

DUTCHMAN IN FORMOSA

蘭人異聞錄

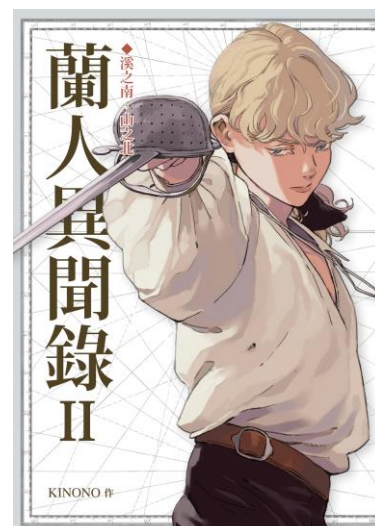
During the Age of Discovery, Dutch surveyor Phillip meets Dalai, a Taiwanese indigenous boy. Dalai helps Phillip as he learns about the local indigenous culture – but a conflict between the newcomers and the locals is brewing...

During the Age of Discovery, Portuguese explorers named Taiwan “Formosa” – the beautiful isle. In what is now Anping, in the south-west of Taiwan, countless red deer roamed across the plains and marshes where the Siraya people hunted. It was here, that Westerners first made contact with the people of Taiwan.

The Dutch East India Company, in search of profit, took over southern Taiwan, and our story’s protagonist is Phillip, a surveyor for the company. Living and working with the Siraya people in the village of Sinckan, Phillip forms a friendship with Dalai, adopted son of the village elder, and comes to understand the dilemma the arrival of the foreigners means for them. Meanwhile, the village medicine woman is hostile towards the Dutch, even blaming the death of the village elder on the anger of the gods at his meetings with the foreigners.

Conflicted, Phillip leaves the village and learns that the Dutch governor Nuyts has responded to the conflict with Sinckan by forming an alliance with their sworn enemies, the village of Mattau. The people of Sinckan, including Dalai, lose their trust in Phillip and relations become tense. As the two sides engage in a fast-changing battle of wits, what choices will Phillip be forced to make?

Kinono turns the interactions and conflicts between the Dutch and the indigenous people into an exciting graphic adventure. The first section takes place without dialogue, introducing Phillip’s mysterious background while retaining emotional tension and creating curiosity as to how the story will develop. This carefully researched book recreates the process by which local and Western



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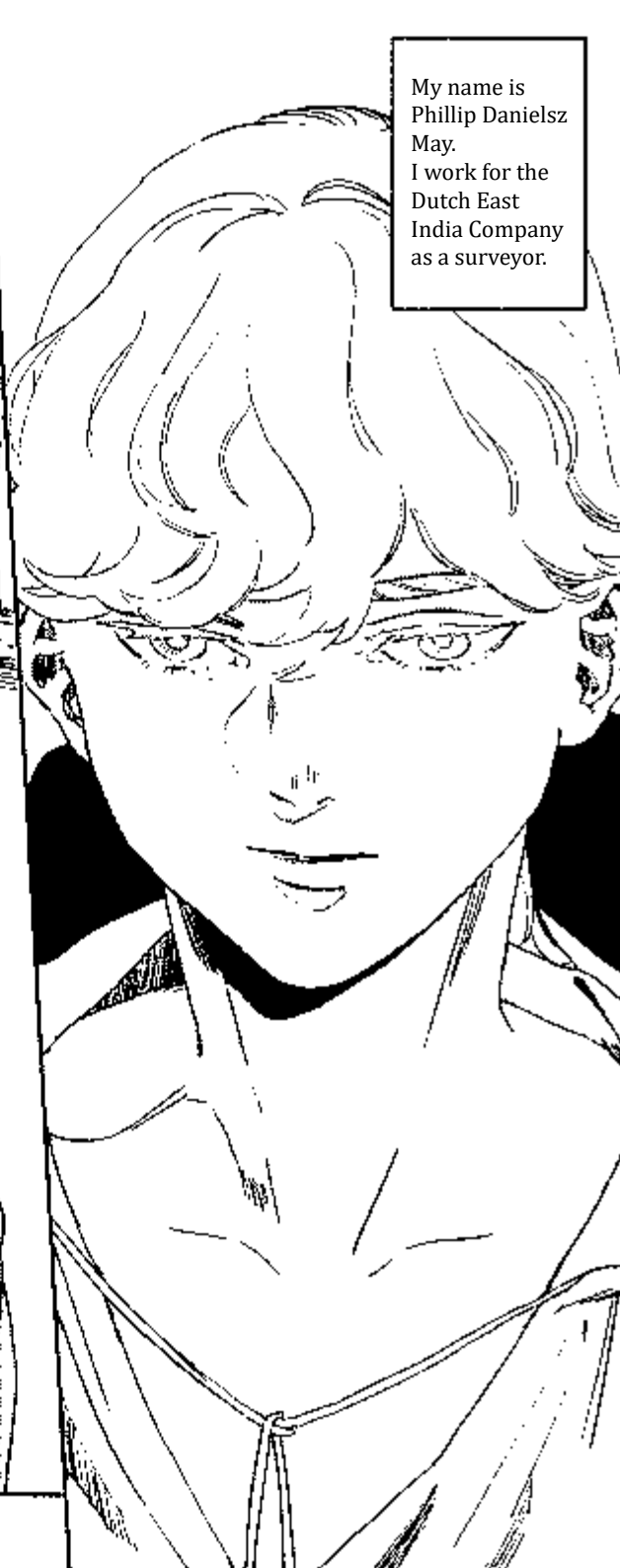
cultures met in Taiwan four centuries ago and portrays the unique local culture.

Kinono


A graphic novelist and illustrator, Kinono's work, including the *Waltz Woods* and *Dutchman in Formosa* series, creates unique and fantastical worlds, despite minimal use of language. In 2008, Kinono won the second prize in the *Morning* International Manga Competition.

Chapter 1: Deer-Hunting





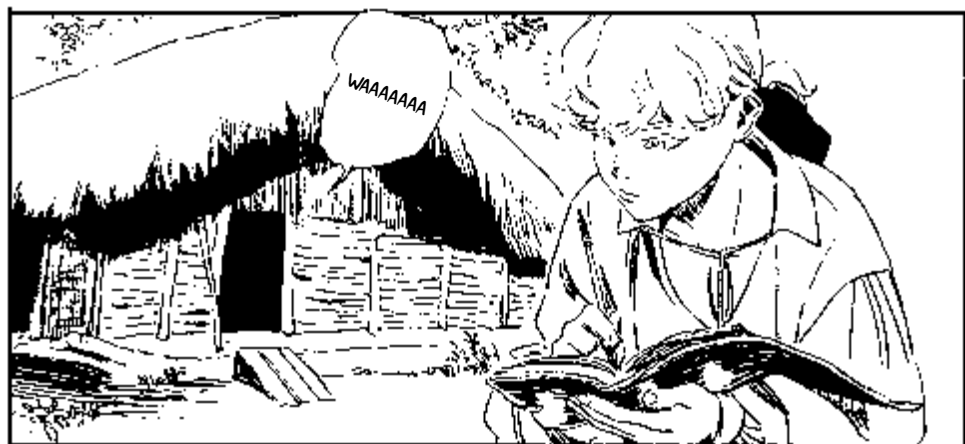
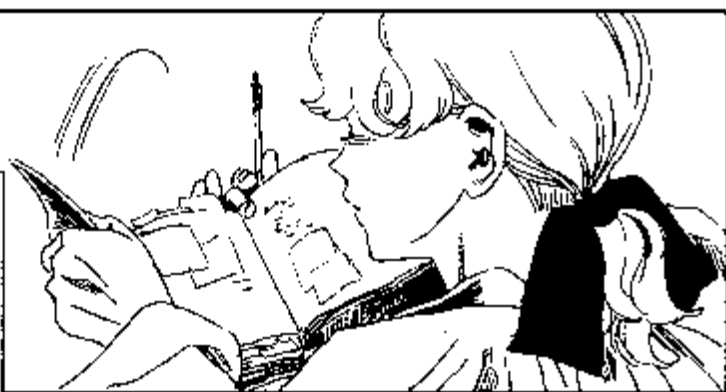
My name is
Phillip Danielsz
May.
I work for the
Dutch East
India Company
as a surveyor.



Currently,
I'm stationed
in Sinckan.



Alongside the
company's
work,
I've been
recording
the lives of
the villages.






That's Dalai.
Adopted son of
the village elder.
He used to hate
me, because
I'm an outsider.

OH, BE
QUIET!



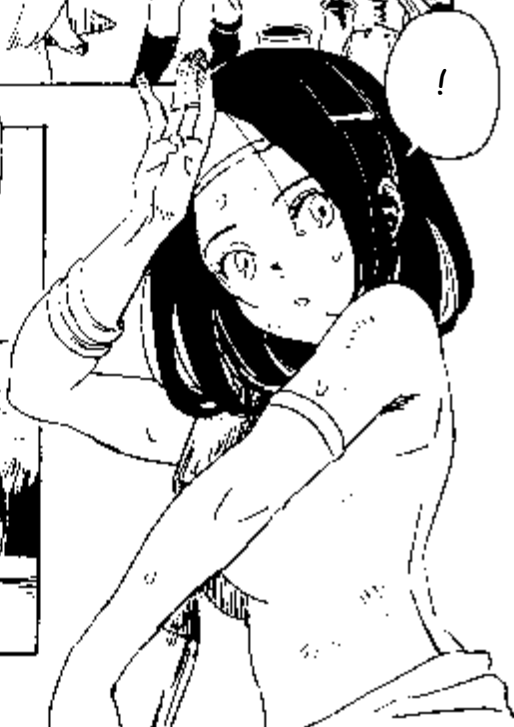
WHAT'S
WRONG?

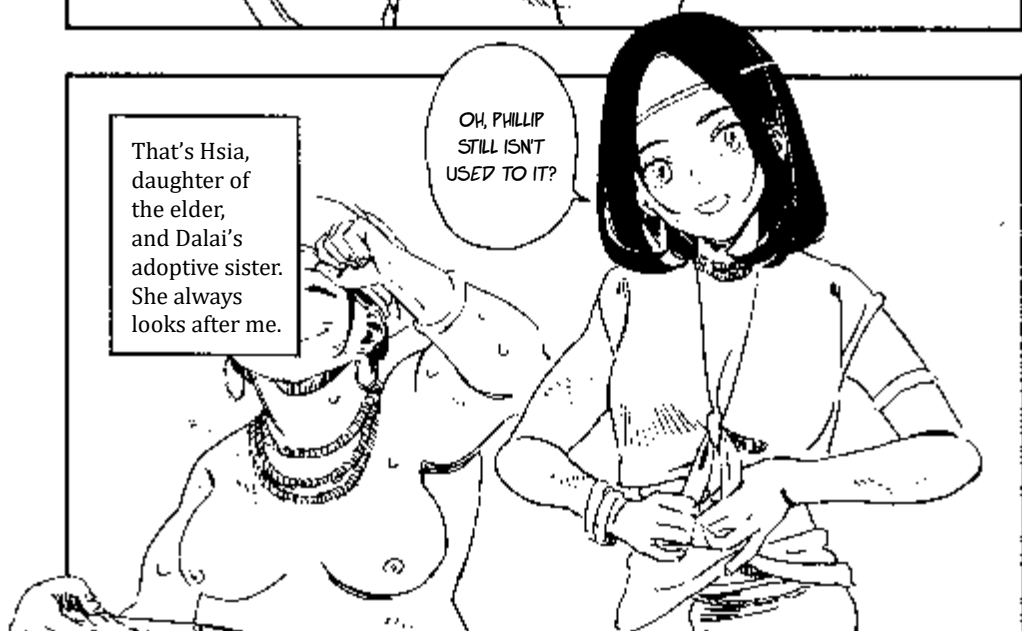
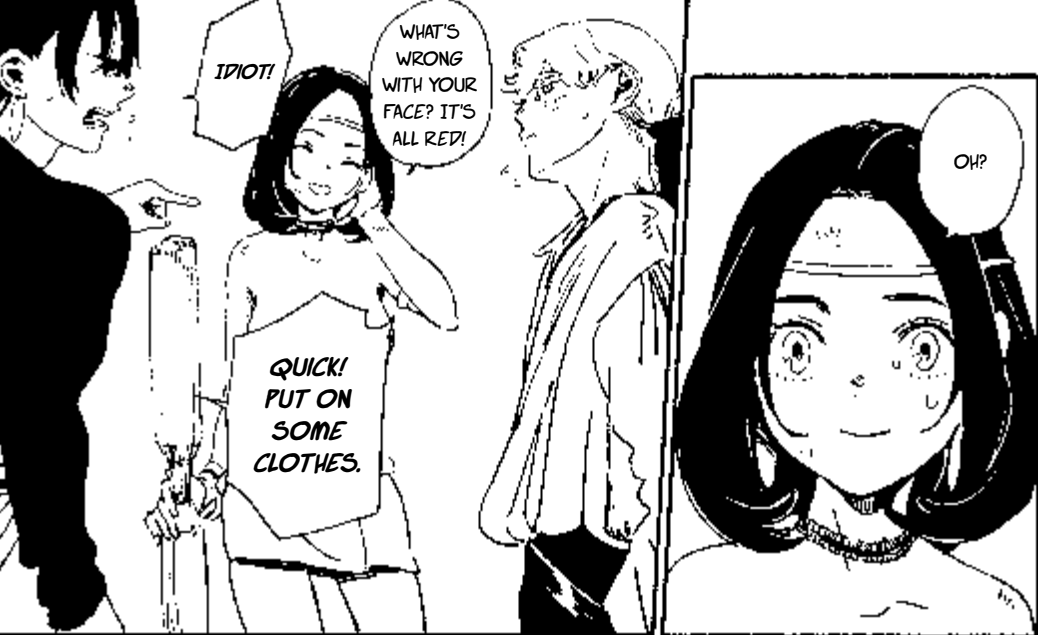
DID YOU
HAVE A
NIGHTMARE?



But last year
we traveled
together to
solve a dispute
between my
company
and Japanese
traders.

We had several
adventures
together.
We get on a lot
better than we
did in the past.
I still don't
understand
him though.







BUT...

UM...

THAT'S
WOMEN'S
WORK.



WHAT?
MEN DON'T
NEED TO HELP
IN THE
FIELDS.

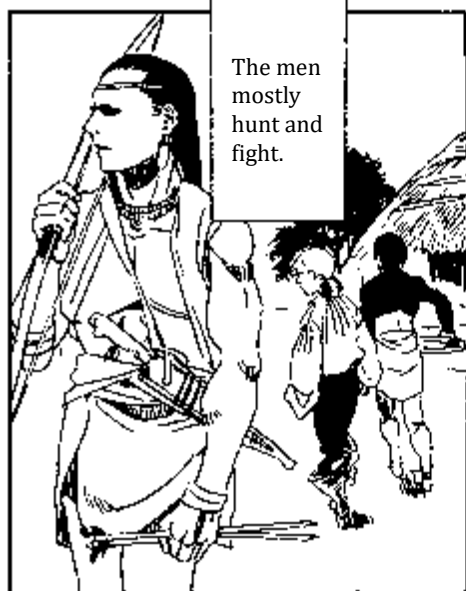


I'LL HELP.

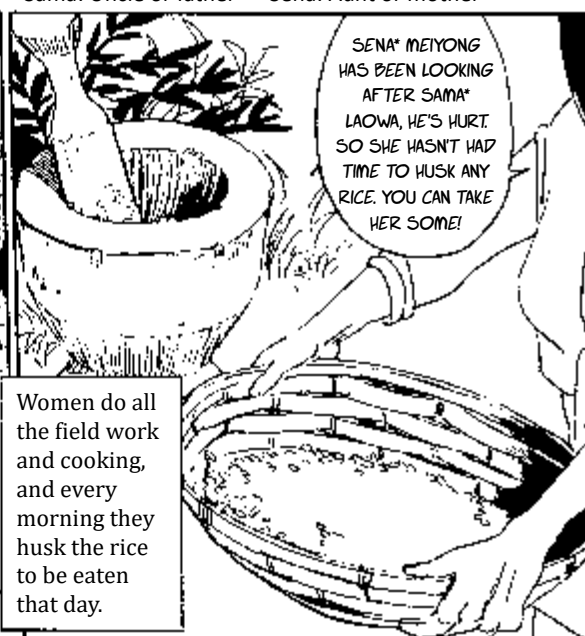


YOU COULD
HELP ME RUN
AN ERRAND?

*Sama: Uncle or father *Sena: Aunt or mother



The men
mostly
hunt and
fight.



SENA* MEIYONG
HAS BEEN LOOKING
AFTER SAMA*
LAOWA, HE'S HURT.
SO SHE HASN'T HAD
TIME TO HUSK ANY
RICE. YOU CAN TAKE
HER SOME!

Women do all
the field work and
cooking, and every
morning they husk the
rice to be eaten
that day.

In Sinckan,
women inherit
property. Men
don't live with
their wives
and only move
in with them
when they are
too old to hunt.





*Yinipo: Witch or priestess





TO MY
HUSBAND?

IT'S YOUR
FAULT THIS
HAPPENED



DON'T
YOU
REALIZE?



IN THE
END.

WHEN YOU
WERE TAKEN
AWAY BY THE
FOREIGNERS,
THE MEN WENT
TO ARGUE
WITH THE
SOLDIERS.

BUT THE
SOLDIERS
COULDN'T
UNDERSTAND
WHAT THEY
WERE SAYING



PLEASE,
JUST GO...

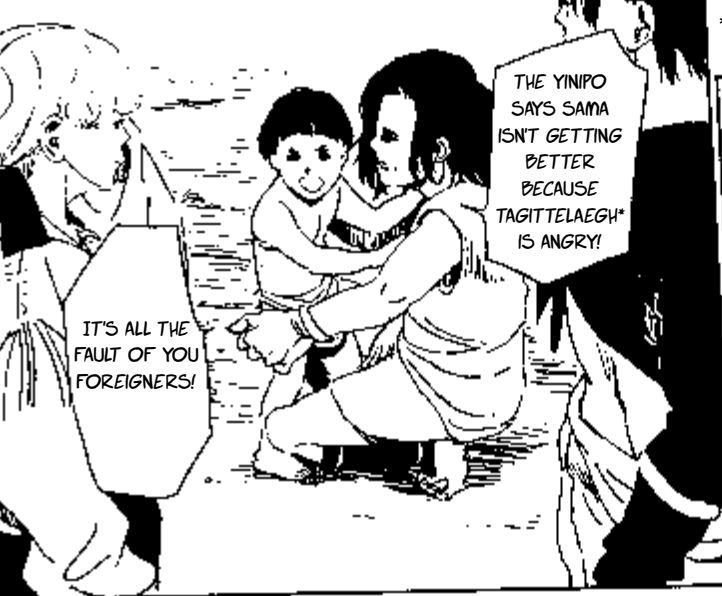
PLEASE.



IF WE
VISIT THE
PASTOR
AGAIN, SHE
WON'T HELP
US AGAIN.

THE PASTOR SAID
IT WAS A MIS-
UNDERSTANDING,
BUT THE YINPO
SAID HE WAS JUST
PROTECTING
HIS OWN.





IT'S ALL THE
FAULT OF YOU
FOREIGNERS!

THE YINIPO
SAYS SAMA
ISN'T GETTING
BETTER
BECAUSE
TAGITTELAEGH*
IS ANGRY!

*Tagittelaegh: The god of
sickness and health



push!



WHAT IF
SOMETHING
HAPPENS TO
YOU TOO?

SAMA IS
ALREADY
HURT,



PLEASE,
STOP
TALKING



YOU'RE
NO
BETTER...

DALAI,

I'LL MAKE
SURE...



SENA,
DON'T
WORRY...

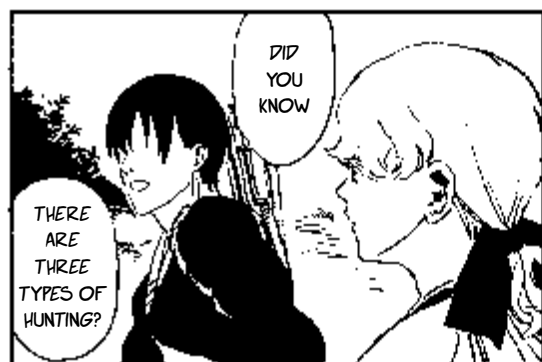




The village was
surrounded by
grasslands and
forests.
An ideal hunting
ground.









All the hunters in the village go out to the hunting grounds together.

They form a large circle and start to walk towards the center.
Sometimes they bring dogs to help.



NOTHING TRAPPED WITHIN THAT CIRCLE CAN GET AWAY.

WOW.



AND THE SECOND IS...



OUR BRACELETS KNOCK TOGETHER AS WE RUN, MAKING A NOISE.

THAT SCARES OUR PREY INTO THE CENTER OF THE CIRCLE, AND LETS THE OTHER HUNTERS KNOW WHERE WE ARE.

These are made of bamboo and rope. Bend the bamboo and use a piece of wood to hold it down, then cover it in earth.

TRAPS.

A skilled hunter will place the trap somewhere animals pass frequently and wait for animals to be caught.

WELL, I'M
BETTER AT
THE THIRD
TYPE.

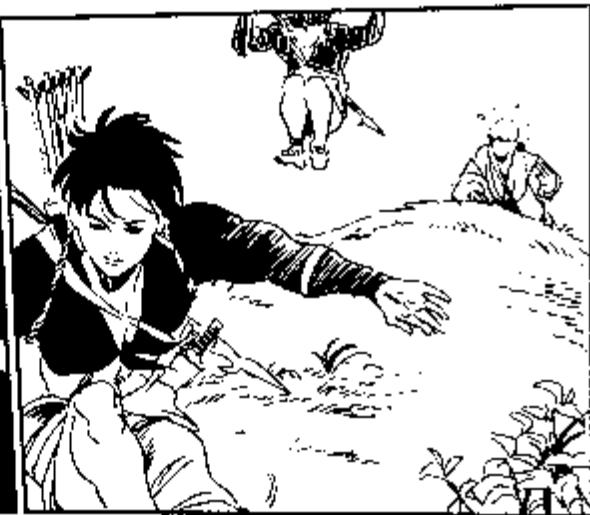
SO YOU
DIDN'T
CATCH
ANYTHING

CAREFUL, I
SET A TRAP
HERE
LAST
TIME. DON'T
STEP IN IT.



RELYING
ON MY
OWN
STRENGTH!

THAT IS...



IT MUST
BE
CLOSE.

THE
TRACKS
ARE STILL
FRESH.



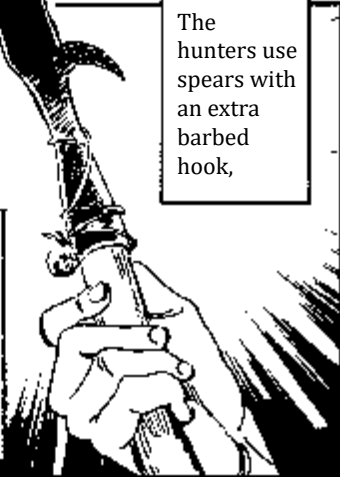
The hunters hunt red deer and wild boars. The meat and skins of the red deer can be traded, while their heads are used as decorations.



The hunters use spears with an extra barbed hook,



and a bell tied to the head of the spear with a rope.



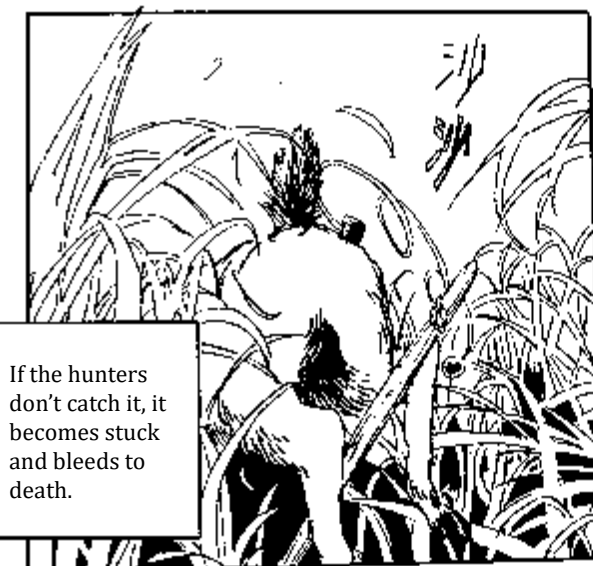
When an animal is struck and flees, the hunter follows the sound of the bell.



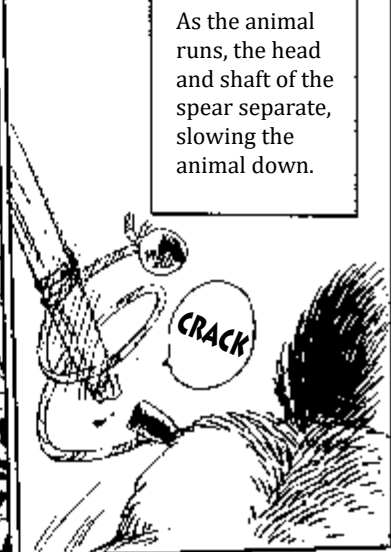


The Siraya
are as fleet
as the deer.





If the hunters don't catch it, it becomes stuck and bleeds to death.



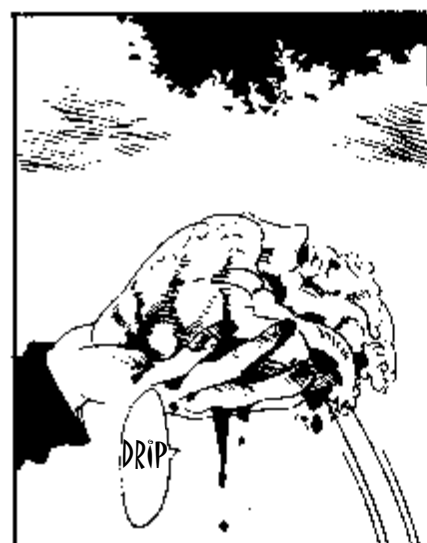
LET'S GO AROUND THE OTHER SIDE.

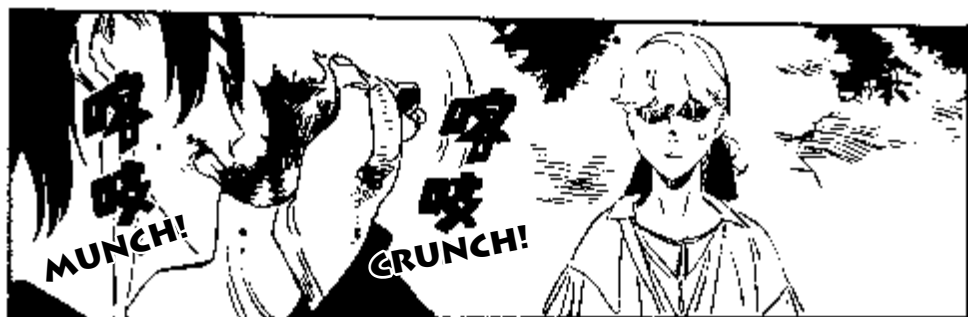
IT'S IN THE THICKET OVER THERE!



響
SWISH!

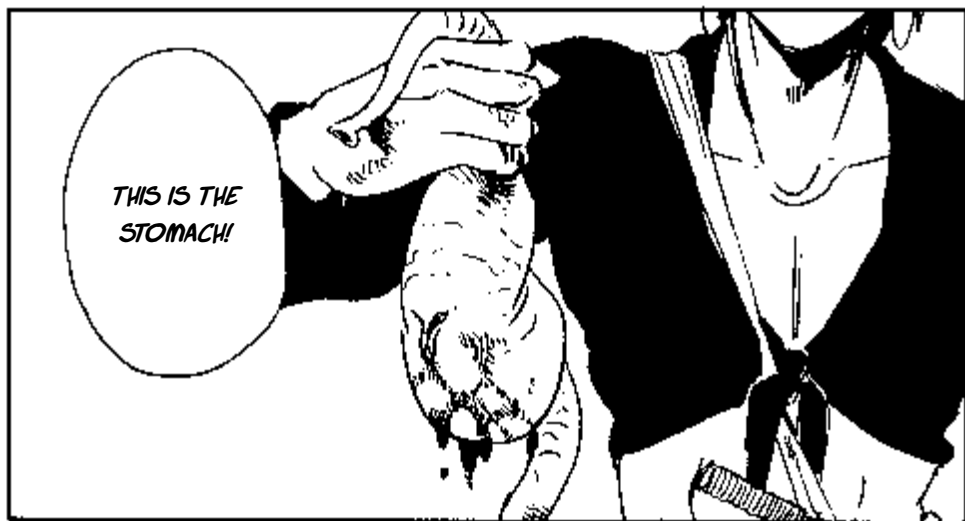


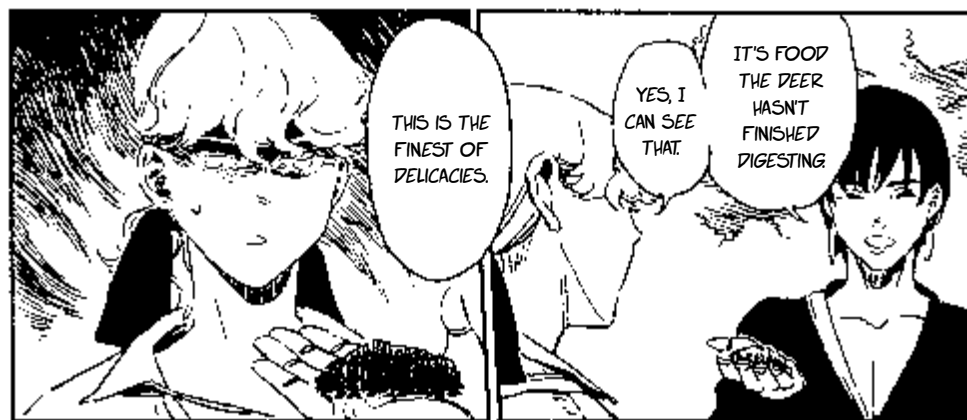
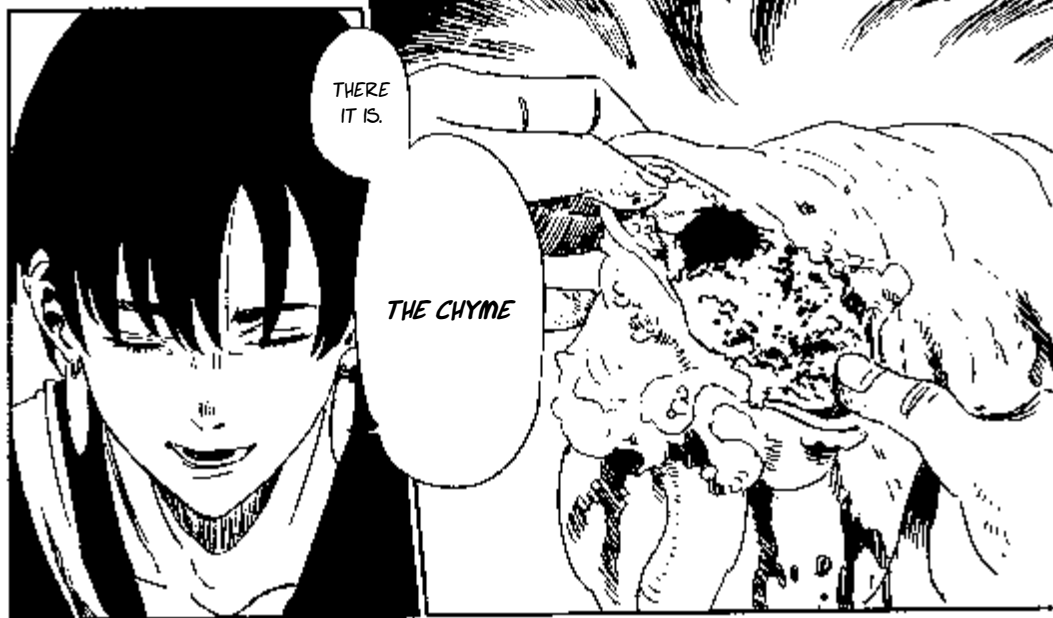




ONLY THE
BEST HUNTERS
GET TO
ENJOY THESE
DELICACIES.









The
Siraya do
not eat
chicken.

THAT'S
WHAT
MAKES ME
WANT TO
VOMIT.

YOU
ALL EAT
CHICKEN.



HOW LONG
ARE YOU
GOING TO
LIE THERE?



TASTY,
WASN'T IT.

HA.

THANK
YOU.

NO.

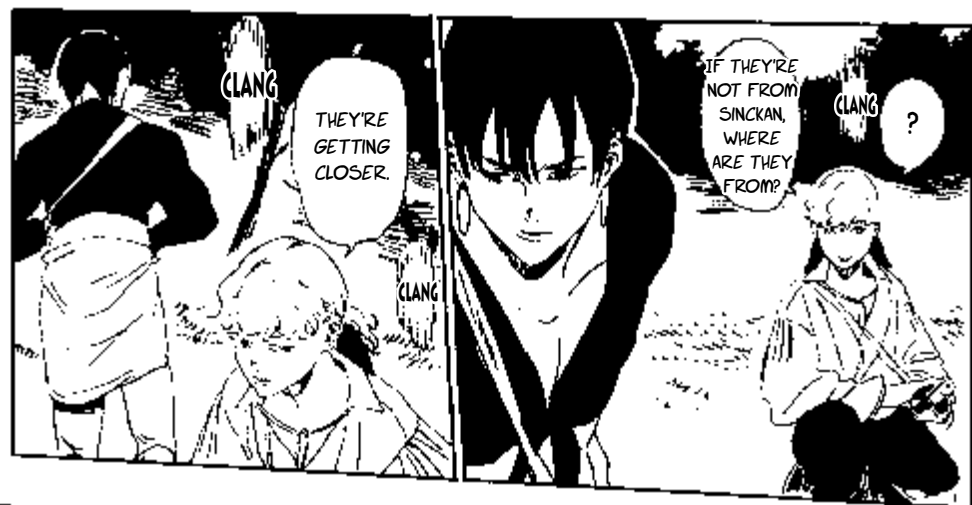


THANKS.

THANK YOU
FOR TAKING
ME HUNTING.



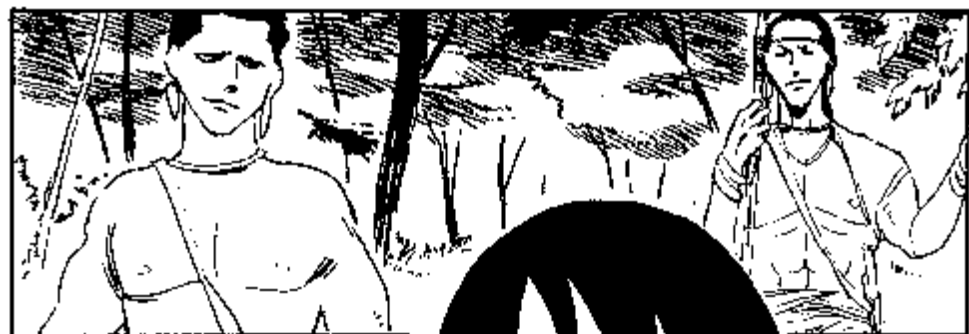


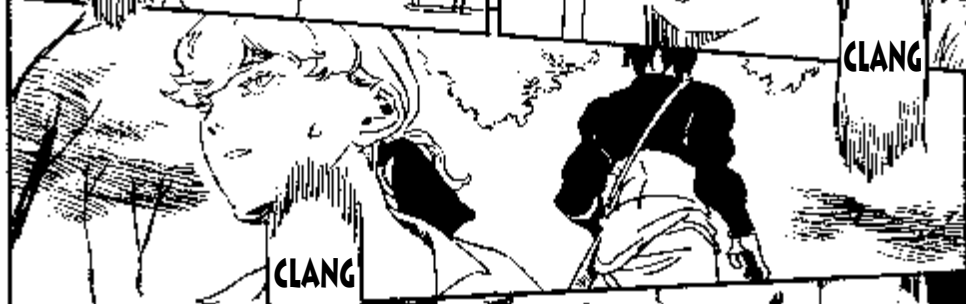








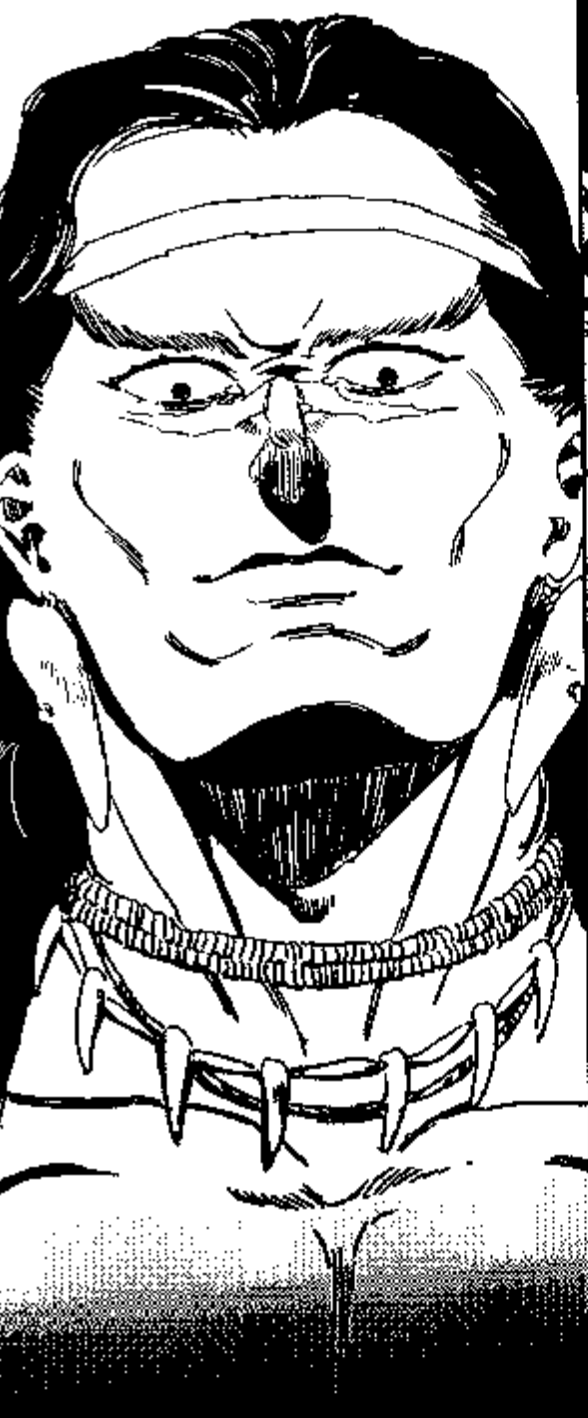


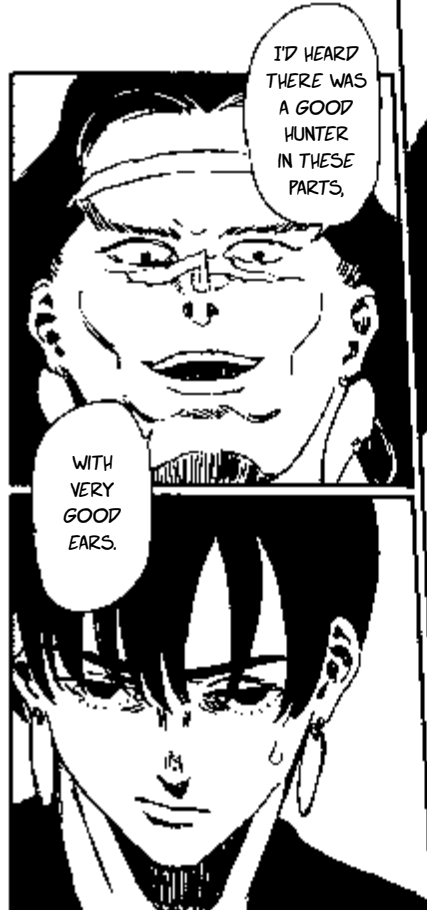




Chapter 2: Takaran









WHAT A
STUPID
QUESTION!

WHAT?



WHAT ARE
YOU DOING
HERE?

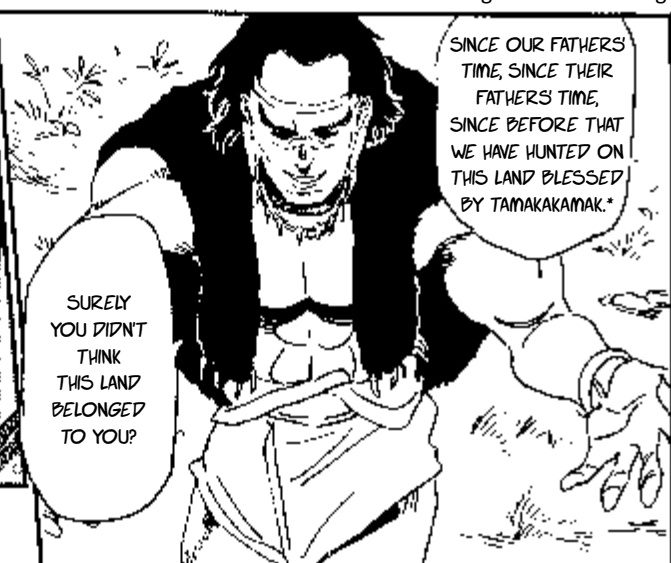


HUNTING
OF COURSE.

* Tamakakamak: the goddess of hunting



NO.



SURELY
YOU DIDN'T
THINK
THIS LAND
BELONGED
TO YOU?

SINCE OUR FATHERS
TIME, SINCE THEIR
FATHERS TIME,
SINCE BEFORE THAT
WE HAVE HUNTED ON
THIS LAND BLESSED
BY TAMAKAKAMAK.*



WHO IS
STRONG
ENOUGH
CAN HUNT
HERE.

ANYONE

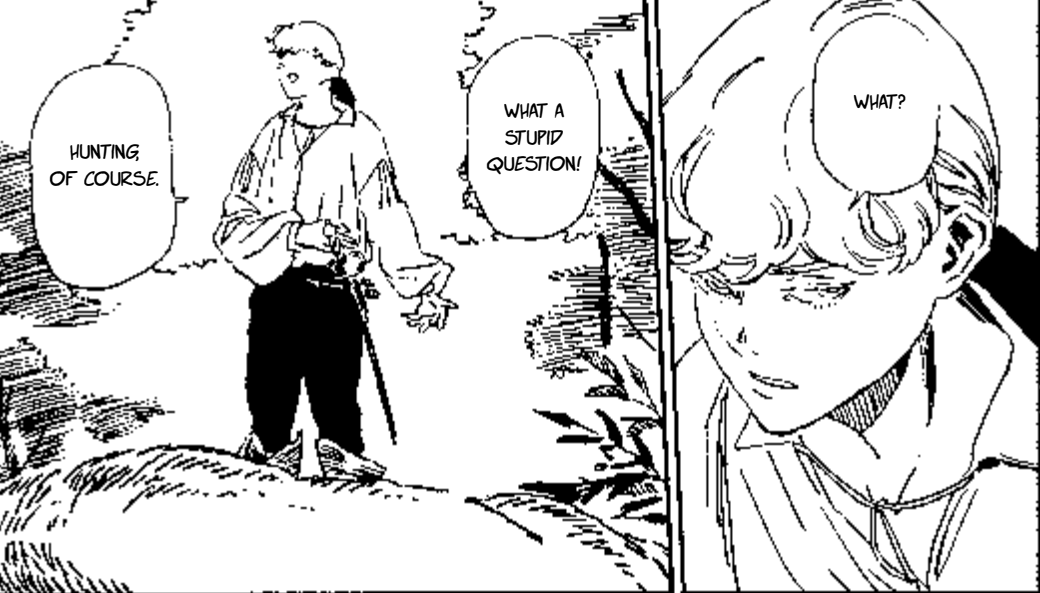


BUT I
WOULD
LIKE TO
ASK...



WHAT IS A
SINCKAN
BOY DOING
HERE WITH A
FOREIGNER?







WELL, IF
WE'RE ALL
HUNTERS,

WHY NOT
SHOW US
WHAT YOU
CAN DO.



AND ONCE
WE'VE
FINISHED,
YOU LEAVE.







ALL THAT
NOISE
WILL HAVE
SCARED
THE ANIMALS
AWAY.



Stags rub their antlers on trees to mark their territory.

SIGNS
OF A
STAG!



THWACK!
THWACK!

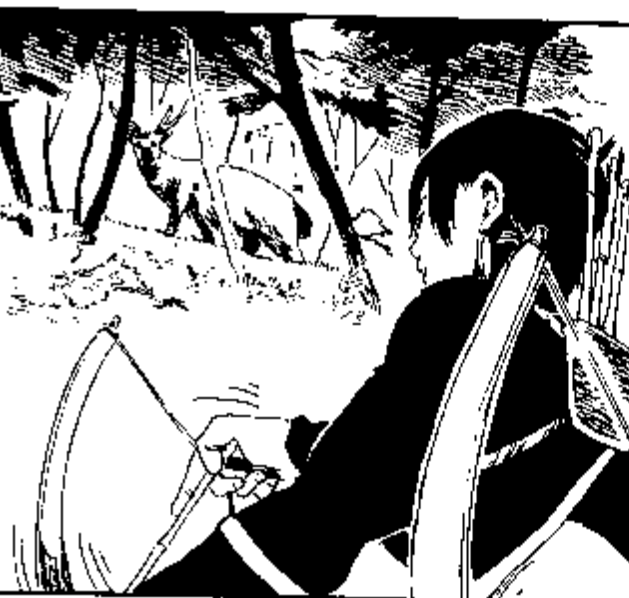
THWACK!
THWACK!
THWACK!

LET'S MAKE
SOME NOISE
AND SEE IF
IT COMES
BACK.



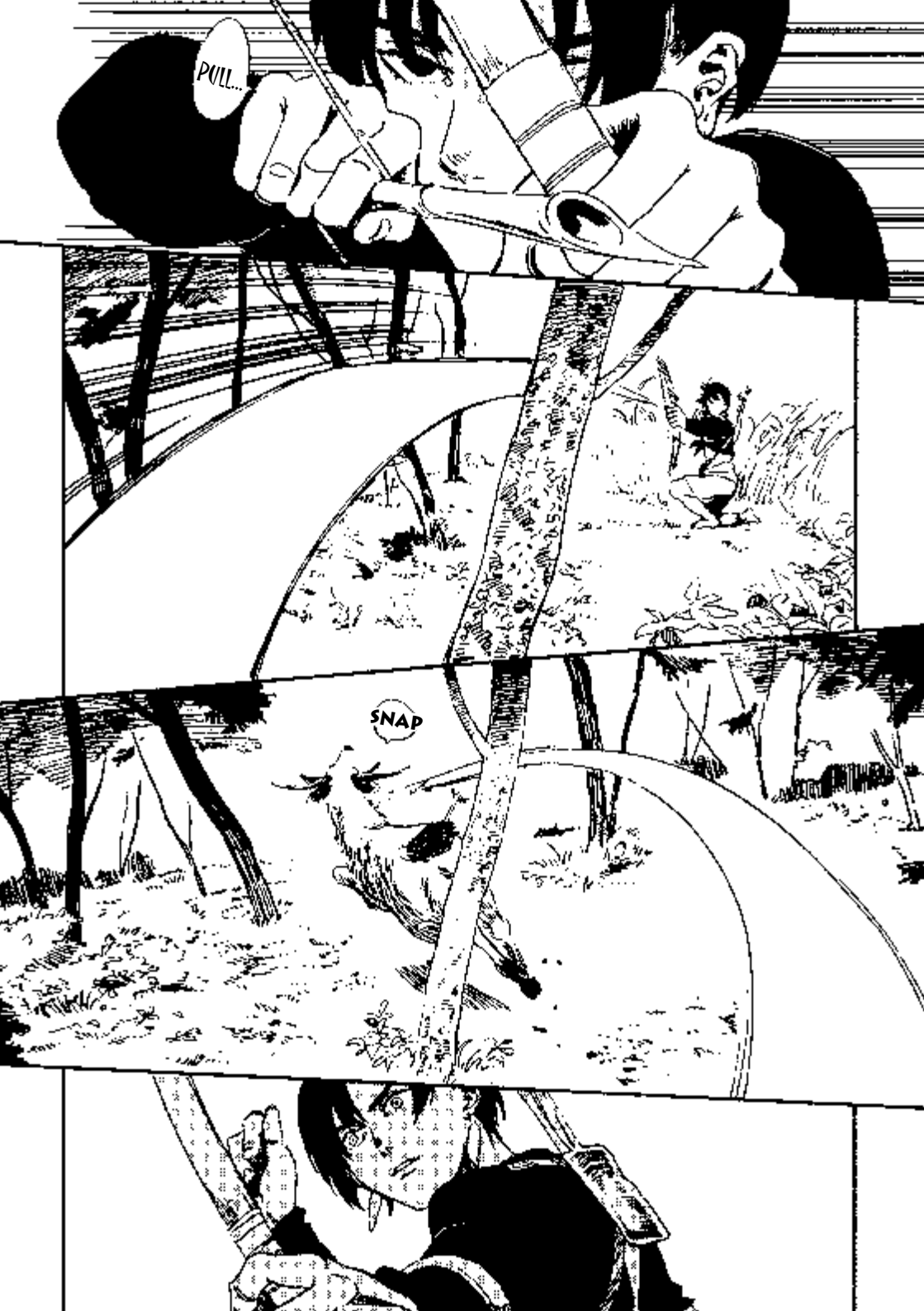
THAT'S A BIG ONE.

THAT'S...





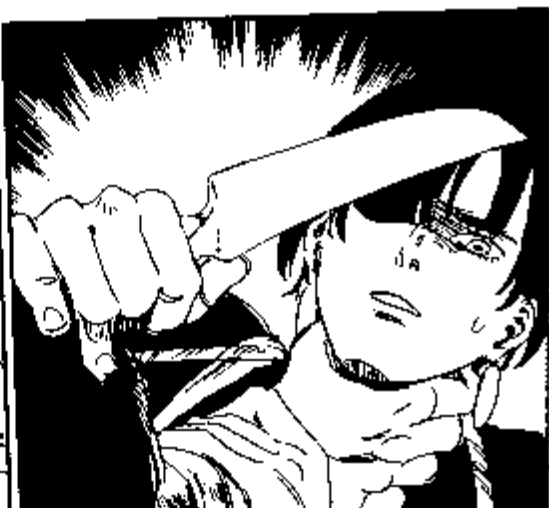








CRACK






YOU COULD
HAVE USED
THE BLADE.



LOOK AT THE
BEAST, LIVING
FREE IN THIS
HARSH AND
BEAUTIFUL
LAND




WHEN WE'RE
CONSTANTLY
DEBASING
OURSELVES
IN FRONT
OF THE
FOREIGNERS.




YOU EVEN
GIVE OUR
LAND TO
THEM!



WE ARE THE
ONES FITS
TO LIVE ON
THIS LAND!



THEY'RE
SMALL AND
WEAK, HIDING
IN THEIR
STONE
HOUSES.



I SEE IN YOUR
EYES YOU
STILL HAVE THE
STRENGTH TO
RESIST.



THERE!



WE'LL TAKE
EVERYTHING
THE
FOREIGNERS
HAVE

AND
FORCE
THEM
OUT!

WORK
WITH ME.



YOUR
TRUE
FATHER.

I SAW HIM
ONCE, HE
WAS A TRUE
HERO AMONG
HUNTERS.



YOUR EYES
REMINDE
ME OF
SOMEONE...



A
FAMOUS
MARKS-
MAN.

WE STILL
TALK TODAY
ABOUT HIS
FEATS AS A
HUNTER.



!!



SUCH A GREAT
WARRIOR, YET
HE THOUGHT HE
COULD LIVE IN
PEACE WITH THE
FOREIGNERS, AND
LOST HIS LIFE
FOR IT.

THOUGH
WE ALSO
STILL LAUGH
ABOUT
HOW NAIVE
HE WAS.

FUNNY,
ISN'T IT?







WHAT'S
WRONG?



WHAT?

CHIEF!



HE'S SMALL,
BUT HE'S
CRAFTY.

WE JUST
WANTED TO
TEACH THE
FOREIGNER A
LESSON.

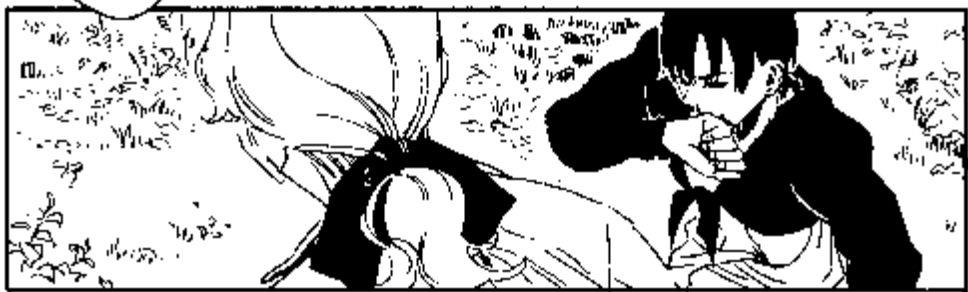
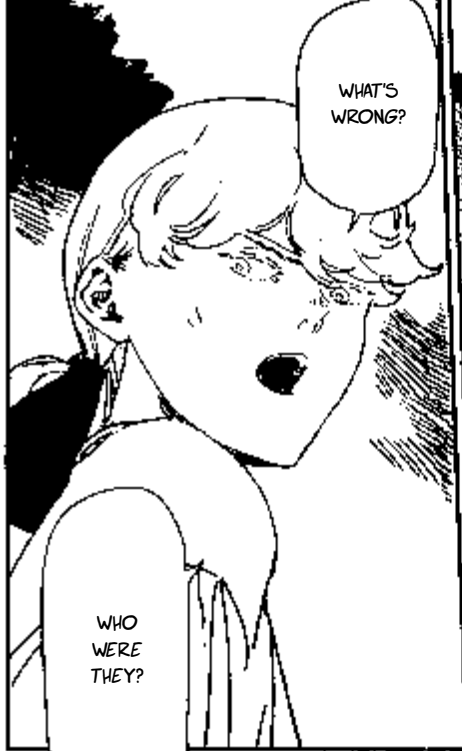


HA
HA
HA
HA!



HE LED US
RIGHT INTO A
SINCKAN TRAP!







THEY'RE
FROM
MATTU.

THE
SWORN
ENEMIES
OF OUR
VILLAGE.





DAMN
THOSE
FOREIGN-
ERS!

IT'S YOUR
OWN FAULT
FOR WALKING
INTO HIS TRAP

BORROW
A BIT OF
LAND FROM
SINCAN AND
THINK THEY
CAN ACT LIKE
THIS...



CHIEF

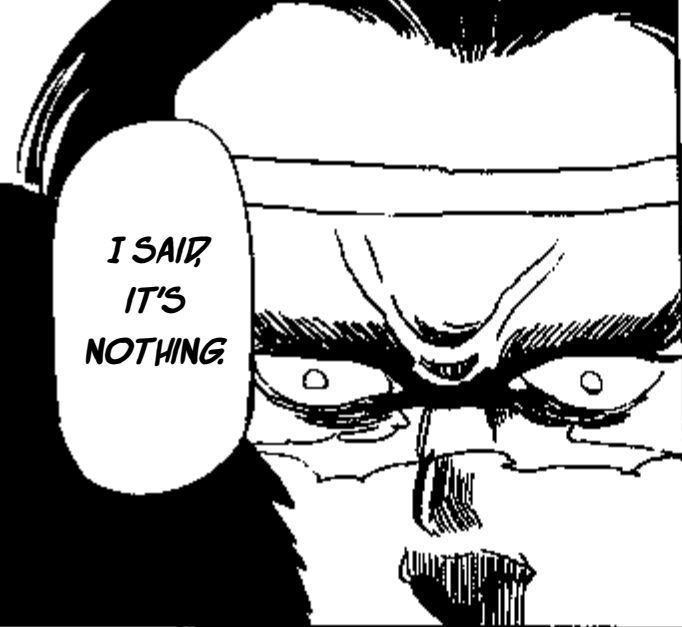
YOUR
HAND!

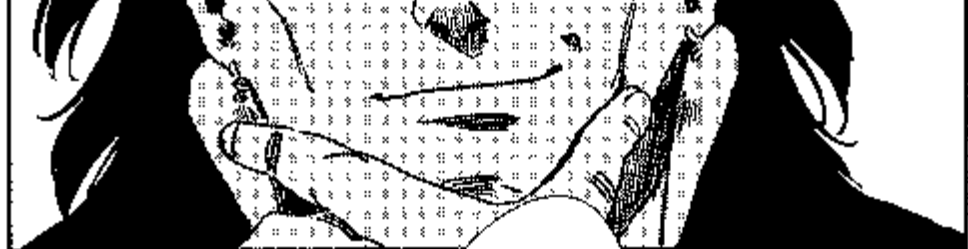


BUT...

I SHOULD HAVE
BEEN ABLE TO
DODGE THAT...

IT'S FINE,
JUST A
SCRATCH.





AND THAT
MAKES
THINGS MORE
INTERESTING.

