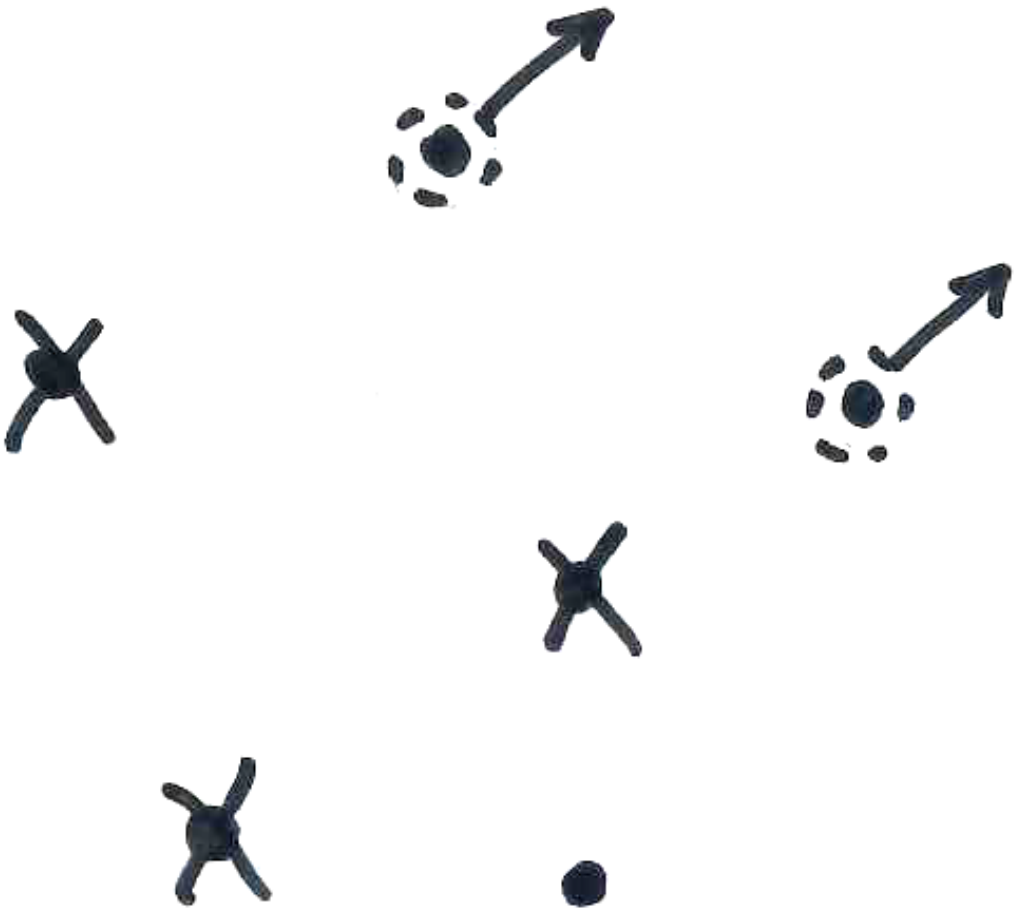


TERRA FABULA · CHAPTER 7

CONFLICT



STORYTELLER: _____

After the Explorers, time passes.

Then, after hearing the stories of the Explorers about boundless lands of beauty and potential, the Settlers begin to arrive.

At first there are only a few Settlers... then more... then many.



In some places across the land the Settlers establish towns. In other places, land is cleared to grow crops, to raise the cattle they bring, or to mine for mysterious ores.

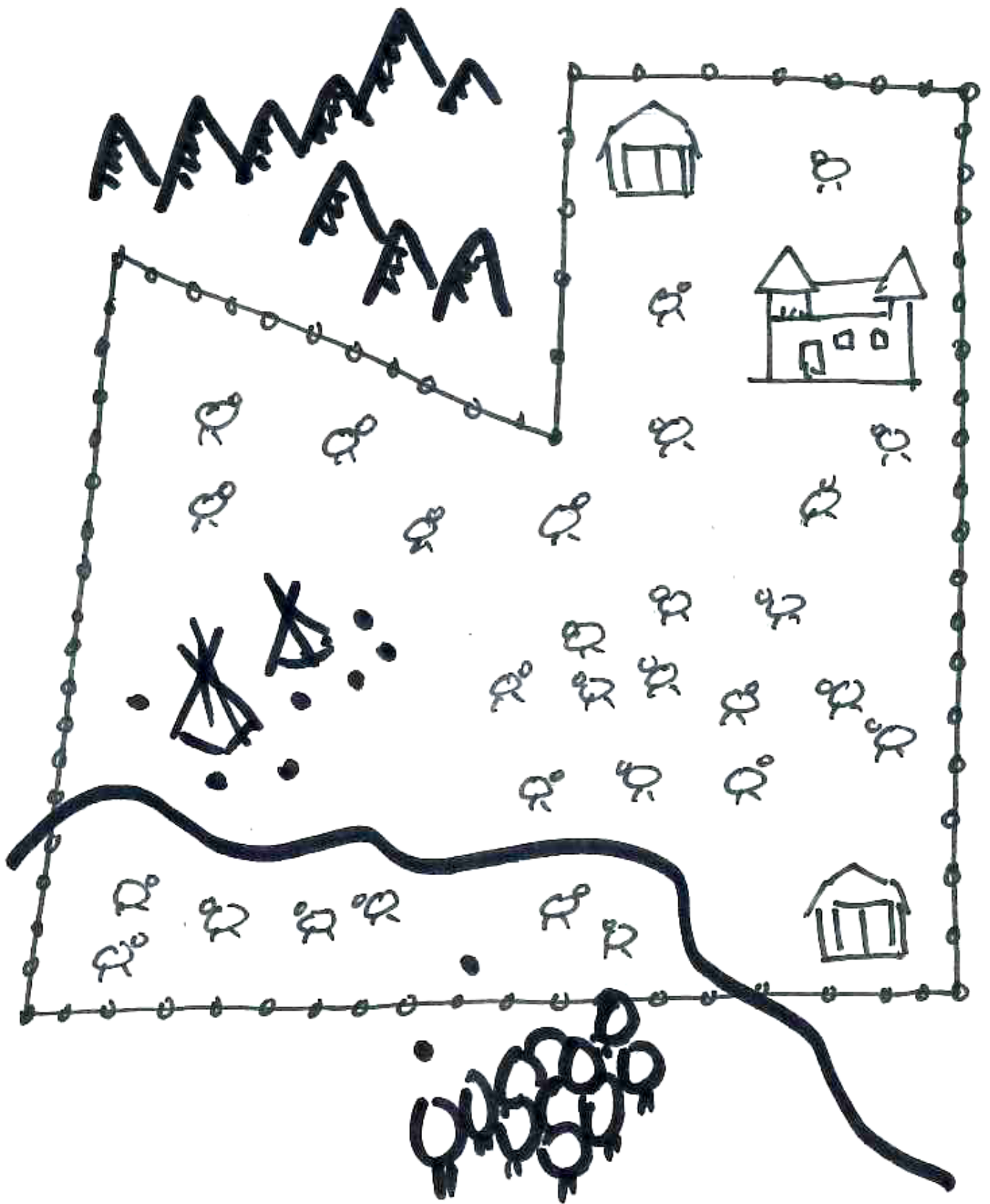
Roll a dice to find out what use the Settlers decide to put your land to.

Turn the page...

1 OR 2. CATTLE

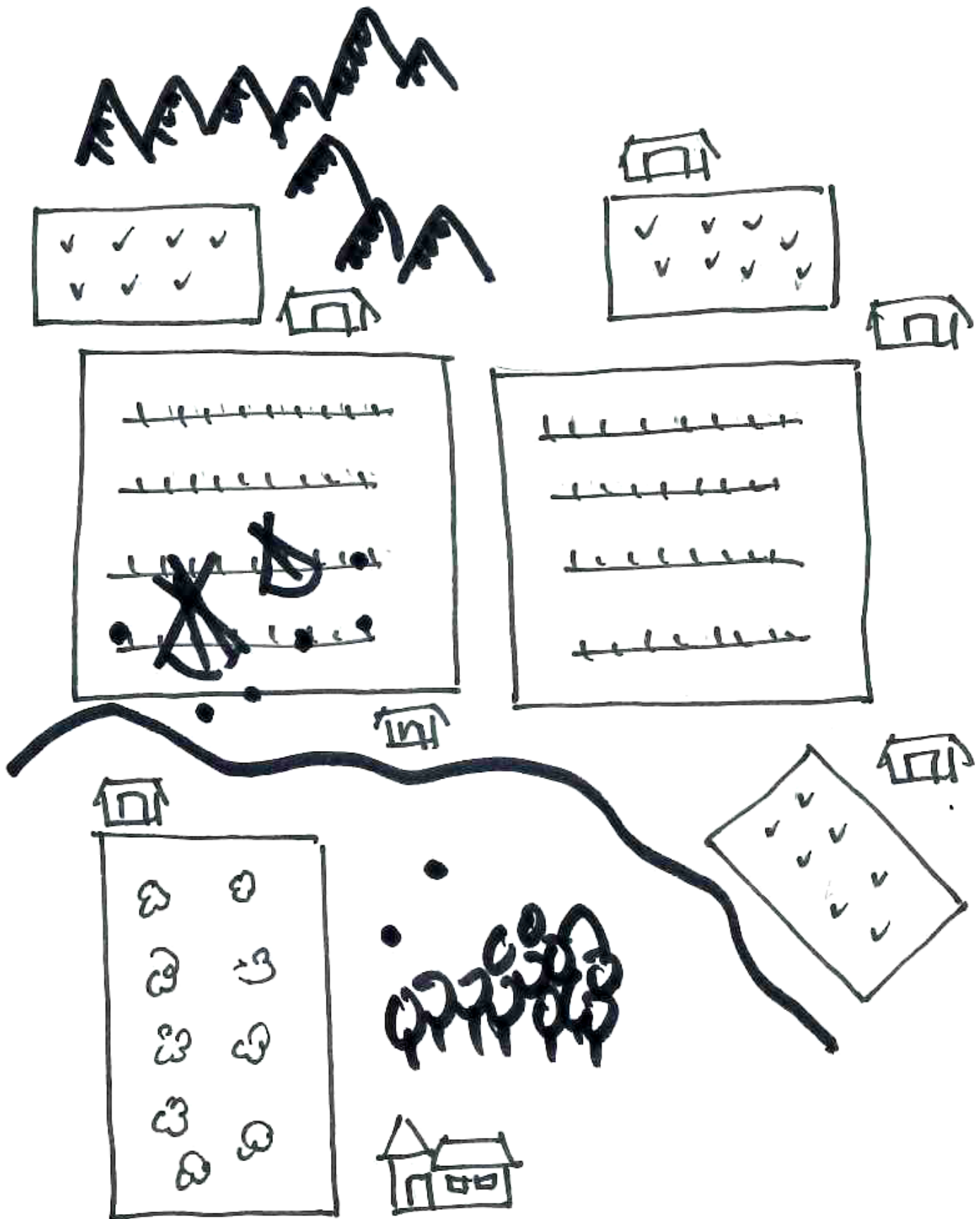
Draw a six sided shape as large as possible with NO MOUNTAINS OR OCEAN inside. Draw fences along the sides to keep the cattle in. Cut down any trees that are inside the fence. Add two barns and a homestead inside the shape.

Roll a dice and draw ten times that many cattle inside the shape.



3 OR 4. FARM

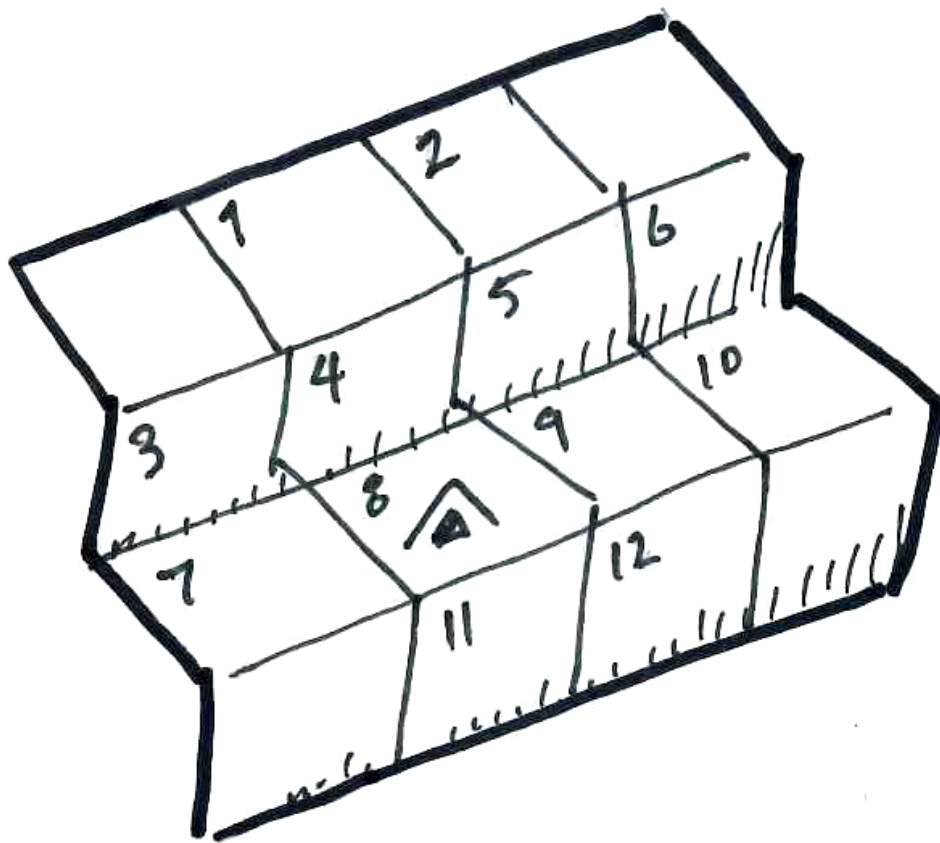
Using the farm stencil sheet of different sized rectangles, see how many fields you can draw on your map. Fields cannot overlap, and no ocean, mountains or lakes are allowed inside your rectangles. Cut down any trees that are in your fields. Draw marks to show the crop in each field, as shown on the stencil. Draw a farmhouse somewhere between the fields, and a barn near each field.



5. MINING

Fold your map in half twice one way, then twice the other way. Unfold and number the spaces made by the folds, ignoring the corner spaces.

Roll two dice and add the numbers together to find out where the Settlers dig their first mine. Then roll one more dice to find out whether or not the mine is successful.



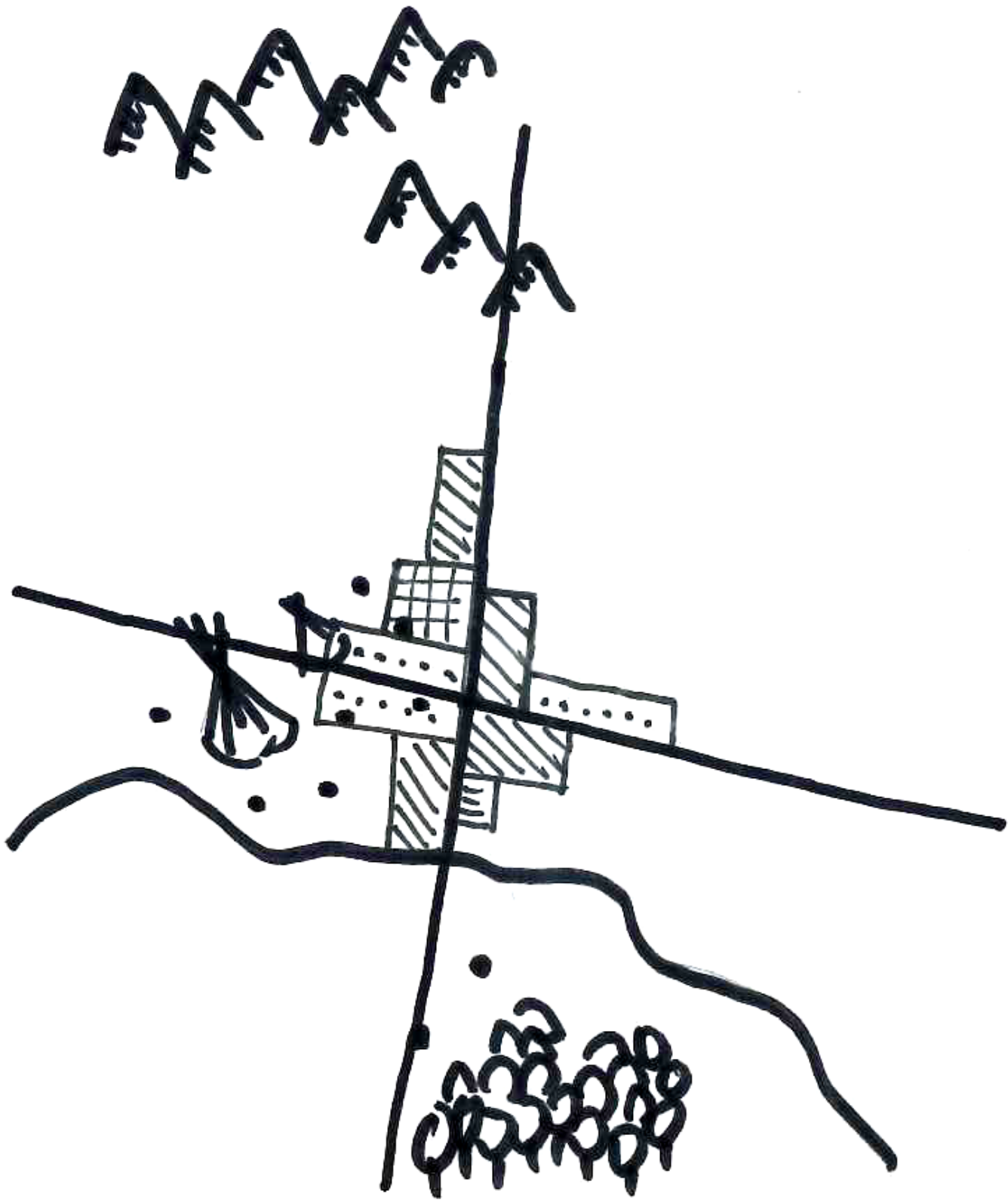
1 to 3. Nothing found. Draw a small abandoned mineshaft and roll again to dig in another space.

4 or 5. A small seam of ore is found. Draw a mine here, with two buildings and road that joins up with other roads.

6. A huge seam of ore is found. Draw a massive excavation that completely fills the space as well as small mines in two neighbouring spaces.

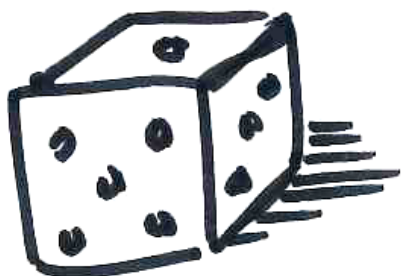
6. TOWN

Fold your map roughly in half one way, then the other, to create two creases that intersect. Draw roads along these folds. Roll two dice and add the numbers together. This tells you how many buildings the town has. Using the town stencil of different shapes, draw in that many buildings that either touch the road, or touch other buildings, or both.



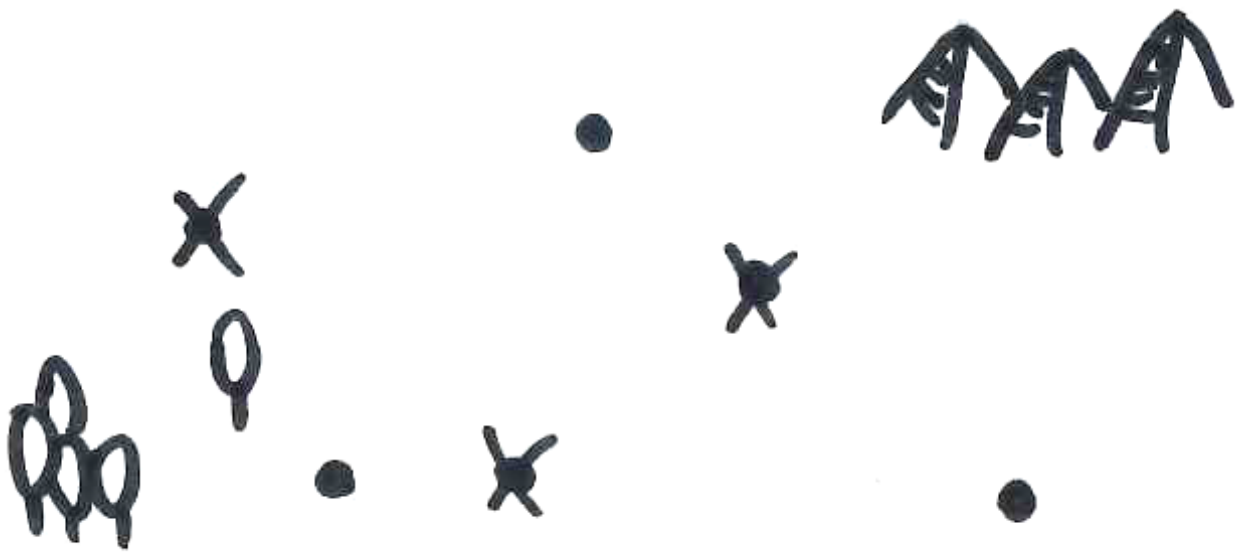
Over time the number of Settlers grows, and they have a great impact on the People.

Roll a dice to find out what happens.



1 OR 2. COEXISTENCE

The people continue to live alongside the Settlers. Sadly half of them die from diseases introduced by the Settlers. Cross out one in every two people.



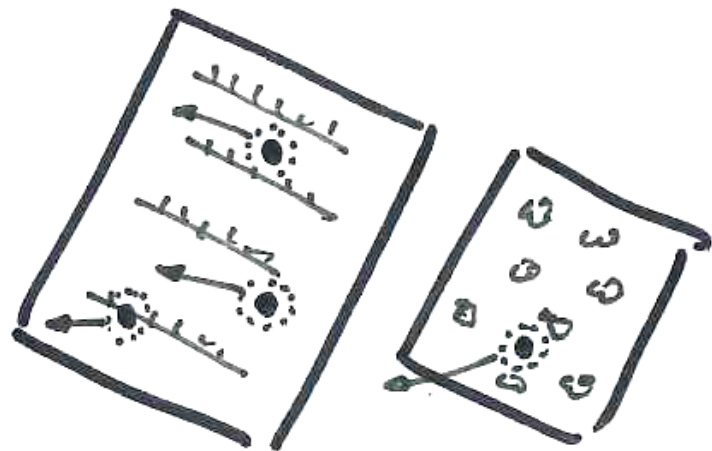
3 OR 4. RELOCATION

The People are forced onto land not being used by the Settlers. Find an unoccupied space and draw a rectangle to represent one of these relocation zones, or reservations.

Re-draw each of the People inside, and draw a line from where they were.

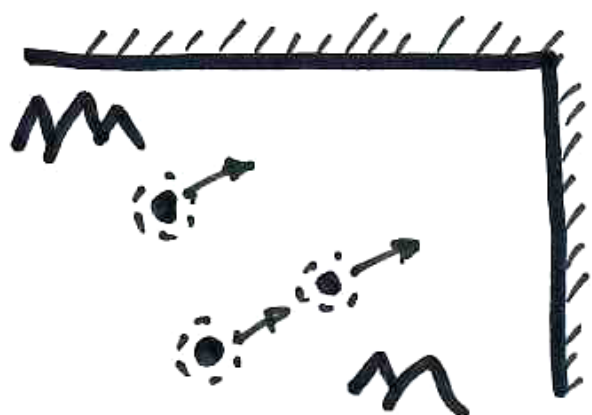


RESERVATION



5. DIASPORA

The people are forcibly driven off their land. Find another piece of land where some of the People from another community still live. Draw a line from each of your People to the edge of your map, and then add your people to the other map.



YOUR MAP



ANOTHER LAND

6. DEFEAT

Fighting between People and Settlers continues. Cross out two out of every three People, who are killed in the conflict. The survivors seek safety in dense forests or remote mountains. Re-draw each of the People somewhere safer, and draw a line from where they were.

