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work
Final
Project
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For
Project

Garand

Final Project

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per. 4

The population of Garand is rising very quickly in the cities, it is also rising in the countryside although somewhat slower.

In the large cities it is rising so quickly and is so dense that often two families will share the same house.

This overpopulation creates a lack of jobs and housing. This in turn creates many unemployed people who turn to stealing or to the professional Thieves Guild for a living. There are no "bums" in any of the large cities, any drunk or person or a person who is found by the City Guard without a job or a home, is usually conscripted into the army (or if in a seaport town the Navy or the Merchant Marine) for two years.

If a jobless person is smart, he will usually apply to the Kingship for a plot of land in the countryside to attempt to establish a town of at least 200 in ten years.

To understand why this program exist, one would have to know some of the military history of Garand. About 2000 years ago Garand was a city-state that occupied the same area the present city of Garand occupies. Then the King ordered that the adjacent city-states be conquered. Due to Garand's superior military strength, this expansion continued for over three generations until it had expanded to its present size. Foreign blood eventually

became mixed in with Garandian blood until virtually every Seagardian, Galliard, and Aragonian had some Garandian blood in him. This large expansion created a large amount of available land, without a corresponding amount of people to supply armies for the protection of the land, and without enough people to farm the available land effectively. So this "homesteading" program increases the population, increases the amount of taxable people, increases the army and is making better use of the lands resources.

The amount of available land is almost unlimited at this time. Only about 20% of the land is put to use for agriculture, forestry, and urban areas. In a few generations more of this land will be taken up, probably in 50 years 40% will be used up. Probably within 800 years Garand will be so crowded (even in the countryside), that another military expansion must take place.

Of the 20% of Garand's land used, about 90% goes to agriculture, and 10% goes to cities.

In the cities the ownership of land is always passed down from the father to his eldest son. If no son exist, but there are only daughters in the family, the property is used for the daughters dowry; unless she is marrying the eldest son of another family, then she will live in his house and the dowry will go to the next daughter.

When the property is handed down to the next generation, the parents usually retire and have their eldest son (or son-in-law) support them. If no son or daughters are alive, the father may choose to inherit the property to a relative (such as a nephew). The nephew most often gets married before he gains control of the property, so his wife can help support the former owners.

This tradition of not inheriting property to a son-in-law who already owns property, prevents a build-up of wealth to one man. This makes upward mobility near impossible.

The nobility often own several shops and a mansion in the city. Many times shops are bought from townsmen who can not inherit their shops to a relative.

The net of relationships varies from city to village. In the city the base is strictly legal. Remember, any beggar, or ordinary man could be a potential robber out of necessity. Also this is due to the large number of people that must be controlled. Outside of one's own family there is very little trust.

In the villages the base is moral during the ten years allowed for establishment. This is due to the fact that the villagers must bond together for mutual protection. After the ten years are up, when the King's laws come into effect the bases become moral and legal. Villagers still trust each other for

protection, but there is some mistrust in case another villager would report an act that could be interpreted as treason.

The families in the villages and cities are usually extended families consisting of a mother, father, and four to six children, and the fathers parents.

The social classes in the villages are limited. at the bottom of the ladder would be the farmer. Next up would be the equivalent of the mayor. He might be assisted by a village council that consist of between three to fifteen men depending on the size of the village.

The social classes in the cities are more complex. The lowest would be the beggar, about 5% of the city of Garand are beggars. The next up would be the average peasant, about 70% of the people are peasants. The peasants are the equivalent of the proletariat and own no property or businesses of their own. The next highest are the townsmen, they are the business owners, and make up about 10% of the population. about 5% of Garand's population is of the noble, royal, or political class. This class consist of all the different state representatives to the Kingship, sages, scribes, and army commanders. The last class listed here is the military class, this makes up about 10% of the population in the cities. The are usually no richer than a peasant or townsman, but because of the power they represent, they

possess the influence of a rich townsman at least.

Of these classes only the nobles possess any power in the King's decisions.

The size of the cities varies from 3,000 people in a small wall city to 130,000 people in the city of Garand. The city of Garand has lasted for 3,000 years. Villages, if they survive the first ten years are also permanent.

The population of the villages ranges from ten people to 400 people. When a community's population starts to reach 1,000, it starts changing into a city. Walls are built, government organizations start to appear, and the city starts to develop a trade center of its own.

The distribution of wealth in Garand is very uneven. A noble may be thousands of times richer than a peasant.

An agricultural peasant usually owns a plot of land of about 50 acres, a two or three room house, a draft horse and a wagon. His annual income usually is about 100 silver pieces, but taxes and expenses reduce it to about zero.

A peasant in the city usually makes about the same amount as in the country, and again taxes reduce it to almost zero. They usually rent an apartment-like dwelling instead of buying a house. The upkeep of animals is so expensive in the city that they will not own a horse.

a townsman will own a shop with an apartment over it. He might own a horse for business purposes, but probably will not. His annual income will equal about 2000 silver pieces, but he must pay taxes on his merchandise and usually has a larger family to support, so he will profit only a little in one year.

The nobles are extremely rich, they will own a large mansion in the city, or a castle in the countryside. He usually owns several animals, has several servants, and maybe a few slaves. His annual income may reach one million silver pieces for the average noble, and more for the richer. Sages, scribes, and members of the royal court may earn between 2,500 to 8,000 silver pieces a year, maybe a few servants, and maybe a few animals, all depending on rank. None of the above are taxed by the Kingship, except for exports to foreign countries.

In Garand the people identify very strongly with the society, and a strong sense of patriotism exist. The community is seen as part of the society and is not too important. The family is seen as the smallest unit of the society and the base for the individual, so it is held with respect by the young and old but the adolescent to middle age group disregards the family in favor of the state. One's peers are seen as allies in the defense and

upkeep of the country. People outside the state are regarded as a threat to the society and as hostile. So most people in Garand claim sovereignty to the state and then the family to a certain extent. Among the peasants the family plays a more important role in sovereignty, but the nation usually comes first.

The subsistence base and techniques of the agriculturalist peasant is farming. They raise a variety of different foods across the length and breadth of Garand. On the west coast they mostly raise wheat, corn, and some potatoes. These are the staple crops. Some peasants specialize in raising cattle, or sheep. On the northern coast hardy grains and very strong cattle are raised. To plow the field, they use a wooden plow with an iron blade, drawn by draft horses. The plow is usually made by a village carpenter, and the blade is made in the cities or by the village blacksmith if there is one. Another tool they use is the wagon, that is drawn by horses and used for every job where a peasant has to haul something to market. They also use a variety of gardening tools such as threshing flails, hoes, shovels, and a large lead hammer called a maul. The maul is used for breaking up dirt clods in the field. All of these tools are made locally or in the cities.

The peasants in the cities usually

use the specialized tools of their trade, but they do not own the tools they use. a blacksmith for instance would use a blacksmith's hammer, anvil and a forge. a tavern keeper would know how to prepare the drinks of his trade. Some of the other jobs would include: tanner, stable keeper, cobbler, foundry workers, masons, armorers, butchers, bakers, and in some cases entertainers.

The townsman class would have the same trades as the city peasants, except that they own the shops and tools that they use.

The nobles tool kit would include law books, scrolls and ink, merchant companies, and money. They base their subsistence on commerce, law, and politics.

Members of the military class usually use a weapon of some kind and own a set of armor. These usually are of average quality, the weapon having little decoration and the armor being a chainmail shirt and a metal shield. The shield always has a replica of the King's seal painted on it. Most soldiers carry a sword for a weapon, but some specialize in the longbow, crossbow, pole arms, or a two handed sword. They usually own these weapons and they are a sign of status. The military class is dependent solely on the government for its living.

Very Good!

of the poorer parts of town. Treason committed by a noble is dealt with harshly by the King. He is stripped of his rank, his property taken over, and his family made servants or slaves. After all of this he is put to death.

The person who makes the final decisions in the family is the father, his authority is undisputed. In the city the governor has final say on what happens. He in turn answers to the King, who has absolute control over the whole country, and his word is undisputed.

The major integrative mechanism for the country is nationalism. The King is associated with divine power, and is frequently thought of as a god to his people. Because of this, no king has ever been dethroned in the history of Garand.

A common myth about the King tells how he was the son of a god and goddess. When he was full grown he gathered up a group of savages (a band of hunter-gatherers is what they refer to), transformed them into civilized men and built the first city of Garand. As the city grew, news of a mountain range suddenly appearing in the east came to the people of Garand. They interpreted this to be the fulfillment of a prophecy written a hundred or so years earlier:

{ "And he will raise up mountains against his enemies and protect his people."

Ever since then we have not heard of

Very interesting quotation

the king dying, and the people believe him to be immortal. Even the oldest nobles in his court have never seen him age and seem quite convinced he is a god.

One of the most famous legends involves a man who fought in some of the first battles when Sarand was expanding. He fought bravely in several battles gaining merit and rank, so he eventually worked himself up from a peasant in rank to the commander of the whole army. The last chapter of his story tells how he died defending the King from an assassin's poisoned arrow. His name was Crowsoff at - the Bridge.

His story is supposed to demonstrate the ideal characteristics for a man in Sarand, and is often told to troops before a battle.

The stories and legends are usually told to children by their childhood. Every sage knows these stories by heart, and songs are sung by every bard of the different legends.

The music of Sarand is varied, it ranges from the simple folk music, to the professional Bardic music, to the professional and complex Sage's music.

The folk music can be played by many peasants on their simple instruments. Folk music varies from region to region, and reflects the mood of the local area. Bardic music is played by professional musicians on more complex instruments than folk music uses. The Bards attend musical colleges to learn how to

play this music, there they learn songs and poems that often deal with Garand's legends. Bards earn their living by playing in taverns or in the castles of nobles. The Sage's music is most complex of all the music in Garand. Much like ~~Sage's~~^{Bardic} music being the equivalent of our Rock, Sage's music is the equivalent of classical music. It has been around for centuries and has not changed much. Sage's music is played by a group of Sage's who specialize in music rather than literature. They play in the royal court and in the castles of nobles who can afford to hire them.

The people of Garand see their place in society as an important part to maintaining the security of the country. The nobles believe it is their job to control the peasants in order to maintain order in Garand. The peasants feel it is their job to support the country and King in order to insure their protection. The nobles learn these attitudes from their parents and from peer pressure of other nobles. The peasantry learns these attitudes from their parents.

The qualities admired by the people most are loyalty, bravery, discipline, decisiveness, and a willingness to make a sacrifice for the country. Hypocrites, liars, fools, and traitors are despised by all people.

The people see animals in two different

ways, how the animal is good for Garand, and how it is bad for Garand. The unicorn, for instance, represents justice and bravery for a good cause. Several military medals bear the figure of the unicorn. The dragon on the other hand represents undisciplined anger with no cause or reason. Eagles are seen as brave and watchful, a good example for a peasant to follow. Hawks are fierce fighters when it comes to survival, this provides a good analogy to justify Garand's military expansion.

Death to a Garandian can be good or bad. If a man loses his life in service to his country, legends say the King will collect his soul, let him live in paradise, until he must fight ^{to} the ~~the~~ that will end the world. So in this case death is seen as a rest before the real end. On the other hand death is bad if it is met with fear.

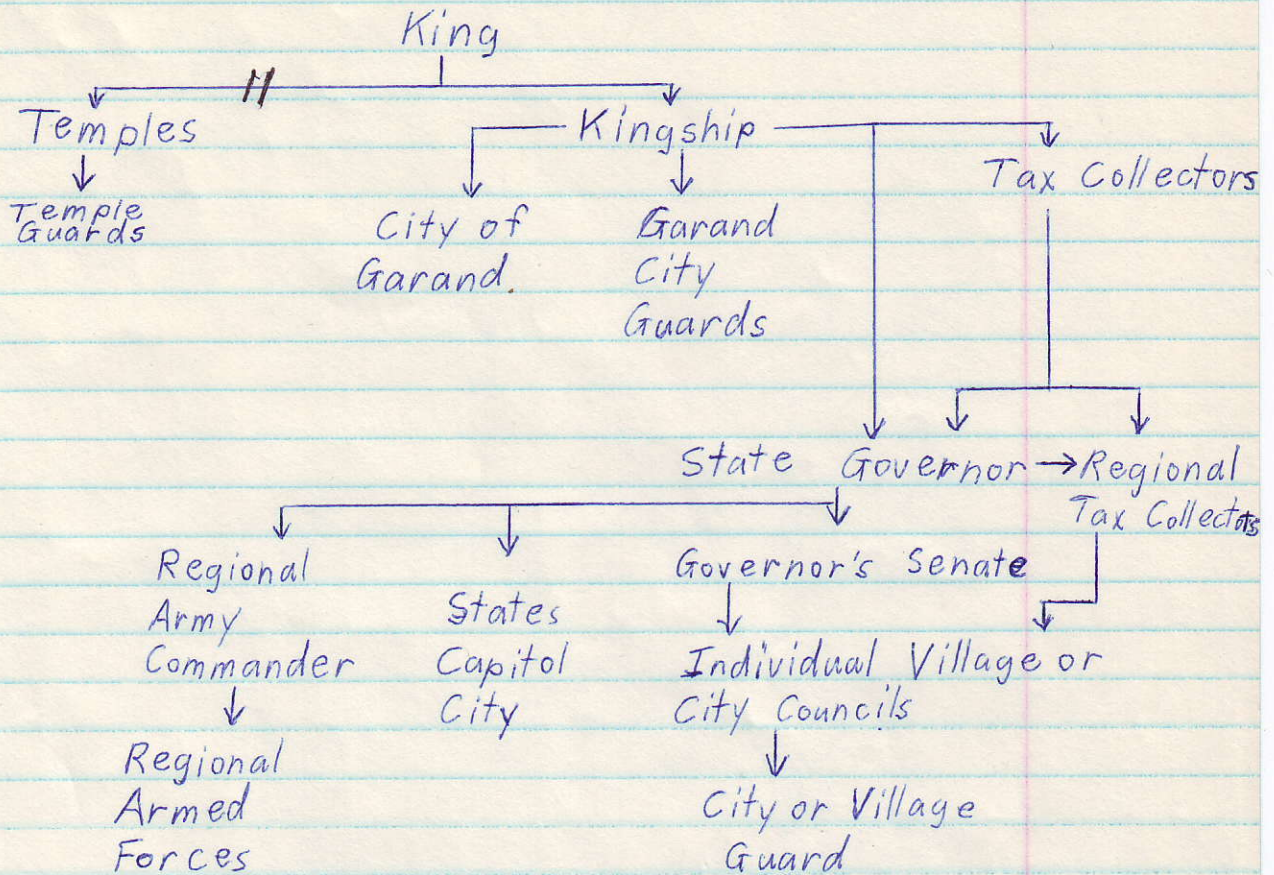
The people of Garand are concerned only with the present, but they may look to the past for guidance in certain matters. The nobles are a different case, most of them are concerned with the present and how present investments will pay off in the future. Sages are more concerned with the past and how decisions made in the past might affect the future.

The people of Garand see wars as necessary for the defense or expansion of Garand. Peace is wanted by all

people, but they believe war is necessary.

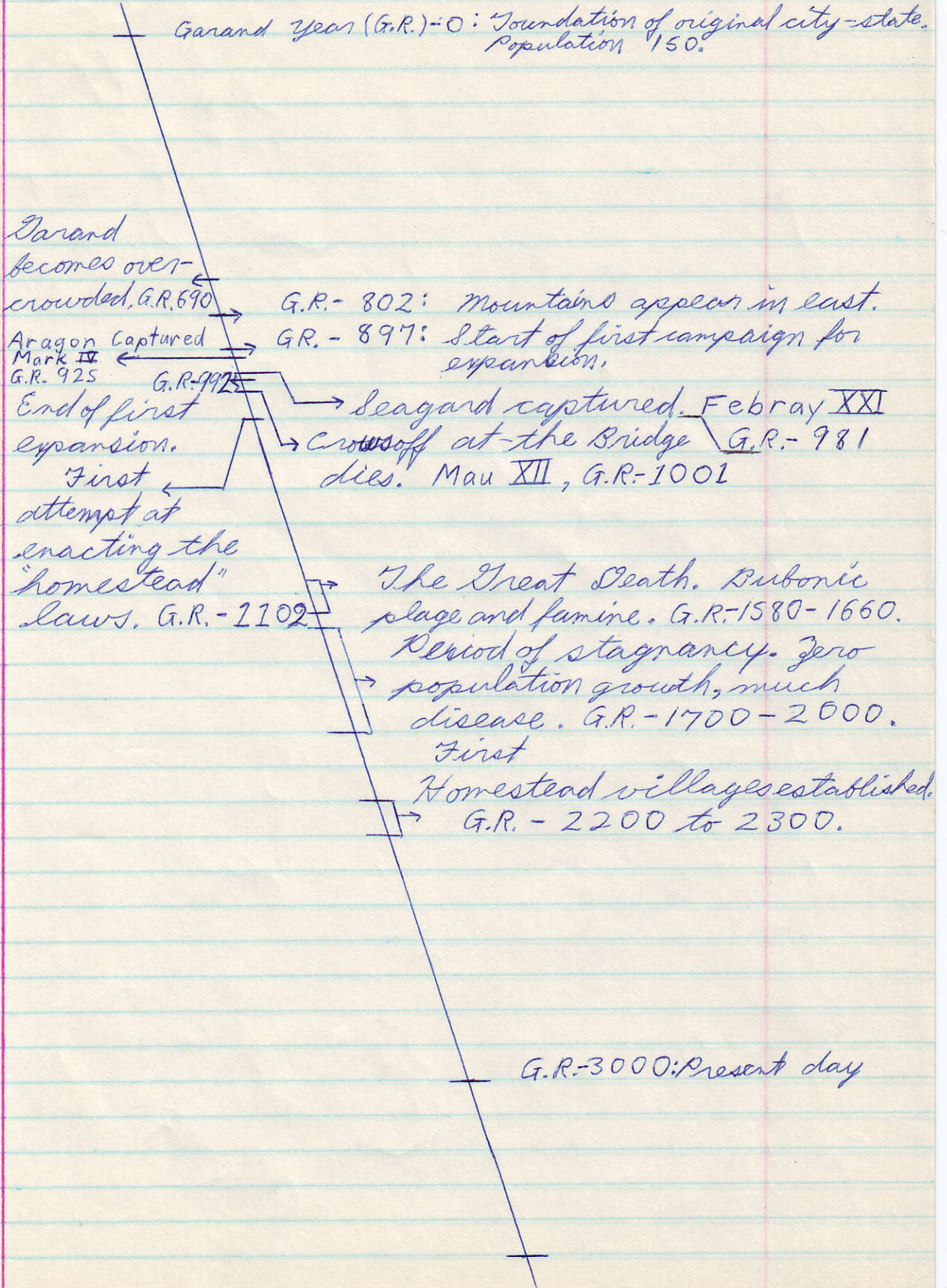
They see the whole outside world as hostile. All foreigners wish to see the country destroyed, and Garand must be unified to survive all foreign attacks. Since Garand has survived so long, they believe that they are superior as individuals and as a nation, thus some ethnocentrism exist in Garand.

Garand Government Structure



Garand Time Line

Appendix A



5/6/79

"Outline for Final Draft"

(I) ✓ Total Population of Garand. It is rising.
✓ Tell of solution to population problems.

(II) ✓ Land available and distribution. Tell how it is distributed [✓ unequal distribution] [Rem. - military expansion]

(III) ✓ Net of relationships. How do people interact with each other and react.
✓ Family, peers, community and society.
✓ Political science [only nobles or higher have political power.]

FN-III (IV) ✓ Size and duration of settlement.
[Size of villages, cities,] How did they start, where did they start, how long are they going to stay.

(V) ✓ Distribution of wealth.
✓ What kinds of things do they own?
✓ Do some own more than others?

VI Sovereignty

✓ How do they identify themselves as far as with family, peers, community, society, outside of society, and the world? ✓ And to which are they most closely related? [society]

VII Tool kit

Subsistence base and technique.

What kinds of tools do they use?

Which do they make, and which do they import?

How do they make their living?

What techniques do they use?

[simple farming].

VIII Social control

What do they do to make people behave?

Role violations - give examples

[treason, theft, etc.]

How are they dealt with?

[arrest, execution]

If you have some people in top

power, did they violations
to get there.

IX Who makes decisions for family,
community, society? Who makes
the final decisions for society,
explain 900 Kingship proceedings

X Integrative mechanisms.

What gives the people a
group feeling? [nationalism (like
King)]

✓ Give myths and legends.

✓ Myths: religious (King)

✓ Legends: heroes (invent a Conan
type character)

✓ How are these myths passed down?

✓ Tell of music [folk, Sages music,
Bardic music, royal court music]

XI World view

✓ How do the people see their
place in society?

✓ How do they learn these attitudes?

✓ What personal qualities do the people admire most? [brave,

[bravery], nation patriotism]

✓ How do they feel about animals, and what qualities do they think they possess? [Dragon - total evil, unicorn - good,]

✓ How do they feel about death?

✓ are they past, present or future oriented? [present]

✓ How do they feel about noise, pollution, war, or peace?

✓ How do they look upon the outside world?

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Garand - Rough Draft

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Garand is a nation made up of several smaller states. Each state is united with the central government (the Kingship) much like the individual states of the United States are united with the government in Washington.¹

Garand is located on the western half of the continent Panga (pronounce the "g" like a "j"). It covers an area of roughly 210,000 square miles.

The environment it covers is quite diverse. Starting in the northwest a large thinly forested plain coming out of the sea extends for over 100 miles. This forest is uninhabited.² To the south, along the coast, are thickly forested hills. At the base of these hills on the coast is the farmland that feeds this part of the state. Further south is prairie land (much like Nebraska's). The only inhabitants are nomadic bushmen (who are not citizens of Garand) and some coastal villages. The southernmost part of Garand is thickly forested. The forest ends at the mountains which form the southern border of this part of Garand. About 200 miles northeast of the mountains is a large forest on a plateau. The forest, called Westforest, is inhabited by men that spend their lives cutting and exporting lumber.³ Further straight north is a plain that runs for a few hundred miles down to the sea. It is lightly forested,

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and the trees gradually change from deciduous trees (such as oak and maple) to evergreen trees (like pine). The northern coast is bleak and icy, and inhabited by a Viking like people. Bordering the whole country on the east is a large, jagged mountain range that runs the entire length of Ranga. This mountain range forms a good protection against any enemies on the other half of the continent.

The society of Garand is a traditional class society. The agricultural needs are met by a peasant segment of society, who live outside the cities and own their own land.⁴ The produce is then sold to a local government (such as a village or county government), which transfers it to the central government for resale to a section of the proletariat in the cities. This part of the proletariat is responsible for the distribution of food to the non-food producing members of the proletariat.⁵ The third major segment of the society is the nobility. They have control of usually one state per family, or have power in the decision making of the the Kingship.

The population density of the Garand countryside is sparse and spread out. This is due to the large military expansions without giving the population time to expand and populate the countryside, but the population is slowly expanding to populate the countryside.⁶ The cities on the other hand are densely populated (occasionally

reaching the density of Hong Kong) and
still growing. This often attracts the
poorer people to the countryside.

Footnote Page

1 Except for the King, who has absolute control of what happens in these states.

2. Even so, legends say that a race of elves, known as the aiestas, live hidden in the forest. No evidence of these woodmen has been found though.

3. The lumber is sold to a traveling merchant caravan, at a set price, for resale to the Kingship.

4. Much like the peasants in Europe in the late 18th century.

5. The nobles usually buy their food from the government directly.

6. This is helped by a program set up by the Kingship, which is similar to the Homestead act. The Kingship assigns a section of land to a homesteader, he then has ten years (in which time he and his holdings are not taxed) to build and maintain a village of at least 200 people (by the end of the ten years; then a tax collector takes a census and figures their yearly payments to the Kingship). This tax shelter often invites convicts and those who cannot pay their taxes.