

## Tribes and Explorers – Explorers Handout

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### DO NOT SHOW THIS HANDOUT TO ANYONE WHO IS NOT AN EXPLORER

You are members of an expedition to faraway lands, in search of resources, riches, and to map uncharted territories. As ordered by your king, you are to uncover new worlds, and share your understanding and knowledge of the civilized world to inhabitants of the new world. You must return to your kingdom after 5 years with a new trade route set up, which will benefit your home kingdom in terms of providing new resources.

Your ship and crew have today arrived at an uncharted island. After landing on shore, you find the island to be abundant in natural resources which will benefit your kingdom. There are enough trees to provide the necessary pulp for the growing printing industry for your kingdom. Your alchemist has also confirmed the presence of precious minerals in the island. The minerals would be essential for alchemical and metallurgical research. The island is also an untouched paradise, with native flora and fauna previously not encountered by scientists in your country. This is fertile ground for scientific research, and the many new discoveries your scientists could potentially advance scientific knowledge in your kingdom.

Three days into your exploration, you come across what appears to be human settlement on the island. Investigating further, you realize that the island is actually inhabited by a group of natives. They are dressed minimally and carry primitive weapons. They approach you with hesitation and caution, spears pointed at you, before their village elder speaks to your captain. The captain senses that the native tribe does not welcome your presence on the island and is asking you to leave at once.

**Your crew cannot afford to pass up this opportunity to gather from this resource-rich island.** The tribe members, however, do not appear agreeable to your presence.

Goal: **You must convince them to allow you to stay on the island, and also to allow you to gather their resources.**

You have **three days** to negotiate with them. On each day, you can send one to four members to negotiate with the island tribe members. You cannot send all five members to the negotiation. One member needs to stay back on the ship. **Each 'day' in the negotiation lasts 5 minutes. You will then return to your ship 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 captain will resort to hostility and forcibly take control of the island, sparking off a conflict which will surely involve bloodshed and the loss of lives. **This is the least desirable outcome.**

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

<b>The captain</b>	The leader of the expedition. Charismatic, knowledgeable and experienced.
<b>The engineer</b>	The expedition's most skilled builder – able to design, build, and repair most structures. He/she is in charge of maintaining your ship.
<b>The scientist</b>	The expedition's head of scientific research. He/she is also the smartest crew member and most capable of understanding strange phenomena.
<b>The priest</b>	The expedition's religious guide. Diplomatic, tactful and reserved, the priest is the reference person for all things spiritual.
<b>The alchemist</b>	The expedition geology expert, with a particularly skilled ability in purifying precious metals.