

## Tribes and Explorers – Island Tribe Member Handout

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### **DO NOT SHOW THIS HANDOUT TO ANYONE WHO IS NOT AN ISLAND TRIBE MEMBER**

You are members of a tribe who have for the past 500 years, settled on a tropical island abundant with natural resources, food and clean water. Your native island is sacred to you and your people, and your tribe members take measures to ensure the pristine nature of your environment remains unspoiled for future generations. Your island is sacred, and any attempt to defile its natural beauty is an affront to your Gods.

The palm and coconut trees on your island provide the necessary wood for your homes and the wildlife (certain birds and boars) on the island are sometimes hunted as food. Your tribe also goes spear-fishing from the ocean, providing an extra source of food to your tribe members. Your tribe has also found ways to use the wide variety of plants for medicinal purposes, and have perfected ways to cure most common diseases and afflictions. Your tribe's jeweler also crafts beautiful gemstones from the island's natural mineral reserves as offerings to your Gods.

One day, a tribe scout comes across what appears to be strange people who appear to have just arrived on your island. These people look strange to you – they are pale skinned, wear thick cloth over their bodies, and shiny, heavy coverings on their heads. They approach you with strange-looking sticks pointed at you, before their captain speaks to your village elder. The village wise man senses that these foreigners are here to invade your island and steal your resources.

**Your tribe cannot afford to have these foreign invaders come in and defile your island, stealing away what rightfully belongs to your tribe.** The invaders, however, are insistent on wanting a share of your resources.

Goal: **You must convince them to leave your tribe in peace, without taking away your island's natural resources.**

You have **three days** to negotiate with them. On each day, you can send one to four members to negotiate with the explorers. You cannot send all five members to the negotiation. At least one member must stay back in the village every day. **Each 'day' in the negotiation lasts 5 minutes. You will then return to your village and be given 3 minutes to discuss the negotiation with all group members.** Knowing this, prepare your negotiation/offers accordingly. If, at the end of the three days, you cannot reach a resolution, your village elder will resort to hostility and remove the explorers from the island with force, sparking off a conflict which will surely involve bloodshed and the loss of lives. **This is the least desirable outcome.**

Your island tribe has 5 key members. Please assign each member to one of the following roles:

<b>The village elder</b>	The leader of the tribe. Charismatic, knowledgeable and experienced.
<b>The builder</b>	The tribe's most skilled builder – able to design, build, and repair most structures. He/she is in charge of maintaining your tribe's houses.
<b>The medicine man</b>	The tribe's head of medicine and remedies. He/she is also the smartest tribe member and most capable of understanding strange phenomena.
<b>The witch doctor</b>	The tribe's spiritual guide. Diplomatic, tactful and reserved, the witch doctor is the reference person for all things spiritual.
<b>The jeweler</b>	The tribe's expert on precious stones, with a particularly skilled ability in crafting ornamental jewelry.