



## PIONEERING

Human society has always employed scouts to chart unknown territories. These individuals have acted as an expendable resource in the progress and evolution of mankind, as they venture into the wilderness to find a safe path for others.

### Mission 1 - Locate the gateway

Your task is to find a gateway to an undiscovered country and present it to our audience. As a team you will need to draw on your individual energetic configurations and combine them to form a vehicle for your quest.

### Mission 2 - Chart new territories

In order for the audience to feel safe enough to venture into new lands of suggestion they need a map, which you must provide. Create navigational devices that are compatible with the properties of the alien environment in order to facilitate further exploration.

### Mission 3 - Present your findings

When you have returned to the safety of our common existential constitution, you will present a summary of your collected intelligence.

### Recommended literature:

The Red Book - Carl Gustav Jung  
The Art of Dreaming - Carlos Castaneda  
Shamanism: Archaic Techniques of Ecstasy - Mircea Eliade  
Tartaros - Johan August Alm