

Name \_\_\_\_\_

# The year is 1607 in London, England.

Aspiring entrepreneurs from the Virginia Co. traveled across the ocean in search of riches. What they eventually discovered was rolling, fertile and expansive farm land, not gold as they had hoped. Soon, John Rolfe helped them by acquiring seeds from Spanish merchants, and soon tobacco crops are in the ground everywhere. This provided ample product to be shipped to northern budding settlements or back across to the Mother Country for sale at market. After a struggle, life was now good and Jamestown survived.

Almost a half century later, the legend takes hold, and you and a few of your friends decide it's time to venture to the New World. You gain a charter defining a tract of land near a gently flowing waterway.

Your venture lands in this river valley surrounded by gradual peaks and picturesque views. You call this land \_\_\_\_\_.

To start, you must chart the land. **DRAW A COMPASS ROSE** somewhere on your paper. **DRAW A ROW OF MOUNTAINS** across the middle of your area. **DRAW A WATERWAY** 1 ½ INCHES in width, traveling west to east. **DRAW 50 TREES** (Happy little trees).

## Step 1

Being a former draftsman, you are knowledgeable enough to construct buildings and dwellings out of materials. The land you've chosen has plenty of trees for lumber. You must construct everything by hand, so the process is slow. However, you bring the necessary plans and use the flow of the river to construct a saw mill where boards are cut quicker. You take pride in a job well done as you create your new homestead. You make your early living bartering with carpentry. But, your heart is set on farming.

**ADD 1 HOUSE (YOUR HOUSE) ON A 3" x 3" AREA (BORDER WITH TREES)**

**ADD 1 SAWMILL ON THE RIVER**

**ADD 1 PIER TO THE RIVER WITH A BOAT**

**ADD 1 ROAD CONNECTING THE RIVER TO THE HOUSE, the SAWMILL and the Pier**

## Step 2

It's time to farm. Tobacco is a big deal in the South these days, but King Cotton is taking hold. You decide to acquire a seed bag of each, some livestock and a plow from a local merchant in exchange for a finely constructed wooden out house. Plowing the land is easy with such deep, rich soil. Other settlers begin to arrive, and there's enough to go around.

**ADD 6 TOBACCO FIELDS, 6 COTTON FIELDS approx. 2"x 2" squares (1" sq. = 100 ACRES)  
ADD HOUSES TO MAKE 4 LARGE FARMS (1" Squares) AND 2 SMALL FARMS (½" Squares)**

## Step 3

By 1800, times are tough. Working the land is very difficult. Even with the help of your wife and 8 kids, much of your crops go unattended and rot away without being cultivated. You decide to move all your crops to cotton and invest in a labor force large enough to work the fields. You visit slave traders a distance away, purchase slaves and bring them back to your farm. You are now a plantation owner.

**CHANGE TOBACCO FIELDS TO COTTON FIELDS  
ADD 60 SLAVES IN THE FIELDS (stick figures are fine)  
ADD 3 SMALL SLAVE QUARTERS TO YOUR LAND (EACH HOUSES 20-25 SLAVES)  
ADD 1 COTTON STORAGE BARN (½" x ½")**

## Step 4

It's 1807, you view a wondrous new mechanism traveling on the river. It's a flatboat with a large paddle and stack bellowing smoke. You see *Robert Fulton's Steamboat* chugging along and formulate an ingenious plan to get your cotton to market by waterway. It's efficient and inexpensive... and you need more cotton.

**ADD 1 STEAMBOAT ON THE RIVER**  
**ADD 20 SLAVES**  
**ADD 1 COTTON STORAGE BARN (1/2" x 1/2")**  
**ADD 1 SLAVE CHAPEL (1/4" x 1/4")**

## Step 5

It's 1815, and a national pride has taken hold throughout the country. And, business is BOOMing! It's so booming, you decide to purchase one of the adjacent small farms. But, it's not for farming. You want to start your own town! Though you are quite self-sufficient, you and your neighbors would like a central place to worship, socialize and buy goods like European clothing, shoes, wigs and exotic spices.

**ADD 1 CHURCH (1/2" x 1/2")**  
**ADD 1 SALOON (1/2" x 1/2")**  
**ADD 1 APOTHECARY (MEDICINES) (1/2" x 1/2")**  
**ADD 1 GENERAL STORE (1/2" x 1/2")**  
**ADD 1 HABERDASHERY (CLOTHING) (1/2" x 1/2")**  
**ADD 1 COBBLER (SHOES) (1/2" x 1/2")**

## Step 6

Inventing the **Cotton Gin** in 1793, *Eli Whitney* revolutionized the cotton industry. Finally, you're able to purchase 6 of these wonderful machines for your plantation. You need more cotton to make them worth the investment. More production means more land, product, laborers. That means making more money!

**ELIMINATE 2 ADJACENT FARM HOUSES**  
**ADD 6 COTTON STORAGE BARNs ( $\frac{1}{2}$ " x  $\frac{1}{2}$ ")**  
**ADD 40 SLAVES**  
**ADD 1 SLAVE QUARTERS ( $\frac{1}{2}$ " x  $\frac{1}{2}$ ")**

## Step 7

With the invention of the *Spinning Jenny* by James Hargreaves, you decide that spinning your own cotton can make you even more money in the long run. But, your business is truly built on raw cotton.

**ADD 3 COTTON SPINNING BARNs (½" x ½") ON THE RIVER**  
**ADD 2 STEAMBOATS**  
**UPGRADE YOUR ONE-STORY HOUSE TO A TWO-STORY MANSION**

*With a sprawling countryside of white gold, a work force rivaling a small army and a list of business connections to Northern trade merchants the length of an arm, soon you're recognized by many as the owner of one of the largest cotton producing empires south of the Mason-Dixon Line.*

*Your cosmopolitan ways make you one of the most popular Southerners in the region, rivaling that of Henry Clay or John C Calhoun.*

*Your success is envied (and reviled) by many throughout the region.*