



MΔNΔHΔTÊ

THE WAR
FOR NEW
YORK>

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THE ANCIENT ONES

A subverted action-adventure with slice-of-life biopic elements
fusing sci-fi, thriller and horror subgenres while grounding in the Indigene gaze
to evoke the hell and awe of first contact, invasion and apocalypse in the war for New York.

An orphan boy of the Manahatē Lenape band collides with the haunted and obsessed explorer Henry Hudson and his half-English, half-Dutch VOC crew on their summer island home. For his People to endure, the boy-turned-Dream Maker must unite the Algonquin federation and quell the enemy Iroquois Mohawk if he is to thwart the Salt Men invaders.

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THE SALT MEN

"You will know the future by the face of visitors.
If they come wearing the face of brotherhood, there will be peace.
Beware if visitors have the face of death and weapons of war."
• Leni Lenape prophecy

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WHY NOW?

A RECKONING OF HISTORY HAS UNFOLDED TO RE-EXAMINE THE STORIES AND "HIS"TORY WE HAVE COME TO ACCEPT AS TRUE.

A GROUNDSWELL OF RENEWED CULTURAL AWARENESS AND INWARD REFLECTION HAS MANIFESTED NEW HISTORICAL NARRATIVES WHICH REFRAME OUR UNDERSTANDING OF THE WORLD WE THOUGHT WE KNEW AND THE PEOPLE WE THOUGHT WE WERE.

CENTRAL TO THIS PARADIGM SHIFT ARE NEW ARCHAEOLOGICAL AND ANTHROPOLOGICAL DISCOVERIES PLUS A REEVALUATION OF COLONIALISM THAT COMBINES TO OBLITERATE MAINSTREAM NARRATIVES OF THE AMERICAN INDIGENE.

NOW, IN THIS VACUUM OF STORIES NEVER TOLD BEFORE, WE WILL HONOR THEIR COMPLEXITY, SOPHISTICATION, AND GRACE.

OPPOSITE WORLDS COLLIDE AND TRUE INTENTIONS ARE REVEALED TO EXPOSE THE KEY DECEIT OF COLONIALISM –

THE PROMISE OF A BETTER LIFE ON SOMEONE ELSE'S TERMS, LURED BY TECHNOLOGY, RELIGION, AND COMMERCE WHILE SACRIFICING NATURAL BALANCE, SACRED VALUES, AND ANCESTRAL IDENTITY.

DRAWING ON ARCHEOLOGICAL DISCOVERIES AND FIRST-HAND ACCOUNTS FROM THE 1600'S AGE OF EXPLORATION, RELIGIOUS REVOLUTION AND SCIENTIFIC AND COMMERCIAL INNOVATIONS...

THIS SERIES OR FILM PITS NATIVE AMERICAN "SAVAGES" AGAINST THE FIRST EUROPEANS TO EXPLORE AND COLONIZE THE NORTHEASTERN UNITED STATES, IN THE UNTOLD ORIGIN STORY OF THE FABLED ISLAND OF MANHATTAN AT ITS HEART.

WHAT FOLLOWS IS BASED ON TRUE EVENTS. A HISTORY FORMERLY WRITTEN BY EUROPEANS AND SHAPED BY COLONIALISM, WHICH OF COURSE NEVER TOLD THE WHOLE STORY...

BACKGROUND

The Leni Lenape tribe of the Northeastern Algonquin nation was honored by contemporaries as the "Ancient Ones" or "Original Ones" amongst Native Americans. Manahatta is their ancestral summer home of many hills, and they are descendants of the first homo sapiens immigrants (from Siberia/Asia) to the American continent on sea routes along the Bering Land Bridge.

MANAHATĒ is told from the Lenape's specific perspective—timelessly relatable for its depiction of a culture defending identity and agency against the threat of outside forces, and its portrait of the successes and failures of multicultural exchange resulting from humankind's expansion towards one shared, navigable world.

The Manahatē band Lenape experience collides with Euro-christendom invasion and colonization embodied by the Dutch VOC and British explorer Henry Hudson, an enigmatic man whose name adorns New York landmarks and is known the world over, yet who has never before been portrayed onscreen.

The quest for the Northwest Passage would define Henry Hudson's life and death. In the sixteenth and seventeenth centuries, Spain

and Portugal ruled the southern oceans, and the countries of northern Europe were compelled to search in other directions—north, northeast, and northwest—to acquire the treasures and profits of trade with the Far East. The Dutch VOC funded Hudson's voyage on the Halve Maen (Half Moon)—his third attempt—to find such an alternate route and capitalize on the IndoChina spice trade with greater speed and without fear of piracy.

Mapmakers of the time envisioned the New Continent of America as a narrow slice of land beyond which beckoned the Spice Islands. Such was Hudson's belief when he changed course and broke charter to sail west into the great unknown.

The Ancient Ones—derided as "wilden" and "savages" by the Europeans—were a complex confederacy of bands within tribes within nations, organized along dialect, territory and bloodlines, with decentralized governance by ad-hoc councils.

The Lenape were intensely spiritual with Nature and life-supporting myths, interacting reverently with polytheistic "gods" and

animistic "things" that defy modern linguistics and religiocultural systems, while being seen as heathens by most Europeans. They were ridiculed and manipulated for having no concept of ownership or property, yet as conservational stewards the Manahatē nurtured a complex balance ensuring all (even enemy peoples) would benefit from the island's Eden abundance.

At ages young and old, and often many times in life, the Lenape underwent leenkwaahelan, a ritualistic dream-, quest- and hunt-based rite-of-passage involving conversations with ancestral spirits and Nature—animals, plants, rocks, rivers, weather, arts/crafts and words possessing eternal life force. Failure or cheating in one's leenkwaahelan brought shame, exile or even death, and fulfillment meant discovering cause and contribution, embodied in a new name(s) of their earning. This was the apex Individual event, able to transcend sociopolitical expectations, heal/grow identity, and catalyze change at clan, band, tribe and Nation levels.

These and other revelations have been mischaracterized, diminished or altogether left out of the mainstream historical narrative.

The time has come to tell their story.



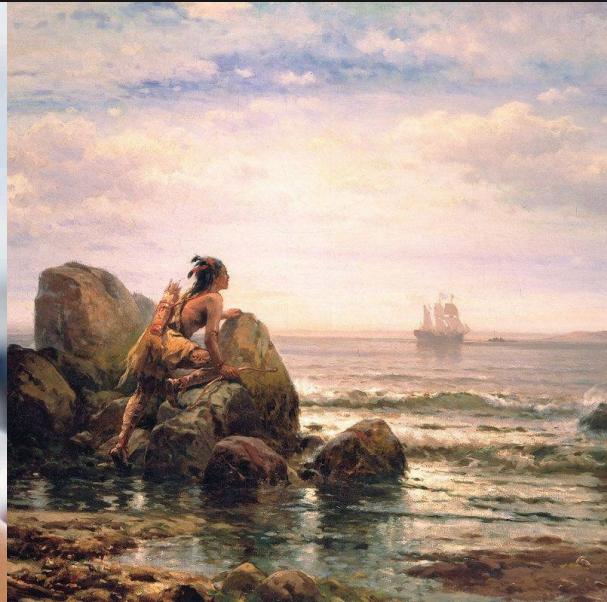
KANAMAN

TURTLE CLAN | MANAHATÉ BAND
LENI LENAPE | ALGONQUIN NATION

A 15 year-old prodigious young man with deep survival instincts and distaste for meat, orphaned three years ago by a tragic river crossing at Hell Gate, which some interpret as his communication with dark Matantu spirits or evidence of a prophetic seer.

Born as Little Eel of his father's Wolf Clan, an identity he must shed on a path to finding renewed purpose in the Manahaté band's Turtle Clan. He emerges from the life-or-death leenkwaahelan rite-of-passage as Kanaman ("Dancing Fish"), a Dream-Maker arbiter of father vs. mother, land vs. water, old customs vs. new ideas, clan strife vs. band balance, and is destined to become a diplomatic change agent in Lenape relations with the Salt Men and enemy Mohawk People of Iroquois Five Nations.

Kana's search for personhood within his community is juxtaposed against Hudson's quest for immortal distinction from the world, both complicated by Dutch VOC pre-colonizers. His heirlooms are his father's Obsidian Dagger and a Rope Bracelet from the Hell Gate Boulder, his own personal ancestral island. A sturgeon Scute Plate Headdress (mother spirit), Great American Moose-Elk Antlers (father spirit), and an innovative outrigger skiff—the Kanaraft—symbolize his coming of age.



CHARACTERS – LEAD

HENRY HVDSN

ENGLISH | CAPTAIN | HALF MOON

An obsessed, alcoholic and depressed 42 year-old English explorer sponsored by the Dutch VOC to find a fast Arctic route to the Cathay spice islands (IndoChina). Encountering ice, he breaks charter and leverages mutiny to veer West, "discovering" Manahatta's bay, island and the River of Mountains that now bears his name.

Henry has failed on two prior voyages for his grandfather's English Muscovy Co. and King James I, imperiling his life and his teen son John's on this 3rd voyage while Katherine Hudson and his other children become hostage collateral in Amsterdam, awaiting their return and any fruit from Henry's hazardous ambition.

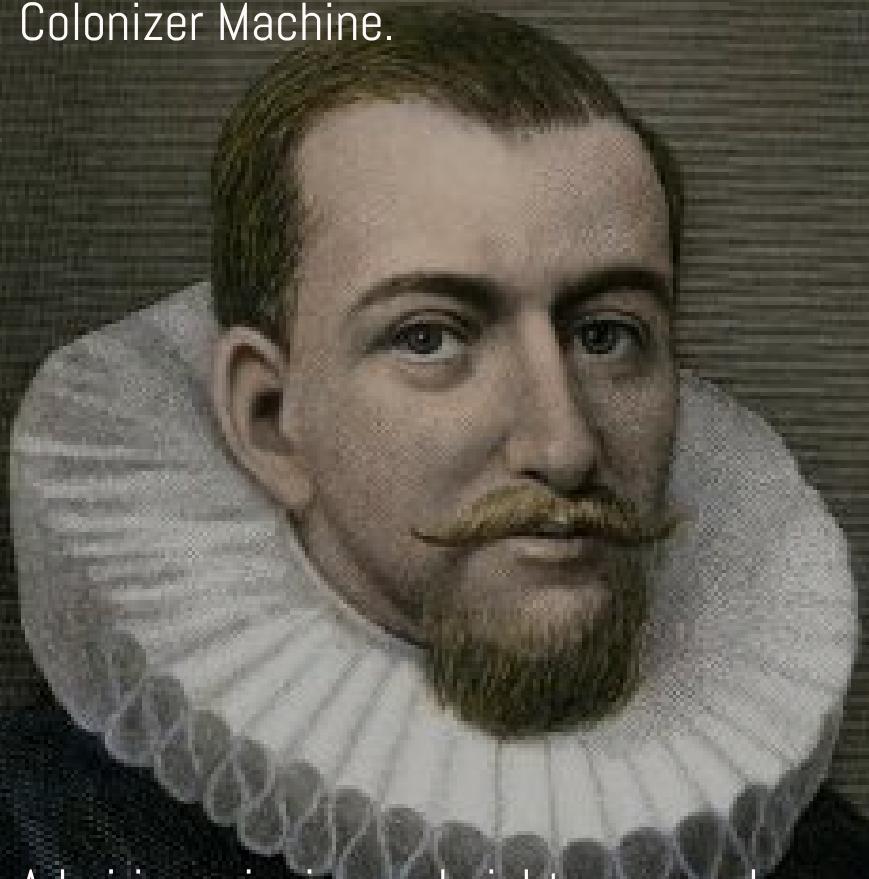
Son of a town alderman, Henry is a power analyst, manager and enigmatic leader akin to a walking survival algorithm—in courts, boardrooms, and on ship.



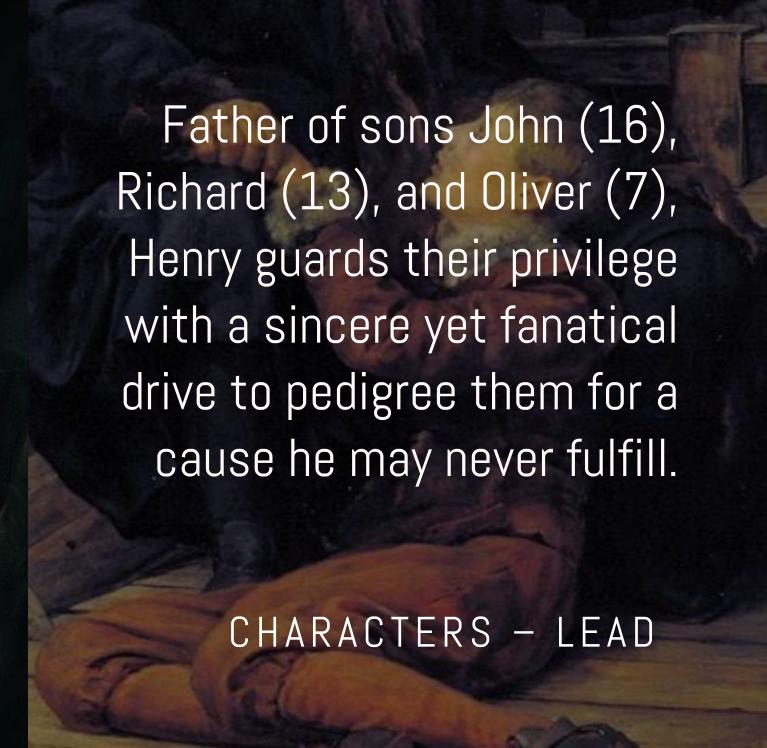
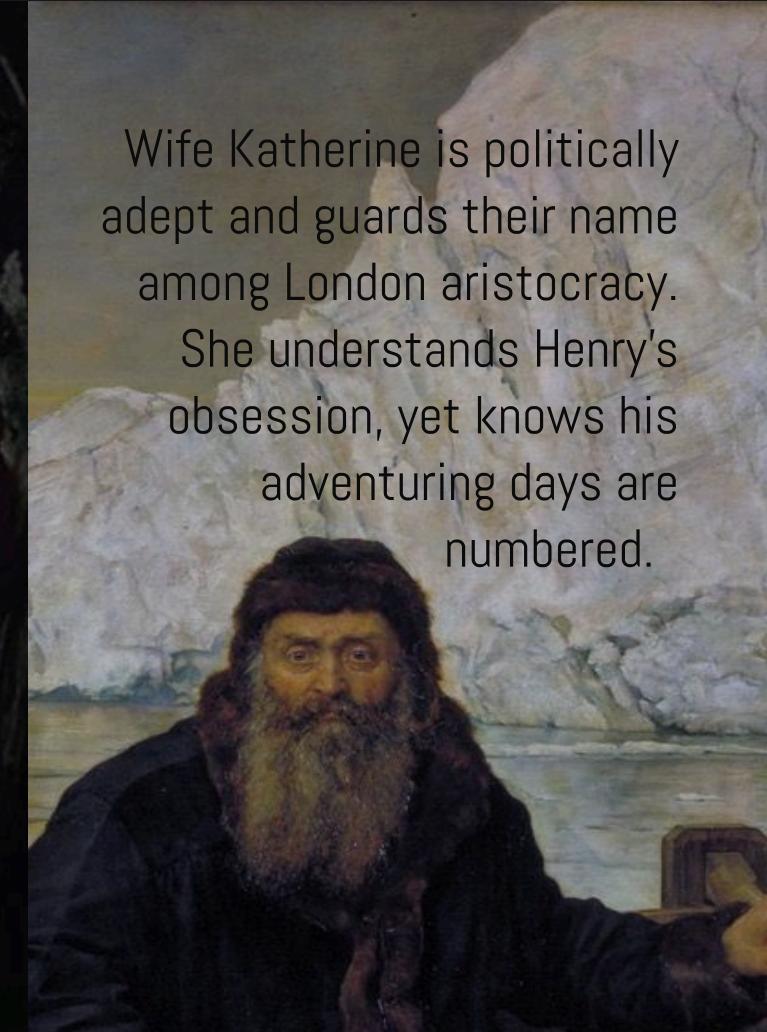
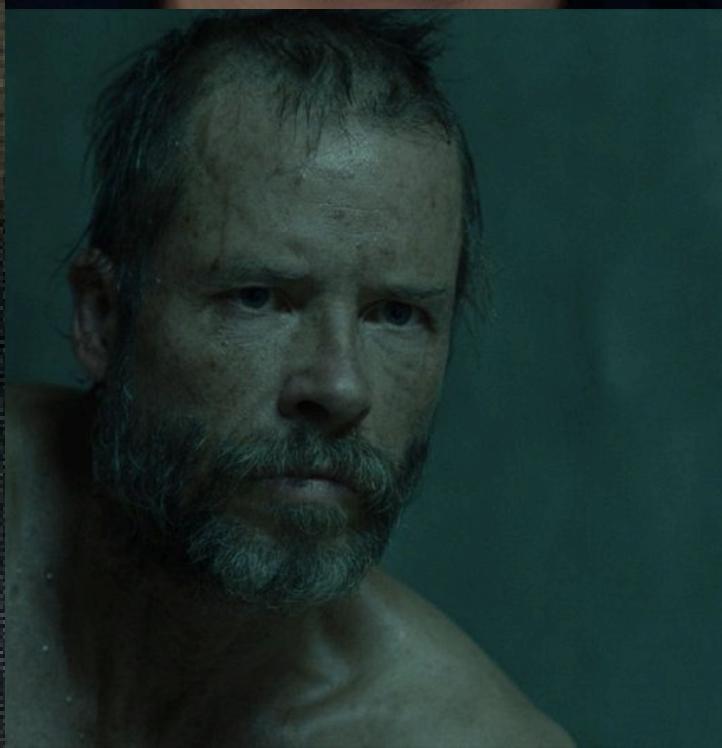
HENRY HVDSON

EXPLORER CAPTAIN OF THE HALF MOON HIRED BY DUTCH VOC

Uncharted explorer "recon-scout" out of favor in England, he finds mission finance from the religio-tolerant Dutch flag and VOC Colonizer Machine.



Admiring missionary knights as much as explorers Sir Francis Drake and Sir Walter Raleigh (but unexperienced with their piracy violence), his self-doubt is quelled by faith, drink, and sacrificial martyrdom.



Wife Katherine is politically adept and guards their name among London aristocracy. She understands Henry's obsession, yet knows his adventuring days are numbered.

Father of sons John (16), Richard (13), and Oliver (7), Henry guards their privilege with a sincere yet fanatical drive to pedigree them for a cause he may never fulfill.

ROBERT JVET

ENGLISH FIRST MATE | HALF MOON

Hudson's first mate and keeper of the nautical journal, a swarthy, pock-marked, impulsive man with nihilistic charm, unquenchable taste for plunder, and an atheist's barbaric menace.

A lifetime mariner of no stock, Juet's the only child of an abusive, drunkard merchant father and seamstress who found refuge trawling London harbor to join any sea voyage possible.

Despite deep "on-the-job" expertise for navigation by the stars, Juet can never climb into the privilege-and-pedigree world of the Muscovy Co. that funded his, Hudson's, John's and Colman's prior two failed voyages. But every power center needs a pistol.

Juet is arrogant, greedy, and dishonest, with nothing left to lose, content with amoral and primal pleasures conducted with an existential nihilist's perverse charm and atheist's barbarism.



HIGH LIMB DANCING FISH'S RIVAL

Kana's rival for tribal positions and the affection of Willow, High Limb is a gangly and violent 15 year-old.

Kana and High Limb emerge as young leaders dealing with the Salt Men, but are forever conflicted in their approach, a source of great inter-tribal difficulties, with other stronger tribes like the Mohawk now preying on the Manahate's pronounced disunity.

But as his Turtle clan is devastated over time, High Limb learns trading and negotiation lessons from the Salt Men that stay with him for life.



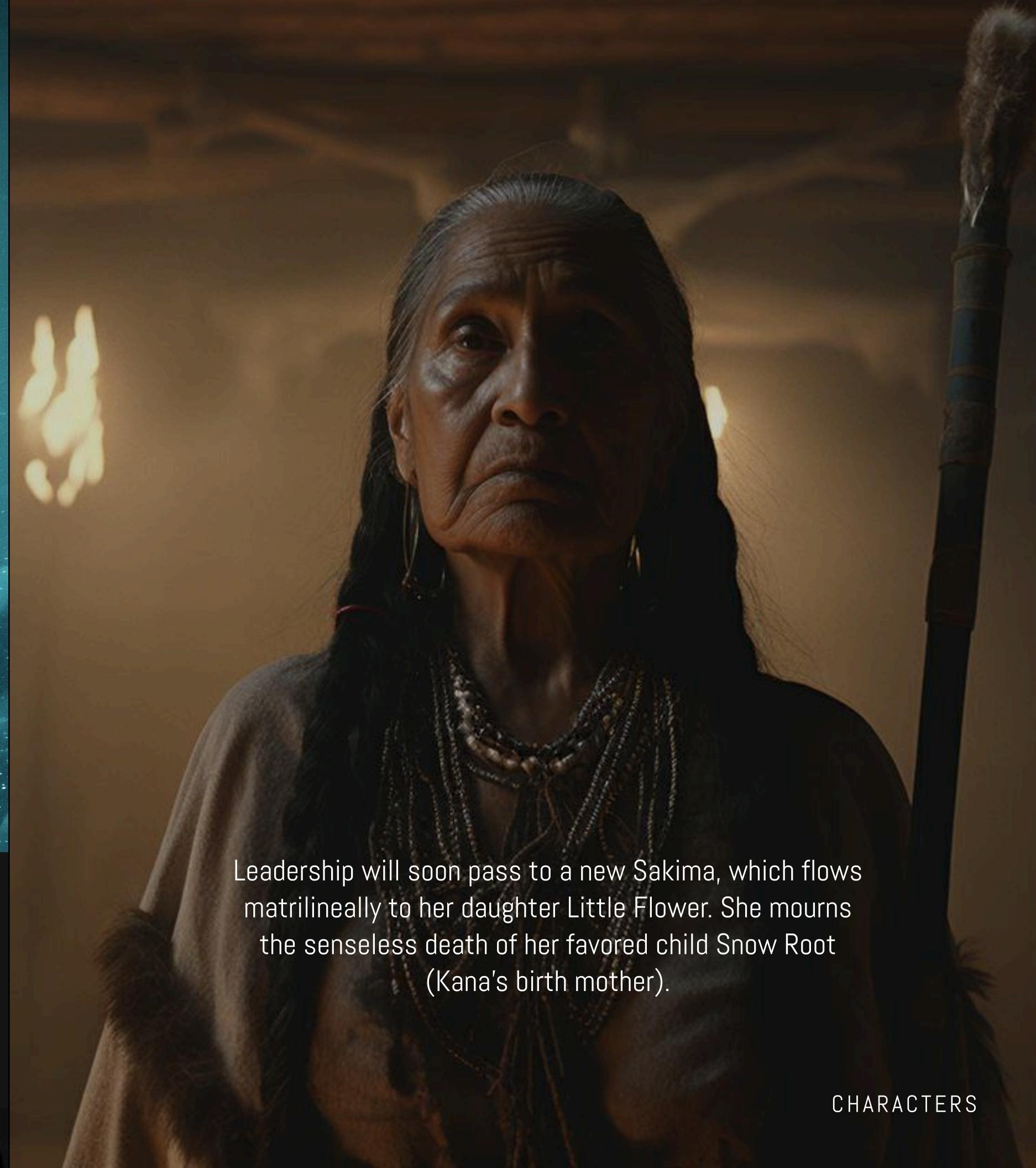
HARD STICK

SAKIMA | TURTLE CLAN | MANAHATÉ | LENAPE
KANA'S GRANDMOTHER

70 year-old matriarch "Sakima" of the Manahaté, her leadership balances dueling priorities—staving off the Salt Men and maintaining fragile peace with the Mohawk, the Lenape's northwestern neighbors and Keepers of Five Nations Iroquois' Eastern Door.

Beneath her shrewd, calculating gaze lies a spiritual-yet-practical worldview. She guards ancient relics and harbinger objects of the future, as well as a secret of Kana's lineage that will shake him to his core at the right time.

With poised wisdom, Hard Stick protects the island balance of 3 confederacies (Manahaté, Rechgawawank, Wechquaesack), plus surrounding Algonquian Munsee-dialect allies: Canarsee (Brooklyn/LI), Siwanoy (Bronx/CT), Mahican (Albany), Navesink (NJ), etc.



Leadership will soon pass to a new Sakima, which flows matrilineally to her daughter Little Flower. She mourns the senseless death of her favored child Snow Root (Kana's birth mother).

JOHN COLMAN

JUNIOR OFFICER | HALF MOON

Henry's lieutenant, a kind-hearted husband and new father to a newborn baby, with a military-religion-science education. He is the only English crew member who speaks Dutch fluently.

Colman travels for God, Gold and Glory, with academy training but no battle experience, his prior two voyages with Henry being polar expeditions that failed.

He wields an heirloom Knights Templar broadsword from the final era that demonized the military sect knights, its Latin-engraved blade—*VULT DEUS VULT DEUS VULT DEUS* ("God Wills It")—seen by indigenous eyes to connect with sun, moon and lightning. A crux transmarina Badge of Christ adorns his chest plate (appropriated today by white supremacists).



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WILLOW

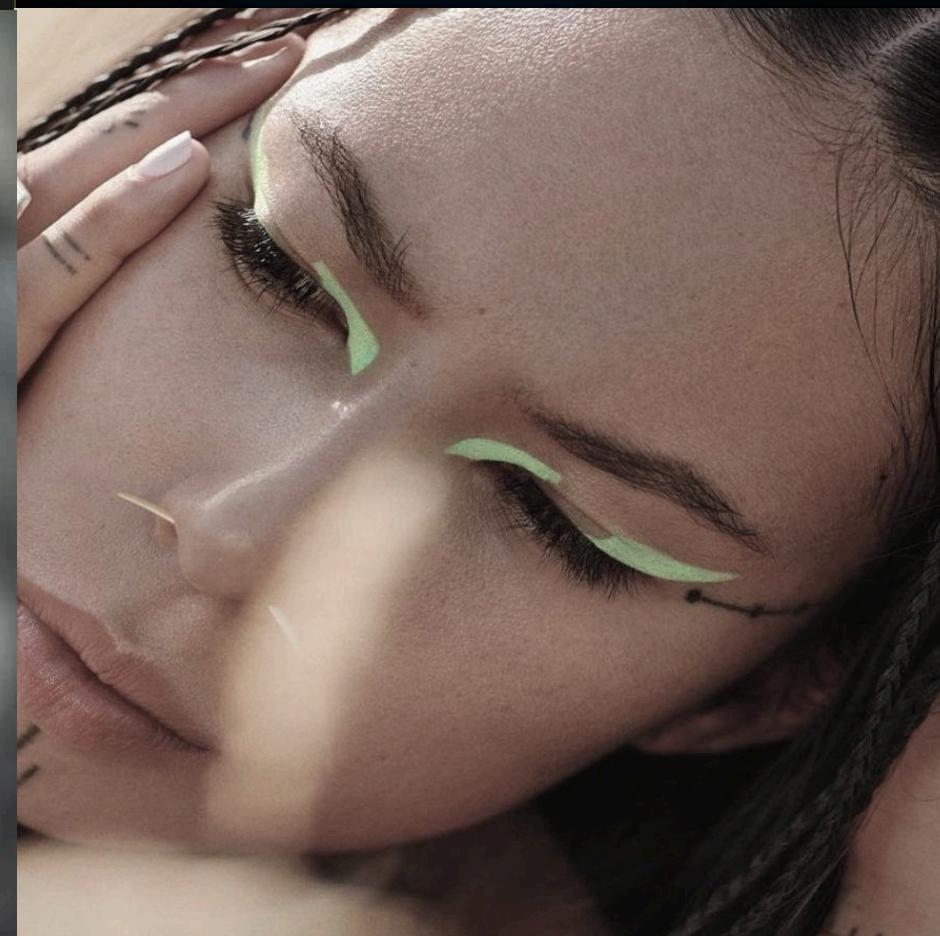
LENAPE | TURTLE CLAN

A 16 year-old Lenape girl coming into her own as a hunter within the band.

Her playful demeanor has long attracted Kana.

She is strong and resourceful, occupying the upper end age of her contemporaries Kana, High Limb, and Rock.

As High Limb and Kana vie for her affections, she witnesses her clan splinter from divisions in response to the invading Salt Men.



CHARACTERS



DEKA

WARRIOR | MOHAWK | IROQUOIS FIVE NATIONS

A hyperviolent warrior from the Mohawk tribe of Iroquois Five Nations, the Lenape's northwestern neighbors.

As the Manahaté appear to welcome the Salt Men, Deka leads a mission of forceful diplomacy that must be negotiated with their matriarch Sakima leader, Hard Stick.

But when Hudson's crew steals sacred Mohawk medicine and masks -- effectively stealing their healer god and revealing Parliament as charlatans in one robbery -- Deka diverts to hunt down the Half Moon.



KLOCK

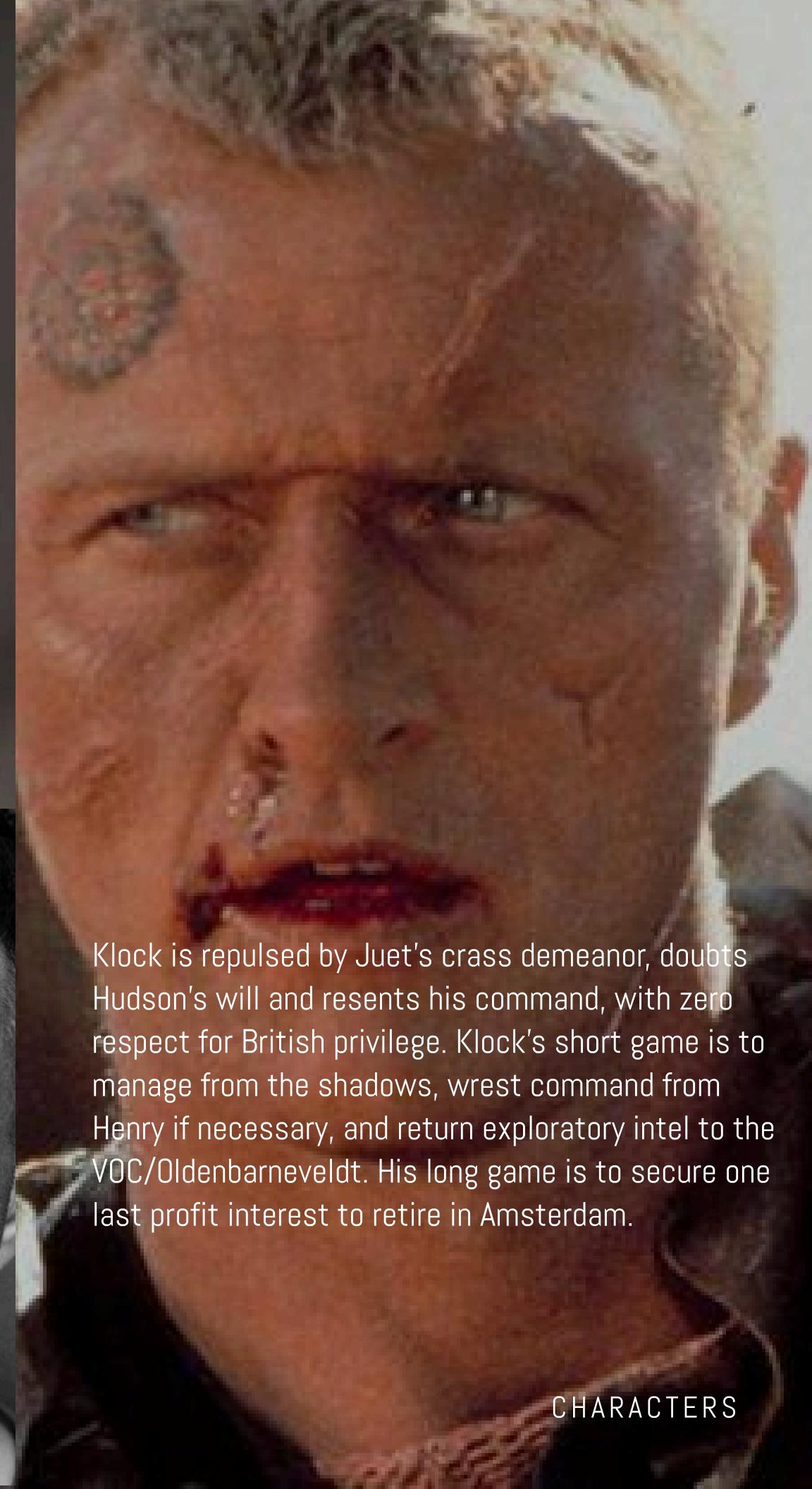
DUTCH FIRST MATE - HALVE MAEN

Crafty, charismatic, blond-white Dutch VOC company man, a sleeper assassin-spy and pre-colonizer, who survived 1595 exploration of the East Indies archipelago and vicious skirmishes with the indigenous. He returned in 1602 under VOC charter to wage war—tasked like a terrorist-hitman to create a fog of chaos, destabilize an infant tribal king, establish a VOC trading post, and seed a Dutch fortress at Batavia (Jakarta).

Klock succeeded by cloak and resource—smile in front, enemy's stolen dagger in back—to establish the Dutch Indo spice monopolies (nutmeg, cinnamon), but is most proud of infusing foreign crops (coffee, cacao, rubber, sugar, and opium, his PTSD-escape).

Rich from a silent 0.05% share in the Dutch East Indies Company, and with no wife, children nor legacy, Klock is a sociopathic philanderer, code-switching between VOC board rooms, galas, brothels and battlejungles, with a sadomasochistic kink for exotic and powerful women, and the occasional boy.

He travels light—poisons, Indo jade dagger “earthshiv” for precision, short triple-barrel wheel lock shotgun for obliteration—and adapts well to local weaponry. English language proficient, he observes 24/7 and feigns lethargy, deploying misinfo and coded phrases to manipulate outcomes, while staying cloaked until action.



Klock is repulsed by Juet's crass demeanor, doubts Hudson's will and resents his command, with zero respect for British privilege. Klock's short game is to manage from the shadows, wrest command from Henry if necessary, and return exploratory intel to the VOC/Oldenbarneveldt. His long game is to secure one last profit interest to retire in Amsterdam.



CHARACTERS

THUNDERCLOUD

WAR CHIEF | TURTLE CLAN | MANAHATĒ | LENAPE
KANA'S UNCLE

Older brother of Little Flower/Snow Root, he is a quasi-military general and hunt leader who executes "tip-of-the-spear" missions of Hard Stick's forceful diplomacy and conservation.

Thundercloud believes the Salt Men are god-like deities matching Lenape myths. He views the Mohawk untrustworthy, peace best kept by weapons, and island prosperity only assured by Mohawk obliteration.

This inter-Nations feud is stoked by the Halve Maen's VOC agents to destabilize the region, placing Hudson in the middle of 2 civil wars -- on ship, and on island.



OWL

EXILED SEER | MANAHATÊ | LENAPE

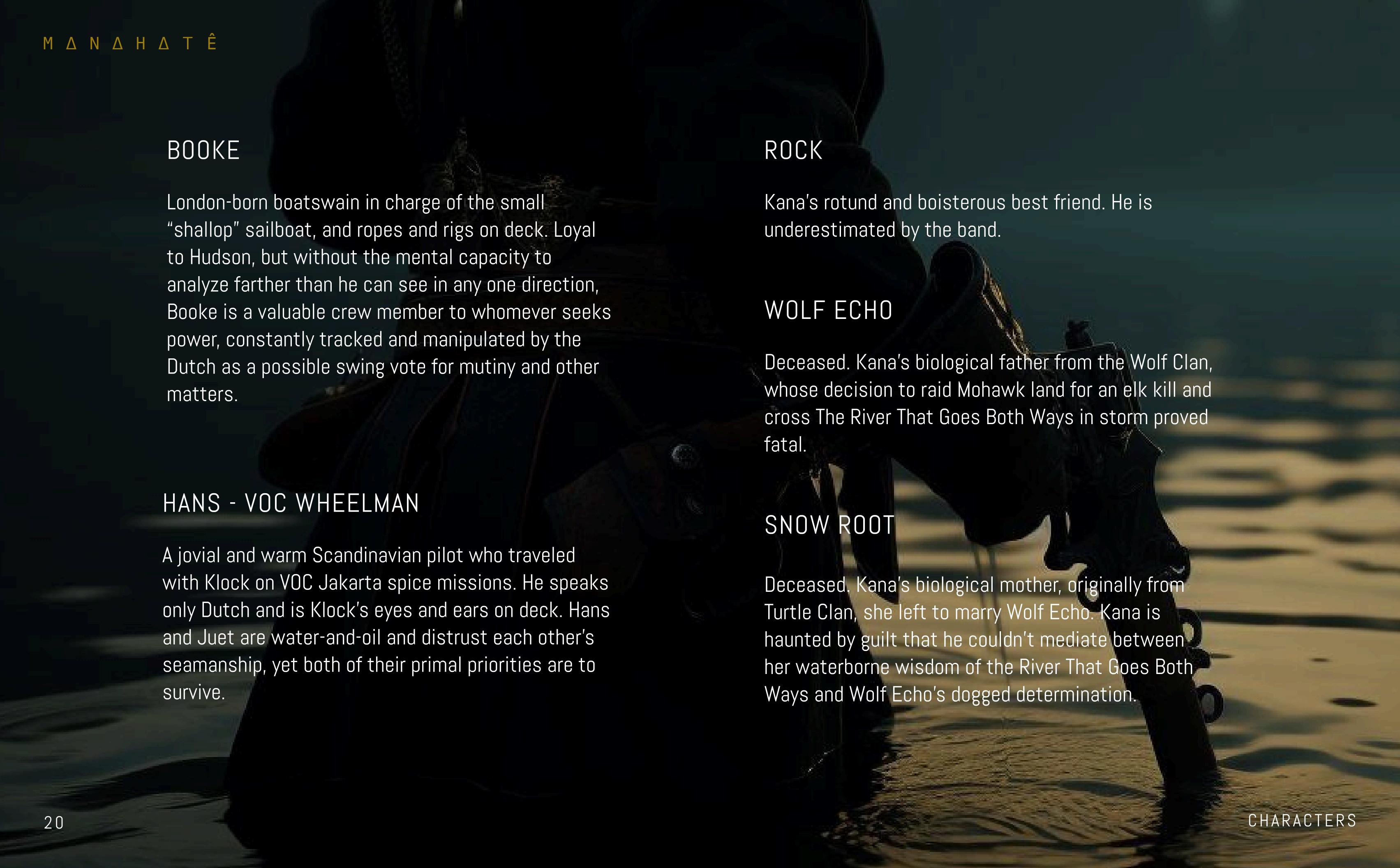


Self-banished to the forest for the failure of his Seer visions, Owl lives a vagabond "messenger" and "influencer" existence across the island in the blissful twilight of his cycle.

Consulted and sometimes fed by Kana and Rock, who are empathetic to his ostracized status, Owl's observational eyes and ears are freed from the expectations of prophecy, but no less valuable being omnipresent on Manahatta.

As to the Salt Men, he knows Kana "will play the most important part of all" -- revealing his knowledge of secrets held by Hard Stick and belying his greatest value to her & the Manahatê is his outsider status: a spiritual secret agent of sorts, freed to selectively inform or disinform tribal mythologies and narratives in support of Lenape existence.





BOOKE

London-born boatswain in charge of the small "shallop" sailboat, and ropes and rigs on deck. Loyal to Hudson, but without the mental capacity to analyze farther than he can see in any one direction, Booke is a valuable crew member to whomever seeks power, constantly tracked and manipulated by the Dutch as a possible swing vote for mutiny and other matters.

HANS - VOC WHEELMAN

A jovial and warm Scandinavian pilot who traveled with Klock on VOC Jakarta spice missions. He speaks only Dutch and is Klock's eyes and ears on deck. Hans and Juet are water-and-oil and distrust each other's seamanship, yet both of their primal priorities are to survive.

ROCK

Kana's rotund and boisterous best friend. He is underestimated by the band.

WOLF ECHO

Deceased. Kana's biological father from the Wolf Clan, whose decision to raid Mohawk land for an elk kill and cross The River That Goes Both Ways in storm proved fatal.

SNOW ROOT

Deceased. Kana's biological mother, originally from Turtle Clan, she left to marry Wolf Echo. Kana is haunted by guilt that he couldn't mediate between her waterborne wisdom of the River That Goes Both Ways and Wolf Echo's dogged determination.

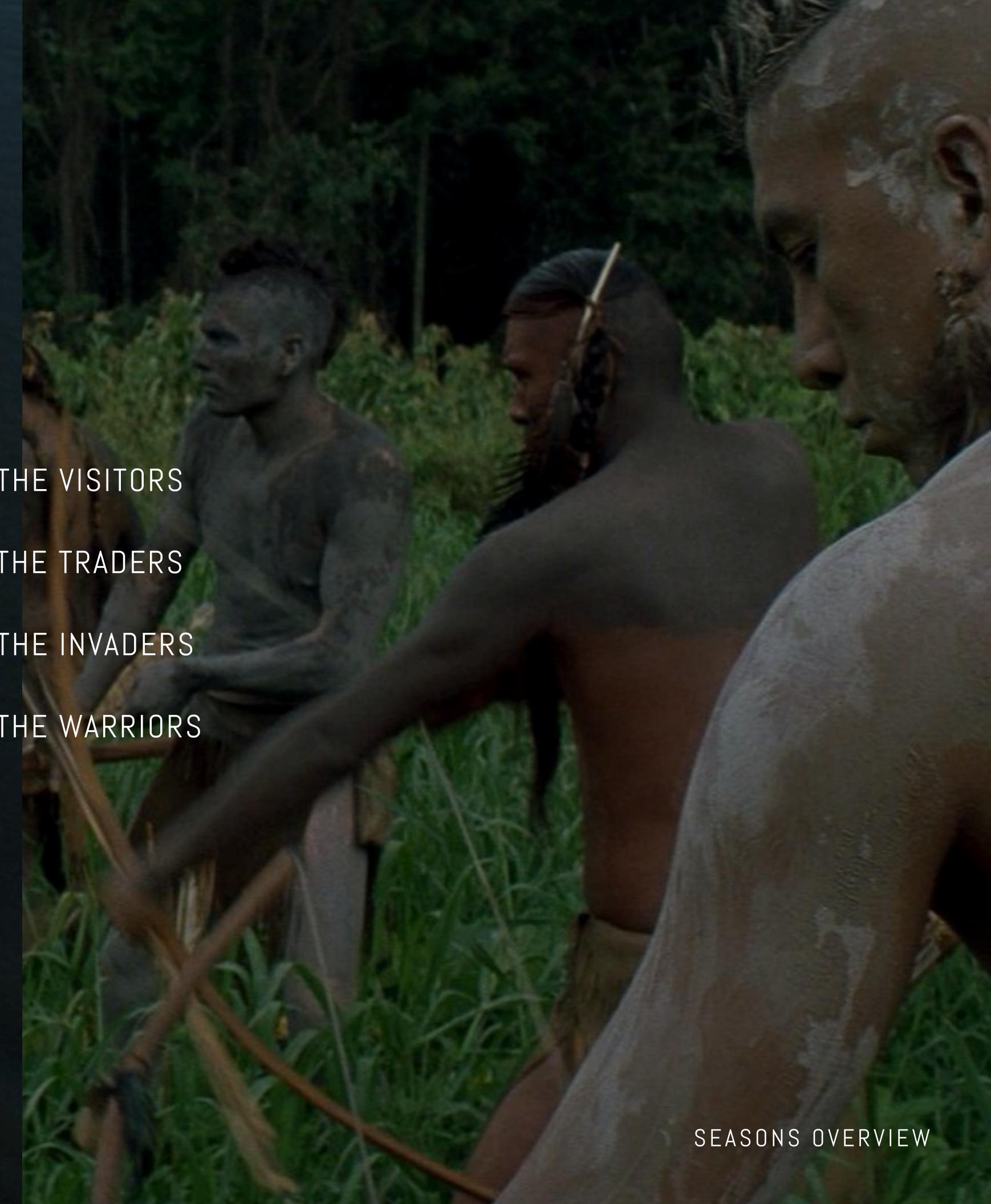


SEASON 1: THE VISITORS

SEASON 2: THE TRADERS

SEASON 3: THE INVADERS

SEASON 4: THE WARRIORS



SEASONS OVERVIEW

SERIES OVERVIEW

A thrilling multi-layered narrative explores the collision of ancient and future in proto-New York, focusing on the kinetic arc of exploration, strife and conquest amongst the coastal Eden paradise's mystical indigenous stewards, European invaders with paradigm-shift weaponry, rogue vanguards of a new global trade in furs and pharmaceuticals, bloodied tension between old gods and new idols, delicately complex inter-tribal relations, and the inevitable genocide and war that defined the immigrant-forged birth of our modern center of the world. Each season delves into a different facet of Mannahatta island's dynamic social fabric for a new American revelation.

SEASON 1 - THE VISITORS (1609)

Captain Henry Hudson breaks his VOC charter to chase a new path to the Indies based on John Smith's Jamestown reports,, encountering the Leni Lenape who are transfixed by the approach of a Dutch jaeger yacht carrying 12 men and an armory of totems including the first recorded handgun in America. Are these Spirits, enemies, or something else entirely? A headstrong native boy-man coming of age, enthralled by the strange travelers, discovers their dark side and must make difficult choices if his People are to endure. Ambition, awe, greed and deceit bind the invaders and savages in a fraught chain of events that forever change the world.

SEASON 2 - THE TRADERS (1612)

After Lord de la Warr installs an English military at the Virginia Colony, Dancing Fish and his band face new threats from emboldened fur-and pharma-greedy French traders and their Mohawk Iroquois allies, as well an old enemy close at hand. A rivalry between two Manahatê adversaries boils over, but there's one mythic enemy they seem powerless to defeat -- the voracious appetite of global trade for their most sacred resources. And in the middle of it all, a dark-eyed beauty has to decide between following her heart, or her tribal family's wishes.

SEASON 3 - THE INVADERS (1625)

Dancing Fish, now risen to the role of peace sachem for the Manahatê, encounters a new existential danger in the land-hungry, God-justified European settlers colonizing their vibrant ecosystem with permanent homes. Indigenous polytheism collides with zealous Christianity and Catholicism as powerful weapons emerge and the factions engage in a violent chess game of colonial exploits and indigenous resistance, unfolding in parallel chaos with Algonquin-Iroquois civil war stoked by the Salt Men to upset the order and tip the scales of survival.

SEASON 4 - THE WARRIORS (1640)

Dancing Fish and what remains of his Manahatê band collide with New Netherland Director Willem Kieft and his VOC playbook of diabolical methods to establish the Fort of New Amsterdam (Wall Street): devaluing the native wampum currency, dividing the tribes with civil war, technology and disease, and forging exclusive partnerships with select ally powers for conquest. Murder, retribution, hope and sacrifice bring this saga to its epic conclusion with characters left out of the historical narrative: Dorothea Angola, an enslaved African woman granted freedom; Maryn Adriansen, an indentured servant turned Twelve Men councilor and mass murderer; and Sewekanamo, leader of an unauthorized Manahatê-neighbor tribe who negotiated with Peter Stuyvesant in the "sale" of Manhattan island.

SEASON ONE EPISODIC OVERVIEW

EP 1: IIYACH KTAPIHNA ("We Are Still Here")

(Survival/Existential thriller)

Destinies collide when explorer Henry Hudson and his teenage son John discover a mysterious island and possible western route to China, as an orphaned boy in the Leni Lenape tribe quests for a new name.

EP 2: NEMEN ("He Who Sees")

(Mystery/Hostage/Sci-Fi thriller)

Kana guides Hudson and his English-Dutch crew up the river that now bears his name, learning the novel ways and weapons of the European "salt men" while being interrogated about the Algonquin "ancient ones" and their culture.

EP 3: DALAKIHILLEN ("Tear in Two")

(Psychological/Obsession thriller)

Kana deciphers European colonizer motives as Hudson trades with indigenous bands for intelligence about the Great River, and hosts inquisitive Navesink leaders on the Half Moon ship, to great horror and tragedy.

EP 4: NETOPALIS ("War Cry")

(Heist/Crime thriller)

Forced to turn around by impassable river depths, Kana's loyalties and Hudson's command are tested as his men raid a Mohawk village and steal a priceless valuable, prompting a blood-thirsty warrior's pursuit and shattering a fragile Mohawk peace with the Lenape.

EP 5: DAMASKHIKAN ("War Scythe")

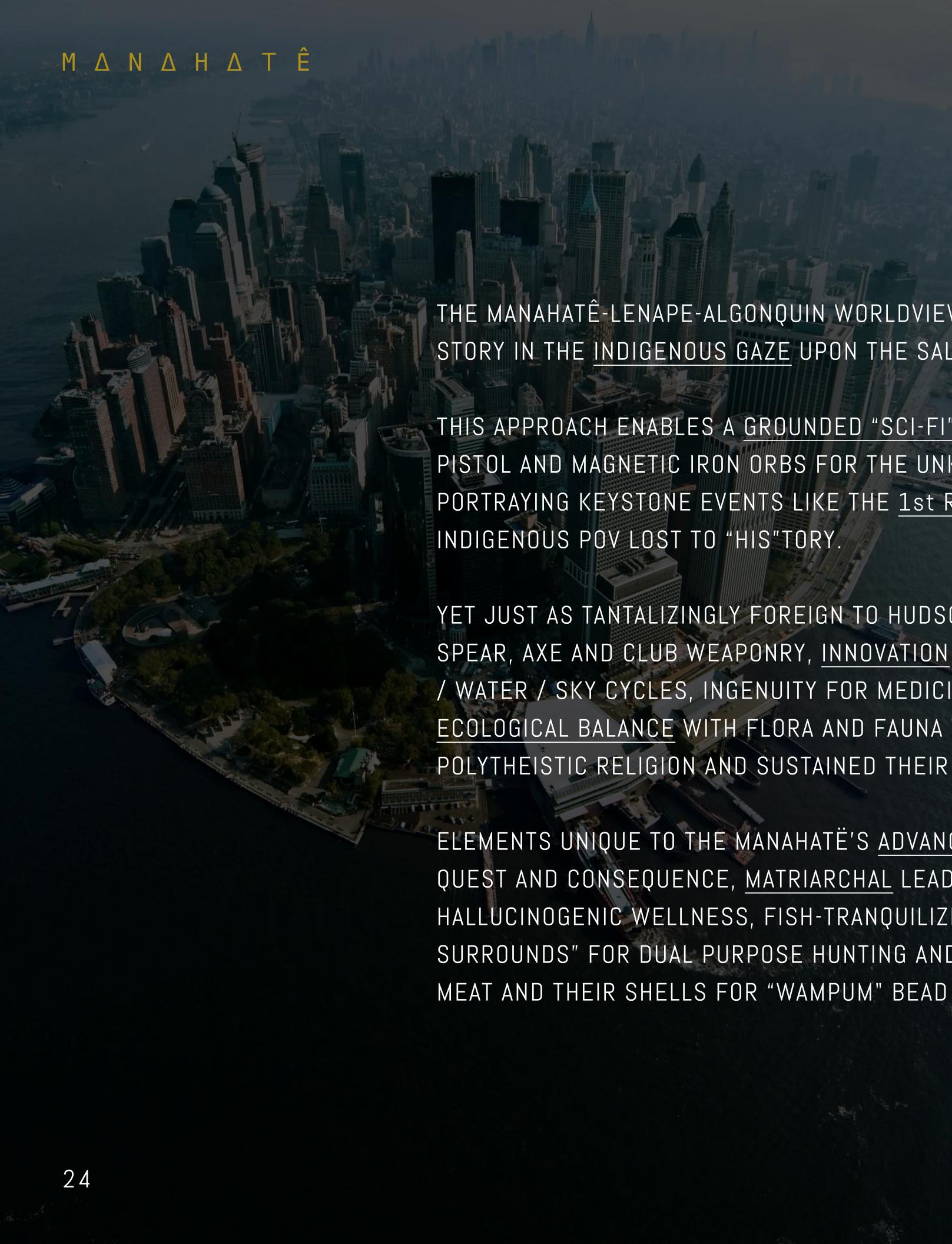
(Hot Pursuit/Apocalyptic thriller)

The Half Moon runs a treacherous gauntlet and Kana faces Mohawk-Lenape war in order to reunite with his new family. Hudson departs without finding the Northwest Passage, yet discovery of this new paradise is priceless intelligence he can deliver to London or Amsterdam.

EP 6: APATSCHIN ("He Who Returns")

(Mutiny/Courtroom/Who-Done-It thriller)

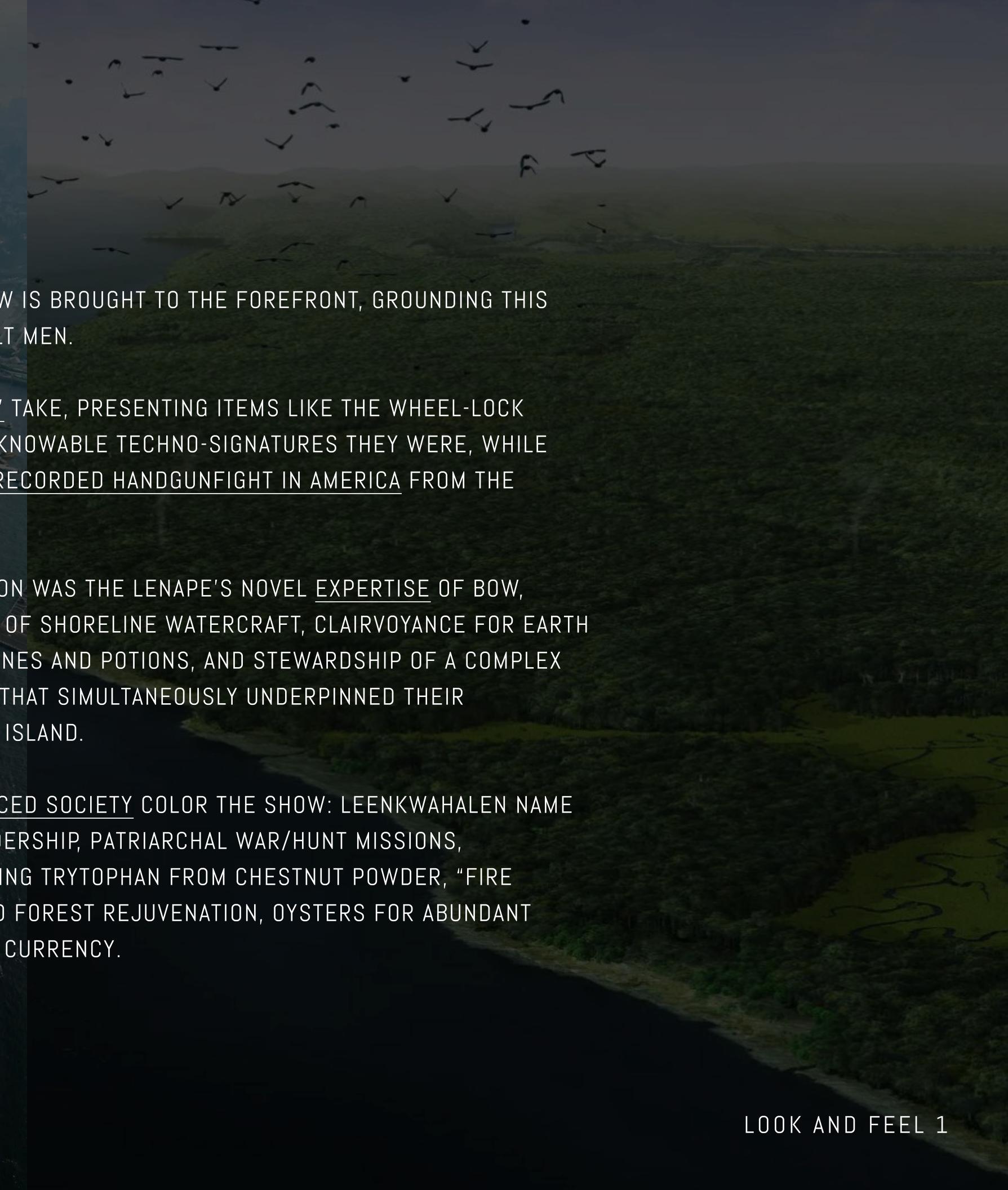
Two years later (1611), Henry, John and Juet return to find Kana raising a young family with Willow and becoming a peace leader having restored the island's balance. But when renewed exploration north fails again, Juet mutinies and banishes Henry and John to the open sea, then faces trial in London's Old Bailey courthouse.



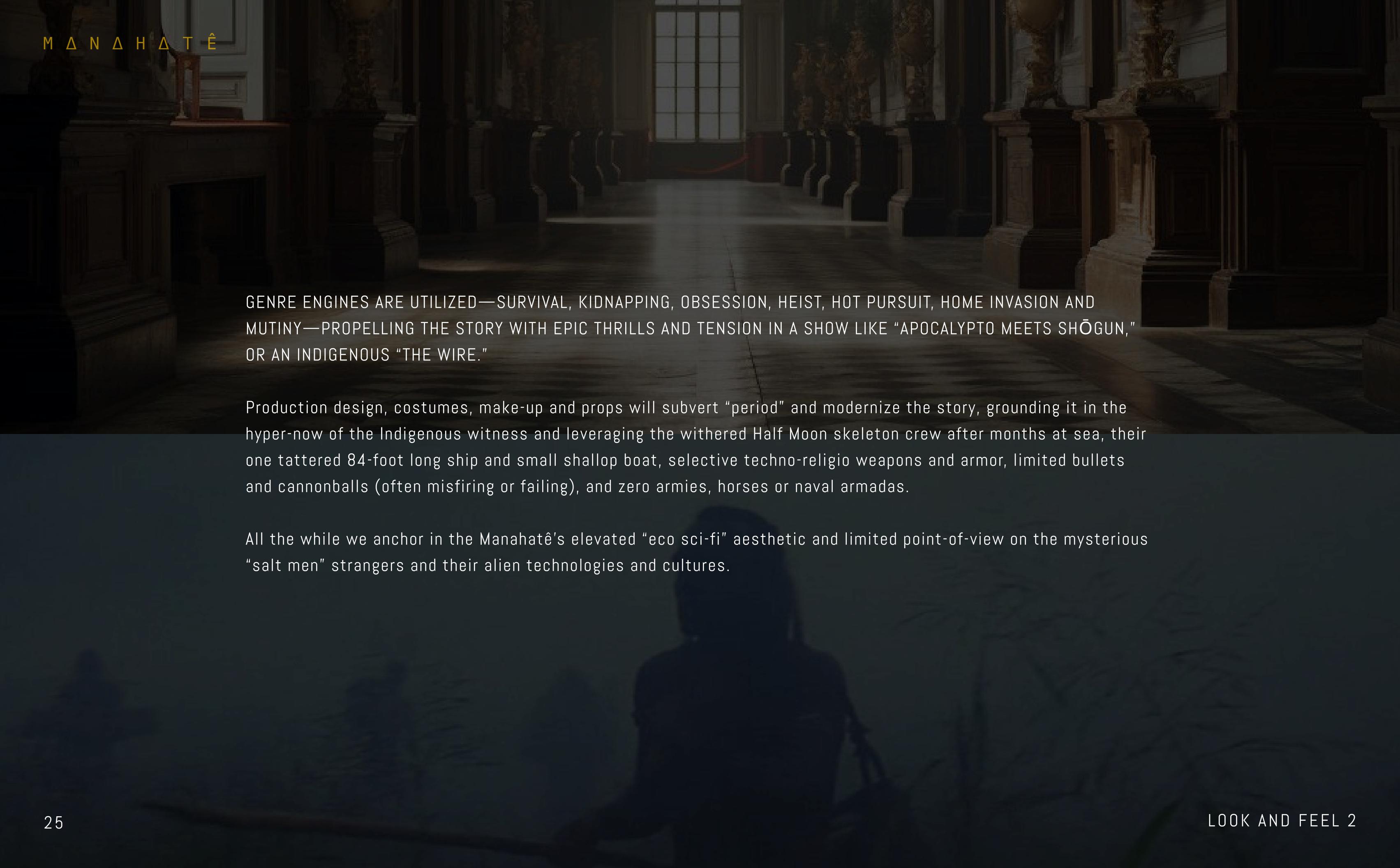
THE MANAHATÊ-LENAPE-ALGONQUIN WORLDVIEW IS BROUGHT TO THE FOREFRONT, GROUNDING THIS STORY IN THE INDIGENOUS GAZE UPON THE SALT MEN.

THIS APPROACH ENABLES A GROUNDED "SCI-FI" TAKE, PRESENTING ITEMS LIKE THE WHEEL-LOCK PISTOL AND MAGNETIC IRON ORBS FOR THE UNKNOWABLE TECHNO-SIGNATURES THEY WERE, WHILE PORTRAYING KEYSTONE EVENTS LIKE THE 1st RECORDED HANDGUNFIGHT IN AMERICA FROM THE INDIGENOUS POV LOST TO "HIS"ORY.

YET JUST AS TANTALIZINGLY FOREIGN TO HUDSON WAS THE LENAPE'S NOVEL EXPERTISE OF BOW, SPEAR, AXE AND CLUB WEAPONRY, INNOVATION OF SHORELINE WATERCRAFT, CLAIRVOYANCE FOR EARTH / WATER / SKY CYCLES, INGENUITY FOR MEDICINES AND POTIONS, AND STEWARDSHIP OF A COMPLEX ECOLOGICAL BALANCE WITH FLORA AND FAUNA THAT SIMULTANEOUSLY UNDERPINNED THEIR POLYTHEISTIC RELIGION AND SUSTAINED THEIR ISLAND.



ELEMENTS UNIQUE TO THE MANAHATÊ'S ADVANCED SOCIETY COLOR THE SHOW: LEENKWAHALEN NAME QUEST AND CONSEQUENCE, Matriarchal LEADERSHIP, PATRIARCHAL WAR/HUNT MISSIONS, HALLUCINOGENIC WELLNESS, FISH-TRANQUILIZING TRYPTOPHAN FROM CHESTNUT POWDER, "FIRE SURROUNDS" FOR DUAL PURPOSE HUNTING AND FOREST REJUVENATION, OYSTERS FOR ABUNDANT MEAT AND THEIR SHELLS FOR "WAMPUM" BEAD CURRENCY.

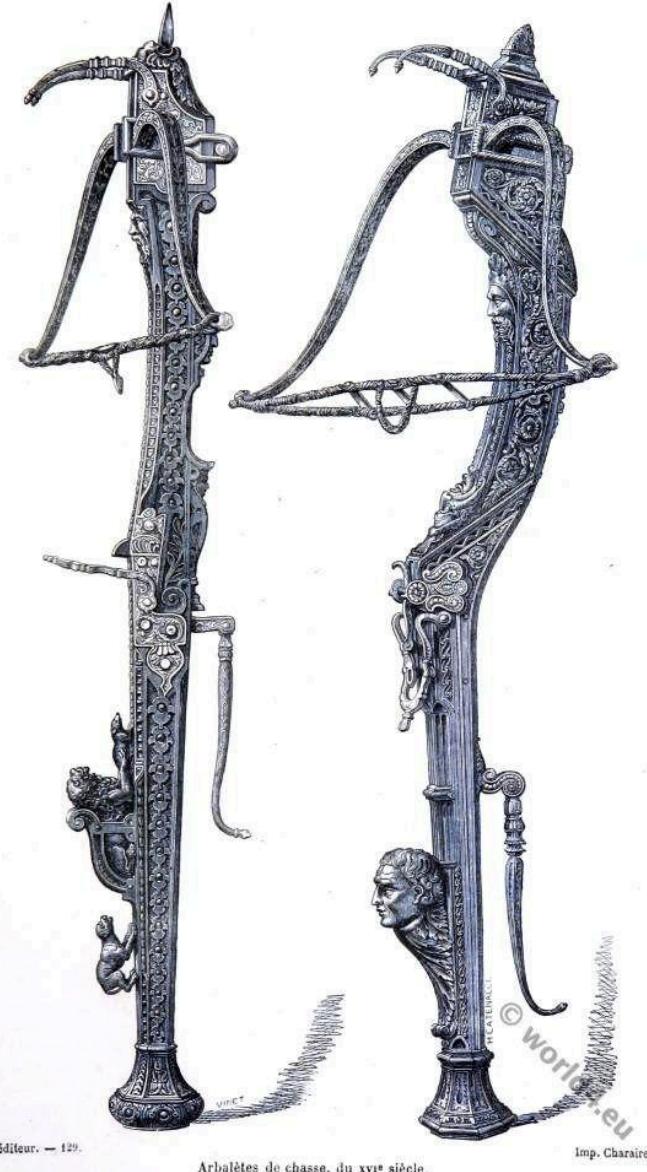


Genre engines are utilized—survival, kidnapping, obsession, heist, hot pursuit, home invasion and mutiny—propelling the story with epic thrills and tension in a show like “Apocalyptic Meets Shōgun,” or an Indigenous “The Wire.”

Production design, costumes, make-up and props will subvert “period” and modernize the story, grounding it in the hyper-now of the Indigenous witness and leveraging the withered Half Moon skeleton crew after months at sea, their one tattered 84-foot long ship and small shallop boat, selective techno-religio weapons and armor, limited bullets and cannonballs (often misfiring or failing), and zero armies, horses or naval armadas.

All the while we anchor in the Manahaté’s elevated “eco sci-fi” aesthetic and limited point-of-view on the mysterious “salt men” strangers and their alien technologies and cultures.

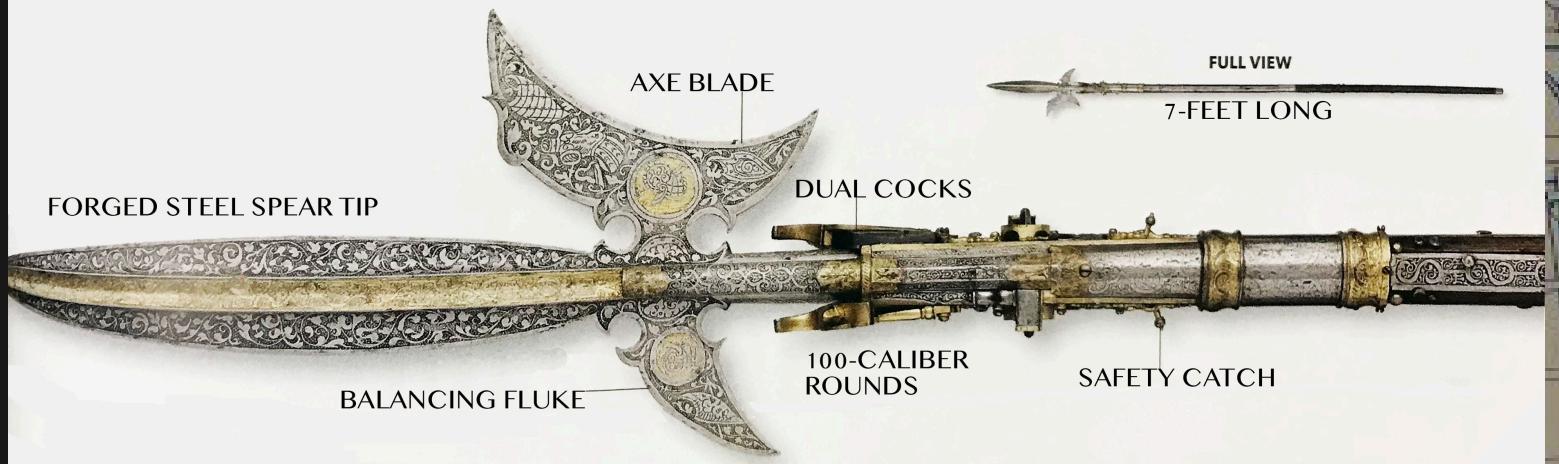
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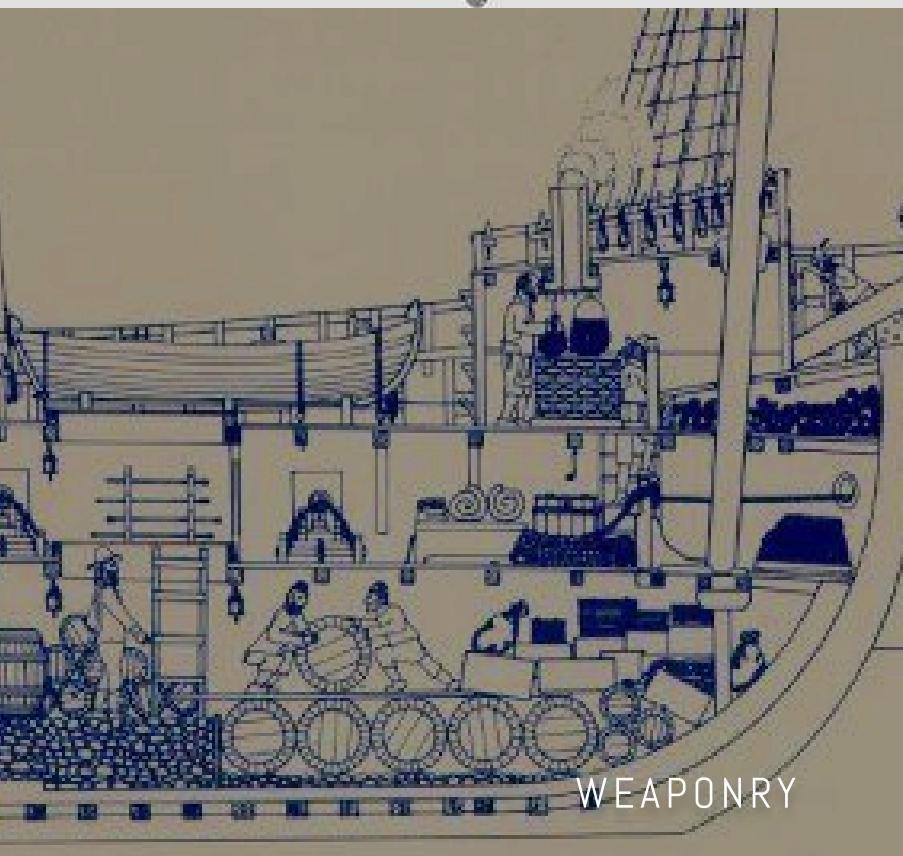
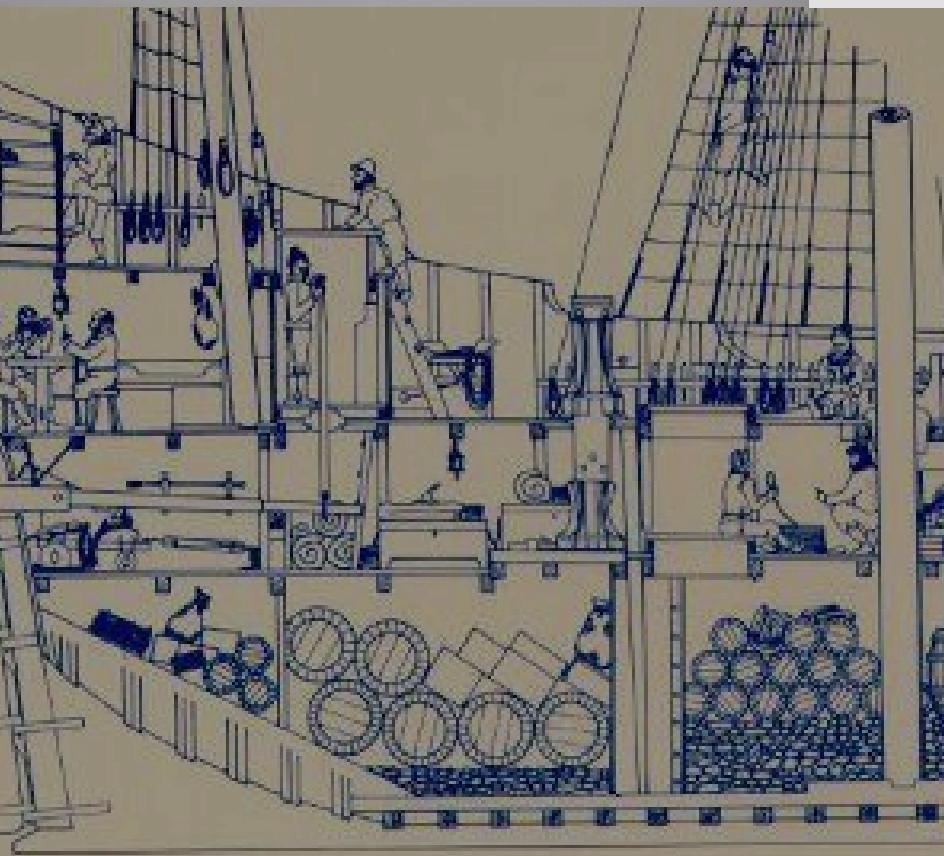
Roy, éditeur. — 129.
Arbalètes de chasse, du xvi^e siècle.
(Dessin de Catenacci d'après une photographie de Franck.)



HUDSON "GODSPEAR"



HALBERD AXE-STAFF + DOUBLE-BARREL WHEELLOCK PISTOL (NUREMBERG ARMOR GUILD)



WEAPONRY

LENAPEHOKING are the ancestral Lenape lands, ranging from Western Connecticut to Eastern Pennsylvania, the Hudson River Valley to Delaware—Manhattan Island at its nucleus.

After centuries of colonialism, genocide, and oppression, the Lenape Diaspora has now been forcibly displaced to 5 federally-recognized nations in Oklahoma, Wisconsin, and Ontario, Canada.

A Lenape story, Enta Pat Wa Weòpsit ("When the White People Arrived") tells that the Europeans who first encountered Delaware River region Lenape thought the Indigene word "nt̄eluwèn" ("that is what I said") sounded like their word "Delaware." So came the Lenape people to be called Delaware, now their false federally-recognized name.

Delaware stems from Thomas West a/k/a Lord De La Warr, English governor of the Colony of Virginia from 1610 to 1611. He died crossing the Atlantic at age 41.





NEW AMSTERDAM

The establishment of the Fort at New Amsterdam and birth of modern-day New York City saw many violent conflicts, most notably Kieft's War which began when the VOC's New Netherland director WILLEM KIEFT ordered MARYN ADRIANSEN -- an indentured Dutch tobacco laborer who rose to advisor in Kieft's Twelve Men council -- to massacre in their sleep 40+ indigenous men, women and children at Corlear's Hook (Lower East Side).

This "Slaughter of Innocents" was conducted on the same night as another coordinated attack by Kieft, the Pavonia Massacre of 120+ indigenes across the Hudson River at Communipaw (Jersey City).

These incidents united the Algonquins like never before, who conducted reprisal raids and killings, culminating with a force of united "tribes" attacked the Dutch homesteads at Pavonia, burning most to the ground. Many settlers were killed and Pavonia was evacuated, with survivors ordered to the relative safety of New Amsterdam.

After attempting to frame Adriansen for the massacres, Director Kieft was recalled to Amsterdam to stand trial for his actions, but died in a shipwreck before his version of events could be told.

MANAHATÊ ECOSCIENCE

OUTRIGGER CANOE

A dugout canoe rebuilt by the Boy and modified by a stabilizing outrigger in response to the Hell Gate Boulder tragedy that killed his mother and father. The canoe embodies his leenkwhahlen quest, healing, and rebirth as Kanaman ("Dancing Fish"), a true Dream-Maker who invents -- mediating land and water, old and new, father and mother, Wolf Clan and Turtle Clan, individual and tribe. The canoe is crafted with visionary ingenuity (which Kana will often demonstrate): Bull Elk antler rack lashed to the bow as a counter-weight and tidal plow, with giant elk rib bones fastened to a lateral outrigger stabilizer of birch. The silhouetted profile is capped by Kana's sturgeon headdress and spinal scute plate "totem armor" in honor of his mother.

WOAPIM / CHESTNUT POWDER

Indigenous plants, fruits, nuts and vegetables were packed with nutrients diluted or lost in modern foods, and pharmacological properties only the Lenape understood. Chestnuts high in tryptophan (chemical precursor to serotonin in the brain) were ground with acorns into Woapim powder -- utilized to bake food, attract and tranquilize fish, and as a sleeping pill.



LUNGWAMEN KSCHATEV / POTENT TOBACCO

Exponentially more powerful than modern tobacco, giving prolonged cerebral loftiness when smoked. Ceremonially important for many occasions in daily indigenous life, from religious dance to spiritual healing and ancestral connection/prayer. From Lungwamen ("to dream") and Kschatev ("strong tobacco").



LUNGWAMEN NTUTE / MYCOLOGICAL HALLUCINOGEN

Mushroom-based elixir which the Lenape honor as a spiritual conduit to personal manitou spirits and ancestors—often catalyzing leenkwhahlen name/rename quests, which could be undertaken at any age, and many times throughout life. From Lungwamen ("to dream") and Ntutemawachtin ("to question each other").

HATAPI ALUNS / BOW & ARROW

The Algonquin are masters of the bow & arrow, lethal against man and beast. Manahatta harbors the finest trees for bow-making, mythically envied across the indigenous American continent.