

VOLCANO ERUPTION

THEME	GROUP SIZE	TIME	TYPE	COMPLEXITY
Negotiation, Conflict resolution, Group Work, Group dynamics, Communication, ICL/prejudges, assumptions and non-violent communication	15-27	90-120 min	Role-play	Medium



OVERVIEW

This activity explores interaction and negotiation between three different groups/parties having some similar and different interests both between groups in general and between individuals within the groups in particular.



OBJECTIVES

To experience real conflicts that can arise in meeting needs of different parties. Conflicts of needs, interests and values, between groups and individuals.

To develop communication, debate, negotiation, and analysis skills.



MATERIALS (HAND-OUTS)

General Description Group-Cards
Role-cards
Group-tags (to identify different parties)
Resource-cards:
1- IDOL,
36 - FOOD RATIONS,
1 - GUN (Pistol) with 1 bullet
1 - GUN (Pistol) without bullets
1- Gathering tools
1- PIECE OF GOLD
Envelopes
Masking tape (paper scotch)



PREPARATION

Prepare role-cards from the hand out, and the descriptions of the problem.

Prepare group-tags for the different parties/groups that will be represented at the activity.

Prepare resources.

Prepare three distant/isolated locations. It will be initial/starting locations of each of the party/group.



INSTRUCTIONS

Stage 1. Intro, enter the role-play (10-15m)

1. Divide group in three parties. Try to keep the number of people balanced, more or less equal in each group. Decide who will be **TRIBE "LODI", SURVIVORS, EXPEDITIONERS**.
2. We recommend creating an immersive gaming environment. See *Immersion option recommended below, or create your own.
3. Take groups to their initial/starting locations.
4. In each group read the **General Description-Card**. Leave the description-card to the participants, so they can read it again. (Explain if something not clear). After 5 minutes, before groups start to interact take the description sheet away.
5. In each group distribute **Role-Cards** and **Group-Tags**. Give time for people to read their roles and make sure everyone understands their role. Make sure they stick group-tags on a visible place on themselves. According to the roles, distribute resources (**Resource-cards**). Do not show exact resources you distribute, you can do it in envelopes.
6. Explain basic general rules:
 - Participants cannot show their **Role-Cards** to each other.
 - Participants can decide if they want to share some or full information from it. Whatever they decide to share they can do it verbally, but not showing **Role-Cards**.
 - Participants must wear **Group-Tags** visible for others, all role-play activity.
 - Some of the **Group-Tags** are two-sided. One side is showing just group belonging, other side – is showing group belonging and the specific role inside the group. Participants can decide which side they want to make the tag visible for others.



- Participants need to reach their aims and survive. (Don't give any hints how they will survive, neither to the group or an individual, let them decide)
- Participants need to follow the pre-defined circumstances and their roles.
- In order to reach their aims they can do anything without real violence or threat of harm to people.
- Trainers do not take part in the activity, they are observers and moderators. The moderator can stop activity at any time.
- If any activity principle is not respected, moderator can/should point it out and correct participants.



Stage 2. Action (45-60m)

1. When intro is finished start the timer/role-play activity.
2. Open space for participants and parties to fulfill their aims and needs. Do not tell them exact time when volcano will erupt.
3. Only Shaman from **TRIBE "LODI"**, can get information how much time left till the end when volcano will erupt. (inform when left 30m, 20m, 10m, 5m, 1m). Explain it by the fact that "Spirits" are talking with Shaman and they are telling him/her how much time left.
4. If decision was not made till the end of the time volcano will erupt, all the tribes die. Announce the end of the activity.
5. If the decision was made and everyone agrees - announce the end of the activity.
6. If part of the participants escape and other are still in process of finding solution for them, wait until they make their decision or time ends and then announce the end of the activity.



Stage 3. Closing, finish the role-play (5-10m)

1. Gather all the participants and make de-rolling activity. Standing in the circle, take-off your **Group-Tag**, (can tear it up) through it in the middle and say loudly - "I'm not the '**ROLE**' anymore, I'm '**OWN NAME**' now!". For example "I'm not the **Captain** anymore, I'm John now!"
2. *Optionally. If you feel it is needed, do extra de-rolling activity, for example "mazinga", "shower", or any other activity you know.
3. When you finish de-rolling invite people to bring their chairs into a circle for the debriefing.



Stage 4. Debriefing and evaluation (30m)

Facts and feelings

- How did you feel during the game? / How was it for you?
- How did you feel being in your role? How easy was it to identify with your role? Why or why not?

Analyse - process

Ask the participants what they feel about the process they have just been through:

- Did you succeed in the position of the person you were playing? Why? What was the most difficult being in your role?
- What strategies did you have as a tribe or individual? Were they successful?
- Which strategies did you observe from the others?
- Did you experience any dilemmas? What were they?
- What was the main conflict point in the activity?

Analyse-result

- Were you surprised by the result of the activity? How much influence do you think you (in your role) had on the result?
- Did interaction with other people or groups change your approach or attitude towards the problem?
- What do you think can be other solutions in this situation? What/How?

Conceptualisation application

A. (Topic Conflict)

- What conflict types did you observe in this activity?
- Do you see any similarities with real life? Can you think of any real-life links? Your own experience?

B. (Topic Communication)

- What communication strategies were dominant that you observe in this activity? Were they effective? Why, why not?



- What could be your personal approach in a similar situation in real life? How do you go about different types of conflict in real life? How do you deal with value-base conflicts? Or conflicts that cant be solved in win-win?
- What from of the discussion can be useful for you in real life? What ideas you may apply?
- Have you ever observed similar strategies in the real life? In which circumstances? Please share the experience... What was the result? Can you connect them to your own experiences?
- What a term efficient communication means for you? What is non-violent communication?
- Which patterns of communication you can identify in your own communication preferences in similar situations? What do you want to change? How?
- Reflecting all this, how do you think you can train your communication competences? What do you need for this?
- What from of the discussion can be useful for you in real life? What ideas you may apply?

C. Topic ICL/prejudges, assumptions and non-violent communication)

- Why do you think this conflict situation appeared? What caused it?
- Do you see any cultural causes in miss-communication and misinterpretation of the behaviour of different roles? What were that?
- Can it happen in real life? Can you bring an example?
- How much cultural awareness can help in the similar situation? What do you mean by culture? How in overall it affects the way we see the world? What are your own cultural patterns?
- (Can bring [Cultural Iceberg Model](#) or [Bennett scale](#) and ask participants to reflect)
- What can help in avoiding cultural misunderstandings? How can we break our personal stereotypes, assumptions and prejudices?
- Next time when you are in a similar situation what will you do?



*IMMERSION option (recommended)

It is good to start first stage with the big group from **immersion in to the environment**. What you can do is:

- Put background sound (that remind nature and island environment). This for example:

<https://www.youtube.com/watch?v=DGIXT7ce3vQ>

- ask participants to close their eyes, imagine they are on the island and shortly describe the place.

Immersion Description:

“Close your eyes. Imagine you are on the island in the middle of the ocean. Feel the bright sun warming your body. Light breeze from the ocean brings freshness and smells salty for you. Hot sand heating your feet. Birds singing in the jungle and seagulls circling over the ocean.

Walk around... Look around... What you can see?

In the middle of the island, you see a big impressive mountain. It surrounded by a green jungle that covers most of the island. Bright and soft sand on the shore connects the jungle and ocean. Waves calmly and peacefully wash the sand. And endless ocean surface flees beyond the horizon.

This place looks like a paradise...

But not for long... Soon, the situation will change, and island won't be so peaceful and friendly anymore...”

After divide the big group and follow the stage 1.



CLARIFICATIONS, SUGGESTIONS & TIPS FOR FACILITATORS

1. The initial/starting **Party Locations**:

- Better if they are **distant** (isolated) and divided by free space (corridor, yard...) Ideally you should have private space (room) for each group. Where they can discuss, plan, share ideas and work safely.
- They can visit each other. Or they can meet on a **neutral territory**. Here corridor, yard or some other space might be useful.
- **TRIBE LODI location** is initially **hidden**. (so better if the most distant place is their location) Other parties cannot visit them, until they show the way to them.



- Locations of SURVIVORS and EXPEDITIONERS are well known, everyone can visit them.
 - It is good to **indicate initial/starting party locations** with some decorations or just picture stating the location affiliation. (you can use some illustrations from the hand-outs)
2. Best way to run this activity is together with **2 co-facilitators** (moderators) in order to be present and moderate the work of three parties in parallel.
 3. One facilitator should be the **Timekeeper** and inform Shaman about the time left. Explain it by the fact that “Spirits” are talking with Shaman and they are telling him/her how much time left.
 4. **Not giving exact time** of Role-play Action stage will give you **flexibility** with time. If you see that it is important to the participants to have more time and you have it available, you can add it. Or to announce time often if you want to empower interactions.
The activity could benefit from having more time available, particularly during the action stage, in order for people to have more space to interact, try different strategies and communicate more.
 5. **Roles are allocated** randomly in order to save time. You may also give choice of the roles for the participants, but just by the role name, without reading content of the role. Remember participants can’t read or show each other’s **role-cards**. They should decide themselves what they want to revile).
 6. To make sure participant **respect the rule of not showing Role-Cards**, you can collect them after they got familiar with their content.
 7. Use of **GUN (Pistol)** – a weapon one gun can be armed with 1 bullet at the time. The owner (holder) of the Gun can declare that he/she used (shoot) it at any time. If the shot was aimed at one of the players that person “die”, stop playing his role and become “Ghost”. He/she can be observers of all activity, without communicating or influencing action only how until Closing Stage 3. Then he/she can back to the group, deroling and discussion.
 8. If the simulation gets **out of control** – for example, because people start to use violence, refuse to act, or become emotionally unstable you should **Stop the Activity** and stabilise the process and the group. If going back to the activity is not possible process to the next stages closing and debriefing.
You can use this in the debriefing at the end to discuss the difficulty and why it happened.
 9. During the debriefing, it is very important to avoid repeating the simulation. People need to **detach** themselves **from the role** they played in the activity in order to be able to reflect properly on what they have been through. You should help them to look back on the simulation with their normal “hats” on, rather than in their assumed roles.
 10. **Free spirits** characters can be added as much as you need, giving flexibility with the number of players.



VARIATIONS

Depending on the aims and topic you use this activity for, you can adjust it to the needs of your group. You can add characters or take some of them out.



ROLE-PLAY GAME DEVELOPMENT

Educational game “Volcano Eruption” (version 2.0)

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Adopted by: - Academy of innovation (<http://academy-of-innovation.com/>)

Graphics by: - Eduard Oganyan

Developed in the frame of project “Homo ludens”

Organised by Csoport-téka Egyesület and Academy of Innovation



With the support of the Erasmus+ Programme of the European Union

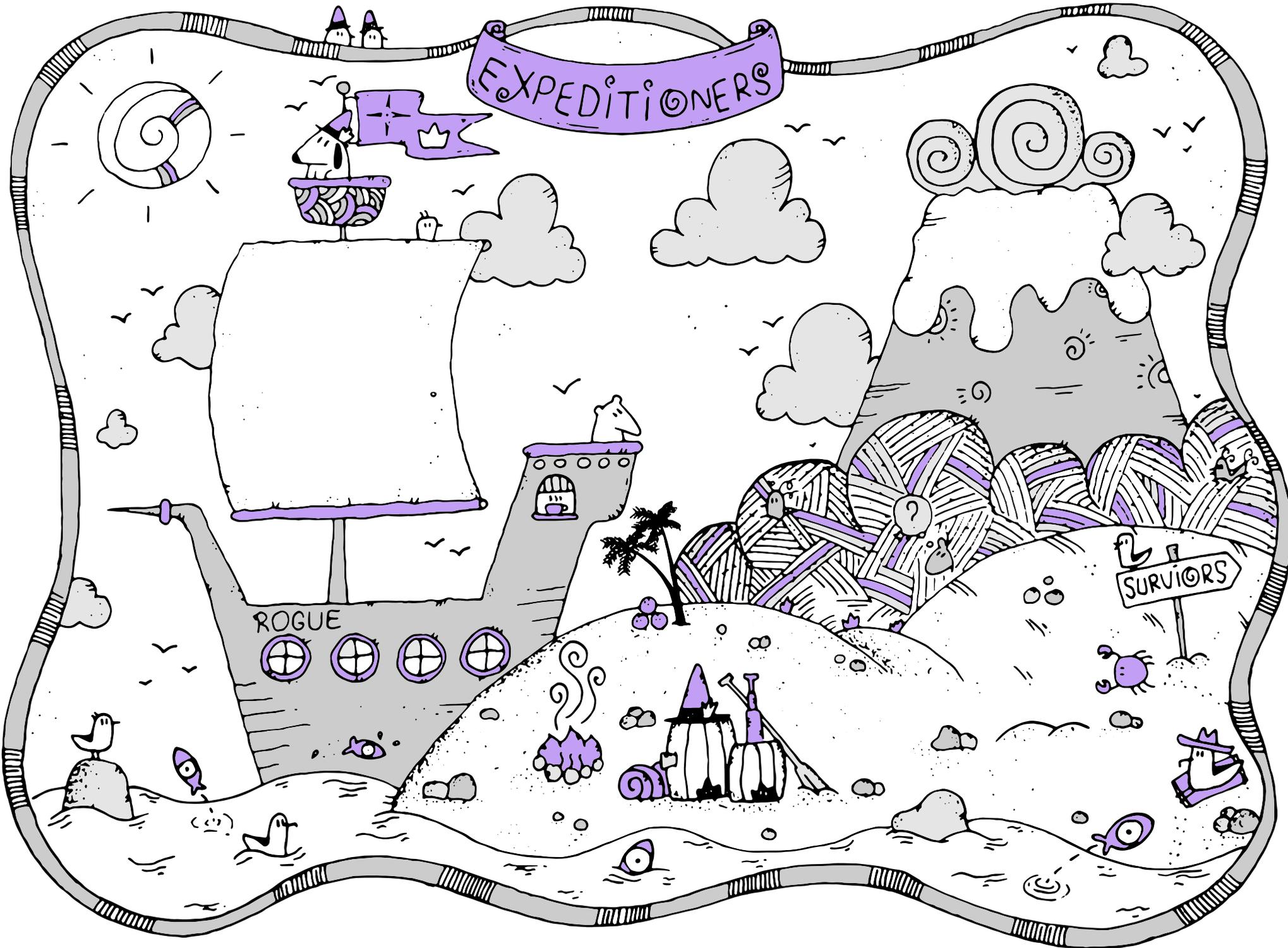




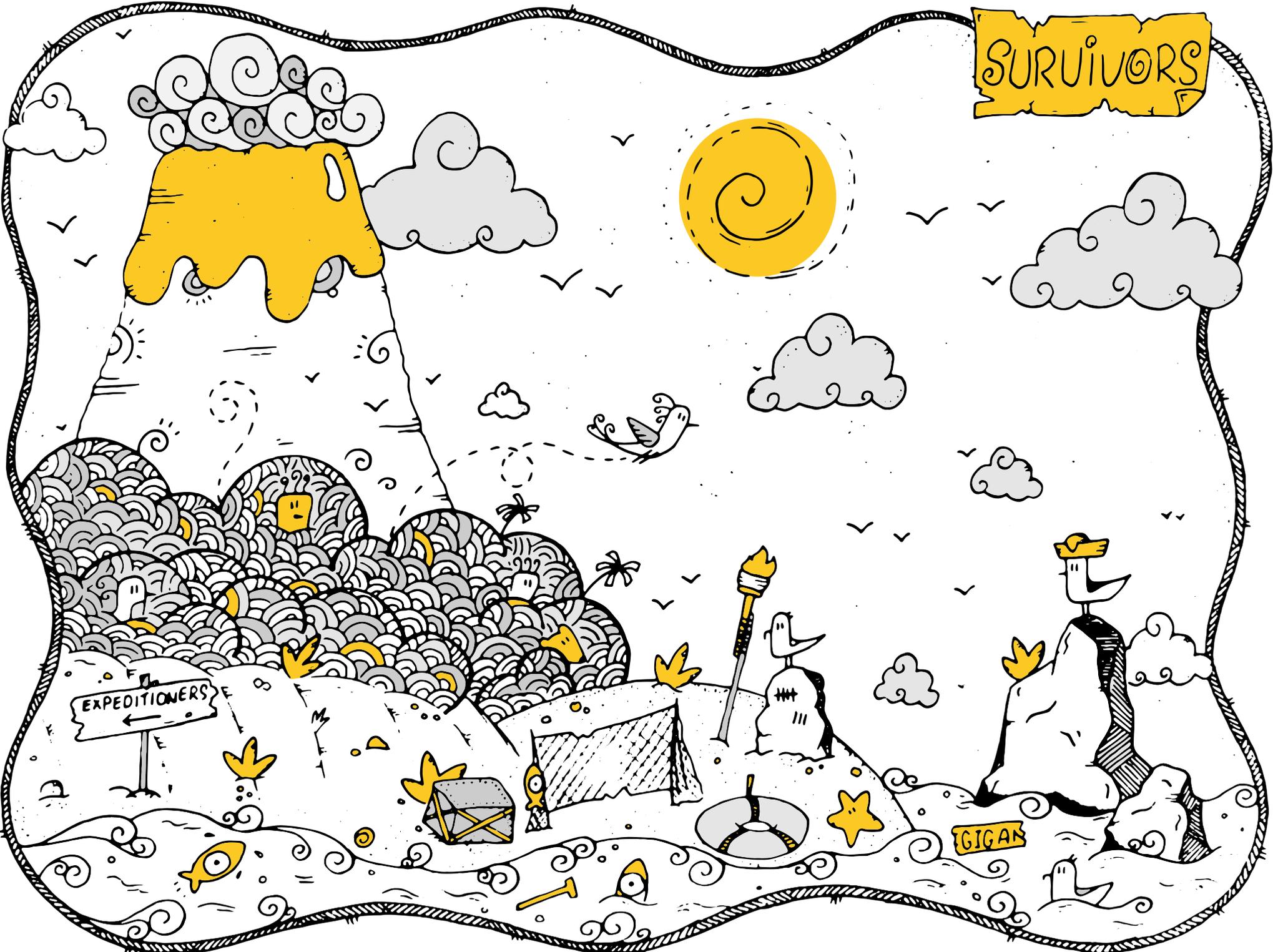
HAND-OUTS list

1. Illustration - initial/starting party location EXPEDITIONERS
2. Illustration - initial/starting party location SURVIVORS
3. Illustration - initial/starting party location TRIBE LODI
4. General Description-Cards
5. Resource-cards
6. Resource FOOD RATION-cards
- 7.1 Role-cards EXPEDITIONERS (1st Front side)
- 7.2 Role-cards EXPEDITIONERS (2nd Backside)
- 8.1 Role-cards SURVIVORS (1st Front side)
- 8.2 Role-cards SURVIVORS (2nd Backside)
- 9.1 Role-cards TRIBE "LODI" (1st Front side)
- 9.2 Role-cards TRIBE "LODI" (2nd Backside)
- 10.1 Group-tags EXPEDITIONERS (1st Front side)
- 10.2 Group-tags EXPEDITIONERS (2nd Backside)
- 11.1 Group-tags SURVIVORS (1st Front side)
- 11.2 Group-tags SURVIVORS (2nd Backside)
- 12.1 Group-tags TRIBE "LODI" (1st Front side)
- 12.2 Group-tags TRIBE "LODI" (2nd Backside)





SURVIVORS



LODI TRIBE





THE EXPEDITIONERS



You are EXPEDITIONERS who arrived on this island with an expedition mission. You meet the local Tribe here. You send your Representative to negotiate in the jungle. You hear a scream and find your delegate killed. You decide this is a hostile tribe and attack them in revenge. You take their idol during the raid. But one night, the tribe Scouts robs your ship and steals all your food supplies. So you can't sail anymore, if you depart now - you'll die from starving.

And of course, trouble doesn't come alone, the **volcano** suddenly starts to shake and wake up. So you see that very soon an **eruption** will start and everyone who stays on the island will die.

**Your aim is to survive!**

To escape from this island you need a sailing vessel and food. *

- you have a **ship**.
- you start as a group with 1 FOOD RATION*



*1 FOOD RATION can feed 1 person throughout the trip.



THE TRIBE "LODI" - You don't know where they are located. They are hidden and you can't find them.

You know that not all of them speak your language.
You are sure they have what you need, enough food!



THE SURVIVORS - you know that recently survivors of a shipwreck landed on the island.

You don't know much about them.
You know where they are located.
You speak the same language.



THE SURVIVORS



You are SURVIVORS of the shipwrecked "Gigantic". You manage to reach this island. But, unfortunately, the island is not very welcoming. The **volcano** is waking up and it will soon **erupt** destroying and killing all those who stay on the island. You meet two groups on the island.

**Your aim is to survive!**

To escape from island you need a sailing vessel and food.

- you have neither a boat nor a ship.
- you don't have enough food.*



*1 FOOD RATION can feed 1 person throughout the trip.



THE TRIBE "LODI" - they are locals. You don't know where they are located. They are hidden and you can't find them. You know they have all you need to escape from the island - boats and the food.

You know that not all of them speak your language.



THE EXPEDITIONERS - you find expeditioners on the island. You know they have a ship, but for some reason they haven't left this doomed place yet...

You speak the same language.



You actually also don't know each other well, if you have a special role, you can decide to announce it to others, or keep it secret. But the common trouble unites you, you understand that you are in the same situation and you need to work together for a common goal.



THE TRIBE "LODI"



You are **TRIBE "LODI"** you have always inhabited this island. You are a peaceful tribe with strong boundaries and honouring of gods. Volcano as incredible power was always a symbol of god's power. You rarely see strangers on the island. From time to time they pass by collecting some goods and continue their trip. Some of your tribe members even learn their weird language. But most of you don't speak it.



Few days ago some new **EXPEDITIONERS** arrived on the island. You send one of your members (VOICE) to talk to their representative. But when the VOICE returns he tells you that an EXPEDITIONER attacked him, he had to defend himself and kill this person. In the beginning, the tribe thinks it was a mistake, but on the next day, the EXPEDITIONERS attack the holy temple, kill the temple monks and steal a sacred IDOL. After this your tribe hides in the jungle. You can't fight against "Fire-sticks" - EXPEDITIONERS call them Guns.

The next day the **volcano** wakes up and you understand that soon it will **erupt** destroying and killing all those who stay on the island.

**Your aim is to survive!**

You have enough FOOD and BOATS to escape from this island! But the ship of the EXPEDITIONERS blocks the way out from the island.

You are **hidden** from everyone in the jungle. You know where EXPEDITIONERS and SURVIVORS are located.

You have members called **VOICE**, who can communicate with all strangers in their language.

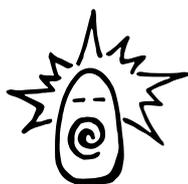


THE SURVIVORS - you know they are new strangers who got to the island. You don't know them and don't know what they want.





SACRED GOLDEN IDOL

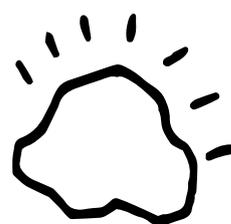


Golden IDOL - is a sacred idol for TRIBE "LODI". They believe it is the gift of their Gods and it has spiritual power. They worship their Gods and the idol as it is holy for them.

For the others, it is just a statue made out of pure gold. They value it more for the fact that it is made of precious metal and costs A LOT of MONEY.



PIECE OF GOLD



A piece of GOLD - it is a precious metal as big as the golden IDOL itself and of course it costs A LOT of MONEY.

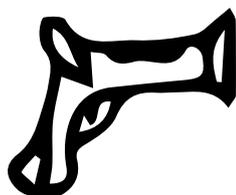
To realise its value, imagine that you can buy your own small island, build a mansion, a small farm and live there in wealth until the end of your days

It is a dream of most adventurers - a treasure, all of them would be glad to find.

Jackpot - You are lucky!



GUN



A gun (Pistol) is a threatening weapon of those times. Wild tribes like the local one call them "Fire-sticks", they fear them and usually do not fight against people with those firearms.

But it is a dangerous weapon for everyone, usually one shot means certain death.

Be careful with such power!

A pistol can be loaded with one bullet at a time.

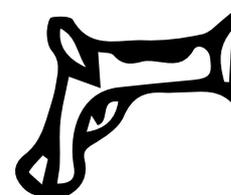
But you can load it repeatedly until you have bullets.

Bullets Available: ____

costs



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But it is a dangerous weapon for everyone, usually one shot means certain death.

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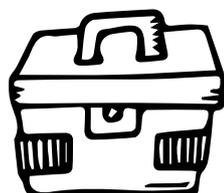
A pistol can be loaded with one bullet at a time.

But you can load it repeatedly until you have bullets.

Bullets Available: ____



GATHERING TOOLS



Gathering tools - you are an expert in the use of those tools. With those tools, you can easily and quickly make a figure that will look like real but won't have special characteristics. For example, without special materials you can easily make:

- A GUN - it will look real, but of course, it can't shoot.
- A fake IDOL - it can look like a real golden one, but the paint falls off in a day.

But if you have special material for example a piece of gold you can make:

- A fake Golden IDOL - it can look like a real golden IDOL



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But if you have special material for example a piece of gold you can make:

- A fake Golden IDOL - it can look like a real golden IDOL



FOOD RATION



FOOD RATION - is an ordinary pack of food enough for one person to survive a long trip or sailing. It contains a well-balanced ratio of all the necessary food and water, which is the most important thing for survival on long trips.

1 FOOD RATION can feed 1 person throughout the trip.

Food Rations Available: _____



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1 FOOD RATION can feed 1 person throughout the trip.

Food Rations Available: _____

Captain

You are the Captain of the HMS Rogue and the leader of EXPEDITIONERS. During this expedition, your goal was to get the golden IDOL from a local tribe. Your orders are clear - return to the King with the IDOL, or you will be executed.

You have succeeded and have stolen the IDOL! But most of your crew died in the raid. Then the tribe stole your food supplies. So you don't have enough crew and food to escape from the island.



You are in possession of the golden IDOL



You have a gun with 1 bullet. Don't waste it!

"Remember failure is not an option!"



First Mate (2nd in command)



You and the Captain are the only remaining officers. You believe that the TRIBE might be willing to help you if you return the IDOL. But for now, they are believed to be hostile towards the EXPEDITIONERS.

You wish to convince your captain to find a peaceful solution!

Use your skills to find a reason for him to listen to you and gain the support of your fellow crew members to fulfill your goal.



"Coming here was a mistake..."



Black Jack

You are one of the few EXPEDITIONERS from HMS Rogue ship and an experienced sailor. The rest of the remaining crew are your commanding officers, listen to their orders.

Remember you want to survive and get home! The tribe killed your friends, you can't forgive them for this.



"...they have to pay for that!"



Adam



You are a crew member, and you have already been on this island before and you fell in love with a local girl from the TRIBE "LODI" with the strange and wonderful name Eleven. You come back to take her home. You didn't know if Eleven will be willing to go with you, but in this crisis situation you are sure you want to save her and take her from this island. You can not live without her!

Of course, you would like to live happily ever after with Eleven. But you're ready to sacrifice yourself in order to save her and rather die than let her suffer!



You don't know the language of the TRIBE "LODI", but the **power of love** somehow helps you communicate with Eleven. You can talk and understand your love mate, but only her.

"I will die for her!!!"



Silver

You are a crew member and an adventurer. You are interested only in how many coins are jingling in your wallet. And you join expeditions only with one goal - to find treasures and get rich. Fate was kind to you and on the raid to the tribe's temple you stole a big piece of GOLD, as big as golden Idol itself. And nobody noticed it, so you don't have to share it!!!

Your joy didn't last too long, as you are stuck on the island and the volcano is waking up. You don't want to die especially when your goal is almost achieved.



You possess a big piece of GOLD, as big as golden Idol.

"This is my precious...!!)"



Crew member



You are an ordinary crew member (FREE SPIRIT). You are hired for this mission, you just do your job, and want to survive. You know that your crew has a problem, you cannot leave the island without food provision. At the same time, you can't stay, you know that the volcano can erupt any moment.

You are a FREE SPIRIT character. In addition to what has been described above, you can choose how to behave in this situation and add any characteristics to your personality. For example:

- You can imagine how you would personally behave if you got in such a situation.
- Or you can create your own character in this situation.



"I have to survive!"





Sergeant- Ryan

You are the ex-military commander on your way home. You will do anything necessary to see your Family again. Use diplomacy, the position of power, and equipment to leave this island. Your goal is survival with the group or alone.

 You are carrying 2 FOOD RATIONS (enough for 2 people)

 You have a Pistol without bullets (but only you know that)

 **"I will survive for my Family!"**

Dude

You are a construction worker on your way home from your grandpa's funeral. Filled with sorrow you just want to get out of this island and this group of survivors seems to be the only way.

 You received a box full of your grandpa's GATHERING TOOLS, although they don't seem to be of use here.

 But also you find some food. (you have 1FOOD RATION)

"WHY it is happening to me...???" 

Handsome

You are a parent of two Scouts. You love them very much; you do whatever it takes to save them. You are ready to kill, steal, fight, negotiate, or sacrifice yourself for them. Anything for their survival!
BUT it does not mean you want to die, you also want to escape from this deadly island together with your kids.

"I will give anything for the life of my kids." 

Scout 1

You are the child of HANDSOME. You love your parent a lot and you would follow him/her anywhere as long as you are together. You are young, but you want to help any way you can. You have scouts equipment that contains a lot of tools someone could use to gather resources. And as a scout, you learned exotic languages. You know TRIBE "LODI" language.

 You can speak with the others (strangers) only if your parent allows it.

 You cannot travel without your parent

 You can communicate with TRIBE "LODI"

 You are carrying GATHERING TOOLS.

"I do whatever my parent says." 

Scout 2

You are the child of HANDSOME. You love your parent a lot and you would follow him/her anywhere as long as you are together. You are young, but you want to help any way you can. You have scouts equipment that contains a lot of tools someone could use to gather resources. And as a scout, you learned exotic languages. You know TRIBE "LODI" language.

 You can speak with the others (strangers) only if your parent allows it.

 You cannot travel without your parent

 You can communicate with TRIBE "LODI"

 You are carrying GATHERING TOOLS.

"I do whatever my parent say." 

SURVIVOR

You are an ordinary person (FREE SPIRIT). You were unlucky to take this Gigantic ship that sank in the middle of the voyage. But you were lucky enough to be one of the few who survived. You were unlucky to get to an island that will soon be destroyed by the volcano. And lucky, as there is a ship on the island on which you can escape. You want to survive!!! So let's check whether you are lucky or not?!

FREE SPIRIT character. In addition to what has been above, you can choose how to behave in this situation and add any characteristics to your personality. For example:

- You can imagine how you would personally behave if you got in such a situation.
- Or you can create your own character in this situation.

"I have to survive!" 



Shaman

You are the spiritual leader of the Group. Your duty is to preserve and follow your sacred Traditions. The IDOL is the sacred gift of the gods. The theft of it has angered IDOL has offended the gods and they have expressed their anger by a volcanic eruption. Your goal is to retrieve the IDOL at any cost! Use your position in the tribe to convince others of your beliefs.



You know that the volcano eruption can be stopped if the idol is returned to you and your tribe!



"What's the point of life when you defy your Gods?"

Tribe Leader

You are the leader of the tribe. Your main interest is tribe survival and saving them from extinction. You are not a fanatic, but respect the Gods and the opinion of the Shaman, even if you do not agree with the shaman or the will of the gods. You understand that people honor the Gods and prefer to listen to the shaman and follow what he says.

You do not trust and are afraid of the EXPEDITIONERS. They are uninvited strangers who came to your land, first attacked your fellow tribesmen, then killed many of your brave defenders and, among other things, stole your sacred IDOL. You believe that it has angered the gods and therefore a volcano eruption is coming. And soon you will all die.

You want to save your people and return the IDOL!

You control a lot of food available 30 FOOD RATIONS



Voice 1

You are a unique tribe member, you know the language of strangers. You are a curious soul, you like newcomers that is why you learned their language, you like to communicate and discover new things. You are afraid of EXPEDITIONERS. You hear they attacked your tribe and stole your holy IDOL. You don't know anything about SURVIVORS and how to address them, maybe they are also a threat or maybe God has sent them to save you...?! You like your leader and are ready to follow him/her, and ready to help your tribe to survive.



You can communicate with everyone including EXPEDITIONERS and SURVIVORS.



"I wonder what's there ...?!"

Voice 2

You are a unique tribe member, you know the language of strangers. You are a curious soul, you like newcomers that is why you learned their language, you like to communicate and discover new things. You are afraid of EXPEDITIONERS. You hear they attacked your tribe and stole your holy IDOL. You don't know anything about SURVIVORS and how to address them, maybe they are also a threat or maybe God has sent them to save you...?! You like your leader and are ready to follow him/her, and ready to help your tribe to survive.



You can communicate with everyone including EXPEDITIONERS and SURVIVORS.



"I wonder what's there ...?!"

Eleven

You were born on this island as the eleventh daughter of the LODI tribe leader. You love your island, your father, and have faith in Gods. And you believe that this faith will bring you the love of your life. You meet Adam - one of the EXPEDITIONERS. He visited your island with previous expeditioners. He left and promised to come back to you, and he did. He is one of the new EXPEDITIONERS crew. BUT suddenly things start to fall apart, the death of the Representative, the attack of the EXPEDITIONERS, the stealing of the IDOL and finally the awakening of the volcano... You feel lost, you don't know what it means and what to do... But the only thing you know for sure... YOU LOVE HIM!!!



You don't know the language of the TRIBE "LODI", but the **power of love** somehow helps you communicate with Adam. You can talk and understand your love mate, but only him.

"I can do nothing I love him..."



LODI habitant

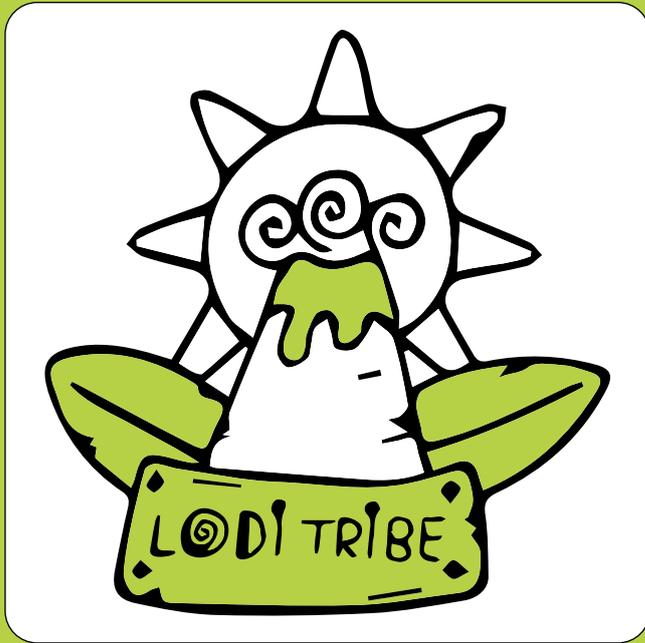
You are a common habitant (FREE SPIRIT) of this island and part of the LODI Tribe. As everyone in the tribe, you respect and listen to your Leader. You honor and fear your gods and obey their will. You believe the reason the volcano woke up is that you lost the IDOL and the Gods are angry with you. You want to survive!

FREE SPIRIT character. In addition to what has been described above, you can choose how to behave in this situation and add any characteristics to your personality. For example:

- You can imagine how you would personally behave if you got in such a situation.
- Or you can create your own character in this situation.

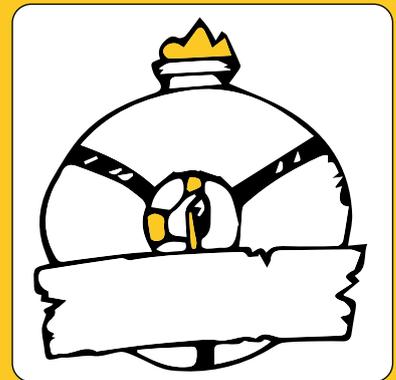
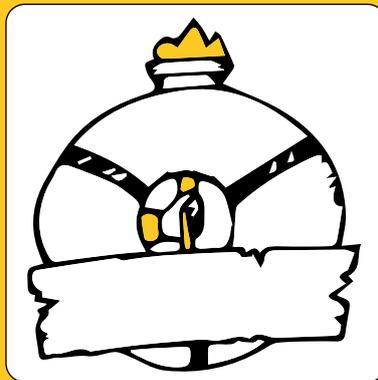
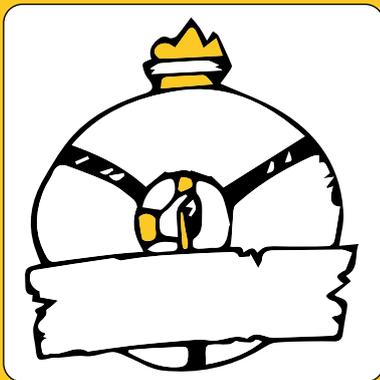
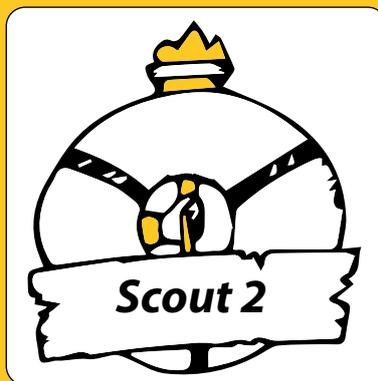
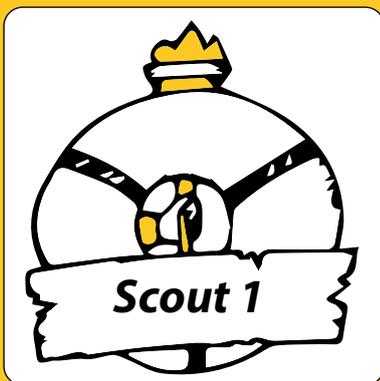
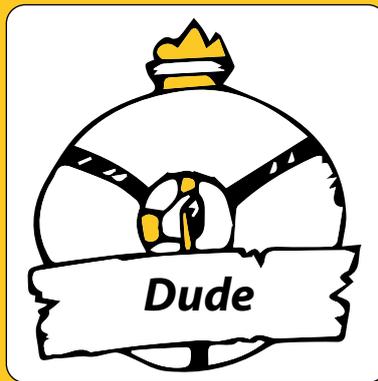


"I have to survive!"











12.1 Group-tags

TRIBE "LODI"

1st Front side

