

You and the other settlers have come to make use of the many resources that lie here. Along the coast there is already a whaling station from your fellow countrymen who take advantage of the whales that pass by in late summer the station is abandoned in winter as the weather above the 43 parallel are harsh. Temperatures go to -23°C and the bay freezes over.

In the Antonia mountains (about two weeks walking from the coast) there are the rumors of gold, while fish, game, timber and farmable land are all in abundance. Even so, this land is not without dangers. The Switton River has been used by the native tribes whom you know little about but have heard that they have raided and killed earlier groups of settlers who have attempted to settle up river.

To the South there is an established settlement, but not of your countrymen. The Topkin River that they are established by allows them the luxury of an easy trip inland to trade with other native tribes. These in fact are concerned about your arrival as their country wishes to eventually claim this land for themselves. While the islands off the coast will provide some security they are sparse and have little access to water.

Every spring, a trade ship will dock in the small bay at 12°E 41°N to drop off more settlers and trade whatever good you might have. The area is somewhat sheltered from the harsh Eastward winds but in the winter the storms can hit the coast hard, making life somewhat grim.

Your task is to choose a settlement that should last you and your fellow settlers long enough for other shiploads of settlers ^{if that will} will strengthen your community, making it more secure and prosperous. This will take at least three years. Consider the following factors when choosing: Safety, Climate, Weather, Resources, economic interests (short-term and long-term) and transportation routes.