Newlandia: Basic Information

Plant and animal resources:

- Fish, near the delta, in and around the harbor, and in the lakes and rivers (if they are not polluted).
- Antelope and wild chicken in the grasslands.
- Deer, nuts, and fruits in the deciduous (broad leaf) forests.
- Elk, bear, and berries in the evergreen forests.
- Rabbits and wild birds in the desert.
- Turkey and pheasant in the southern hills.

Mineral resources:

- Oil, near the middle of the desert.
- Iron ore in the mountains on the north side of the map, near the evergreen forests.
- Coal in the hills by the north fork of the river.
- Gold and uranium in the far northern hills near the lake.
- Potash deposits (good for fertilizer) in the desert, near the bend of the river.

Climate:

	Desert	Grasslands	Hills	Mountains
Rain	-5"	5"-15"	15"-25"	25"-40"
Snow	0	1"-2"	2"-5"	5"-10"
Summer Temp.	90-110°	80-95°	75-85°	65-75°
Winter Temp.	40-50 °	20-40 °F	15-30°	0-20°

Hunters and Gatherers:

Population: 50-300

Technology: Men hunt, usually with bows, arrows, spears, and axes. Women gather nuts and berries. Men and women use tools made by hand to cook food, build homes, and sew clothing.

Wealth: Based on skills, like the best hunter has more. Based on barter, such as giving tools to get furs.

Food: Hunt deer and antelope; gather nuts and berries. Move from place to place to find food. Built temporary shelters where food is found.

Work: Men hunt. Women care for children and gather food. Men and women work together to cook food.

Social groups: Men and women have separate "secret" groups with special meanings. A few people, like healers and tribal leaders make decisions and teach the children tribal ways.

Values: Think highly of people who share food, tools, and furs. People are very proud of hunters. They have great respect for animal life.

Play your role as a **hunter-gatherer**.

Remember: you need to hunt wild animals and gather nuts and berries in order to live well. Fish are a possible source of food, but learning to fish will require difficult changes for your people.

Herders:

Population: 100-600

Technology: Wood working, leather working, sheep shearing. Make carts or wagons. Sell or trade animals and animal products.

Wealth: Based on animals; the one who has more animals is richer. Also products from animals, like wool rugs, nicely made jewelry or wooden objects, and things gained by trading count as riches.

Food: Goats, sheep, and cows are used for meat and milk, and their skins or wool is used for clothing. Group moves as new grazing lands are needed. Belongings are carried in wagons. Some meats are dried and saved for winter.

Work: Men care for animals, do leather work, and build wagons. Sometimes, they fight with other groups. Women make clothes, care for children, and prepare food.

Social Groups: Chiefs or leaders make decisions with the advice from a few respected people. Those who are sick or old are cared for by families. One religion is directed by a priest-like leader. Parents teach skills to children.

Values: Think highly of people who are skilled at herding animals or good weavers. Good musicians are enjoyed too. People are proud of good warriors.

Play your role as a **herder**.

Remember: you need to find grazing lands for your animals to live well. You could learn to farm, but it would be a difficult change for your people.