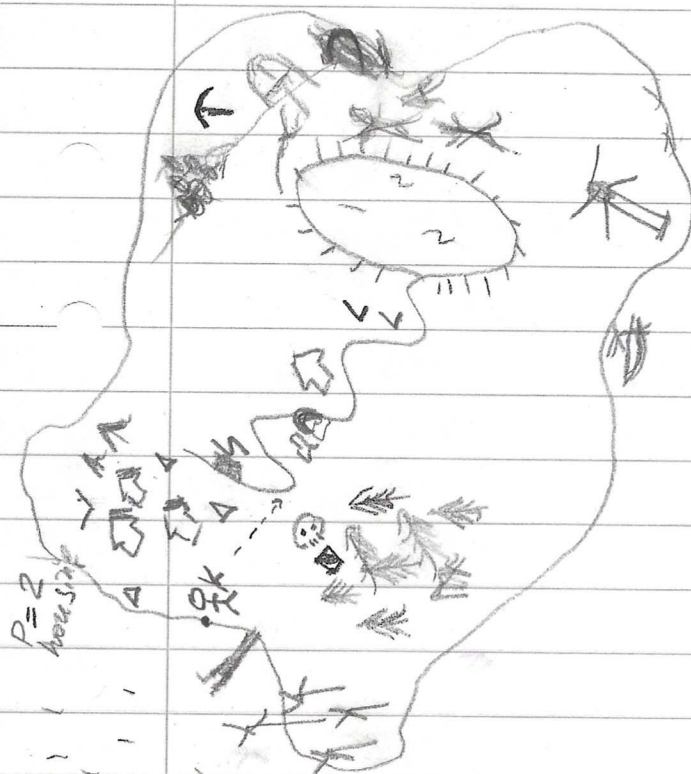


P=5
mine



P=2
house



Abundances

Power

Timber

Rock (fish)

Scarcities

Shelter

Minerals

Spencer guns

Names

Keller (carnival)

Iva (security, ~paranoid)
Hammar

Anna

Wilma & Fred Flintstone

Spring

- good omen: herring ^{observed} to the coast
- new situation: strong storm - brought down trees
- someone new arrives: Keller from island
- project: three weeks to work w/ fallen timber
- disquising legend: ^{legend is} island - maybe cannibals?
- project: two weeks to build a pier
- beautiful waterfall up river, trout w/ ^{several} teen herring out
- new situation: ^{discover} by the house + keeper → saw shipwreck
- body of water: like surrounded by blessed landscape, very pretty ^{et cetera}
- discussion: what are we going to do w/ Keller?
- character: Anna begins → weapons development w/ minerals
- discover new: ^{conceded} mine entrance
- highest status: ^{→ apprentice + instruction} meritocracy, engineering, power council
- project: ship salvage (2 weeks)
- dead dug up ^{body} corpse in timberland
- discover new: dilemma - what to do about Keller ^{→ escapes} up river
- sleeping arrangement: ^{not popular} lot of sleeping → those w/ Keller are upper ^{→ not to}
- ^{finished salvage} discover: advanced weapons on ship (scarce)
- project: fire shelter

Summer

→ 2 people to boat,

- outsiders: threat! ignore us (the guns)
- project: manhunt for Keller + secure boats
- mine (s) security edges - project to fix it, 6 weeks
 - mine weapons ready + find Keller
 - very deadly, many wounded
- (7) disappear in the mines, in the getting worse
- had lessons: (strangely) repeat more backwards [4 hrs + time]