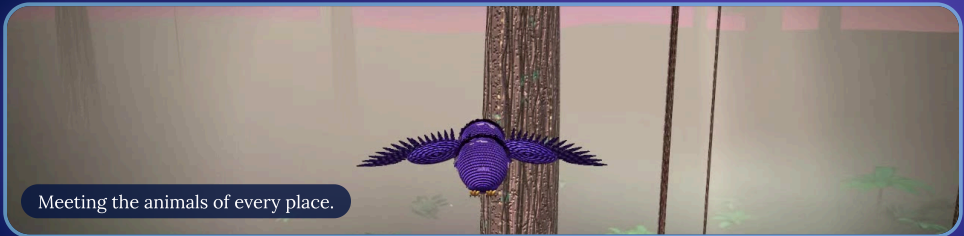
Some places hide a way inside: Inside the Strangler Fig, The Platypus Burrow, Under the Overhang, The Eagle's Nest, Inside the Fallen Log, The Echidna's Burrow, The Koala's Hollow and The Goanna's Burrow.



Just over there. Look into the distance and you may spot today's world at the edge of Country: the Gold Coast skyline from the beach, or a country town's glow from the Night Plain.

Animals and Mother Emu

Every place has an animal living in it, like a possum in the Great Tree, an echidna in the scrub, or a platypus in the billabong.



Each animal has a side quest. Finish it to learn new words and earn a carving of the animal for your hollow.

Mother Emu and the star game

Help four birds, and Garang tells you about *nguruny*, Mother Emu. Follow the trail of starlight from the Great Tree to her place among the stars.

- 1 Her humpy carries the 25 **Gibamyeri carvings**. They glow as you find them around Country.
- 2 Every word you've learned is a star in her sky.
- 3 **Play among the stars:** catch the right word-star by its meaning, its sound or its carving, and build a constellation in the shape of your form. No timer, no lives.

The Caravan Park



Nan Joan crocheting outside her caravan

Follow the path from The Lagoon to a caravan park by a lake. It's a real place from Shaun's childhood, where his nan, **Aunty Joan McDermott**, lived. Her stories, and her sister Edith's, are where this whole Country of stories began. Nan Joan sits outside her caravan, crocheting, and waves when Goomp Goomp arrives.

Inset: the real Aunty Joan.

Nan Joan's scarf

Nan Joan is crocheting a scarf in black, red and yellow, the colours of the Aboriginal flag. Every word you truly learn adds a few rows, and every bird that remembers adds a whole new band.

Early on



The end



When Jinir is beaten, she finishes it and wraps it around Goomp Goomp, and he wears it from then on.

Nan Joan's stories

Each bird you help remember gives Nan Joan a yarn to tell about it. Collect them all, and come back to hear them again.

A cuppa with Nan

Sit with her and go over the words that are slipping away, gently, with no timer. A wrong answer just shows you the right word. The Forgetting can never reach the park, so it's always safe.

Make it yours

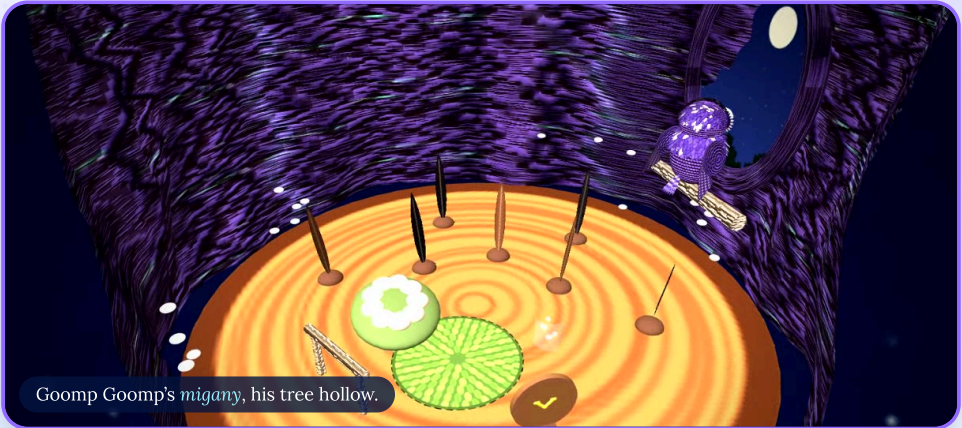
Paint, hollow and dilly bag

Paint your form P

Look for glowing colour on stones around Country. Each pigment, like *gudjing* (red ochre) or *dalang* (white clay), unlocks a colour for Goomp Goomp's body, belly or wings, plus a pattern.

Your dilly bag I

Your *bindun* holds what you're carrying for jobs, your bush food and your treasures. Eat bush food to get energy back.



Your hollow H

Find the glowing hole in the Great Tree's trunk. Inside, you start with a bed, a perch and a rug. Drag keepsakes to move them, and drag the floor to look around.

Feathers from the Biran

Things you found

Pigment bowls

Animal carvings

Firefly jar

Golden feathers

Watch out

Wangal, the Forgetting

Leave your words too long, and *wangal* creeps in.



- 1 Colour drains out of the world, low uneasy music plays, and Goomp Goomp's energy slowly runs down.
- 2 The Forgetting's spirits rise around him: dark vines like burnt *wagoi*, twisting and smouldering, sparkling with embers. There's one for each word that's slipping away.
- 3 Fly into a spirit, or tap it, and say what its word means. It burns away in gold light, and that word is safe again.

Don't worry, beginners! *Wangal* only comes once you've learned ten words, and only for words you know well but haven't practised for a while. It can never reach your hollow, Mother Emu's sky or the Caravan Park.

Flying home to rest

If Goomp Goomp's energy runs out, he flies home to his hollow to rest. On the way he practises the words that are due, then wakes up strong again.

! A little practice every day keeps *wangal* away.

Jinir's Grove

Every time Goomp Goomp chases Jinir off, he comes back bigger and stronger, wrapped in more paperbark and dead leaves. At last he waits in his grove, enormous.



Finding the grove

Follow the path from The Swamp to a dark fortress of old paperbark trunks. Bark hangs in tatters, mist lies low, red embers drift up, and red eyes watch from the trees. Jinir sits on a fallen paperbark, cloaked in bark. Choose **Face him** when you're ready, or **Not yet**.

- 1 **Fight!** Peck, whirl and whack until Jinir is half beaten.
- 2 **He calls up the Forgetting.** The world darkens, and smouldering spirits rise from the ground one at a time. Each one carries a word you're close to forgetting.
- 3 **Answer quickly.** Say what the word means, how to say it in Yugambah, or which word you can hear. Right answers burn the spirit away and wound Jinir. Wrong, or too slow, and it strikes you.
- 4 **Win with words.** Beat him with 6, 8 or 10 words, depending on your Challenge. If his bark turns your blows, stun him with a whirlwind first. Beware: he rises once more, burning, for one last stand!

! When Jinir is beaten, his paperbark cloak falls away and he's just a little frogmouth again. After that, frogmouths stop attacking, the Forgetting can no longer drain your energy, and Nan Joan has something special waiting. If you run out of energy, you fly home to rest and can try again.

Words to know

A few of the words you'll meet on your travels. Tick them off as you learn them!

Yugambeh	English	Yugambeh	English
<i>gumgum</i>	owl	<i>buluhlmang</i>	whirlwind
<i>jawa</i>	yes	<i>buma</i>	hit
<i>yugam</i>	no	<i>bindun</i>	dilly bag
<i>gali</i>	this	<i>migany</i>	tree hollow
<i>mali</i>	that	<i>malgam</i>	wild raspberry
<i>minyng</i>	what	<i>jidjiman</i>	lilly pilly
<i>goomp goomp</i>	Southern Boobook Owl	<i>buyeh</i>	fig
<i>garang</i>	Barking Owl	<i>gumbar</i>	Queensland nut
<i>nguruny</i>	emu	<i>gudjing</i>	red ochre
<i>gibam</i>	moon	<i>dalang</i>	white clay
<i>ginyin</i>	sandfly	<i>nyamul</i>	baby kangaroo
<i>jinir-jinir</i>	tawny frogmouth	<i>guruhman</i>	old man kangaroo

Useful phrases

Yanindi nganyi...! Bring me...!
Nyahni wahlu...? Have you seen...?
Wulimani wahlu...! You found...!

Birds of Country

The 25 Biran waiting to remember, and what each one is good at when you fly as it.

Bird	Yugambeh	Flying as it
Willy Wagtail	<i>jinggir</i>	Nimble: turns and darts quickly.
Lyrebird	<i>galwuny</i>	Mimic: copies the sandflies' buzz, so swarms leave you alone.
Bush Turkey	<i>wagun</i>	Strong legs: runs fast, but a clumsy flyer.
Magpie	<i>gurahmburuhn</i>	Swooper: dives fast and pulls up strong.
Butcher Bird	<i>gulgurang</i>	Hooked beak: pecks hit twice as hard.
Kookaburra	<i>gahgun</i>	Big laugh: whirlwinds reach much further.
Pelican	<i>jungar</i>	Glider: long, slow glides, and floats on water.
Dusky Moorhen	<i>mubay</i>	Paddler: walks and swims on water.
Black Duck	<i>mahr</i>	Swimmer: floats on water and flies fast.
Crow	<i>wagahn</i>	Sharp eyes: spots job items from anywhere.
King Parrot	<i>bilinbilin</i>	Swift: one of the fastest flyers.
Green Catbird	<i>jigay</i>	Rainforest flyer: weaves quickly between trees.
Sparrowhawk	<i>galanbany</i>	Hunter: very fast flying and diving.
Wedge-tailed Eagle	<i>mibany</i>	Soarer: climbs higher than anyone and glides for ages.
Noisy Miner	<i>bimbim</i>	Mobber: sandfly swarms flee from you.
Nighthawk	<i>garanggan</i>	Night eyes: sees clearly in the dark.
Stone Curlew	<i>buruhlgan</i>	Stillness: frogmouths stay asleep as you pass.
Plover	<i>deberi</i>	Runner: dashes across the ground.
Black Swan	<i>duleh</i>	Swimmer and strong flyer: floats on water.
White Cockatoo	<i>gehr</i>	So loud: her screech scares sandflies away.
Red-tailed Black Cockatoo	<i>balireh</i>	Slow, deep wingbeats: glides a long way.
Yellow-tailed Black Cockatoo	<i>girayir</i>	Mighty beak: pecks twice as hard.
Satin Bowerbird	<i>jirigulum</i>	Bower builder: quick and nimble on the ground.
Regent Bowerbird	<i>nyungai</i>	Sun bird: bright and quick in the air.
Azure Kingfisher	<i>dingding</i>	Diver: dives like an arrow, and turns sharp.

Animals of Country

One animal lives in each place, with a side quest of its own.

Animal	Yugambeh	Where
Brushtail Possum	<i>guyahny</i>	The Great Tree
Bandicoot	<i>yaguy</i>	Moonlit Clearing
Pademelon	<i>giri</i>	Rainforest Gully
Echidna	<i>bunihny</i>	The Scrub
Black Scrub Lizard	<i>gabalgin</i>	The Forest Floor
Old Man Kangaroo	<i>guruhman</i>	Open Paddock
Koala	<i>burbi</i>	Woodland Edge
Lace Monitor	<i>giwa</i>	Gum Tree Ridge
Short-necked Turtle	<i>binginy</i>	The Lagoon
Soldier Crab	<i>bungubungu</i>	The Beach
Big Brown Frog	<i>wandjal</i>	The Swamp
Platypus	<i>wadjiny</i>	The Billabong
Water Dragon	<i>magil</i>	Dragonfly Creek
Wild Dog	<i>ngura</i>	The Old Fence
Sugar Glider	<i>jihbur</i>	High Canopy
Carpet Snake	<i>gabul</i>	Fig Tree Gully
Rock Wallaby	<i>magun</i>	The Escarpment
Native Cat	<i>bandjim</i>	Mountain Top
Flying Fox	<i>gihrang</i>	Ironbark Flats
Kangaroo Rat	<i>barul</i>	The Night Plain
Blue-tongue Lizard	<i>gubagan</i>	Curlew Flat
Little Rock Crab	<i>bangubangu</i>	The Mangroves
Mud Crab	<i>jubi</i>	The Mudflats
Eel	<i>juruhny</i>	Swan Lake
Ringtail Possum	<i>guwin</i>	Cockatoo River
Diamond Python	<i>juwir</i>	She-oak Ridge
Red Forest Wallaby	<i>bargin</i>	Banksia Heath
Bearded Dragon	<i>nyaram</i>	Bower Glade
Land Snail	<i>bangam</i>	The Sunlit Edge

Your journey

How far have you flown? Tick these off as you go.

Birds and animals

- ☐ Meet Garang at the Great Tree
- ☐ Help your first bird remember
- ☐ Fly as another bird
- ☐ Meet an animal and finish its quest
- ☐ Find Mother Emu among the stars

Treasures

- ☐ Paint your form
- ☐ Put a keepsake in your hollow
- ☐ Earn a golden feather
- ☐ Find 10 Gibamyeri carvings
- ☐ Find all 25 carvings

Nan Joan

- ☐ Visit Nan Joan's caravan
- ☐ Have a cuppa with Nan
- ☐ Hear one of Nan's stories

All about me

My favourite place

Words

- ☐ Learn your first 10 words
- ☐ Catch a Forgetting spirit
- ☐ Reach *Julen*
- ☐ Reach *Wongulbun*
- ☐ Reach *Muni*
- ☐ Reach *Guruman*

The big one

- ☐ Visit every place in Country
- ☐ Face Jinir in his grove
- ☐ Beat Jinir with your words
- ☐ See Nan Joan finish her scarf

For parents and teachers

Made for children aged 7 to 12. Younger children can play with a grown-up reading alongside.

Safe by design

No open chat, no ads, no in-game purchases.

Real language

Every word traced to its source and voiced by a Yugambeh speaker.

Short and often

Ten minutes a day beats an hour once a week.

Play together

Ask your child to teach you their words, and use them at home.

In the classroom: school subscriptions include a teacher's panel to see each student's progress, choose focus words and spot who needs a hand. The game is a way into Yugambeh; it does not replace learning from Elders and community.



Classification

This computer game is exempt from classification.

In Australia, some games don't need to be classified. An educational game is exempt if its main purpose is teaching, and it would be likely to be rated G or PG. Publishers check this themselves; the Classification Board doesn't assess exempt games. We have self-assessed Goomp Goomp Country against section 6B of the *Classification (Publications, Films and Computer Games) Act 1995*.

Made to teach

Its main purpose is teaching Yugambeh. Every job, conversation and battle is played through the language, and practice is built into the adventure.

Would be G or PG

Mild fantasy conflict: pecking, whirlwinds and words against frogmouths and sandflies. No blood, injury or deaths, and no coarse language, drugs, nudity or sexual content.

No ads, no gambling

No advertising, no in-game purchases and no paid loot boxes. Things that sometimes pop out when you hit a tree are free finds, never bought with real money.

Mild threat: some younger children may find a few moments a little scary: the Forgetting's smouldering spirits, the dark grove with red eyes watching, and the final battle with Jinir. Nothing is graphic, and each is overcome with words. If the game ever changes in a way that affects these conditions, we will check them again. Find out more at classification.gov.au.

About the creator



Yugambeh man from Logan

Shaun Davies ALing

Linguist

Language activist

Broadcaster

Author

Game maker

Shaun grew up in Logan, on land his family has called home since long before Europeans arrived, hearing the old Yugambeh stories from his Elders. A school exchange to France introduced him to endangered languages, and back home his grandmother and her sister urged him to learn their own. He learned Yugambeh from his grandmother, and has been passing it on ever since.

For more than a decade he has brought Yugambeh back into everyday life: on ABC radio and television, in Disney's *Spread the Word*, in Google's Woolaroo app and Snapchat's language lenses, and in songs, ceremonies and picture books. He is the resident linguist at SEQILC, and created the Gibamyeri script.

“Social media is the new campfire.”

Shaun, on keeping languages alive for the next generation

Making Goomp Goomp Country

Like the Goomp Goomp books, the game grew from one idea: learners need to meet a language in many ways, each step building on the last. Shaun wanted a place where children could *live* in Yugambeh.

The words

Chosen and checked by Shaun, traced to their sources, and recorded in his own voice, around a thousand of them.

The owl

Goomp Goomp is the *yuri* of Shaun's grandfather, Claude McDermott, and the namesake of Goomp Goomp Books.

The script

Every word's Gibamyeri appears as you learn it, and 25 carvings wait to be found around Country.

The testing

Shaun played it through again and again, reshaping anything that felt wrong, too hard or not true to Country.

Aboriginal and Torres Strait Islander readers are advised that this page contains the names and images of people who have passed away.

Thank you

CREATED BY

Shaun Davies ALing

Game design, development, language, voice and
Gibamyeri

THE STORIES AND THE WORDS



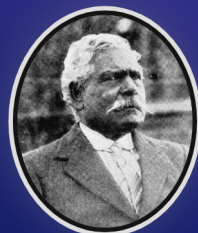
Aunty Joan McDermott

Shaun's nan, whose stories, with those of her sister Edith McAndrew, shaped the story of the game



Uncle Joe Culham

Ngajang. Known to Shaun's nan



Uncle John 'Bullum' Allen

Speaker and keeper of the language

The language lists and recordings of Uncle Joe and Uncle John are a major source of the Yugambeh words in this game.

ARTISTIC GUIDANCE

Joel Kyle-Maher

BIRD NAMES

Mununjali Men's Group

Nyarima Bird Names Project, led by Dale Anderson

LANGUAGE SOURCES

Margaret C. Sharpe

with the historical records of Allen, Watson, Hanlon and Holmer, and Gidabal words from Brian and Helen Geytenbeek

PLAY TESTERS

Malekai Davies

Nyliah Davies

Madonna and Nicholas Thomson, and their daughters

and members of the Yugambeh community

DEVELOPMENT

Coding support from Claude, by Anthropic

3D graphics powered by three.js



Published by Goomp Goomp Books

Photograph of Uncle Joe Culham by Margaret Sharpe, from *An Introduction to the Bundjalung Language and its Dialects* (1988).



Made on Yugambeh Country

We pay our respects to Elders past and present, and to the children who will carry the language forward.

Yugambeh words drawn from the *Yugambeh and neighbouring dialects* wordlist.
Gibamyeri written with the Yawbam font. Built with three.js.

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