

# MISSION SUPERNOVA

Rieneck, February 17<sup>th</sup> 2011

Dear friends,

In only a couple of weeks, IMWe 2011 will take place at Rieneck Castle in Germany, where we will meet at our space ship AVIS to join the Mission Supernova. This letter is to give you the information you will need in order to prepare and pack for this event.

Welcome to the Mission Supernova!

Our precious source of light and life, the sun, is about to explode, threatening to eradicate all existence throughout the solar system. Inhabitants of every single planet must stick together and cooperate to find an escape from certain death. We call all species to gather and follow their respected leaders to save the entire star system.

If there is even any chance of survival, it will certainly exhaust our strength to the utmost. Therefore, we have been looking for fearless adventurers and tireless maintenance workers for our space ship crew. Receiving this letter, you are one of the chosen, selected for your braveness, and bold enough to join our mission and to become a hero!  
We are in for a rocky ride.

Yours sincerely,

Captain Freake and Commander Striker

CLASSIFIED

## INFO IN SHORT

<b>Theme</b>	Mission Supernova
<b>Programme</b>	Creative Workshops, Interest Groups, Games, Dream Time, Music Time, Campfire, Day Out, Creative Evening, International Evening, Concert
<b>Place</b>	Burg Rieneck in Germany (see <a href="http://www.burg-rieneck.de">www.burg-rieneck.de</a> )
<b>Date</b>	Sunday, April 17 <sup>th</sup> – Monday, April 25 <sup>th</sup> 2011
<b>Participants</b>	100 Rangers, Rovers and Leaders from various countries
<b>Organiser</b>	Verband Christlicher Pfadfinderinnen und Pfadfinder (VCP) / German Association of Guides and Scouts, Wichernweg 3, D-34121 Kassel
<b>Information</b>	<a href="http://www.imwe.net">www.imwe.net</a> , <a href="mailto:info@imwe.net">info@imwe.net</a> , or +49 7531 3691169 (Marieke Frassl)

# MISSION SUPERNOVA

## ARRIVAL AND DEPARTURE

Please try to arrive between 2:30 pm and 4:30 pm on Sunday afternoon, the 17<sup>th</sup> of April 2011. If you arrive later than this, you will not be able to check in and be allocated to a bedroom until the end of the evening programme.

There will be no pick up from Rieneck train station on arrival day. If you don't want to walk – which takes about 20 minutes – we ask you to organise yourselves with participants who will come by car.

### **Address:**

Burg Rieneck  
Schlossberg 1  
D-97794 Rieneck  
[www.burg-rieneck.de](http://www.burg-rieneck.de)

Contact telephone number for emergencies or problems arriving: +49 9354 902317.  
This number cannot be used for private calls during the IMWe!

The workshop ends on Monday, 25<sup>th</sup> of April, at about 11:30 am after breakfast and cleaning up. Please tell us at Check-In if you want to stay for lunch on departure day (not included in the fee).

## TRAVEL

Please find all the necessary travel information about how to get to the castle on the following websites:

<http://reiseauskunft.bahn.de/bin/query.exe/en> (train information)

<http://www.burg-rieneck.de/6.0.html?&L=1> (Burg Rieneck)

If you have any problems with travelling please contact us directly!

## INSURANCE

### **Health and Liability Insurance Abroad**

If you do not come from Germany and do not have health insurance for travel abroad, we would recommend you to use our health and liability insurance package for the week of the IMWe (17<sup>th</sup> – 25<sup>th</sup> of April 2011), costing only EUR 10. If you are interested in this insurance package, please write an email to Daniel Werner ([daniel.werner@imwe.net](mailto:daniel.werner@imwe.net)) by 30<sup>th</sup> March 2011, informing him of your name, address and date of birth.

# MISSION SUPERNOVA

## WORKSHOPS

On Sunday evening at the Opening, you will choose a workshop to participate in during the mornings for the rest of the week. Please read through the following descriptions of the workshops on offer, and already think about which workshop you might want to take. The workshops will, however, be presented on the first evening, and you will still have a little time to decide.

### Paper Cutters

#### **Give your paper a cut, if possible without giving yourself a paper cut!**

Papercutting is, as the name says it all, the art of cutting paper designs, a.k.a. Scherenschnitte. We will be making small and wall decoration, window stickers, 3D and pop-up cards, kirigami, patterns for wall painting or a T-shirt/mug decoration. Make your own designs or use our templates – knowing how to draw is not necessary. What to bring: Optionally, a mug and/or a T-shirt to decorate. If you have precision scissors and a hobby scalpel/X-acto knife, bring them with you.

### Calligraphy

People of our solar system are not able to write by hand anymore. The dysgraphia rate is at an alarming 97%. The leftover 3% are mostly scientists; whose writing is still not readable. We will rediscover the ancient Art of Writing and save it for our solar system's society. Bring anything connected to the Art of Writing: Calligraphy.

### Space Sculptures

Have you always wanted to be a sculptor? We will be using soapstone, a material our ancestors have already used many, many years ago. With tools like files, drills and sand paper, you can create sculptures in every shape, big and small. No special skills required. Please bring clothes, which can get dusty.

### The Freak Show

Once upon a time there was a little green girl, who was popular with everyone, because of her cute blue eye right in the middle of her face. She had this shining red cloak that her grandmother had given her for her birthday. Once she flew through the forest of the wooden planet with her new pink spaceship, as suddenly the Wolfus-robot XRTW2000b jumped out from behind a shrubbery...

Can you imagine yourself in the middle of that scene? Let's bring theatre to outer space!

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## Steampunk

Take 19<sup>th</sup> century Victorian London with steam driven locomotives, high hats and corsets. Add a pinch of mad science with sparkling electricity and freeze ray guns. Season carefully with clockwork robots and incredible machines. Serve in an airship in company of fearless aeronauts. And don't forget your goggles! A versatile crafts workshop for courageous inventors.

## The Commander Striker Experience

The experiences of Commander Striker and the Crew bring us to another world. We will see, feel and touch while creating artwork based on our common experience during the week. Among methods used will be photographs and stop motion movie. Come on and join us at the Commander Striker Experience. Good to have: Camera, Notebook, and creative mind to make something never seen before.

## AFO (Ancient Flying Objects)

Go back in time and discover how flying started. Make your own replicas of primitive flying objects and launch them from the flight deck!

## Meteor Spinning

### The POI Workshop for beginners!

Let's move the galaxy by spinning and swinging our meteors. This is a bloody beginners workshop for spinning POI. Starting with making our own POI, getting to know some background information about the techniques, learning the basic moves – and move on developing a stage performance together.

## Music

*Aah, younglings. Make music you want? Wisely decided you have. Come to Master Lübeck and Master Christoph you should!*

Travel with us through the universe of music. Just bring your instrument, sheet music or anything else you would like to make sounds with and join us for one great week of music. May the groove be with you!

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## WHAT TO BRING

### For International Evening

On Tuesday there will be the International Evening, where you will have the opportunity to present your home country, region or town. Therefore, we ask you to prepare the following:

#### 1. Presentation of Your Country and Its Scouting Traditions

You will be given a table where you can display pictures, photos and/or objects. And we would be happy, if you also prepared a sketch, a dance or a game to present your home country.

#### 2. Food/Drinks From Your Country

We also ask you to bring a taste of your country: a regional or national specialty. On Tuesday there will be no dinner, we will eat the things you brought. There will be a possibility to heat up the food before it is to be served and also to store it cold before or after the evening.

Please note that no hard liquor is allowed at IMWe at all, therefore please don't bring any other alcohol than wine or beer to the castle. If we discover any hard liquor, we will confiscate it and pour it away. This rule is also applied for the International Evening.

Please plan the presentation and food organization together with the other scouts from your country – if you need help ask our contact person Marieke Frassl.

Please bring your Scout uniform.

Message for German Scouts: Please work together in presenting the different regional states ('Bundesländer').

### Other Things to Bring

- Clothing: Scout uniform, slippers, working clothes for handicraft work, hiking boots (if you want to hike), comfortable clothes (e.g. for dancing), bad – weather clothes
- Towel and bed linen (duvet cover, pillow case and single sheet). These items can alternatively be rented from the castle (towel for EUR 1,50 and bed linen for EUR 5)
- If you possess any musical instruments (also the ones you don't play!), please bring them along; as well as sheet music – especially for group performances (choirs, duets, trios, etc.) and, if possible, music stands

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- There will be an opportunity to go swimming on the Day Out. Bring a swimsuit if you want to do that
- Costume (further information see page 10 ff)
- Please bring your own cup as during IMWe we will provide coffee, tea and water, thus you will need your own cup. At the end of IMWe there will be a game where you can give your cup away and get another one as a souvenir
- Scout/camp brochures from your own country and advertising for your own international camps and events
- Alarm clock
- Cakes and/or biscuits for Chatting Time – ideally, cakes or biscuits that are typical for your home country; additionally, savoury snacks for sitting together in the evenings
- Board games

## YOUR CHANCE TO GET INVOLVED

The IMWe is an interactive creative programme, where the participants are invited to share their creative talents and their national crafts, dances and music. Here is an overview of the programme points where you can do this. If you would like to lead one of these activities or contribute to one of these programme points, please just let us know, either before IMWe or at the Check-In.

### Games

On Monday there will be the possibility to play different games – everything from board games to Geocaching, outdoor running games to team-building games indoors. Feel free to bring your favorite board- or card game, a game description (preferably printed) and/or be prepared to lead a game yourself. In the end all descriptions will be collected online for you to use in your own scout groups. If you have a handheld GPS-device, please bring it with you for Geocaching.

### Interest Groups (IGs)

If you are familiar with any particular artwork, theatre activity, handicraft, games, etc., you can teach your skill (or at least the basics) to other participants (5-10 persons). If you are interested in doing so, bring everything you need (tools and materials for you and other participants) with you. There are several spaces in the schedule where we will have 'IGs' - such an Interest Group should last about 2 hours (not any longer).



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## Music Interest Groups (MIGs)

Every day in the afternoon there will be Music Time where a lot of possibilities to make music will be offered, such as a choir, band, orchestra or working in small groups, etc. If you are a musician, please bring your voice, instruments, sheet music, interesting songs etc., and think about whether you know a particularly nice song or piece of music that you would like to work on with other like-minded people. If you do, please send an email to Jostein Søvik ([jostein@sovik.net](mailto:jostein@sovik.net)), so that it can be planned in advance as much as possible. However, you can also decide spontaneously to put a group of musicians together. You will have various opportunities to perform at IMWe, particularly at the Creative Evening and at the Concert.

## Waking Up

Starting punctually is very important for us – and we prefer to be woken up by music rather than by a beeping alarm clock! So if you can sing or play an instrument and would like to have the amusing task of getting everyone out of bed on one or more mornings, just let us know!

## Dream Time

Every day after lunch there will be Dream Time – 45 minutes of relaxation and dreams: you could offer massages, play nice and relaxing music, do a meditation or tell pleasant stories, etc.

## Meditation

From the second evening (Monday) onwards, there will be some time for Meditation at the end of the day. We know that many of you have experience at running meditative activities in your Scout work or elsewhere, and so we would like to give you the opportunity to share meditative methods for calming down at the end of a full and busy day. If you have experience or ideas in this direction and would like to run one of the evening meditations, please send an email to Liene Kirsfelde ([lienekirsfelde@gmail.com](mailto:lienekirsfelde@gmail.com)).

## Creative Evening

We will have a Creative Evening, where all sorts of fun performances will be presented on stage: sketches, juggling, plays, acrobatics, tricks, songs, dancing, or whatever you like. Even though you will find others to join and help you during IMWe, it is good to bring something you have prepared. You could, for example, get together beforehand with others from your country/region to prepare something for Creative Evening.

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## Scout Café

Friday afternoon will be all about Scouting. In cosy atmosphere we will discuss Scout topics and methods whilst sipping coffee and tea. Please wear your Scout uniform. You will also have the opportunity to present future Scouting events or show pictures of past camps. Please tell us in advance if you need any special presentation material, e.g. a projector.

## Concert

The Concert is for more serious musical offerings; if you play an instrument or sing, you can perform at the concert. You will have time for rehearsing performances together with others during the IMWe, especially during Music Time, but not TOO much time, so if you can prepare something in advance – all the better!

## Holy Week Programme

Two ecumenical vespers will be held in the castle chapel to celebrate Good Friday and Easter Sunday. Anybody is invited to join. If you want to contribute ideas or music, just contact Julia Fält ([julia.falt@gmail.com](mailto:julia.falt@gmail.com)) or Christoph Hellmann ([christophhellmann@gmx.de](mailto:christophhellmann@gmx.de)).



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## T – SHIRT

### Get Your Crew Uniform Now!

You have the option of ordering a special IMWe 2011 t-shirt. The preview below shows a draft version for this year's design. Something to really look forward to!

You can choose between:

- Short-sleeved T-Shirt (unisex or female cut) EUR 13,50
- Long-sleeved T-Shirt (unisex or female cut) EUR 16,50

If you would like one (or more!), please fill in the online form at <http://www.imwe.net/main.php?xref=t-shirt> until **08.03.2011 at the latest**.

If you have any questions about the t-shirts, please send an email to Stefanie Jirgal ([stefanie.jirgal@gmail.com](mailto:stefanie.jirgal@gmail.com)).



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## COSTUMES

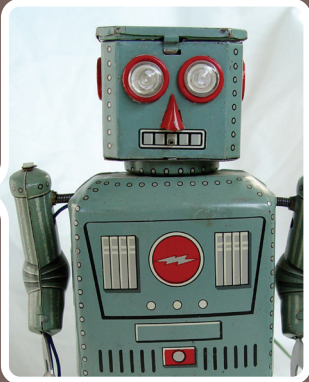

The solar system we live in consists of seven different planets: Atroxus, Rigidus, Nisus, Ardor, Belua, Oceanus and Alcatron. Those planets are the natural habitats of various kinds of species – alien and artificial. As a result of each planet's own climate and geological conditions the different species all have diverse characteristics and requirements, which will be introduced in the following.

Please go through the descriptions below and decide whether you are more likely to portray a powerful alien warrior, a brave and devotedly robot or a wise elfish creature... The sample pictures may help you to imagine how your character could look like. Feel free to be creative and innovative with your space costume, but make sure to choose to be an inhabitant of either one of the seven presented planets.

At IMWe all elected planet inhabitants will gather at the space ship AVIS and work there as equal crew members.

You will be asked to tell us your choice at the Check-In on arrival day at IMWe. This means we will find out only at the first day of IMWe which planet contributes the biggest delegation to the Mission Supernova.

## Planet Descriptions

	MASS	DISTANCE TO SUN
<b>ATROXUS</b>	59.740 $\square$ 10 <sup>23</sup> kg	6.194 AU
		<b>VEGETATION AND CLIMATE</b> The industrial Über-Revolution in the year 252525 has extinguished all human life on this planet. Aluminium and steel characterize the landscape.  <b>INHABITANTS</b> The machines built on this planet are supposed to be servants of humans and aliens. They are considered as soulless and therefore as obedient attendants...  Most of the robots are living a dire existence on Atroxus. The Mission Supernova is their chance to show their originality and reach a better standing amongst other species.

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## RIGIDUS

### MASS

3.302  $\square 10^{23}$  kg

### DISTANCE TO SUN

0.387 AU



### VEGETATION AND CLIMATE

The desert planet Rigidus is the closest one to the sun and thus a very tough place to live on.

### INHABITANTS

The sparse environment is a heavy burden for the alien nomads living on Rigidus, only the fittest survive under the extreme living conditions in the deserts of their planet.

The people of Rigidus are used to rough conversations and choose not to interact with other species, but due to the forthcoming supernova they have to pull themselves together and cooperate with the others.

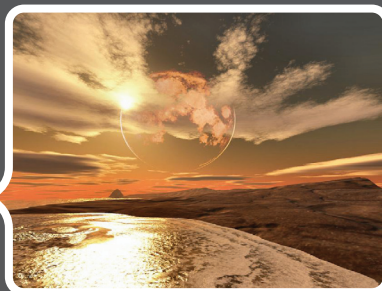
## NISUS

### MASS

6.419  $\square 10^{23}$  kg

### DISTANCE TO SUN

2.323 AU



### VEGETATION AND CLIMATE

The climate on Nisus is very moderate and favourable. It has mostly warm summers and mild winters, ideal studying conditions for the planet's enquiring inhabitants.

### INHABITANTS

Led by a trustworthy and well acknowledged leader the people of Nisus are wise and deliberate. They study continuously to reach their common purpose: Through intellectual, spiritual and physical training the inhabitants of Nisus want to gain omniscience.

To others their sublime behaviour and controlled acting might appear as a bit stuck up and snobbish.



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## ARDOR

### MASS

573.000  $\square 10^{23}$  kg

### DISTANCE TO SUN

1.548 AU



### VEGETATION AND CLIMATE

Ardor's climate is relatively warm and does not change throughout the seasons, which allows good yields at any time.

### INHABITANTS

The biggest planet in the solar system is the home of thousands of small populations living peacefully side by side. Males and females are highly emancipated and see each other as equal.

Their elfish appearance seems enchanting to other species, nevertheless the people of Ardor are very shy and prefer to stay among themselves.

## BELUA

### MASS

48.690  $\square 10^{23}$  kg

### DISTANCE TO SUN

0.968 AU



### VEGETATION AND CLIMATE

One cannot see the jungle for the lianas! The tropical forests of Belua accommodate many yet unexplored creatures...

### INHABITANTS

Throughout the last thousands of years the animals of Belua have learnt to speak. They are as fluent as the other species in the common intergalactic language.

However, from time to time one of the space animals might fall back into its beastly Belua habits and thus frighten his surroundings...




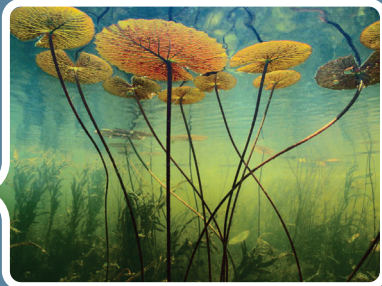
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**OCEANUS**

**MASS** 2,373.750  $\square 10^{23}$  kg

**DISTANCE TO SUN** 5.032 AU






**VEGETATION AND CLIMATE**  
Oceanus is an underwater world full of hidden places in the depths of the blue sea.


**INHABITANTS**  
The species of Oceanus is in perfect constitution, thus able to move extremely fast and very elegantly. Their curiosity to meet other inhabitants of the solar system and to discover diverse locations makes them a very likeable and acknowledged folk. Though the amphibious water creatures are able to breathe and live under the sea as well as on land, they eventually prefer the vastness of the ocean.

**ALCATRON**

**MASS** 2.341  $\square 10^{23}$  kg

**DISTANCE TO SUN** 10.065 AU





**VEGETATION AND CLIMATE**  
The planet is highly polluted; dust and dirt in the air impede all life. Therefore, Alcatron is not populated by its inhabitants by choice...

**INHABITANTS**  
Alcatron is the solar system's prison planet. Only the scum of the universe vegetates in this ruthless environment. We are not allowed to publish any pictures of its dangerous inmates.

The solar system needs the help of all its people, thus the prisoners of Alcatron are also asked to participate in the Mission.  
But will they be able to rehabilitate?

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We hope the planets descriptions and the pictures could fire your imagination, and that you already have some ideas for your IMWe costume.

We are curious to find out which population will the biggest one on the Mission Supernova.

If you have more questions concerning costumes or any other IMWe topic, please don't hesitate to ask us. We look forward to meeting you soon at Rieneck Castle and wish you fun preparation and a good journey!

**Yours in Scouting**

**The IMWe Team**