

Explorers Handbook

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Introduction

So, you are thinking of becoming an explorer? In this book are a few things you should know. In this book is some info for a potential explorer. We will be referencing some previous explorers, like Christopher Columbus, Martin Frobisher, Henry Hudson, Thomas Button, Thomas James, John Cabot, Jacques Cartier, Samuel de Champlain, and many more. Many of these people were supported by Spain, England, and France. And don't worry, if you can't afford a ship, they might support you too.

All you need is a good reason and a place that needs exploring. Many explorers go for wealth. Some for increased power (more than where they came from), and even building empires. There are increased opportunities for trading. Some go to spread Christianity, and some to find a sea passage to the Far East.

Preparing for your trip

The Northwest Passage is one of the most sought-after areas of the world. Who knows what is beyond the unexplored? Some people you might want to bring are: a cook, a medic, a navigator, a mapmaker, possibly a missionary if wanted. If you are exploring the area known as Kanata or the surrounding waters, you should dress warmly. According to previous explorers such as Jacque Cartier, the winters can get extremely cold. Or if you're going in summer, dress lightly. The summer can be very warm.

The amount of time the journey takes can differ from person to person, depending on what happens when you land, and what country you're coming from. You should bring weapons, rope, food that doesn't spoil, drinks, clothing, medical supplies, and stuff to sleep on.

Some things and people you could expect in the new world are: you should expect the aboriginals of Kanata, who are

very friendly. You can expect long, cold winters, and hot summers. And if you are planning on growing plants, you should know that in Kanata, growing plants might be a little different. For one thing, the temperature is very different, therefore making procedures for planting and harvesting slightly different. Hunting and trapping might be done differently, too, in a different climate and possibly different animals. And if you are planning on staying a while, you could build a hut out of sticks and mud, or you could live on your ship. The aboriginals may be willing to trade if you have things they have never seen before.

Timeline

A timeline can take a few months to four years, depending on what happens during your journey. But some early explorers' expeditions took longer or shorter depending where you start to where your destination is, and what happens when you get there.

Checklist

- Weapons (pistols, bow and arrows, rifles, tomahawk)
- Rope
- Hatchet, axe, knives
- Flint, kindling
- Medical supplies (bandages, gauze, cloth, medicinal alcohol, splints)
- Bedroll or straw bedding
- Wool blankets
- Clothing
- Maps and navigation charts
- Furs and other things to trade
- Compass

How will you survive

First you'll want to get shelter. Make a hut by chopping down trees with your hatchet. Chop four pieces of wood into width 0.2 meters x 2 meters length. Chop the rest into 2x0.5 meters. Stand the thicker beams up in a square. Then lay leaves on the wood. Tie them with rope. Lay the other wood on the leaves, tie them down as well. Tie wool blankets on all four sides. There's your hut.

Now to start a fire. Use leftover wood or chop more down. Put eight sticks in an octagon. Fill the middle with brown leaves and sticks, twigs, and /or short branches. Light everything in the pit with your flint. After everything is burning, take your bow and arrows, shoot yourself some food. De-skin, de-bone, de-gut, cook, and eat it.

Navigation

Some common tools used for navigation were:

- Astrolabes
- Sextants
- Compasses
- Lunar, stellar, and solar observation

You can use each or all of these tools to find your destination — and then you can explore it.

If you get lost

If you get lost, build a hut, fire, and make a leaf blanket by tying it together with rope. Just in case of rain, take out your compass and find your current location by using your compass and maps. After that, find your destination on the map and set off.

Glossary

Aboriginal — An original inhabitant of a place

Astrolabe — Instrument used for navigation

Compass — Instrument containing a magnetized pointer that shows the direction of a magnetic pole and bearing from it.

Destination — The place to which someone or something is going or being sent

Explore — To journey to or through new places

Explorer — Someone who travels into little-known regions

Flint — A stone used to make fire

Gauze — Thin cloth used by medics to cover or bandage a wound

Hatchet — A small ax. See "tomahawk"

Sextant — An instrument used for measuring the angular distances between objects

Tomahawk — A light ax used as a tool or weapon by American Indians; hatchet

Explorers Handbook of 1650

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