

## The Jibs

The year is 4076 C.E. Your people, the Jibs, have been peacefully existing on the planet of Gorzab for over a century. While you are not an advanced society, you have the **means of production** necessary to live a comfortable life. Smellick, a naturally occurring mineral, is **abundant** in your city, and has been the source of wealth for many of the Jibs. The control of the trade of Smellick has made the Jibs the **envy** of many, particularly those greedy hot shots living in the planet to the north of Gorzab, known as Bleck.

The **inhabitants** of Bleck have recently become introduced to the magical healing powers of Smellick and the demand for its ability to decrease aging lines is limitless. Within the past five years, the Blecks have promised Gorzab military protection, in exchange for a promise that only Bleck may have the ability to trade with Gorzab for Smellick. Since the neighboring planets are desperate for Smellick, the Jibs believed this to be a fair trade.

Recently, however, more and more Blecks have moved into Gorzab and established their own Smellick mines. They have **enslaved** some of the people of Gorzab in order to maintain the mines. The Jibs are becoming anxious about further Bleck influence and believe their culture is at risk. The Blecks believe that personal beauty and wealth are the most important parts of life, whereas the Jib's main focus is on the strength of their community. The Blecks are ruining the basis of Jib society, but their military power is too advanced for the Jibs to overcome.

Over the next 100 years, the Blecks continue to take over more and more aspects of Jib culture—movies, food, political leaders, and moral value. In order to gain more power within the new Bleck society, many of the Jibs have sold out and **assimilated** into the Bleck patterns. The Jibs who remain loyal to their ancient roots have begun to refer to these “**traitors**” as, “Blibs.” Though the Blibs look like the rest of the Jibs, their actions reflect their new **preference** for the Bleck culture. The Jibs just get poorer and poorer because they refuse to be part of the Bleck culture. They cannot get into the schools, they have to work for less money and in less desirable jobs (in the Smellick mines), and they have no say in how Gorzab is run. Some Jibs are starting to act in **rebellion** against the Blecks and Blibs, and they are looking for ways to get freedom for Gorzab.

Questions to consider:

- What do the Blecks want?
- What do the Blibs want?
- What do the Jibs want?
- What is the root of this conflict?
- Why are things so screwed up in Gorzab? Why is there so much inequity, tension, and conflict?

# Vocabulary

- **Means of production** - the raw materials and means of labour (tools, machines, etc) employed in the production process
- **Abundant** - well supplied
- **Envy** - a feeling of discontent with regard to another's advantages, success, possessions, etc.
- **Inhabitants** - a person that lives in a place, especially as a permanent resident
- **Enslaved** - to make a slave of
- **Assimilated** - to adapt the customs, attitudes, etc., of a group
- **Traitors** - a person who betrays another, a cause, or any trust
- **Preference** - the favoring of one thing over another
- **Rebellion** - resistance to or defiance of any authority, control, or tradition