



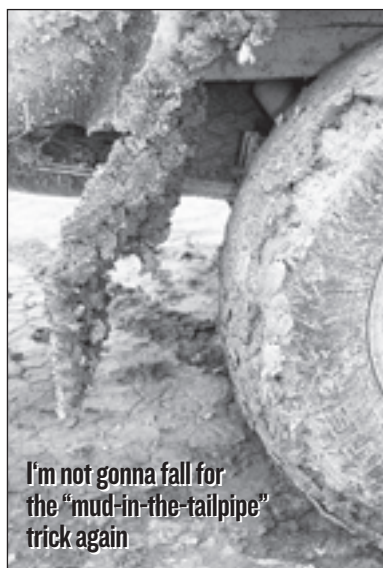
WARNING: Don't Panic!

The most important thing to remember about natural disasters in the Black Rock Desert is that there really are none. A prolonged dust storm or downpour is dangerous, but not because you'll be blown away or sink into the mire. The surface of the playa is less dangerous than curbs or concrete pavement in a normal city. The real hazard, in the case of any prolonged natural occurrence, is human nature. It's the perception of disaster that creates a problem. If dense dust should blow and keep on blowing, or if rain should fall and keep on falling, you should follow two important pieces of advice: DON'T PANIC and STAY PUT. Typically, these events are over pretty quickly. Most importantly, do not attempt to exit the event!



If you drive about during a dust storm, you're likely to get lost and risk collision with a tent, another vehicle, or a human being. Instead, tune into BMIR, Burning Man Information Radio (94.5 FM), to receive up to the minute weather reports and soothing, sensible advice. So what if this happens near the end of the event and you're due home? What is more important: your safety and the safety of others, or catching a flight or getting back to work? After all, you have the best excuse in the world: an Act of God. Sit back and watch the scene as it unfolds. This is your chance to witness both the majesty of Nature and absurdity of Man.

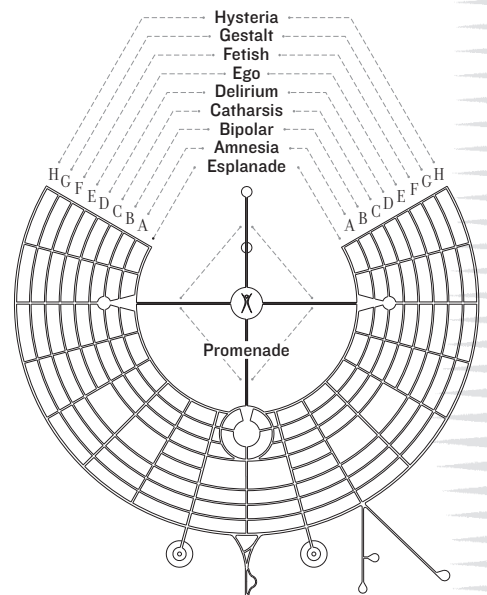
Likewise, if we should experience a prolonged rain storm (such events occur infrequently), you are facing an adventure, not a crisis. So what if your neighbors are suddenly walking about in platform shoes caked with seven inches of mud (this will happen after about ten paces)? So what if they lurch like Frankenstein and resemble characters from *The Night of the Living Dead*? Calm down, tune into BMIR (94.5 FM), and remember: no one is going to eat you. In fact, the vast majority of participants arrive at our event over-provisioned with water and food. We live in a community.



With a little help from your neighbors and nearby friends, you can comfortably survive. Don't panic, and DO NOT try to make a run for the gate. If you attempt to drive in playa mud, your car will weave and slide, creating a very real hazard for everyone. Not only will its tires cake with mud up to the wheel wells, your vehicle could sink to its axles. At the very least, you will injure both the playa and your dignity by doing this. You might also be marooned for several days while waiting for a tow truck to appear (and be charged a fee for this service that will most certainly injure your wallet). **See PANIC, p.2**

PSYCHE!

The theme of Burning Man this year is **Psyche**, as in psychological. Here are a few things you should know. In case you haven't noticed, the concentric avenues ranging backward from our front street, *The Esplanade*, are arranged in alphabetical order: *Amnesia*, *Bi-polar*, *Catharsis*, *Delirium*, *Ego*, *Fetish*, *Gestalt* and *Hysteria*. This will make it easier to find your camp. If you tend to have trouble remembering where you've camped, then you probably should not camp on *Amnesia*.



The *Promenade*, the spire-lined walkway extending from the city to the Man and beyond, will feature three major attractions. Beneath the base of the Man, you will encounter a maze consisting of 30 insidiously linked rooms filled with art. This is the *Funhouse of the Mind*. If you suffer from claustrophobia, agoraphobia, or are taking any psychotropic prescription drugs whose names end with the syllables in, ine, an, trin, ac or ex, you should consider not entering this structure. Otherwise, the *Funhouse* will be [caution: *the Funhouse may, in some cases, lead to serious side-effects, including, but not limited to, palpitations, night sweats, delusions, bad breath, body odor, impotence and persistent thoughts of suicide*] enjoyable!

See PSYCHE!, p.2

I am the original BM

i know what i know and these are the facts. for years i have been doing a thing i call 'barnyard man' -- a scarecrow with battery operated lights all over my clothes -- at kid's parties and regional state fairs around visalia california. one saturday in march i met larry harvey at a fair, and shortly thereafter larry started something that is now called the "burning" or "braining" man project (i've heard both). think about it: a highly combustible human form, called "the man", with lights. allegorical, mythological, metaphysical, reactionary. the scene is vibrant and alive with human interaction, the feeling is electric. all of a sudden, the man bursts forth and the crowd goes wild. my flame is metaphoric, his is natural. now i'll admit larry has added a few things. he's got numbers, that's for sure. and the idea of actually lighting the man on fire, and going to the desert, and the event itself is nothing like a weekend state fair in visalia. don't get me wrong: the burning man is a beautiful thing, and i'm absolutely down with larry's views on art, and barnyard man lives on, happy to be a part of it. i don't make any apologies about the way i live my life and i don't expect any one else to either. and i wanted to say hats off to larry, the man gave me my first real break in the business.

respectfully, barnyard man

Disgruntled Oldbie

I remember when Burning Man was cool! Fortunately, this corresponds to the first year I came. Now, there are all these newbies. I remember when it was enough to just plant a pink flamingo in front of your tent. That was cool and funky. Now, with all this big art and those big theme camps, I feel futile. Now you'd have to find at least a dozen pink flamingos! I went on an email list and said that maybe someone should do this, but no one replied! That's so lame. I remember when you could drive your car really fast. I drove my Dodge Neon so fast that I exceeded the speed of thought, so I don't remember what happened, but my friends say I rolled it. That was way cool! Then the stupid Rangers came and spoiled everything. Instead of bringing the Jaws of Life, they screwed up and brought the Jaws of Death—a major bummer. I'm lucky I survived! I remember when you could sneak into Burning Man, and that was super cool! Now, with all those goons at the gate, you'd have to sneak in by hanging on to the undercarriage of someone's car, like Robert DeNiro in Cape Fear. Sure, that'd be cool, but its way too hard! I'll bet he uses a stunt double. I'll bet if I had a stunt double I could do this, too! I think I'll advertise for one on Craig's List.

The Last Cool Burner

PANIC FROM P.1

The worst thing that can happen if we're stranded temporarily is that you may be forced to learn how to urinate and defecate in sealable containers (which you will carefully dispose of later in a sensible and sanitary fashion). The feasibility of a safe and systematic evacuation is up to us and our emergency plan. **BMIR (94.5 FM)** will tell you when and how to leave the city. In case of a medical emergency in such circumstances, our Rangers and medical staff will make extraordinary efforts to assist or evacuate anyone who is seriously ill or injured. (Please read your Survival Guide and bring your own first aid kit.)

A mass immobilization of Black Rock City has happened only twice in our 15-year history, and these incidents lasted for relatively brief periods of time. Most notably, one occurred in 1998 after most folks

departed. Ten hours of incessant rain left the playa so sodden that within three hours even four-wheel drive was useless. The organizers of the event experienced this and have many droll stories to tell. No one was harmed; no flood occurred. The playa dried within three days. Today, in fact, our city stands on slightly higher ground. Look at it this way: Should such an event occur when our city is full of participants, all of us will a) make national news, b) be entitled to brag about how stalwart and courageous we have been (and be free to shamelessly embellish these accounts), and c) be eligible to wear t-shirts that proclaim, "I survived the dust storm [or deluge] at Burning Man 2005" (You are hereby empowered, in the spirit of radical self-reliance, to make this shirt yourself).

This message was brought to you by the Department of Welcome-Homeland Security.

PSYCHE! FROM P.1

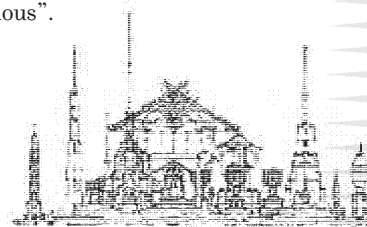
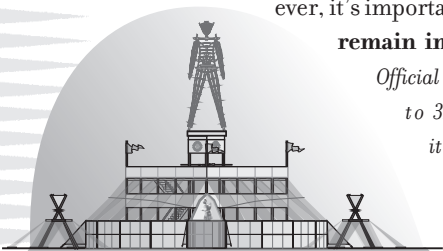
Once you have threaded your way through this maze and found one of two stairways that lead upward, you will be able to rotate Burning Man. With a little effort, the sculpture can be made to turn 180 degrees! However, it's important to remember that **the Man will remain immobile during daylight hours.**

Official hours of operation will be from 8PM to 3AM, Monday through Friday. (when it will close at midnight)

At sunset each day, a ritual will occur at a second node of interaction on the Promenade behind the Burning Man. This area will be devoted to nightly fire art. Large-scale installations will surround a giant human head, *The Dreamer*, executed by longtime Burning Man artist, Pepe Ozan. When the Dreamer's eyes are opened, a fire will be lit inside its cranium and fire performances, including dancing and interactive sculptures, will begin to ignite, lasting late into the night. During daytime hours, The Dreamer will slumber. Throughout portions of the day, its inner chamber will be reserved for dream workshops overseen by the Sandman (artist, Steve Mobia).

other guided dream groups will take place at Dreamshare Camp located at Esplanade and 3:00. Drop by the camp for the daily schedule. When attending a dreamshare group you'll be asked to bring a recent dream, an old dream or a dream that's haunted you for years. Each group leader has their favorite technique for exploring the mysterious realm of the unconscious".

At the far end of the Promenade will stand the Temple of Dreams. This imposing edifice has been designed by Mark Greaves and built by the same Temple Crew that has constructed artist David Best's spectacular creations over the last 4 years. This year's offering will be different and provocative, but like temples of the past it is intended as a place of rest and respite and dedicated to the memory of loved ones we have lost. You may bring an offering to this temple or inscribe a message upon it. The Temple of Dreams will be burned on Sunday night of the event.



The Sandman informs us, "Groups will gather in The Dreamer on the following schedule: 7am, 9am, 11am, 1pm, and 3pm. Each group is very limited in number so get there early if you want to be included.

Please be prepared to stay for the entire meeting. Those who arrive late will not be admitted. In addition to meetings within The Dreamer,

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