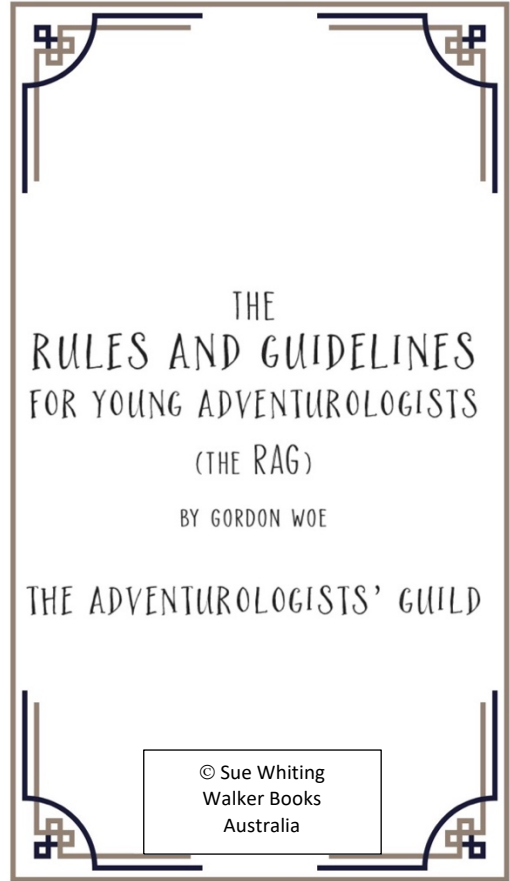


### ADVENTUROLOGING - THE BASICS

1. Be prepared. Planning is everything. Plan. Plan. Plan.
2. Be prepared, but also be prepared to be spontaneous, when plans don't go to plan.
3. Know your limits - and plan for this.
4. Push your limits - that's what adventurologing is all about.
5. Calculate your risks.
6. Good health and fitness is essential - both mind and body. Work hard at it.
7. Follow your passions, as they will guide you to the right places.
8. Take the time to savour the wonders you uncover - that's also what adventurologing is all about.

### SURVIVING STICKY SITUATIONS

1. Take initiative.
2. Think outside the square.
3. Keep your eyes and ears open and your wits about you.
4. Make the impossible possible.
5. Think on your feet.
6. Act quickly and decisively.
7. Don't panic.
8. Logic is your friend.
9. Expect the unexpected.
10. Knowledge is power.



to-know basis.  
 be shared with the Guild only, and on a need-  
 discoveries and adventures. Adventures are to  
 RULE 7: Never boast, brag, record or publicise your  
 places you explore.  
 RULE 6: Respect the people you meet and the  
 Adventurologists' Guild.  
 unless an authorised member of the  
 RULE 5: Never answer the Adventure Phone -  
 RULE 4: Do not disturb the balance.  
 RULE 3: Tread lightly.  
 RULE 2: Do not take or destroy.  
 RULE 1: Stay alive.

### RULES:

THE CHARTER:  
 NO ADVENTURE TOO SMALL.  
 NO CHALLENGE TOO GREAT.  
 ADVENTURE BY STEALTH.  
 LEAVING NO TRACE.

The Guild was founded to provide a safe haven for like-minded adventurers, tired of flashy and fake modern-day adventurers and their destructive, self-serving, money-making ways. The Guild offers support and advice to its members, helps to raise funds when needed and trains young would-be Adventurologists.

We are a top-secret group of stealth adventurers founded by Gordon Woe in 1981. We love the thrill of discovery and the challenge of going where no one has gone before. We share a sense of awe and wonder at our blue planet, and are driven to test our limits and to search out unique experiences, but to do so quietly. We take a solemn vow not to draw attention to ourselves, gain profit, record, film or effect change during our adventures. We are not showy TV adventurers. Respect and care for the planet and its people are paramount. Our reward is in meeting the challenge of the adventure itself, of feeling wholly alive, and in satisfying our human curiosity and craving for adrenaline.

### THE ADVENTUROLOGISTS' GUILD