

Through  
the  
PRISM

2026

Afrika  
BuRn  
wTF?

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May

# Through the PRISM

- 02 The 11 Principles
- 05 Parking
- 06 Why Volunteer At Afrikaburn
- 07 Afrikaburn Survival Guide
- 12 Quaggafontein: Our Tankwa Home
- 13 Privacy
- 14 Tankwa Town Civic Services
- 34 Artworks
- 46 Roving Artworks
- 47 Performances
- 50 Binnekking Events
- 52 Mutant Vehicles
- 59 Theme Camps
- 73 Afrikaburn - The Org

# Contents



# Through the PRISM

We've transpired through the mysteries of **SPACE** and **CREATION**, and now, as we splash *Out Of The Blue*, we invite you to step into being, **Through The Prism.**

**This is where we begin:** not with certainty, but with becoming, with something just on the edge of comprehension, a sound mistaken for song, a moment mistaken for meaning.

Before the Earth had four corners – before there were spaces and places, plants, people and stuff – before fame, fortune, and folly, power, corruption, and lies, before conventions and their centres, there was simply 'being'. The first beings on Earth did not strive to become; they simply were. They existed on land, in water, atop skies, and upon stars.

They lived through light and dark, through fire and hunger, through fear and love – being and existing in the rawness of now, what?

They had no names, as they were the ones who named themselves and everything around them. They had no story, as it had not yet been lived or told. They had no words, because they were not formed, their spells yet to be cast. However, there was an undeniable fact: they were present.

**Who are we?**

**What are we?**

**We are.**

**We are because we are seen.**

**We are seen because we are.**

Our being is not defined, but felt; not measured, but moved through. Identity is not a destination; it is a prism: bending, fracturing, intersecting, reshaping light, and the ways of seeing.

In the modern age of autonomy, individuality, and independence, we are often pushed to define ourselves, identify, label, and brand ourselves.

Like a prism, we have many facets, refracting the many aspects of our being. We are not a 'single story'\* There is more to our lives than stereotypes; we can bring them to light. Have we forgotten that our personality is not for sale, our creativity is not a product, and our community is not a commodity?

*\*Chimamanda Ngozi Adichie.*

This is an invitation to look, again and again, at identity, perception, and presence – as an incandescent spectrum of intersecting identities, refracting experiences of being.

This journey is not to define who we are, but to explore how we see, beyond objects and constructs.

**Welcome to a wondering excursion through the prism.**

# the 11 Principles

and why we have them



**WHAT MAKES AFRIKABURN FEEL THE WAY IT DOES?**

**It's not the art. Not the desert. Not even the fire.  
the culture we build together.**

The 11 Principles are the shared ideas that shape that culture. They aren't rules or commandments.

Think of them more as a set of values that help guide how we show up, create, collaborate, and look after each other while we are here.

Ten of these principles were first written down by Burning Man co-founder Larry Harvey in 2004. At the time, Burning Man had already spread far beyond the Nevada desert, with communities and events popping up around the world.

The principles were a way to describe what seemed to be happening wherever burners gathered. They weren't meant to be a rulebook.

### **As Caveat Magister explained:**

*'They are meant to describe Burning Man and offer inspiration for burners, rather than describing everything important in the world or justifying everything we do. Following the principles ought to push you out of your comfort zone, at least a little.'*

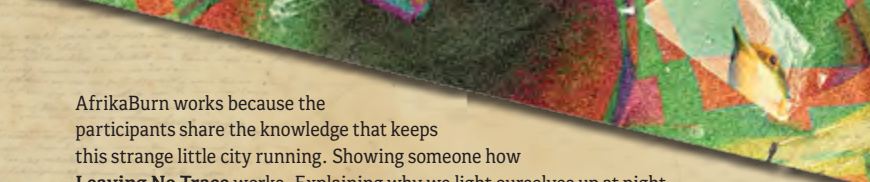
### **The 11th Principle: Each One Teach One**

As AfrikaBurn grew, so did the number of first-time participants arriving in Tankwa Town.

With that came a simple question: how does this culture get protected and passed on?

**The answer became our unique principle:  
Each One Teach One.**





AfrikaBurn works because the participants share the knowledge that keeps this strange little city running. Showing someone how **Leaving No Trace** works. Explaining why we light ourselves up at night. Helping a neighbour secure their tent before the wind steals it.

### **Culture travels from person to person.**

Sometimes the lessons are intentional. Sometimes they are accidental. For example, jumping off a moving mutant vehicle and breaking your leg will very effectively teach everyone else what NOT to do.

**Thanks for the lesson, secretly wise one.**

## **Below you will find the 11 Principles that help guide this experiment in community.**

### **1 Communal Effort**

Our community values creative cooperation and collaboration. We strive to produce, promote, and protect social networks, public spaces, works of art, and methods of communication that support such interaction.

### **2 Civic Responsibility**

We value civil society. Community members who organise events should assume responsibility for public welfare and endeavour to communicate civic responsibilities to participants. They must also assume responsibility for conducting events in accordance with local, provincial, and national laws.

### **3 Decommodification**

In order to preserve the spirit of gifting, our community seeks to create social environments that are unmediated by commercial sponsorships, transactions or advertising. We stand ready to protect our culture from such exploitation. We resist the substitution of consumption for participatory experience.

### **4 Participation**

The real magic of this event lies within participation. A spectator attitude will deprive you of that warm fuzzy feeling you've heard about. Our community is committed

to a radically participatory ethic. We believe that transformative change, whether in the individual or in society, can occur only through the medium of deeply personal participation. We achieve being through doing. Everyone is invited to work. Everyone is invited to play. We make the world real through actions that open the heart.

### **5 Immediacy**

Immediate experience is, in many ways, the most important touchstone of value in our culture. We seek to overcome barriers that stand between us and a recognition of our inner selves, the reality of those around us, participation in

society, and contact with a natural world exceeding human powers. No idea can substitute for this experience.

### **6 Gifting**

We are devoted to acts of gift giving. The value of a gift is unconditional. Gifting does not contemplate a return or an exchange for something of equal value.

### **7 Leaving No Trace**

Our community respects the environment. We are committed to leaving no physical trace of our activities wherever we gather. We clean up after ourselves and endeavour, whenever possible, to leave such places in a better state than when we found them.

### **8 Radical Self-Reliance**

AfrikaBurn encourages the individual to discover, exercise and rely on their inner resources.

### **9 Radical Self-Expression**

Radical self-expression arises from the unique gifts of the individual. No one other than the individual or a collaborating group can determine its content. It is offered as a gift to others. In this spirit, the giver should respect the rights and liberties of the recipient.

### **10 Radical Inclusion**

Everyone should be able to be a part of AfrikaBurn. As an intentional community, committed to inventing the world anew, we actively pursue mechanisms to address imbalances and overcome barriers to participation, especially in consideration of past, current, and systemic injustice. We welcome and respect the stranger. Anyone can belong.

### **11 Each One Teach One**

As a self-reliant community, we believe the responsibility of spreading our culture lies with each and every one of us. All of us are custodians of our culture – when the opportunity presents itself, we pass knowledge on.



# KEEP THE *Arteries* ARTERIES OPEN

Think of the roads in Tankwa Town like actual arteries. If they get clogged, the lifeblood of the event – Emergency Services, Medics, and Rangers – can't get through.

When you arrive, please park your vehicle at your campsite and leave it there until it's time to go home. Don't leave cars standing in the roads, on corners, or blocking access routes. Even when a road looks quiet, it's still a road and not a campsite.

A good rule of thumb: if someone with flashing lights needs to get past right now, could they? If the answer is no, please move.

Keeping the roads clear helps keep everyone in Tankwa Town safe.

# Why Volunteer

Tankwa Town runs on dust,  
sunshine, and volunteers.

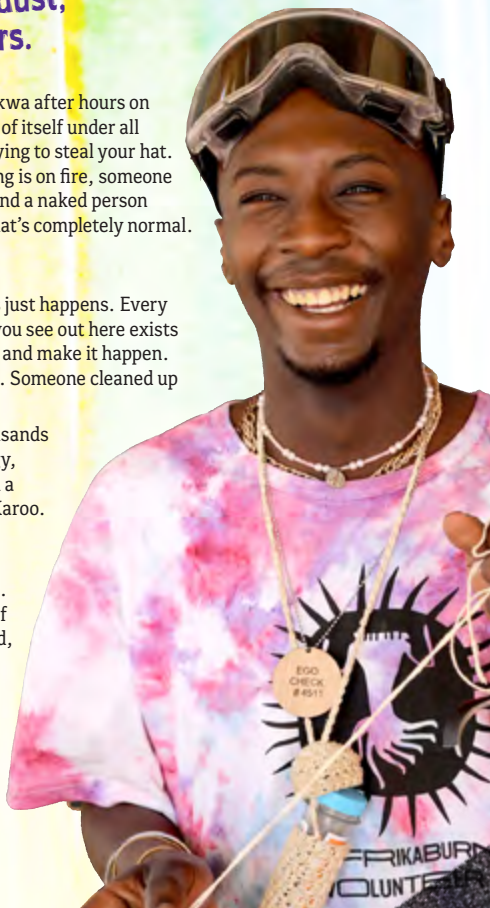
Picture this ... You arrive in the Tankwa after hours on the R355. Your car looks like a ghost of itself under all that dust, and the wind is already trying to steal your hat. Somewhere in the distance something is on fire, someone is playing music from a pirate ship, and a naked person cycles past ringing a bell, because that's completely normal.

## Welcome to Tankwa Town.

Here's the thing though: none of this just happens. Every strange, beautiful, ridiculous thing you see out here exists because someone decided to pitch in and make it happen. Someone built it. Someone carried it. Someone cleaned up the feathers and glitter afterwards.

AfrikaBurn works only because thousands of people volunteer their time, energy, and questionable life choices to build a temporary city in the middle of the Karoo. Nobody comes to Tankwa Town just to watch.

Some people build massive artworks. Some run theme camps that feed half the neighbourhood. Some bake bread, host tea ceremonies, or lead sunrise yoga. Others make sure the toilets are working, the roads are clear, the lost humans are reunited with their bikes, and the fires don't accidentally burn down the entire desert.



## Big or small, every contribution keeps the prism turning.

Volunteering is one of the fastest ways to feel like you actually belong here. You meet people you'd never normally cross paths with, learn things you didn't know you could do, and occasionally find yourself laughing at 3 am while doing something completely ridiculous with a group of strangers who suddenly feel like family.

It's the kind of magic that only happens when people stop being spectators and start participating. And it doesn't end when the embers cool and everyone heads back to the default world. Friendships, projects, and slightly unhinged ideas tend to follow you home.

AfrikaBurn runs on people showing up for each other. Which means the whole thing only works if everyone chips in. So the real question is: **Where will you jump in?**

### **It takes almost 4,000 volunteer shifts to keep Tankwa Town running.**

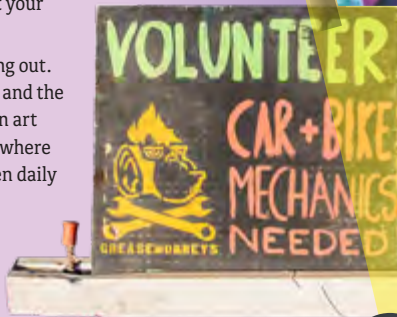
From greeting mense at the gate to helping run Radio Free Tankwa, keeping the mutant vehicles in line, or joining the Leave No Trace crew on a MOOP Swoop, there's something for everyone.

Pretty much everyone you meet out here is volunteering in some way.

If you're keen to join in, head over to the **Volunteer Booth at Off-Centre Camp (OCC)**. The team there will point you towards a shift that suits your vibe, your skills, or just your curiosity.

Our volunteer hub is also a lekker place to hang out. There's usually music, games, fireside chats, and the occasional nature documentary or AfrikaBurn art film playing in the background. You'll find us where **Welcome Road meets the Binnekring**, open daily from 10 am to 7 pm.

**Pull in, grab a seat, meet some people, and see where the dust takes you.**



## Volunteer Booth

The crossroads of Tankwa Town.

People arrive here curious, dusty, and a little unsure about what they've signed up for. We point them towards projects, shifts, and general mischief.

It's also a lekker cosy corner where you'll find an outdoor cinema showing the odd nature doccie and AfrikaBurn art film.



LOST  
and  
FOUND

The desert has a way of hoarding things: sunglasses, earrings, jackets ... the occasional object nobody can explain.

If you pick up a wandering treasure in the dust, bring it here. This is where orphaned items and their humans eventually reunite.



## DIE YSKAS

The only place in Tankwa Town where 'commerce' (for ice only!) happens, and keeping that fridge running is a monumental job.

From managing the epic Binnekring queue to tossing 5 kg bags into the arms of overheating burners, **Die Yskas** is the frontline of desert survival.

5ISH STREET



## Die Hek

Before the art, the music, and the mayhem, there is Die Hek.

Your first point of contact after the long R355 mission. Volunteers welcome you home, answer the inevitable 'are we there yet?' questions, check for stowaways, and guide you to the Box Office.

For many burners, this is the exact moment the Burn begins.



## Leave No Trace

The desert remembers everything.

Glitter, stompies, cable ties, bottle caps, and the occasional rogue feather all count as **MOOP (Matter Out Of Place)**.

The Leave No Trace crew makes sure none of it stays behind.

Join a **MOOP Swoop** and help return the Tankwa to the way we found it.

## GREETERS



Somewhere between relief, excitement, and mild disbelief, every Virgin eventually arrives at Greeters.

This is where you ring the Virgin Bell and get properly welcomed into Tankwa Town.

It's loud, joyful, and sometimes emotional. If you carry big energy and a big smile, this shift is for you.

Ever wondered how that three-storey neon disco-snail or fire-breathing elephant gets cleared for the Binnekring?

That's the DMV.

This is Tankwa Town's version of a

## SKOLLIE PATROLLIE

Mutant vehicles are amazing. They're also heavy machines in a city full of dancing bodies.

Skollie Patrollie helps keep that balance. The team keeps an eye on vehicle behaviour, makes sure guidelines are followed, and helps everyone move safely through the dust.

**Plus the uniforms are pretty kiff.**



safari HQ. Volunteers welcome the Mutants, register them, rally the crews, and orientate them into the team.

Front-row seats to the most befokte engineering madness in the desert.

## DMV - Department of Mutant Vehicles



Every now and then, a situation needs a calm human, and a little bit of kakpraat in between.

Rangers are volunteers trained to listen, mediate, and help the community look after itself. They are not security, and they are definitely not die polisie.

They're experienced burners keeping an eye out for their neighbours.

If you look good in orange - or think you might - join the Ranger training on Monday, Tuesday, or Wednesday and sign up.



## THE SANCTUARY

Sometimes the prism refracts a little too much and things get overwhelming. The Sanctuary is a safe space for anyone who finds themselves a bit over the edge, or emotionally a bit gefok.

Volunteering here requires some pre-event training, but you can always help by noticing when a friend (or a stranger) needs a quiet spot, and bringing them over.



**The soul of the Burn. Chillaz is an Afrocentric creative hub for storytelling, live performance, and rootsy vibes.**

It's a ground-up community effort where many hands make light work.

Come help with stage setups, sound engineering, or just making the place feel Zen.

## ARTERIA

The hub where the magic gets its coordinates.

Here artists come together to register their creations and get the support they need to plant their dreams in the dust.

If you like being helpful, welcoming people, and getting to know the creative heart of our community, pull in.

Grab a shift, keep a radio handy, and help the Art Department Leads keep the gallery running.



## FIRE PERIMETER



The Fire Perimeter crew are the ones holding the line so everyone else can stare in awe. Drop into Arteria for the 15-minute training and sign up.

**One rule: check your labels. Natural fibres only.**

If the wind shifts and you're in a plastic tutu, you're not a burner, you're a marshmallow. And nobody wants to eat a dusty, polyester-flavoured marshmallow.



## ARTIFACTORY

The Artifactory is a museum packed with stories, treasures, and artefacts from Burns past. Our very own time capsule of Burn memories.

Volunteers here act as exhibition hosts, sharing knowledge, pointing out hidden gems, and enjoying a little bit of quiet time away from the Binnekring brouhaha.

## Throne Crew

Kom ons gaan soek 'n bietjie kak.

Let's face it, someone has to look after the loos.

Throne Crew does exactly that, and somehow manages to turn toilet maintenance into one of the most legendary volunteer shifts on the playa. Music, costumes, big gees, and a surprisingly good time.

**Apparently nothing builds friendships quite like a throne run.**

## RECYCLING

The unsung heroes of the DPW depot. This crew manages the sorting of massive amounts of recycling to ensure we're doing right by the planet. It's hard work; it's also fuelled by good vibes and the knowledge that you're literally helping save the Tankwa.

## A QUICK VOLUNTEER RECAP

- Volunteer Booth
- Lost & Found
- Die Yskas
- Die Hek
- Greeters
- Leave No Trace
- Skollie Patroolie
- DMV - Department of Mutant Vehicles
- Rangers
- The Sanctuary
- Night Vision
- Chillaz
- Arteria
- Fire Perimeter
- Artifactory
- Throne Crew
- Recycling

# Through The Prism takes place on the farm Quaggafontein.

Afrika Burns Creative Projects NPC has secured a custodianship and use agreement for this land, along with another farm, Vaalfontein, covering an expanse of just under 10,000 hectares.

This agreement is conditional for activities in line with the organisation's MOI and Guiding Principles, and oversight of management is entrusted to our **dedicated LandCom team, who also aim to foster ecological restoration** following a long period of overgrazing under unsustainable agricultural practices.

**The farms border the Tankwa Karoo National Park.**

They are steeped in history and biodiversity, and feature views of local landmarks such as **Skoorsteenberg**, and a **natural spring**, first documented by the Surveyor General in 1856. The spring has been a crucial water source for millennia.

Evidence suggests that **San communities** camped near it, leaving behind stone tools and fire pits.

Later, 'Trekboers' travelling by ox-wagon also used the spring, leaving behind remnants of their journeys – what we now call **historical MOOP (Matter Out Of Place)**. Studies of archaeological finds in the region show activity as far back as the Middle Stone Age.

As you enter the property, you'll see a **stone kraal** perched on a ridge. This structure was historically used to corral horses, adding to the tapestry of human interaction with this land. Despite its arid climate, this land supports diverse microenvironments and is home to a variety of flora and fauna.

The word **Tanqua** (sometimes spelled Tankwa) is believed to have **Khoikhoi origins**, though its exact meaning is debated. Some linguists and historians suggest that it relates to 'place of thirst' or 'dry land', which perfectly describes the arid Tankwa Karoo region in South Africa. Others say it refers to the **first people of the area – the Sanqua or Sonqua.**

Over centuries, many communities moved through this area:

- San hunter-gatherers lived here first.
- Khoi pastoralists followed, moving their livestock in sync with wild migrations.
- By the 1700s, Trekboers began grazing merino and dorpers in the Tankwa.
- In the 1800s, early European settlers attempted small-scale farming, but the arid climate and poor soils proved unsustainable.

Today, those of us who gather to create Tankwa Town become **temporary inhabitants of this ancient landscape**. Through shared care, respect, and responsibility, the community acts not as owners of the land, but as custodians for this moment in its long history.



# Privacy at AfrikaBurn

**Our snazzy 'No Photo' wristbands easily let others know you don't want your photo taken in Tankwa Town.**

These wristbands are available at the gate (until they run out!). However, we've found that these bracelets have not always stopped people from past events showing up unexpectedly in social media posts when they're radically expressing themselves.

## **THE AGREEMENT UPON ENTERING TANKWA TOWN IS CLEAR:**

participants at AfrikaBurn have not consented to being photographed, regardless of whether they are wearing a pink wristband. If you wish to take someone's photo, please ask for and receive their permission first.

If you're a professional or amateur photographer, vlogger, blogger, professional storyteller, journalist, or content creator planning to share the magic of Tankwa Town with the wider world, we ask you to please **register for media accreditation**. This process is a vital step in upholding our community's values of privacy and decommodification.

**By registering, you commit to documenting AfrikaBurn ethically** and receive the necessary guidance to ensure your work respects the boundaries of our participants. Help us protect the spirit of AfrikaBurn by making your intentions official and joining our network of accredited media creators. Pop past the Theme Camp Saloon at *Off-Centre Camp* around 10 am(ish) to register with *Sweet Lollipop*.



# SURVIVAL GUIDE

Here's what's new  
this year.



## Water

Last year, we ran an experiment in which we installed a few well points in Tankwa Town, gifting the community a few thousand litres of non-potable water to use if they ran out. The feedback was overwhelmingly positive, so we've decided to do it again this year, but with eight smaller well points dotted around the city instead of four big ones.

**Does this mean that you still need to bring your own water to AfrikaBurn this year? Yes, you still need to bring all the water that you need to survive in the desert.**

Does this mean that you can have three showers a day? No, we can only gift about 7,000 litres in total, and if you divide that by the number of people in Tankwa Town, that's not even a litre each. The well points are an experiment in community and are there for those who need a little extra beyond what they can bring, or for emergency moments when your bucket springs a leak or gets knocked over by a giant scorpion.

**Please use the well points only if you really, really need to.**

## Horny Adders

(and other Tankwa locals)  
We know you're here to see giant wooden structures burn, but there are some residents who've lived in the Tankwa a lot longer than we have, and they aren't exactly fans of fire-breathing elephants or 3 am EDM.

Last year, a record number of **horned adders** (*Bitis cornuta*) were spotted on site. These guys are the ultimate desert ninjas: small, sluggish, and perfectly camouflaged. They love to bury themselves in the dust with only their 'horns' showing, waiting for a snack. They aren't looking for a fight, but will absolutely defend their personal space if you step on them.

## How to not get bitten:

### Liggies are life

Walking at night without a light makes you a darkwad and a prime candidate for a defensive bite. Wear a headlamp (and shoes), carry a torch, and watch where you put your feet.

### Watch the scrub

If you're wandering off the beaten track or through the bushes, keep your eyes peeled. They blend in perfectly.

### Respect the boundary

If you see one, give it a wide berth. Don't try to relocate it, don't try to feed it tequila, and definitely don't try to take a macro selfie.

### Call a Ranger

If you spot a horny adder (or any snake) in a high-traffic area, alert a Ranger. They have the radio and the know-how to handle the situation without anyone losing a toe.



## The Glow-in-the-Dark Crew

Then there are the scorpions. If you have a UV light (blacklight), go for a walk at night; they glow like a neon rave under the beam. It's a spectacular bit of nature, but it is also a **reminder to shake out your boots** before putting them on in the morning. A scorpion in your shoe is a 'gift' no one wants.

Keep your boots on. Keep your lights on. And remember: we're visitors here. The scorpions and snakes are the real locals.



## A runway

We've got a brand new runway in Tankwa Town, running alongside the Box Office. At the moment, it's just for our emergency services to use in case of ... an emergency. All other flights, helicopters, gyrocopters, gliders, and giant storks still have to make use of the neighbouring farms, Skoorsteenbergh or Stonehenge.

## Exit through the gift shop

The exit road to leave the event site usually takes you on a long, winding route through the gramadoelas all the way back to the entrance gate. It feels like it adds an extra hour to your journey home, but it's probably just sleep deprivation and default world dread. This year, however, we plan to flip the entrance and exit roads around at some point on the Saturday after the gate has closed, so you'll most likely be able to exit the event the exact same way you came ... As with everything at AfrikaBurn, this is the plan and not yet the reality. Please follow the Event Guardians' instructions on the correct departure route.

# the Basics

## How not to become a Tankwa cautionary tale

### Embrace the Dust

For it is the only constant. It'll season your coffee, decorate your lungs, and find its way into your most private privates.

**Keep a buff** around your neck **and goggles** on your head. Not only for the post-apocalyptic look, but so you can actually find your camp when the dust storms hit.

### Lekker Neighbourliness

At some point you're going to realise you forgot the one thing you actually needed. The good news? Your neighbour probably brought three. **This city thrives on the lekker exchange.** Help someone pitch a gazebo, and they'll maybe save your life with a spare tent peg when the gale starts.

### Mutant Vehicle Pancakes Are Not a Vibe

Walking the Binnekring at night without lights is a death wish. You're invisible to mutant vehicles and a tripping

hazard for everyone else.

**Glow like a neon hallucination.** LED strips, headlamps, fairy lights – ANYTHING to ensure **you're not a darkwad** lurking in the shadows.

### Drink Water

You are a cucumber with anxiety. The Karoo doesn't negotiate with thirst. **Never leave your camp without a bottle attached to you.** If you start feeling a bit 'off', you're already late. Drink from it every time you think about it – the desert gets more challenging the more dehydrated you get.

### Respect the Binnekring

Don't dump greywater or leave any trash scattered across the dust. **Have a plan for your waste:** containers for used water and a designated bag for your MOOP. Sequins, glitter, and feathers might look fabulous on you, but they're terrible for the environment. And that environment is our Quaggafontein home.

### Rig Your Rig

The Tankwa wind is a klepto. If your tent isn't anchored like a deep-sea oil rig, you'll be chasing your bedroom halfway to Sutherland before the sun sets. We're talking heavy-duty rebar and ratchet straps. **If it isn't bolted to the planet, the wind will claim it as a gift.**

Tie everything down. Shade structures, tents, tables, chairs, questionable inflatables – if it isn't secured, it will inevitably end up elsewhere.

**A tidy camp isn't about aesthetics. It's about survival.**

## Make a Plan, Then Ignore It

Serendipity is the real headliner. Have a rough schedule, but be ready for the inevitable ish. The best moments are usually the ones that happen while you are on your way somewhere else.

## Look After Your Feet

Sharp stones, hot sand, and rogue rebar are out to destroy you. **Sturdy shoes are a non-negotiable.** Also, use a foot cream; your feet will thank you after a night of jolling. A blister on day two is a week-long tragedy that **no amount of tequila will fix.**

## Stay Present

**Put your phone away; there's no signal** anyway. Explore the art with your eyes, not through a screen. Make memories, meet the humans in front of you, and soak in the chaos while it lasts. Take care of your crew and check in with your neighbours. Here, everybody loves everybody.

## Take It Easy at First

This isn't a race. The winners are the ones who make it to the weekend rested and vaguely functional. Take a day or two to acclimatise and **let the desert settle into your bones.**



the  
Basics

## You Have Neighbours Now

Your camp might feel like your little kingdom, but **the moment you pitch your tent, you're part of a neighbourhood.**

Leave space for people to walk, don't block roads with ropes and gear, and keep your camp footprint inside the area you've claimed.

Oh, and the people next to you? They're also trying to sleep at some point.

## Sound Travels ... Far

In the desert, sound carries like office gossip.

Your music, your howling, and your very enthusiastic late-night tent Olympics might feel contained inside your camp, but chances are half the street can hear it.

**During quiet hours (7 am–11 am Monday to Thursday), keep things chilled.** Your neighbours will appreciate it more than you know.

## No Rogue Pyromancy

Unless you want a very urgent visit from a very stressed Ranger, do not start fires on open ground. If you have a fire at camp, keep it contained in a drum or pit.



**CAMP**  
**CODE**

**A GUIDE TO SHARED LIVING**

**NEVER** leave it unattended. If you're heading out to find a pirate ship at 2 am, make sure every last ember is stone-cold dead before you leave.

### **Feet Over Four-Wheels**

**This is an artscape, not a racetrack.** When you've parked your car, it stays in that spot until the day you leave. Do not use it to get ice, do not use it to

visit friends. **DO. NOT. DRIVE.** Only Mutants get to move, and even they are capped at a 10km/h crawl.

### **Shin Guardians and Night Vision**

Exposed rebar is an apex predator that feeds on shins. Cover your tent pegs with tennis balls, pool noodles, fabric, beer cans or whatever creative solution you can find. At night, unlit guy-ropes are invisible clothes lines – mark them with solar lights or LEDs. **Turn your camp into a glowing work of art instead of an obstacle course.**

### **Don't Turn the Desert Into a Puddle**

**Greywater doesn't belong on the desert floor,** or your neighbour's tent. Use evaporation pits, mesh strainers, or approved runoff methods. If you're winging it and making mud puddles, you're doing it wrong. When in doubt, ask an old-timer for their evap secrets.

### **The 'Lost Human' Protocol**

**Participation is the heartbeat of this place.** At any given time, at least three people within 50 metres of you, are lost. If a dusty, tired burner stumbles into your shade, offer them some water and a seat. Gifting expects nothing in return, and it's the quickest way to turn a stranger into a lifelong tjom.

### **The Grand Exit**

When the party is over, pack it up with the same precision you used to set it up. Don't dump your 'leftovers' in shared spaces or block the roads with half-parked trailers. **Leaving your patch of dirt cleaner than you found it is the ultimate mark of respect.**



**CAMP  
CODE**

# FIRE SAFETY

The 'don't melt your tutu' section

**No Bare Bottom Burning**  
No open, uncontained fires.  
Ever.

Use a fire drum or an elevated pit to avoid scarring the ground. Have a 5kg fire extinguisher and a fire blanket handy.

## Fuel Logic

If you're storing any fuel in your camp, **keep it shaded,**

**ventilated, and at least 5m away from sleeping areas.** If you're bringing a large amount of fuel, **please chat to a Ranger who can put you in touch with a safety officer who can help.**

## The 'Oh Fok' Response

If your lycra bellbottoms catch a spark, **Stop, Drop And Roll.** It's a classic for a reason.

# MOOP

If It Didn't Grow Here, It Goes Home

**Leaving No Trace** is a tenet, not a suggestion.

We're in a fragile biome, and it's our job to keep it that way.

**If you bring it in, you take it out.**

## What Counts as MOOP?

Everything. Glitter, glow sticks, bottle caps, wood debris, and even 'organic' shit like orange peels and pistachio shells.

Yes, stompies (cigarette butts) and cable ties are the ultimate MOOP sins. Even abandoned bikes are MOOP.

## Not-Very-Secret MOOP Party Deets:

**Join the MOOP Sweep cleanup on Friday at 2 pm.**  
Meet at the Off-Centre Camp (OCC).

**It's the most productive fun you'll have all week.**

AfrikaBurn is a kak-noisy jol. Whether you're in the deep suburbs or the middle of the Binnekring, **chances are you'll hear something creating noise somewhere.**

**The noisiest parts of Tankwa Town** are at the tips of the Binnekring Road where the big sound camps are usually placed, along with the Binnekring itself, where the wild sound mutants roam.

**Mutant vehicles, artworks, and registered theme camps have their own guidelines on sound.**

If you're one of these, **check the sound policy for your specific situation** with Arteria, DMV, or the Theme Camp Wranglers at Off-Centre Camp. *'I didn't know'* is not an excuse; **please make an effort to know the rules** and ensure your sound does not negatively affect others.

The sound policy really matters if a billion-gigawatt sound system wants to play 24/7 Europop in the quiet zone. For most of us, though, it generally comes down to how close to the noisier

bits of Tankwa Town we want to camp.

In the suburbs and outside of the Binnekring, the general rule of thumb is **'don't be kak, be lekker'**.

You might think pumping the Red Hot Chili Poopers at 2 am is a good idea, but we guarantee your neighbours won't. **Same goes for generators**; there's nothing more inconsiderate than someone setting up a genny at the back of their camp (which is also the front of your camp) so you have to listen to Genny-FM instead of Radio Free Tankwa all week.

If you want to play your Bok van Blerk megamix, first check that your neighbours are wearing two-tone, and then ask them if they mind.

**In the suburbs, sound policy prohibits amplified sound and generators daily from midnight to 11 am.**

You're welcome to break out your acoustic guitar beyond these times, but please check with your neighbours

before launching into Wonderwall at 5 am.

**There is a small dedicated 'Quietest' camping zone beyond the dunes, between 3ish and 4ish.**

No amplified music or generators are allowed here at any point during the week. **Quietest does not mean silent**, however, so don't expect to hear a scorpion fart. You'll still want earplugs as plenty of Tankwa Town noise will carry across.

**The only other completely quiet zone is around the Temple artwork.** Please respect this, especially during the silent Temple Burn. AfrikaBurn, the event (and all the sound), closes at midnight on Sunday, so everyone can get a good night's sleep before the journey home.

Our lovely Sound Wranglers or Site Managers have the final say on all things sound. **If someone is being a dick with their sound and you don't want to deal with it in person, please speak to a Ranger.**

# SOUND POLICY

If it's not a FUCK YES, it's a HARD NO

AfrikaBurn is a surreal boundary-pushing adventure, but 'no bounds' doesn't mean 'no manners'. Your trip should never become someone else's nightmare.

**The key rule: Consent is not optional. Ever.**

## Not a Free-For-All

It might feel like anything goes, but Tankwa Town is not a grab-bag.

**Under no circumstances are you to kiss, hug, grope, grind, tickle, or tongue anyone without their explicit, enthusiastic consent.**

Think you're smooth enough to bypass the ask? You're not. Don't. Consent isn't just sexy, it is mandatory, womandatory, and any other datory you can think of.

**The Spectrum of 'No'**  
**'No' means no.**  
**'Maybe' means no.**  
**Silence? You guessed it. No.**

We aren't looking for compliance; we're looking for enthusiasm. If the person you're vibing with isn't absolutely, 100%, guns blazing into the interaction, back off.

## Lit or Loaded? Still Not a 'Yes'

If someone is drunk, high, or clearly out of it, you cannot assume their 'yes' counts.

Slurring? Stumbling?  
Orbiting another dimension?

Your duty isn't to take advantage. Your duty is to make sure they're safe.

**Don't be that creep.**

## Consent is Ongoing

Consent isn't a contract signed in blood; it's a living thing. It can be withdrawn at any time, even mid-act. If your partner decides they've had enough, the 'why' doesn't matter.

## The STOP matters.

Immediately.  
Respectfully.  
No guilt trips.

## Beyond the Bedroom: Civic Consent

Consent isn't just about what happens in a tent at 4 am. It's the oil in the machine of Tankwa Town.

**Borrowing stuff? Ask.**

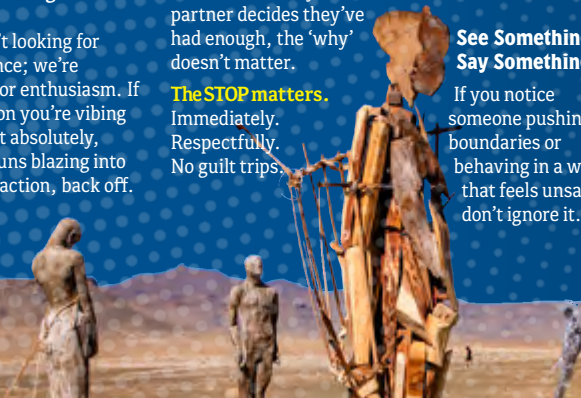
**Taking a photo of someone's amazing outfit? Ask.**

**Want to park and play your Mutant sound rig by an artwork? Ask the Artist.**

We're building a city together, and that means checking the 'vibe check' before you impose your ego on the neighbourhood.

## See Something? Say Something!

If you notice someone pushing boundaries or behaving in a way that feels unsafe, don't ignore it.



Call it out, check in with the person involved, or find a Ranger if you need backup. You can also head to the Sanctuary for support.

**AfrikaBurn takes consent and community safety seriously. There is no space here for predatory behaviour.**

Looking out for each other is part of what makes this city work.

### **The Naked Truth: Freedom Without the Buffet**

Nudity at the Burn is a radical act of body positivity – a chance to shed the default world’s hang-ups along with your denim. But being ‘kit-off’ is a privilege of the space, not a requirement or an invitation. Nudity is a middle finger to the default world’s hang-ups. It’s about body positivity, radical self-expression, and finally getting an even tan (good luck with the dust). In our city of light, being nude is just another way to refract your true self. But while the skin is out, the rules aren’t.

Civic responsibility means recognising that while nudity is celebrated, it isn’t mandatory. You should feel just as ‘authentic’ in a neon onesie as you do in your birthday suit. Nobody should feel pressured to strip down, and nobody should feel like their personal space is being invaded by someone else’s choice to go bare.

### **Skin-Deep Consent**

Freedom and consent are joined at the hip. If you’re choosing the ‘no clothes’ life, be mindful that not everyone is on that same frequency. Consent applies to your exposure too. **Personal boundaries don’t vanish just because your pants have.** If you aren’t sure if the vibe is right for a full-frontal interaction, just ask. Clear communication is a lot sexier than an awkward ‘oops’.

### **Don’t Crowd the Art**

Your body is your temple, but that sculpture over there is someone else’s dream. Before you decide to use a burning artwork

as a backdrop for your naked sprint, check the room.

Not every burn is a ‘get your gear off’ kind of party. Some spaces are sacred, sombre, or just plain dangerous for exposed skin (hello, sparks). Before you serve up a sausage-and-clam buffet in front of a masterpiece, check with the Fire Perimeter crew.

Respect the artist’s flavour of expression as much as you respect your own.



# Tankwa Town



Nestled between the hum of the *Off-Centre Camp* (OCC) and the rhythm of Tankwa Town lies a white, quiet time capsule we call the Artifactory. Here, the story of AfrikaBurn unfolds: the history of the organisation, the evolution of the community, and the moments that shaped us.

Tucked into corners and layered across the space are tangible memories ... MOOP stories, collateral, archival news, photographs, and moving visuals that capture the dust, the fire, and the feeling.

The Artifactory is your portal/prism to connection, a place where past, present, and future meet.

Come see yourself in the story.

Visit the Artifactory daily (operating hours: 9 am-late).

## Arteria

### Got art?

This is where you check in with our Art Team to get advice on placement and assistance from volunteers.

It's also where you can find a (generally updated) large map of all the registered artworks.

**The Burn Schedule chalkboard** lives here too, with updated burn times throughout the day. You'll also find a chalkboard where performances and happenings might be scribbled.

**Are you bringing a Creative Project to Tankwa Town? Please come to the Arteria when you arrive** (it does not matter if you registered your project in advance).

**Do you want to know more about any of the creative projects in Tankwa Town?** Come to the Arteria.

**Do you need help with your project or want to help with one?**

Come to the Arteria.

**Are you burning your artwork and/or would like to volunteer to do the fire perimeter?**

Come to the Arteria.

**Do you want to let the town know about your performance/activity, or find out about others?** Come to the Arteria.

**Do you have lots of fuel, gas or more generally to manage?**

Come to the Arteria.

**Not sure what constitutes 'lots of fuel or gas'?** Come to the Arteria.

**Can you think of anything else that is even just vaguely, tangentially related to creative projects?** Come to the Arteria.

Simply put: no matter what you want, just come to the Arteria. **Open from 9 am to 3 pm every day during the event.**



## Chillaz

Look out for the neon-blue Chillaz sign to find your way!

Chillaz - AfrikaBurn's Official Off-Centre Camp stage and a platform of expression for artists, creatives and dreamers to share their gifts and stories with the community.

The heart of Chillaz is our open-mic stage, and it's open to everyone!

Experience our vibrant synergy of cultural roots. Step into a co-created space where you're not just a guest, but a part of the performance. Start your day with a sound journey, some poetry or dive into thought-provoking conversations hosted by speakers. Groove to the rhythms of live bands in the afternoon sun, and as dusk arrives, let our Chillaz magic carry you into the night.

**Welcome party!**

Join us on **Monday night** of AfrikaBurn 2026

**Monday-Sunday,**  
9:30 am-1 pm

Yoga, meditation,  
isiXhosa lessons,  
workshops

**Monday-Sunday,**  
3:30 pm-7 pm

Live music, jam sessions,  
open mic

**Monday-Sunday,**  
8 pm-midnight

DJs and performances

**Sunday Sessions,**  
9:30 am-1 pm

**Swing by and take a look at our chalkboard line-up ... we are always full of surprises!**



# COLLEXODUS

Lighten the Load, Feed the Fam

After a week of joy, tears, sunburn, and drinking more water than you thought a human body could physically contain, you're probably going to find yourself with ... extras.

Maybe it's the third crate of tinned peaches you never opened.

Maybe it's the camping chair that miraculously survived the wind. Maybe it's the emergency pasta supply you packed like you were preparing for a siege.

Whatever the case, this is where **Collexodus** comes in.

Our **Department of Public Works** (DPW) gathers the good leftovers from the week and gives them a second life. Unopened food goes to local Karoo families and schools. Usable gear supports our Radical Inclusion projects.

And the unopened booze?

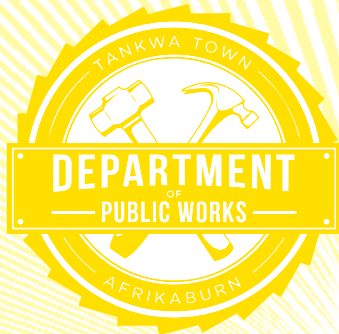
Well ... that helps keep the DPW crew warm and moderately cheerful while they spend the next month cleaning the desert so thoroughly it looks like we were never here.

**The 'Don't Be That Guy' Donation Guide**

Lightening your load before the long R355 mission is a good idea.

**But dumping is not donating.**

If you leave a mysterious pile of 'gifts' at the Hive, DPW Island, or with a



very confused security guard, you haven't helped anyone. You've just littered with extra steps.

**The correct move is to bring your items to the Collexodus point on Exit Road.**

It's dusty. It's interactive. And we need your help sorting what can actually be used.

**Also remember:** these items sit on site for a while before transport. If you hand over opened cereal or a half-eaten bag of nuts, you're not helping; you're feeding the mice and starting the next great Karoo rodent uprising.

## The Collexodus Reality Check

Before you hand something over, ask yourself one simple question:

'Would I be stoked to receive this from a stranger?'

If the answer is no, maybe, or 'ag shame it's probably fine', then it's not a donation, it's your responsibility.

## WHAT WE DO WANT

(Sealed, working, and actually useful)

**The Goods:** Tinned food, pasta, rice, tea, coffee, and sealed snacks.

**The Party:** Unopened alcohol and tobacco. DPW will love you forever.

**The Gear:** Working tents, blankets, camping chairs and gas stoves.

**The Hard Veg:** Potatoes, onions, butternut, carrots, garlic, and citrus (until we're full).

## WHAT WE DO NOT WANT

(Please take this home.)

**Anything Open:** Half-eaten snacks, opened pasta, unsealed dry goods.

**Fresh Fails:** No meat. No dairy. No soft veggies.

**The Leftovers:** Open alcohol or box wine. It does not travel well. We have learned this the hard way.

**The Broken:** If it's mouldy, snapped, leaking or 'mostly functional', it belongs in the bin back home.

Our waste centre is small and the crew running it has already had a very long week. Using Collexodus to get rid of broken gear puts a huge strain on the people who stay behind to care for the land.

**Unless it's a genuinely good item that can help someone else - pack it in, pack it out. And when you arrive with your donation, wait for us to accept it. Don't drop and dash. Let's close the week with the same respect we started it with.**

## NIGHT VISION

AfrikaBurn is a large, vibrant community; it needs people who care enough to look out for one another ... especially after dark. **Night Vision is a volunteer team** dedicated to doing just that.

Operating through the night hours, they move through Tankwa Town with awareness and intention, not as security guards or authority figures, but as fellow participants who have chosen to take on a deeper responsibility for the well-being of everyone around them. Their work is rooted in a simple but powerful belief: **that safety is not something imposed from the outside, but something a community builds together.**

Night Vision's approach goes beyond simply keeping watch. Their vision is one of shared responsibility, where **every person at AfrikaBurn plays a role in holding a safe and inclusive space.**

By building real relationships across the community and fostering a culture of awareness and care, they aim to distribute the guardianship of the event across all its participants.

This is captured in their tagline, **'Together We Hold the Flame'.**

Rather than a small group reacting to problems as they arise, the goal is to shift the culture of the space itself, so that safety becomes something the entire community creates together, through presence, intention, and connection.

**You probably won't see them unless you need them.**

## DIE YSKAS

In the only city where money is of no use to you, Die Yskas is the one exception. It's the only place in Tankwa Town where 'commerce' actually happens, and for good reason. Lukewarm gin and vrot boerewors are the enemies of a good Burn.

### The Cold Hard Facts

**When:** Open daily from 11 am to 1 pm, Monday to Saturday.

**The Damage:** Ice is R100 per 5kg bag.

**The Coordinates:** The entrance is at Off-Centre Camp on the Binnekring. Follow the sound of rattling coins and the sight of melting dreams.

### Ice Etiquette

#### Park the Wheels

Leave your bike on the rack and your car at your campsite. Navigating the Binnekring in a bakkie just for a bag of cubes is a high-level 'darkwad' move.

#### The Buddy System

A 5kg bag gets surprisingly heavy when you're trekking through 38°C dust. Bring a friend, a gym bag, a backpack, or a foldable cooler to haul the loot.

**Pro Tip:** Make friends with the Art Car crew. They are usually fuelled by whimsy and happy to assist with a 'drive-by icing' if you ask nicely.

**By Wednesday or Thursday, the crew inside Die Yskas has explained the process approximately 4,000 times.**

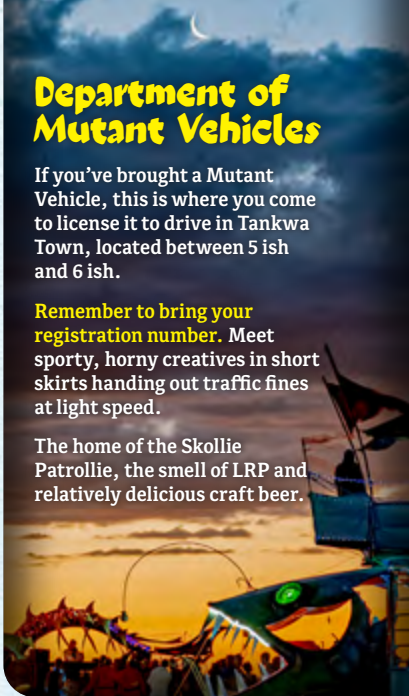
They are sleep-deprived, dusty, and potentially a little snippy. Please keep the vibes chilled and remember that the beasts of Die Yskas are volunteers just like everyone else in Tankwa Town.

## Department of Mutant Vehicles

If you've brought a Mutant Vehicle, this is where you come to license it to drive in Tankwa Town, located between 5 ish and 6 ish.

**Remember to bring your registration number.** Meet sporty, horny creatives in short skirts handing out traffic fines at light speed.

The home of the Skollie Pattollie, the smell of LRP and relatively delicious craft beer.





## MEDICS

Real trauma only, please. The desert doesn't have a reset button, and our medics aren't here to tuck you in after a tequila-induced poor decision. We have a world-class field hospital at **Off-Centre Camp (OCC)** (look for the Big Red Cross).

Hangovers, hangnails, and hol-pyn are not emergencies. **Practice Radical Self-Reliance.** Pack a proper First Aid Kit for the small stuff and take your chronic meds as prescribed.

**PS: Absolutely NO IV bars or rogue 'camp doctor' services.**

## SUPPORT: MENTAL HEALTH AND CRISIS CARE

Support is a team of experienced mental health professionals providing 24/7 crisis care for mental health or emotional emergencies in the dust.

If you or someone you know needs urgent help, ask the Sanctuary shift lead to contact us. If you spot an emergency out in the field, ask Rangers or Guardians to make contact and we'll be dispatched to you.

## COMMUNITY

### The Sanctuary: A Safe Space

You can find us at OCC on Binnekring Road between Medics and Rangers.

Our blue-and-white sign is visible day and night.

*The Sanctuary is a safe, supportive space for anyone who needs a break from overwhelm or some quiet.*

Volunteers offer peer support for challenging psychedelic or emotional experiences, with rest, refreshment, and company available inside or around the fire.

Guests can stay for a few hours, after which campmates can help them return to camp.

**The Sanctuary is not an alternative sleeping space if your camp is noisy or annoying.** You are welcome while you need us, but it's not a hotel.

### The Hub: Harm Reduction and Safety Education

The Hub at the Sanctuary offers safety awareness support, including education and information, and testing.

**Testing takes place daily from 10 am to 12 pm and 3 pm to 5 pm.**

Check the chalkboard for more information and safety meet-ups.

Worried about driving home or operating your body safely? **We have free breathalysers available.**



## Community consent, safety education, and care

The STAR (Safety Trust Awareness and Response) team supports community safety, with a focus on sexual assault and harassment, intimate partner and domestic violence, and consent violations.

We receive and respond to complaints, and provide information and support for anyone affected by or concerned about unsafe behaviour.

Check the STAR chalkboard at OCC, outside the Sanctuary, for education and support meet-ups and consent workshops.

Look out for STAR's consent awareness materials in the toilets.

We are **contactable 24/7 by radio** for emergencies, as well as non-emergency complaints or conversations.

**Ask Rangers, the Sanctuary, Guardians or any other community service to call STAR, and we will come to you.**

## OFF-CENTRE CAMP (OCC)

If the Binnekring is the eye of the storm, OCC is the iris. It's that intersection in the middle of everything where the gears of the city actually turn. This is the community hub, an open invite for anyone who wants to stop being a spectator and start being a citizen.

### THE LOGISTICS OF CONNECTION

#### The Volunteer Booth

This is your 'get involved' HQ. Check in for your shifts, sign up for something new, or grab the latest intel on what's happening in the dust.

#### Just In(e)

The local Lost & Found hut. If you've misplaced your favourite hat (or your dignity), check here.

#### The Chalkboards

Our analogue version of a group chat. Use them to hook up with friends, find a lift home, leave a cryptic note, or practise your questionable drawing skills.

### WHEN THE LIGHTS ARE ON

While the city never really sleeps, the official business at OCC has a schedule. Community-run services might vary, but the main hub generally keeps these hours:

- Sunday (pre-gate): 9 am–5 pm
- Monday to Wednesday: 9 am–7 pm
- Thursday to Monday: 9 am–5 pm

### THE AFTER-HOURS VIBE

Don't let the 'office hours' fool you. OCC is where the pulse of the city lives. **Chillaz** might be jamming until 10 pm, and **Radio Free Tankwa** might be broadcasting bedtime stories or chaotic nonsense at 2 am.

Come through to sign up, shoot the shit, or just sit in the shade and watch the spectrum of Tankwa life drift by. *We're waiting for you.*

# OUTREACH

This is the bridge between our temporary city and the Tankwa community, focusing on education, animal welfare, and keeping the local culture thriving long after we're gone.

If you've got extra food at the end of the week, head over to the **Collexodus** point on Exit Road.

**Everything you donate goes directly to the Elandsvlei NGK Skool pantry.** It's a simple way to make sure your surplus ends up on a local table instead of in a bin.

**The same goes for your bike.** If it made it through the week but you don't want to haul it back to the city, drop it off at the racks by the **Site Office** (look for the big bus).

We work with **Pedals for Peace** to get those wheels to people in the area who need them for transport.

**It's a solid way to leave a legacy in the dust that actually moves.**

# RADIO FREE TANKWA

Tune into 99.9FM anywhere in the dust.



**RFT** is Tankwa Town's pirate broadcast station, live on air every day from **9(ish) to 5(ish)** with weather updates (first it's hot, then it's dusty), Burn schedules, interviews with artists and participants, and a rotating lineup of DJs, tunes, and general kakpraat.

## Important Stuff First

If something serious happens, **Radio Free Tankwa is the primary way information gets out across the city.** Emergency updates, weather warnings, and important announcements are broadcast here, so if things start getting weird, **tune in.**

## Want to Hijack the Airwaves?

Every morning at **10(ish)** the schedule chalkboard (and the crew's brains) get wiped clean. During the day, hour-long broadcast slots open up until about 5 pm. If you and your crew want to take over the airwaves, play music, talk nonsense, interview your campmates, or unleash your finest ukelele nonsense, swing past and chat to the crew about signing up.

## Public Service Announcements

**Got something happening?** Maybe you're gifting drinks in a secret location, hosting a sunset gathering at your artwork, or throwing a questionable dance party somewhere on the Binnekring.

**Bring the details to the caravan and the crew will happily announce it on air.** They're also always keen for quick interviews with artists, camps, and participants.

## RANGERS:

### THROUGH THE PRISM AND INTO THE DUST

When things in Tankwa Town go sideways, look for the orange shirts.

Rangers are fellow burners who volunteer to help keep the peace. They listen, step in when situations get a bit heated, and help people figure things out before it turns into a full-blown desert drama.

**They're not security and definitely not the polisie, just calm humans in the dust when things get a little complicated.**

If you've got patience, empathy, and the ability to keep your cool when the vibes get weird, you might make a good Ranger.

It takes training, though – helping sort a desert dispute or steady someone who's lost their gees isn't something you just wing.

Swing past Ranger HQ, the bright orange container on the Binnekering near 6 ish (you can't miss it), and say hello to the crew.

**If you're keen to step up, training runs at 9 am on:**

- Monday, 27 April
- Tuesday, 28 April
- Wednesday, 29 April

Come learn the ropes and help keep the city a little bit safer and a lot more lekker.



## SKOLLIE PATROLLIE:

### GUARDIANS OF THE WHEEL

#### KEEPING TANKWA TOWN ROLLING

In the dust, under the blazing sky, they ride (slowly) – decked out in blue swag, flags flying and always watching. Skollie Patrollie is AfrikaBurn's volunteer vehicle crew, the keepers of the flow, the wranglers of wheels, the ones who ensure that movement through our sometimes chaotic Tankwa Town remains safe, responsible, and radically self-reliant.

#### Their mission?

Directing the dance of vehicles, keeping speeds in check, preventing unauthorised driving, and making sure everyone moves with care and respect.

Skollie Patrollie are Tankwa Town's community-owned, self-organised wheeled wheel-watchers,

keeping it flowing with a mix of education, guidance, and a deep love for wheels in the dust.

#### JOIN THE SKOLLIE RANKS: 2026 Recruitment and Training

Every year, we level up. Recruitment and training get serious, drawing on experienced hands from the Department of Mutant Vehicles (DMV), Rangers, and the Mutant Vehicle community itself.

The goal? A self-policing, self-reliant system where the mutant community owns the space and holds itself accountable. Skollie is here to guide, support, and step in when things go sideways.

**Got wheels? Got grit?  
Got a blue heart? Step  
up and ride with us.**

**In Ghost Rider  
We Trust.**

## LEAVE NO TRACE

Our event happens in a private nature area, a fragile, ancient landscape that doesn't care about your 'vibe' but definitely cares about your trash. The **Leave No Trace (LNT) Crew** is the elite squad of humans tasked with turning Tankwa Town back into the empty Karoo.

**The goal?** To tread so gently on Quaggafontein that by the time we are done, positive energy and a few stray footprints are the only things left in the dust. If it wasn't there a thousand years ago, it shouldn't be there when you leave.

### THE FRIDAY MOOP SWOOP

Think cleaning up is a chore? You're doing it wrong. On **Friday at 2 pm**, we turn the Binnekring into a moving, dust-busting carnival of responsibility.

#### The Mission:

- **Where:** Meet the MOOP crew at **Off-Centre Camp (OCC)**.
- **The Gear:** We'll provide the bags and the buddies if you're short on either.
- **The Vibe:** Dress up, pull in, and join the cavalcade as we sweep the Binnekring for **Matter Out Of Place**.
- **The Perk:** Did we mention **this is a pub crawl**? We're cleaning the desert and hydrating as we go. It's the most productive fun you'll have all week.

Bring your gees, your best dust-chic outfit, and your eagle eyes for cable ties and stompies.

**Let's make the cleanup as spectacular as the Burn itself.**

## TOILETS

### Look for the chimneys and lights.

If it didn't come out of your body, it doesn't go in the potty. Our throne toilets are located around the edges of the camping areas and some are in the Binnekring. Use them. No more longdrops or porta potties.

Get on your throne and you'll still get a lovely view.

The toilets are kitted with tampon, wet wipes or condoms bins. Use those rather than chucking tampons in the toilets, thanks.

### Please put the paper back in the bucket.

If you don't, the wind will create toilet snakes (white paper ribbons) all over the Tankwa, which is severely kak for our Leave No Trace (LNT) crew, who prefer real snakes to paper ones.

During the rollout of the event, such as Build Week or early in the event week, some toilets are kept battened shut to reduce pumping, cleaning, maintenance, and smell. Please respect the closed loos and don't open them for general use.

There are also a number of toilets placed in Tankwa Town specifically for disabled participants. These toilets are requested ahead of time by those who need them.

Pretty much everyone you meet out here is volunteering in some way.

If you're keen to join in, head over to the **Volunteer Booth at Off-Centre Camp (OCC)**. The team there will point you towards a shift that suits your vibe, your skills, or just your curiosity.



# Artworks

Please respect the artworks and the artists who worked hard to create them.

Unless there's an explicit invitation to interact with a piece, please refrain from tipping, molesting, climbing on, leaning against, or rearranging it.

Also, please don't scrawl 'Free Greenland!' or 'For a good time call Sweet Lollipop' on random artworks, no matter how tempting it might be.

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## 8DoC (8th Day of Creation) (DC)

Artist: **Richard Thomas**

Come and let your spirit be REBORN! Our 'Birthing Arena' is a place to remind people of their childlike, vibrant state of being. Be embraced by the melodies of incredible musicians/DJs and by workshops/performances that ignite the mind and stir the heart! EVERYONE IS WELCOMED HOME.

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## Ascension Of Self (CA)

Artist: **Daya Heller**

Our miraculous human bodies are designed with in-house spiritual engineering to conscious sovereignty: Chakras, the same colours as rainbows: ranging light frequencies with kundalini snakes up the central spinal cord (& vagus nerve), to an enlightening pineal gland, transcending the eternal cycle of physical nature and duality.

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## A Tale of Chapters (TA)

Artist: **Monique Human**

Every chapter is different for everyone; all you have to do is take a moment, be still, manifest, and let go of the rest.

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## Amphitheatre Evolution (AE)

Artist: **Julia Powell**

It's not a snake or a worm. Last year's amphibian fossil has evolved into the caecilian\* civilian of Tankwa Town. Come gather, sit on it, sit in it, perform, play, rest, and be rejuvenated. The perfect spot for your acoustic gig, your sunset gathering, or a shady midday nap.

\*A secretive amphibian that lives in the ground.

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## Antarean Pyramid (AP)

Artist: **Nathan Starchild**

The Antarean Pyramid is a safe space for people in all phases of consciousness out on the Binnekring ... a 3D tessellating crystalline lattice structure designed to call in the energies of the star Antares. Come by to hang out, make some LED jewellery, get your

face painted, practice acroyoga, hold a ceremony, or whatever you need the space to be in the moment.

### **Bangers & Mash (BM)**

**Artist: Rousseau du Plessis**

When our trailer crate of potatoes got stuck in a field of butter blobs and giant cutlery, we did what anybody would do when life hands you potatoes ... we made mash! At night, this 'accident scene' turns into a fun, interactive dance floor where you can be yourself without judgement or prejudice ... a happy place where we play Bangers and serve Mash.

### **Beautiful Life (BL)**

**Artist: Gizelle Winterton**

The structure is the spelling of the word LIFE in towering freestanding letters, with vivid colour blocks, line drawings, and poignant wording. Interactive slots invite burners to post letters to anyone, living or remembered. Born from deep personal loss, it reminds us to celebrate life's beauty and fragility. Stationary yet immersive, honouring those passed and celebrating those who remain.

### **Benchmark (BK)**

**Artist: jCona**

More than just benches, but also just simple benches. Rest your weary legs after dancing or exploring. Take a seat, catch your breath, and maybe make a new friend. Scattered across the Binnekring, 10 benches invite connection and pause. Please enjoy them where they are placed – if you can, don't move them.

### **Big Head (BH)**

**Artist: Gabriel Gibbon**

Big Head is a very big head ... in the desert. Not too big, not too small, just a perfectly unreasonable human head roughly the size of a big head. It looks like a head because it is a head, just bigger than your head.

### **Blowing in the Wind (BW)**

**Artist: Karin Smith**

The ancient elements of the Karoo, particularly the colours, are reflected in the artwork.

### **Changing Room(TS)**

**Artist: Zonja Terblanche**

'Changing Room' is an immersive, open-air chamber of movement, light, and colour.

Wind animates its skin; sunlight paints its interior; people activate it through presence and play. It is a threshold in the desert – a place to pause, shift perspective, and re-enter the world altered. The work invites transformation, both personal and shared.

### **Chapel: I Wanna Be a Rainbow with You (CH)**

**Artist: Monique Fagan**

Creating a space to bring together people who would otherwise never meet. Communities we don't see unless we have a reason. We are creating a reason. It is a chapel, a portal, a post office, a telephone booth, a place of reflection and connection.

Visit another reality, send a message to someone you don't know. Trust in your common humanity. Look how beautiful we are together.

### **Clan Ubuntu (UB)**

**Artist: Neo Monnapule**

A series of figures stand in a triangular formation, their hands joined in a circle of unity. Clad in reclaimed plywood etched with the Tree of Life pattern, the figures embody the philosophy of "Motho ke otho ka Batho" ... I am because we are.

The space beneath welcomes you to gather, rest, and connect with each other.

---

### **Coffee and Spliff – for Cyndi (CS)**

*Artist: The DPW Retirement Club*

Before DPW had money, before AfrikaBurn was popular, before the kitchen was a palace, there was a woman who kept the pots boiling and the troops fed despite whatever the desert threw at her. She kept the coffee and the chatter flowing. And she had only one rule. No Shirts in the Kitchen. Sharp of wit, feisty as shit, you knew when you'd been served by Cyndi Roberts. Coffee and Spliff. Taken too soon. Forever in our hearts.

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### **Cognito (CG)**

*Artist: Alpie Kelham*

Cognito is an immersive journey into the mind, connecting to the ether as you delve into the realms of the unknown. Experience the powerful search for words driven by your subconscious, allowing your answers to present themselves. Within the word search are hidden meanings and poems that you can search for, or simply find the solutions your soul has been searching for ...

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### **Concept (CP)**

*Artist: Josh Jordaan*

Come find our sound-powered vessel of freedom, expression, and magic. Where music flies. Where we all take off together.

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### **Conscious Couching (CC)**

*Artist: Pippa Solomon*

Conscious Couching is a place to relax in the heart of the desert and tune into consciousness, into awareness. There will be a daily hour (3 pm–4 pm) for people to connect in deeper and more intimate conversation where 'awareness of awareness' is foregrounded.

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### **Contemporary Objects (Giant Kaleidoscope) (GK)**

*Artist: Amy Foale*

Discover the magic of the Giant Kaleidoscope, an immersive installation that transforms everyday objects into mesmerising patterns. Visitors peer through a lens to witness ordinary items multiplied and refracted into dazzling, ever-changing visuals. Playful, interactive, and captivating for all ages, it invites curiosity, exploration, and a fresh perspective on the beauty hidden in the mundane.

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### **Die Meermin van die Karoo (MK)**

*Artist: Stéphanie Messina*

Through the beautiful expanses of the vast Karoo, she is waiting. She is watching. She is longing for you at secret rock pools and a bubbling spring. She is waiting with her flower. With her song, she wants to sing. Walk real softly. Tread real light. Don't be brave, or she just might grab your hand and take your breath, pull you under to your Aporia death.

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### **Dischord (DI)**

*Artist: Pieter Human*

The team of the Dead Piano Society gave discarded and unusable pianos a last-chance performance opportunity in this art piece assembled from the parts of 10 pianos. The history, the love, the memories, and the joy they brought through decades of magical sound ends in their transformation into one more beautiful piece for a thousand to enjoy!

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### **Drifters Landing (DL)**

*Artist: Brendan Hurner*

Built from the dust up, Drifters Landing features a Crow's Nest to see the world and a plank to let it go.

This landing is designed as a heart-centred hub for people to gather and engage. Ascend our mast for a view of the Tankwa before taking a literal leap of faith into our softest of airbags below. Should you wish to sail on, look out for us Drifters – wanderers and pirates floating the Binnekring on our Viking ship.

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### **Ego Check Booth (EC)**

*Artist: Joel Brand*

Feeling heavy? Slightly self-important? We've got you. Store your ego at our on-site climate-questionable desert vault and roam the Binnekring lighter, freer, and surprisingly more lovable. Upgrades available for influencers, DJs, and anyone who says 'at Burning Man we...'. Official claim check required for retrieval. Claim checks are limited. All unclaimed egos will be incinerated on Friday evening.

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### **Fowl Play (FP)**

*Artist: Werner van Rooyen and Charlie Lau*

Something fowl is afoot at the Burn. Keep your eyes peeled and your ears open.

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### **Free Your Mind 2 (FR)**

*Artist: Dorette Crous*

Free Your Mind 2 is an expression of how beauty can be born out of the darkness of our life experiences – be they childhood trauma, our own negative thoughts, the bullying, the manipulation, the gaslighting, whatever emotional scars we were left with. Once we can overcome these, we become more authentic, a more beautiful version of ourselves.

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### **Garden Of DeLights (GD)**

*Artist: Sam and Darryl Bailey*

The Garden of DeLights invites explorers to step through the looking glass, towards ancient Karoo fossils, while imagining playful futures. Skeletaur returns, joined by a hand-built wooden dinosaur, surrounded by a whimsical, glowing garden of handmade, recycled plastic flowers. Sit on a toadstool or dip your hand into the Pot of Gold, a take-one, leave-one gifting ritual celebrating curiosity and joyful discovery.

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## Glory Glory by the Holy Mountain (GG)

Artist: **Mias Retief**

This alchemic social prism invites curious bodies to circle, peek, wait, and choose. A queer-coded structure that rewards mischief, restraint, and consent, it fractures one encounter into many perspectives. Nothing is prescribed; everything is negotiated. Come flirt with uncertainty, trust the unseen, and leave slightly transformed.

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## HiAI (HI)

Artist: **Christine Roos**

Hi, Party Animal. I can process everything – except being YOU. You can juMp, smell and fall in love. How I envy your spirit, your movement, your joy! Come watch yourself through my eyes. I have put on a human cloak and will wait motionless for you on the Binnekring. Please, please come say hallo? I brought solar ... AI.

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## 'Human Harmony Strand' Naked Art Happening (HH)

Artist: **Cynthia Fleischmann**

Join artist Dusty Doodler to create a long, flowing line of naked humans with red hands calling out for Love

over Hate and Harmony over Harm! Photography will be taken from above to capture the scale and shape. Symbolism: Red hands for humanity, nudity because it's natural and the Harmony Strand symbol for global harmony.

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## Hourglass Surprise (HS)

Artist: **Antonin Barbet**

At what time is it? What is it? Who is it? None of us knows, but the glass-locked dust can tell you it may be soon.

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## House of Umbra (HU)

Artist: **Charlotte Telfer-Wan**

This prism shines bright in the desert, illuminating bodies and creating shadows. Come search for this bright light on your journey and dance in a sea of colour. House of Umbra is an interactive light installation that welcomes performers of all kinds to get lost in its light.

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## Incy Wincy Spinnekop (IW)

Artist: **John Innes**

Incy Wincy Spinnekop – perched on the Binnekring, silhouetted against the desert sky – is a Supernatural Spider, a bold, alien, captivating piece of art created to make you

Spin ... Spin a round, Spin a story, Spin a web, Spin a tune.

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## Inside the Mirror (IM)

Artist: **Hendrik Schalekamp**

Come walk Inside the Mirror – a world filled with tentacles, humans, colour, and the sounds of visitors past. Experience the infinite with your fellow travellers of the Binnekring. In daylight, see infinite shapes and colour; in darkness, flames; in night,

the infinite moon and stars – the universe reflected over and over again.

---

## Journey's End (Destination) (JE)

Artist: **Sinawo Ngceni**

Find serene arrival and quiet reflection at 'The Destination', a large-scale wooden figure. This contemplative sculpture of a woman in repose embodies the peace of a journey's end. Discover this beacon of calm, standing two metres tall, and share a moment of stillness.

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## KwanJakazi (KN)

Artist: **Sapho Wulana**

KwanJakazi is an interactive installation built around a life-sized dog house,

an intimate sanctuary of comfort, loyalty, and reflection. Participants co-create evolving artworks and record conversations exploring AfrikaBurn's 11 Principles. Through shared making, storytelling, and vulnerability, the space fosters radical inclusion, communal effort, and heartfelt connection on the Binnekring.

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### **Light as Air (LA)**

*Artist: Brad Baard*

Light as Air – barely there, layers of perception shift through hanging fabric panels on a line.

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### **Lumen Mori (LM)**

*Artist: Madi van Schalkwyk*

Through the Prism of Light, we reflect on Mortality. Step inside the clock and become the gnomon within these twelve 'hours of life'. Moments of beginning, change, and release. Engage with the liminal spaces between yourself and the rest of AfrikaBurn. The final hour faces the Temple, honouring contemplation and remembrance in collaboration with the Memento Mori Theme Camp.

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### **Luminous Soul in the Desert (LS)**

*Artist: Colin Cameron*

Illuminated art and poetry.

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### **Madway Springbok (MA)**

*Artist: Daniel Popper*

A towering 5.2-metre springbok rising from the dust, where South African icon meets Madway's apocalyptic desert aesthetic. By day, a striking sculptural landmark; by night, its horns ignite in controlled flames. Find us on the open Binnekring ... follow the fire and gather beneath the sentinel.

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### **Mankala (MN)**

*Artist: Cian McClelland*

Mankala is a living circle of rhythm and exchange, inspired by the ancient African game. It's a space where drummers, dancers, and dreamers share pulse and breath – where stories move like seeds through many hands. There are no spectators here, only participants. Energy flows in all directions, creating a communal heartbeat that captures the spirit of AfrikaBurn: connection, play, and transformation.

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### **Message in a Bottle (MB)**

*Artist: Blair Impson*

Dive into an underwater world made from waste. Beneath a canopy of glowing jellyfish and bottle chandeliers, dance through waves of refracted light. By day it shimmers; by night it breathes. A living reef of recycled beauty.

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### **Minikring 2026 (MI)**

*Artist: Alex Noble and Crew*

Come and experience past iconic AfrikaBurn art pieces and live in the world of mini make-believe. Get down in the dust to photograph a mini AfrikaBurn in perspective.

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### **MIRROR STUDY 02 (MS)**

*Artist: Jude Noon*

A constructivist light show.

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### **MUJNAMAHIHESA (MU)**

*Artist: Toroga Denver*

A wall of stone, clay, and ochre built by the Khoikhoi First Nation artists. Painted with earth, come and be part of this living rock art. Ancestral stories, music, and fire will bring this wall to life, celebrating the first artists of this land we call Tankwa Karoo.

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## Oe-aa-sie-sA (OA)

Artist: Jonathan Lotter

In the middle of nowhere, through intention, we close the circle. The Oe-aa-sieS is sometimes a place to rest, sometimes anything but. When the Oe-aa-sies-sa-wA connects, it turns into a full Ossewa boot party. Built by the same slightly obsessed crew that brought you Oe-aa-sieS, it's a laer with rhythm. Buckle up. Or don't. Just hold on.

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## Palm to Soul | Sanctuary for Release (PS)

Artist: Jacques Mollentze

Palm to Soul is a monumental queer-led sanctuary for release. Two towering open palms rise from the dust, encircled by hand-built ceramic sculptures. The world is a bit of a shitshow; let's transmute it together. Dance, scream, pray, rage, or rest beneath the hands. Write your intention, enter the circle. At burn, our release lifts as ash.

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## Pendulum (PN)

Artist: Mari Schroeder

Crystal-clear answers to all your burning questions - HELL YES!

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## Penny for Your Thoughts (PT)

Artist: J.A.M.

Set within the stark and infinite landscape of the Tankwa, 'Penny For Your Thoughts' is both a sculpture and a chair, allowing you to sit and become part of the artwork, serving both as a functional piece and a contemplative experience. Come seek the sculpture on the outer skirts of the Binnekring and take time for your thoughts.

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## PerspectaScope - A Portal of Reflection (PR)

Artist: Zanita Cooper

A portal of mirrors and light, where the Binnekring and its people merge into living geometry. Every face, every colour, every grain of dust becomes another fragment in a dance between reflection and reality. You are both the observer and the observed ... part of an immersive space of reflection ... the living Kaleidoscope of the Burn.

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## Postboxes of Desire (PD)

Artist: Maurice Habets

A scattered constellation of sensual post-boxes, a prism refracting lust and tenderness, inviting you to write, whisper, or

surrender your untamed longings. Each glows like an ember in the night, gathering fantasies, secrets, and truths ... a ritual of release and raw humanity, where desire burns itself into freedom.

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## Rainbow PHLUPH (RP)

Artist: Thomas Heidemann

Red, orange, yellow, green, indigo, violet, blue, whichever way you are inclined and whatever your shade or hue, magical beings congregate where the colours meet the clouds, and you may just discover a pot of gold where the sunlight pierces through.

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## Re Dance of the Tetrahedra (RT)

Artist: Sabelo Gxoyiya

Re Dance of the Tetrahedra: a constellation of spinning tetrahedra harnesses the desert wind and the sun's rays, storing energy to illuminate its perimeters and structures by night. Step within this living geometry ... part turbine, part conceptual space, where Afro-centric myth, light, and sound converge. A gift-space of ritual, resonance, and co-creation, powered by the breath and the heat of Tankwa itself.

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## Reflections in the Desert (RD)

Artist: Thorpe Koorts

Experience the beauty of natural sunlight etching images inside a giant camera. Participants become models for the project and have fun making their own photo memories.

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## RockET (RK)

Artist: Unicorn Rainbows

Enos's RockET crash-landed in the dust, and monkeys from around the world gathered to build a playful nookie from the wreckage. Space junk became a glowing stage and tower. Follow the leading lights, wander closer, and join the cosmic monkeys for music, mischief, dancing, and a late-night desert jol beneath the stars.

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## Ruby the Rubik (RR)

Artist: Loic Markt

Ruby the Rubik is an interactive Rubik's Cube. Come play with Ruby.

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## Sandfish II (SF)

Artist: Chip Snaddon

Remember the shoal of Sandfish rod puppets from Creation in 2024? They're back in scaled-down steel form, still swimming through the Tankwa air.

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## SeaBurst (SB)

Artist: Jade Frenzin Peens

A dynamic representation of the life cycles of the Earth between the past, present, and future. An eruption of life depicted by the materials that were once life itself. A way to celebrate and bring to awareness the abundance that is our oceans, and how even the most ancient of deserts once had a dramatic unfolding of the circle of life above its surface.

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## Shrowhouse (SH)

Artist: Joshua Alexander

Shrow House, in the middle of Shrow Street, Shrow House. Looking for a fairy tea party? Cuddle puddle with the gang? Or just an energy resonance chamber? Find it in the middle of Shrow Street.

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## Sign of the Time (SI)

Artist: Nyaniso Lindi

The project is inspired by historical events that took place in Makhanda (Grahamstown).

In 1819, a group of Xhosa warriors led by Makhanda Nxele came to attack Grahamstown, and a small group of English soldiers led by Colonel John Graham managed to defeat them. The area where the battle took place is known as Egazini (Place of Blood).

The work captures the hill where the Xhosa warriors stood.

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## Solmare the Pegasus Pony (JS)

Artist: Genevieve Matter

Come find the blazing Solmare and pay homage to the Chinese year of the fire horse, a year of speed, impulse and strength.

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## SongCatcher: The Continuum (SC)

Artist: Charles Starling

From the ashes of The Birth of Song comes The Continuum. A quiet dreamcatcher reborn in metal and light. Join sunrise meditations, gentle yoga, or simply sit and listen for the echo within. A place for peace, stillness, and renewal.

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## Spikey's Burrow (SP)

Artist: Francois Riley

A series of sculptural prisms arranged to define a temporary dance floor. Each prism has a flame that's triggered on the beat of the music. A warm, ambient space that can be seen from afar.

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## Spiral Up (SU)

Artist: Marina Boxshall-Smith

Open your eyes, look up to the skies, and see. Rising from the Tankwa dust, three

stacks of serenity merge to offer the weary dancer a calming refuge from the pulse-pounding magic of the Binnekring. Escape your reality, Spiral Up.

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### **Sweet Synchronicity (SS)**

**Artist: Alan Brett Powell**

Come play with us in Tankwa Town, where synchronicities run wild as you follow your feet, open to the magic of who you might meet. Join us in celebratory ceremonies and weave your magic into the field of infinite possibility.

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### **Switch Off to Switch On (SO)**

**Artist: Nicholas Garrett**

Switch Off to Switch On is an eight-metre-tall transformative mindscape. Climb above the dust. Enter a brain-shaped sanctuary of sound and light. Pause. Breathe. Reset. When ready, descend the spiral helix slide back into the Burn. It's a full-body loop from noise to stillness and back to movement.

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### **Take a Moment (MO)**

**Artist: Mira Leibowitz Sher**

Take a Moment invites you to collapse into a world of cascading, colourful softness. Oh, what's in that

pocket? Come on in and find out. Come sit, explore, play, and take a moment.

---

### **Talk To God (TG)**

**Artist: Robert Smith and The Brain**

Dearly Beloved, you are invited to take a moment to Talk To God\* at Through The Prism. Look for the phone box on the edge of the Binnekring, pick up the receiver and follow the instructions. If your chosen God is busy, please leave a message; your call is important to us.

*\* More than one God may be available.*

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### **Temple Embo "Masibuyele eMbo" (EM)**

**Artist: Ceduma Qamata**

A sonic sanctuary rooted in Xhosa ancestral tradition. Inspired by an Indlunkulu sacred family-gathering hut, the artwork is a series of interconnected rondavels that combine to form a village of sound. Each room is an instrument, inviting you to play, feel, and most importantly, to heal. A living tribute to ancestry, community, and ceremony.

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### **The Cinema at the End of the World (CI)**

**Artist: Robert dos Santos**

The Cinema at the End of the World is hosting the first movie to be filmed at AfrikaBurn: This Is How The World Ends.

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### **The Clam Cabaret 2.0 (CL)**

**Artist: Hattie Meeuwissen-True**


The Clam Cabaret opens to reveal a stage showcasing a diversity of art, music, and performance. Collaborating with a crew from Soweto, the clam celebrates South African creativity, community, and an inclusive platform for queer artists, bringing township talent, rhythm, and pride to Tankwa Town.

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### **The Conversations (CO)**

**Artist: Tayla Micael**

Come to feel what your conversation looks like. Feel the freedom of a conversation that flows or the blaze of a fight. Feel the wave of music all around us. Dance, feel, and if



anything calls, respond to her. Understand, connect, talk, and allow the mat of conversation to come alive.

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### **The Crossing (TC)**

**Artist: Nathan V. Honey**

A small forest of spikes grows from the barren earth.

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### **The Egg (EG)**

**Artist: Scott Hallauer**

In all historical texts, scriptures, and oral traditions, nothing is known about The Egg ... Occasionally, for some reason, people love to dance in front of it!

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### **The Hut of Echoes (TH)**

**Artist: Lana Cavernelis**

A living sound sanctuary built from earth, reed, and story. Step inside to sit, listen, or co-create with indigenous musicians and storytellers as they lead immersive sound journeys. By day, it hums with subtle vibration; by night, it transforms into a prism of voice, rhythm,

and resonance. A space to remember, reflect, and be moved.

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### **The Nest That Fell To Earth (NE)**

**Artist: Ella Sainsbury & Harry Mawdsley**

There's something on the edge of Tankwa Town, a bit like a nest but upside-down. It might have fallen from the sky; it definitely came from somewhere high. Strange sounds and colours come from inside; we know not who or what resides. Come venture in, inquisitive one, there's lots of room enough for some.

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### **The Old Skool (SK)**

**Artist: Chris Shield**

The school bell tolls... calling us back to the soundtrack of our youth. As the sun begins to set ... 70s, 80s, 90s, and 00s anthems echo down the school corridors as we sing and dance into the night. Check the chalkboard for the timetable!

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### **The Reel Swing Shady (RS)**

**Artist: Ferg Clark**

The Reel Swing Shady ... Beach Art Bar, two ever-evolving art canvases layered with memory, two swings for childlike escape, and a bouncing tiki bar built from salvaged beach waste.

Paint, swing, gather, gift. It's part playground, part protest, part party. A shady little rebellion against waste and forgetfulness.

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### **The Sentinel (SE)**

**Artist: Leonardo Viti**

The Sentinel is a large-scale sculpture that embodies the journey of confronting fear. A towering humanoid creature looms over visitors, inviting a moment of primal confrontation. Participants can attach written fears to its body, becoming part of the artwork itself: a shared space where what unsettles us is faced, held, and quietly transformed.

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### **The Skollie Trollie (ST)**

**Artist: Stu Dods**

The Skollie Trollie is a giant monument to modern madness. It transforms a tool of commodification into a playground of irony and joy. Through play, performance, and fire, this big empty trollie asks: what happens when we stop shopping and start sharing?

A reminder that even symbols of capitalism can burn beautifully, leaving nothing behind but laughter, dust, and hopefully a new way of seeing value.

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## **The Sticker Magnet (SM)**

*Artist: Dawie Venter*

Participate in an interactive sticker and paste-up experience at AfrikaBurn 2026! Contribute your non-commercial stickers and paste-ups to adorn a towering four-sided art column rising two metres high from the desert sands! Find The Sticker Magnet in the Binnekring and add your work yourself. Paste will be provided. Let your art stick in the desert.

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## **The Transit Lounge (aka 'The Moth-trap') (TT)**

*Artist: Lukas Beuster*

A suspiciously inviting patch of shade by day and a gentle beacon by night. Moths, travellers, and wanderers welcome. Sit. Rest. Tea may appear. Departures are delayed indefinitely. Please remain seated.

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## **Time Well Wasted (WW)**

*Artist: Becca Priede*

Head to the outskirts of the Binnekring for a familiar feeling at your front porch. Wave to neighbours, take in the sunset, enjoy your coffee, or watch the dust storms roll in.

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## **Tip of the Iceberg, Penguin art colony (TI)**

*Artist: Felix Holm*

'Tip of the Iceberg' is a collaborative African penguin art colony. Artists create or decorate life-size penguin sculptures in any medium and bring them to Tankwa to form a collective installation.

After the event, the entire colony is donated to SANCCOB for awareness, education, and fundraising. One two-metre wooden penguin will be burned as a symbol of loss, renewal, and collective care.

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## **Tracings of Impermanence (TR)**

*Artist: Ché Coelho*

A map of the wind, the sun, the storms, the beetle, and its holy pilgrimage. 'Tracings of Impermanence' is a cartographical sigil raised from the earth.

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## **Triple Bypass(TB)**

*Artist: Charlie Smith & Team*

The very first artwork built for AfrikaBurn. Built by US artist Charlie Smith in 2007, the Triple Bypass warms your heart and might fall on your head.

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## **Tuning Fork(TF)**

*Artist: Conrad Hicks*

This piece responds to a calling from the land to be healed. Destructive energy, rooted in unresolved trauma, conflict over water access, and historical wounds carried in water, needs to be diffused before it causes further harm. This work listens to that pain and works to prevent it from passing through the land into us.

You're invited to consciously, with gratitude and love, infuse water, sprinkle it at the base of the sculpture, then strike the tuning fork. Meditate on acknowledging our ancestors' pain and our responsibility to make repairs for the earth and water, with love.

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## **Twisted Da Vinci (TW)**

*Artist: Erik Eloff*

This collection was not simply created.

It endured! Carried forward from past gatherings where art lives briefly, then returns to dust, these multi-coloured works hold the residue of AfrikaBurn:

movement, impermanence, release. What once stood in the open desert now assembles for a final act in this physical world – to be returned to the universe through fire, not as destruction, but as fulfilment.

### **Ubuntu in the Dust!** (UD)

*Artist: Lee O'Connor*

My group of figures is called Ubuntu, an ancient African word meaning 'I am because we are'. Show humanity to all, even and especially to those who are different. Recognise the value of every person and show kindness, hospitality, and acceptance. I am who I am, because we all are.

### **Whispers of the Ancestors** (WA)

*Artist: Maddy Bezuidenhout*

Step inside a sanctuary of wind and memory. Six doors, a circle of stillness, and the whispers of

ancestors carried through harp strings and rain-chimes. A quiet refuge for grounding, grief, belonging, and breath. Come sit, listen, and leave a little lighter than you arrived.

### **Whispers of the Earth** (WE)

*Artist: Mluleki Titi*

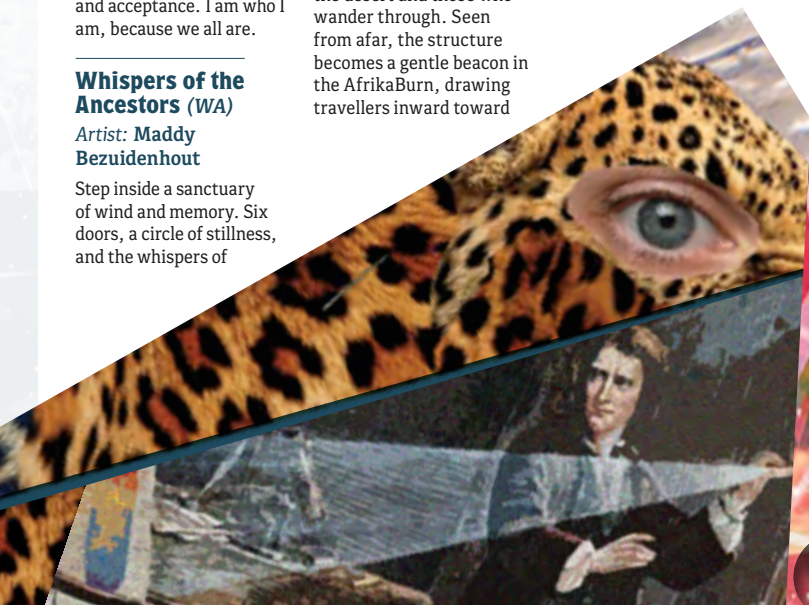
A quiet installation shaped from stone, rope, glass, and light. A solitary pillar rises from the soil beneath a fragile circular frame, where delicate glass drops hang like suspended breaths. As sun and night light move across them, they scatter reflections of the desert and those who wander through. Seen from afar, the structure becomes a gentle beacon in the AfrikaBurn, drawing travellers inward toward

stillness, memory, and the soft voice of the land.

### **WHOES** (WH)

*Artist: Frans Hollenbach*

The sculpture asks important questions like: 'Whose authority do you live by?' and 'Who are you, uninterrupted?' The organisation (Org) has become a monolith on the Binnekring and needs to burn to rise anew from the ashes. The mirrored sides reflect to us how we see the Org. We need to look inside ourselves and, in so doing, change the way our AfrikaBurn society reflects back.



# Roving

## Artworks

Some artworks don't quite fit anywhere else. What do you call a moving piece of art that doesn't have an engine and isn't meant to be ridden? This is that little slice of obscurity: the Land of the Roving Artworks.

### Moving Musicians – Pop-Up Art Activator

Artist: Malek Pople

A roaring temple of sound, ritual and play that activates art installations across the Binnekring. Each day features a new co-created ceremony blending live music, poetry and movement. From midnight masked balls to sunrise piano concertos and AfroFunk drum-infused parades, we invite participants into immersive experiences of connection, reverence and joyful self-expression through sound and story.

### New Stars

Artist: JD Zacharias

Soaring above the dust, 'New Stars' brings a piece of Balinese sky ritual to the Karoo. Witness 10 illuminated Bebean fish kites form a new constellation, guided by a majestic Janggan bird with a 100-metre tail flowing in South Africa's colours. This fusion of ancient form and modern technology is a luminous offering for day and night.

### The Dung Beetle

Artist: Jeffrey Barbee

The Dung Beetle is a moving art stage that fights plastic pollution and is powered by creativity and love. We will be visiting art, happenings, and parties – and you can find us by spotting our towering, flaming Beetle. Designed by the amazing Pops (Pierre) Pretorius to resemble the endangered Namibian desert dung beetle *Pachysoma*. The Dung Beetle is a symbol of rebirth, regeneration, and environmental stewardship.



# PERFORMANCES

We're all performers on the stage of Tankwa Town, but for the listings below, our creative community plans to crank their dial up to 11 and explode into a never-seen-before or to-be-seen-again performance that has no need for a theatre or stage.

Some might not appear to be performances at first, some are surprises, some are not. Most will start a little early or a little late, and every one of them is a gift from someone to you.

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## Ababumbi Musical Theatre

*Artist: Nosicelo Mbili*

Let's go, let's heal with art, and let fun find you.

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## Art Control Animas

*Artist: Huibert de Jong*

Art Control Animas (ACA) is a mobile, playful art project by Art Foundation Animas. A team of four Art Inspectors moves through Tankwa Town to 'inspect' artworks.

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## August - Magic Happens in the Dust

*Artist: August Müller*

I am a magician and love to entertain you with my magic at AfrikaBurn. I roam the dust with my props, drifting through the camps and open spaces. If you see me,

come and say hello; I'll show you a few magical moments right there in the dust. Or we can set a time, and I'll bring the magic to your camp ... because at AfrikaBurn, magic truly happens in the dust.

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## Azania WOZA

*Artist: Zizipho Gcasamba*

WOZA! Come as You Are. A roving burst of colour, rhythm, and spirit! Join dancers, drummers, and giant puppets in this living artwork that invites you to play, dance, and add your own touch. Pick, stick, move, and shine. WOZA! is a joyful call to be yourself and celebrate together in full colour.

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## Blowing the Anvil

*Artist: Charl Bothma*

BOOM.

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## Dual Orbits

*Artist: Clara Van Or*

Under the infinite Tankwa sky, a cosmic dance rises from the desert - two hybrid beings sculpted from acacia and silvered branches. Their bodies become sun and moon, feminine and masculine, movement dissolving boundaries, inviting trance. A fusion of drums, voices, and electronic sounds, weaving ancestral instruments. This is an artistic ceremony. A celebration of the cycles that govern us.

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## Healing Through Storytelling

Artist: **Akhona Shinga**

Gather around the fire for a powerful, immersive experience where voices rise in folk tales, spoken word, and rhythmic music. Feel the warmth of community, ignite self-expression, and discover healing through

shared stories, indigenous sounds, and movement. An intimate, spontaneous gathering that sparks connection, creativity, and timeless tradition. An unforgettable journey into collective healing.

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## Illuminaartjie Beyond the Spectrum

Artist: **Andrew Parker**

Come and immerse yourself in a real-time projection mapping. For an unreal experience and visual connection to the artwork, I'm choosing to project on. Beware of a texture overdose!

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## [Naeb / Naelstring / Umbilical Cord

Artist: **Geralt Cloete**

A powerful site-specific performance by Nama Khoi Productions exploring land, memory, and belonging. When Badas searches for her missing child, her journey reveals a deeper search for stolen history and identity.



Guided by the ancient midwife #Khammas, the story asks: what happens when the umbilical cord between land and people is cut?

## **Tankwa Town Fairies**

*Artist: Sonia Mayor*

As the desert sky glows gold and violet, Miss Tankwa Karoo 2025, Sonia Mayor, and her troupe of Town Fairies emerge to dance among the people, swirling through the dust in movement and dance.

The experience culminates in a knighting ceremony, where participants are gifted their own fairy wings, crowns, or wands. This ceremony invites participants to join the ever-growing order of the Tankwa Karoo Fairies.

## **The Abstract Spectrum**

*Artist: Reabetswe Makhambeni*

The Abstract Spectrum is a vibrant fusion of sound, art, and emotion, where DJs engage with the crowd while telling a story through music, creating an immersive experience. Blending rhythm, colour, and connection, we transform spaces into living art, inviting

audiences to feel, reflect, dance, and discover new dimensions of creativity.

## **The Dance of 1,000 Flames**

*Artist: Caitlin Leigh*

The biggest Fire Dancing Jam in Africa! Gathered around the Clan before it burns on Saturday, all the fire dancers of Burn will share their love of Fire and Flow with you. NB: Fire Dancers must meet at Sunset on Saturday at the Clan to be Safety Briefed before Spinning. Any experienced spinners welcome! More info at Camp 404.

## **The Herald**

*Artist: Kyla Davis*

A masked chorus of otherworldly outsiders arrives unexpectedly during a tumultuous time. These interplanetary messengers aren't here to judge, but rather to bear witness to a defining Earthly moment. After all, who could resist the urge to stop and stare for a while, given the circumstances? So be on your best behaviour. Or worst.

Whatever you think is most appropriate. Either way, they'll be watching.

## **The Last Drop**

*Artist: Ntomboxolo Donyeli*

'The Last Drop' is a powerful 10-minute physical theatre production portraying the harsh water struggles faced by the citizens of Makhanda. Performed in expressive masks with no dialogue, the play relies on raw body language to tell a deeply human story.

Experience this moving performance on 29 April at 3 pm and 1 May at 10 am and 3 pm.

## **The Unbirthday Party**

*Artist: Natalie Stewart*

Celebrate your unbirthday every day in the whackiest of ways at the Burn!

## **Zazi Fashion Forward**

*Artist: Andisiwe Meje*

A collective of innovators and creative, visionary artists is passionate about providing fashion, art, creativity, and self-expression.

# Binnekring EVENTS

Remember, everything in our city is subject to the mighty 'ish'.

If the weather shifts, the schedule shifts. Mother Nature calls the shots out here. Listen to your mother, she knows best. And keep an eye on her if you're planning to catch any of the events listed here.

If a listing doesn't include a time, head over to the location and check in with the crew responsible.

Another good move is to swing by Off-Centre Camp (OCC), check the chalkboards, or pop into the Arteria booth for the latest updates.

## Burnt Sugar and Salvation

Artist: Monique Woodborne and Salome Schonken

Lay down with kindness to yourself all that no longer serves you. Let what has been carried too long be given to the dust and the dusk, your offering as the sun sets, your confession setting you free. The space is safe; the ritual is guided, renewed, and revered. There is no judgement in the space between your heart and mine.

Monday during the day, as people arrive, and Friday evening at sunset, near to Le Petit Paris.

## Critical Tits Parade

Artist: Steampunk Saloon

A celebration of body freedom and radical self-expression! Join us at the Steampunk Saloon on Saturday at 2 pm for a pastie-making workshop and some burlesque.

Our topless parade kicks off at 4:30 pm, ending with a champagne party. Come sparkle, strut, and celebrate!

All femme and nonbinary bodies welcome!

## Naked Spectrum

Artist: Matt-hue

What's that walking kaalgat in the desert wearing nothing but boots and looking as colourful as my auntie's home-sewn quilt? It's the Naked Spectrum parading their huameness in celebration of their human form. This is a body-positive art walk: undressing to express radical acceptance of our radical selves radically! Please ask for consent before taking any close photographs.

Art walk / human parade - Friday from 1(ish), leaving from Birthday Suits Theme Camp. Roving in and around the Binnekring to various art walks. Walking for an hour or two.

## Quantum Cords

Artist: Meraki  
(Siobhan  
Yoda Balkwill)

Quantum Cords flows in free spirit mode – a roaming oasis for creating art and shared expression in the dust, expanding consciousness and connection.

Esoteric insight may arise where guided, with flow toys offered for creative play.

Find Meraki by her utility trolley of art boards, blue desert pop-up shade tents, or drifting silk veils.

## The Alex Convention

Artist: Alexander  
Fischer

Are you Alex? Find an Alex. Only Alex knows. Join the Great Gathering of Alexes on Thursday at lunchtime ... roll calls, rituals, ridiculousness. Non-Alexes welcome as observers (bribes = snacks).

Last year: 8+.

This year: Alexocalypse.

## The Prism Run

Artist: Anette  
Myburgh

Unleash your inner light and scatter into scandalous colour on a 5km or 10km loop through the dusty heart of AfrikaBurn.

Join us at Triple Bypass, 7:30 am on Thursday, 30 April.

Bring a curated goodie bag, chase ice-cold bubbly, and sprint for one of our coveted, ever-vanishing upcycled medals.

Run. Shine. Transform.

## DPW Parade

Artist: DPW Crew

In honour of the incredible, inevitable, inexcusable, and indomitable Lady Davina Brown, the DPW crew remixes their identities and cruises around the Binnekring in their work-vehicle chariots.

Cheer them on from 3 pm(ish) till they run out of gas and start to prowl the suburbs looking for innocent victims.

## MOOP March

Artist: Conductor  
Coco and the MOOP  
Majorettes

On Friday at 2 pm(ish), you're invited to gather at the OCC, dressed in your finest regalia, to take part in a massive group MOOP swoop.

Oh! The things you'll find on the floor in Tankwa Town ... This is not a chore, it's a carnival!

If you've got a trombone or tambourine, bring it along and help to create a net-positive cacophony.

# Mutant Vehicles

**Please remember that moving vehicles are dangerous. There have been very serious accidents in the past involving people stepping onto or off Mutants.**

**PLEASE DO NOT GET ON OR OFF A MOVING MUTANT.**

**Yes, we're shouting. We're shouting because we love you and don't want you flown out of here to a hospital in Calvinia.**

## **2DaMax**

The apocalyptic era may be upon us, and we see 2DaMax come Through The Prism as a reflection of our quest to overcome challenges, embrace new horizons, and ultimately survive in a crazy world.

## **Aaadoons**

With steel, blood and guts, it once appeared in an episode of 7de Laan.

## **Add to Cart**

## **Alien Abduction**

Our Mutant Vehicle is based on how aliens would mutate a kombi if they were going to AfrikaBurn.

## **Allure**

Lo and behold, a mobile party with a lure to entice lost stragglers out of the desert.

## **Appa**

In the heart of the desert, where fire meets dust and stars whisper secrets, our fluffy six-legged bison, Appa, awakens again. As a guardian of dreams, he glides through the universe, carrying your spirits on a journey beyond time. Nestle into his soft embrace, dance upon his enchanted decks, and lose yourself watching the magic of the flames.

## **ArtVark!**

A mean-looking beach chair bike with large tyres, made out of rusted mild steel and stainless steel.

## **B.U.G.**

## **Ba-Nana Express**

A roaming giant banana vehicle transporting the legendary Minions and the legendary burners. Between 2 pm and 4 pm, we will quench your thirst with some craft beer and the coldest fruit juice. Bright by day and shiny at night, we will rock you over the Tankwa roads.

## **Bahari – The Woven Wave**

From the dust rises a living wave of light, sound, and movement. Bahari carries its crew across the Binnekring, turning strangers into shipmates and the desert into an ocean. Find the wave, climb aboard, and dance with us as the desert starts to move.

## **Bahari Ride – The Desert Boat**

A roaming vessel sailing the sands. Climb aboard, share the journey, and drift through the night with the Bahari crew.

## **Bahari Ski – The Desert Jet Ski**

When the sea of dust calls, the Bahari Ski answers. The grove cruise – playful and impossible to miss, it's the spark that keeps the wave moving.

## **Bass On**

A large pyramid prism.

## **Be**

We want to raise awareness of the Cape honey bee and the important role it plays in the Western Cape's ecosystem. And everybody just to Be Lekker.

## **Bedrock**

Get ready to rock, burners! Bedrock, the ultimate

Flintstones-inspired mutant vehicle, is hitting the Binnekring! This one-of-a-kind, three-seater motorcycle-turned-tuk-tuk is a prehistoric party on wheels. Bedrock will transport you through the dusty streets of Tankwa Town in style with funky tunes and a dash of Yabba-Dabba-Doo charm.

### **Betty**

### **Big Gina**

### **Bomberos de la Playa**

Construido en madera y acero pintado en colores de fuego de la época de 1920. El vehículo parecerá un vehículo de extinción de incendios. Habrá escaleras al lado para la apariencia.

### **Bombocart**

### **BoogyCorn**

### **Boomicorn**

Boomicorn has a kickass laser shining out of its horn, a fantastic LED-lit fibre mane and a tail that invites burners to get in and cuddle.

### **Cereal Killer's Munchie Mobile**

Ever found yourself absolutely F#!'d on the Binnekring at 3 am with nothing but dust in your stomach? Yeah, us too. We're here to murder your munchies, one bowl at a time.

### **Chérie Galore**

### **Chromatic Cruiser**

### **Cloud Cart**

### **Cookie Monster**

### **Crawler**

The Desert Crawler waits where the highway dissolves into dust. Its ribs of rust and bone grin at the sun, a single headlight staring like an unblinking eye. Wind whistles through its hollow grill, telling stories of long-lost travellers. Some say it moves at night, coughing to life, searching for fuel, for souls, for one last endless ride.

### **Crazy Bee's**

### **Dark Side of the Lander**

### **Dave**

### **Debra the Dusty Piesang**

Quad and scooter cross bike.

### **Delirian Mach 1**

### **Die Meerkatjie**

From beige to psychedelic, from timid to fully expressed, Die Meerkatjie transforms with Tankwa Town, finding his true psychedelic self as he draws his clan together, uniting, expressing, and transforming with the spirit of AfrikaBurn.

### **Die Stof Tafel**

Our Mutant Vehicle is being created as a playful offering to the AfrikaBurn community – a moving moment of connection, laughter, and shared celebration within the Binnekring. Inspired by the spontaneous joy that emerges when strangers become temporary family.



### Die Wildebeest

Coming in hot and confused! Built for endurance, not elegance, we move as a Confusion – stubborn, glowing, and surprisingly powerful. With a luminous skull leading the charge, we bring lights, lekka beats, humour, and wholehearted connection to the dust.

### Dinky

Dinky is a small Mutant Plane. Dinky can also be seen from miles away.

### Disco Bean

Disco Bean drove Through the Prism and emerged on the other side as a funky rainbow of chaos and fun. The perfect chariot for the crew of Funky Fiasco.

### The Disco Slug

The Disco Slug is a friendly, rainbow-bright, luminous nudibranch lost in the desert, small enough to tread lightly yet still keen to offer a lift to two or three rainbow riders.

### Dragon Bar

### DragonWagon

### Drome2

### Ducktagnion

### Dudley

### The Dung Beetle

More plastic, more fuel, more flame, and a bigger fire.

### The Dusk Scout

Dust Scout is a baby rhino designed to serve as Loki's support vehicle this year. The shell of this mutant vehicle was used for a major cycling charity event a few years ago to raise awareness and funds for rhino conservation in South Africa. We are recycling the shell and powering it with a 21-year-old Vespa. We are giving it new life as Dust Scout. Loki's baby.

### The Dust Piranha

A mysterious fish-like creature that we caught, tamed, and now ride over the Binnekring. It feeds on Burn travellers while swimming over the Binnekring.

### Elephant Herd

The original Phantom (fire-breathing matriarch), Snort (rebellious fire-belching teen), and Slurpee (unruly calf). Climb aboard, raise your arm like a trunk, and dance wildly.

### Enos Nookie

We want to bring more people to the far side of the desert. Bring them to Enos Nookie and also provide a super-serious service to help people get home safely. We want to share the ability to come to our camp, have a great time, and get home.

### Eragon

### Ezgo Fire Truck

### Fata Morgana Monstrum Deserti

Is it real? Is it a mirage? The desert monster was born and found a home in Tankwa. It will amaze you, scare you, and make you wonder how on Earth such a fugly thing can be so cute.

### The Flaming Flamingo



### **The Flying Dutchman**

A pirate ship with DJ decks over the driver's seat, a dance floor on the front and back of the ship, and music all night, every night on the Binnekring.

### **Fortunate Son**

### **Foxy Loxy**

### **Gold Finger**

A golden finger with a huge prism.

### **Gooi Mielies**

### **The Great Gappie**

Found in the deep burbs, just a chill ride that you are welcome to flag down anytime; it carries two passengers in its 'mini me'.

### **Guppy**

A colourful, small freshwater Mutant known for its ease of care; it is a popular Binnekring pet.

### **The Habibi Express**

### **Holy Moly**

A roly-poly sheep.

### **Howlz'it**

A wolf-cub sound Mutant delivering deep, primal sounds and pack energy. Offers up a Burn-specific mix of playful and feral.

### **Insight**

The Insight Art Car explores the mysteries of insight, creating a shared unconscious process. With its dynamic design, lighting effects, and electronic music, it invites participants to explore the interplay of light and shadow.

### **Kelpie**

Millions of years ago, in the swampy Karoo marshlands, Kelpie, a gentle therapsid, roamed the earth. Fossilised into legend, Kelpie was jolted back to life by the beats of the Binnekring. Journeys across the desert to protect, transport and spread love.

### **Kraken**

### **Kuda Kart**

A cactus. The 35-million-year-old plant.

### **Kusto the Blue Dream**

Kusto was created as a futuristic desert exploration vehicle, inspired by retro-futuristic design and post-apocalyptic aesthetics reminiscent of the Mad Max universe.

The idea behind this Mutant Vehicle is to imagine a machine built for long journeys across an unknown desert world.

### **Kwagga Comet**

### **Lady Bug**

It's our Desert Queen BUG. No trailer, No Sound or Fire. Just lightflowing queen vibes, gracefully cruising around doing art appreciation and a bit of dancing at other events.

### **Lamporghini**

DMT brings you the Lamporghini ... a roaming vintage lampshade on wheels, a soft beacon in the dust, a warm glow for wanderers of the desert night.

### **Lekke Rover**

There goes my love, rocket red. Shoot it up. Shoot it up.

### **Lemon Ship**

Is it flying? No! But it's an aeroplane? Yes, and it's going to make you fly.



### **Linda Lovelips 2.0 (Bubblax Edition)**

A mobile bubble cloud that emerges out of the dust! Her bubble breath spews 8,000 eco-friendly, biodegradable bubbles a minute from her huge red lips.

### **Loki**

Loki the Rhino is the EDM-loving god of mischief. Legend has it that if you tickle his chin just right, you might score yourself a little gift.

### **The Love Box**

Come in our box. Voluptuous and bright, The Love Box rolls across the dust, gifting Love. The cost to ride – a hug and a vibe. Climb aboard and receive love that should probably require a permit. Side effects may include sweating, weak knees, and falling a little bit in love with absolutely everyone.

### **Lunatuk**

Luna is a roving moon, wandering around the lunar landscape of the Binnekring.

### **MadManKart**

#### **Marc**

Marc is the Monarch Radiant Chariot. A scarab-inspired chariot, butterfly-powered chariot with the luxury of inviting two royal guests to be escorted on a daily art tour.

### **Marsupial**

Marsupilami Barmy Army roams the dust in a giant red wagon towed by Marsupilami himself. We cruise the Binnekring spreading mischief, magic and connection ... gifting crocheted treasures, useful surprises, and ice-cold tequila to willing burners. If you see spots and fur rolling towards you ... embrace the nonsense and join the shenanigans!

### **Marsupilami**

#### **Max**

#### **Miami Vibes**

#### **MS Mayday**

As the Tankwa seas dried and became desert sand, strange, amphibious mutations crawled out onto her shores. Adapted for land, by necessity, but still enjoys a good splash when she can. After a couple of years in dry dock, the MS Mayday is back. Still rescuing lost souls from long walks in the wilderness.

### **Munchie Mobile**

#### **Mushy**

### **The Naughtylust Family of the Disco Slug**

A small, crazy, colourful bug-eyed creature with a Naughtylust shell in tow for VIBs.

### **No Drama Lama**

The No-Drama Llamas are being created as roaming sparks of joy – playful companions designed to bring lightness, laughter, and a touch of the surreal to Tankwa Town.

### **Odie**

#### **Oe-aa-sie-sa-wA**

#### **Old Four Legs**

A coelacanth from the deep. The sculpted wire frame – with an iridescent, backlit body, limbs, head, and tail – moves, walks, and swims through the gloom.

#### **Ossewa Nova**

Rising from the dust, a handcrafted gypsy wagon drawn by a buggy, a moving sanctuary of Delightenment. We gather jugglers, musicians, and fellow gypsies into a participatory caravan across the Binnekring.

### **Oupa and the Jellyfish**

Float through Oupa's mind where Jellyfish glow, wandering memories drift through dust, and hypnotic desert tunes pulse from Ancestral Bloom.

### **OwLion**

The OwlLion is a creature of Magic. Owl head full of wisdom, with the strength of the Lion's body, gliding softly through the desert.

## Parallax

### Perdus Maximus

An ode to ancient Roman transportation., Perdus Maximus is based on the 'biga', the two-horse Roman chariot used mainly for racing, transportation, and ceremonies. We offer you the chance to be the Roman emperor you are destined to be.

### Phantom

An elephant with a fiery trunk roams the Binnekring, whisking strangers away on a magical journey to nowhere.

### Pharaoh's Drift

### Picnic on Wheels

### The Plane

At the event, The Plane becomes part of the desert's visual environment. Participants can encounter it while exploring the playa, take photos, and experience it as a moving art piece that contributes to the event's creative atmosphere.

### The Prism Weaver

A glowing, gliding spider. By day, she sparkles beneath the African sun; by night, she absorbs and refracts the lights around her, scattering colour into the Binnekring.

## Punkupine

A glowing, spiky troublemaker of the Binnekring. Climb on, grab a drink, and get quilly with it. Good vibes, bad decisions, and quills for thrills. Party hard. Ride sharp.

## The Quagga

### Quagga Colours

### Quaggasmilk

Tankwa's iconic self-sustained electric truck roams the Binnekring again. Craving a slow, decadent journey? Hitch a ride, join the conversation, and find your frequency Through the Prism.

## Quinta Cyclic Petro Keg

The Quinta Keg is a monowheel with a sidecar and front wheel for stability and steering. It's a two-seater and runs on a 150cc scooter engine.

## Raziel

Twisted steel and sexy appeal. The Keeper of Secrets.

## Reflektar

### Refraction Chopper

Adorned with a kaleidoscope of colours, intricate designs, and interactive elements, Refraction Chopper invites participants to engage, explore, and even contribute to the ongoing art piece. Each detail tells a story,

encouraging conversations and connections among fellow burners.

## Rolene

### Roly Poly

The inspiration for Roly came from the roly-poly or pill bug. We wanted something otherworldly and to make it look like we wrangled a giant bug into pulling our cart.

### Ruby Rubik

### S-QBD 3M DM2

### Scorpion

### Shellraiser

It emerges slowly from the dust, a mechanical tortoise, its wire-frame shell forming a rolling refuge. By day, it ambles, trailing bubbles. By night, the shell pulses with warm, bioluminescent light.

### Shift Into 5D

We click into gear to raise awareness of gender-based violence in South Africa, inviting you to notice power dynamics, question normalised harm, and explore how everyday actions can help create safer, more respectful communities for all.

### Shimmy Shimmy Steam Steam

An extension of the Steampunk Saloon - think ethereal feminine magic intertwined with mutant innovation. She is a safe

and versatile space with no fixed seating, but a platform that shape-shifts from a burlesque stage to an art tour odyssey wagon to a dance floor for mobile, spontaneous shimmies (with spankings and whiskey on the side, of course). Catch Shimmy in hot pink at night, but climb aboard any time and be whisked away into a world of untold, sensual magic.

### Sisu the Dragon

#### Skudu

The Skudu traverses the plains of AB with finesse. Touch its horn inappropriately, and it will appreciate.

#### Slurpie

### The Snooze Cruise

From city taxi to desert dream-machine.

We've replaced all seats with a giant circular mattress. Join our horizontal revolution for a slow-motion, plush journey across the dusty Tankwa plains.

#### Safari

We're building Safari – basically a moving sofa for the desert. The name is a mashup of sofa and safari. It's a chill spot on wheels – just a proper place to put your feet up, have a chat, or take a break from all the dust and madness.

### Sokol 1000

Sokol 1000 was created as a mutant vehicle inspired by futuristic exploration machines and post-apocalyptic desert vehicles. The goal was to transform a Toyota FJ Cruiser into a sculptural machine that looks like it belongs to an expedition crossing an unknown landscape.

### Sparkle Buggy

Sparkle Buggy is a fun sparkly mirror ball. Rides around the Burn offering lifts for weary walkers or anyone needing a ride.

### Spikey

Spikey is an organic creature that cocoons and croons to Non-Conventional Seekers of melodic, funky, uplifting Dance Tunes. Emerges daily at 15:30.

### Tankwa Saurus Rex

A Land Rover Series II that actually lived its life out as a safari vehicle on the farm neighbouring Quaggafontein. It's mutated to bring Jurassic Park to life – with members dressing to bring these extinct creatures back to life. Dinosaur roars and safari tours.

### Tankwa Tidal Wave

#### TBD

### Tetanus Rex

#### Tony

### The Tow Truck

The vehicle is based on a Toyota Land Cruiser that was redesigned to resemble a rugged desert recovery vehicle. Its appearance is intentionally raw and mechanical, inspired by survival machines and improvised engineering.

### Travelling Hedgehog

### The Tripping Taurus

From the bovine chrysalis, the celestial bull has emerged. Boasts glowing neon iridescence to dazzle and capture the weary Tankwa traveller's heart.

### Tupla

We share music, connection and intention, creating a safe, happy space for the best souls to experience meaningful, unforgettable moments together.

### Your Bar

This is not just any bar; this is Your Bar, with the best bartenders in all the land.

### Zeus

Mutant 101, Mad Max-style. Roaring at a hum, low and slow with a 65 Chevy V8 madness. The sky and thunder god who rules as king of the gods on the Binnekring.

### ZOE-GIZM

Deep within the dusty Tankwa Town lies a cocoon on the Binnekring awaiting the pulsating music to awaken the butterfly to spread its wings Through the Prism of happiness.

This is how it works: everything you see in Tankwa Town – including all the artworks, theme camps, mutant vehicles, and associated items – has been made by people just like you, who have worked their sweet asses off to create something special.

Operating times are listed as given, but like everything at AfrikaBurn, theme camps have ever-changing schedules. Where camps have not listed specific activity times, please feel free to pop by and ask (politely) when they'd like you to participate with them. Even if times are provided, don't expect things to run like clockwork.

Check the individual listings, and at the camps themselves for specific opening hours. Everyone has a different idea of what 'family friendly' (FF) is, so please double-check with camps first.

C.A.M.P.S

# THEME CAMPS

## **/Kaggen Meets Rainbow Dancers (KAG)**

FF: YES | Day Time

/Kaggen Meets Rainbow Dancers is an indigenous-inspired Theme Camp rooted in storytelling, ceremony, and living heritage. We gather as a village of wisdom keepers, artists, healers, and dancers, weaving water, word, and womb into shared experience. Through ritual, craft, and conversation, we honour ancestral memory while co-creating a vibrant, inclusive space of connection, culture, and conscious celebration.

Morning: 7am(ish)–11am(ish)  
Day Time: 11am(ish)–sunset  
Night Time: Sunset–2am(ish)  
All Night: Sunset–sunrise

## **ABnB (ABB)**

FF: YES | 24hours

Nestled in the dust you will find a safe haven for those of you looking to chill and connect. Morning collabs, afternoon loud-ish hydrating shindigs, and evening personalised elixirs. You may want to stay for an hour, a night, or a day; the choice is yours.

## **Alega Space Station (ASS)**

FF: MAYBE | Day Time

We will find you at the Binnekring (2 pm to 4 pm) to gift you the best craft beer (brewed by our camp members) and the coldest juice. We host adult games in the camp;

I mean adult-SIZED games (get your mind out of the gutter), so if you want to play, find us (and bring the kids, too).

### **BabaDoof (BAD)**

**FF: YES | Morning, Night Time**

BabaDoof: Noun /'b:. bə.du:f/ Etymology: From Baba ('Guardians Of') + Doof ('The Party')

Our legendary Cereal Killers Munchie Mobile serves crunchy comfort to dusty dancers and sunrise survivors. Join us at our camp from 9 am to 11 am (Tuesday–Saturday), on Wednesday at sunset for the Antarean Pyramid Party, or for the nightly Bass-Banging Bashes for bowls, banter, fire performances and full-blown chaos.

### **Bee-Have (BEE)**

**FF: NO | Morning, Day Time**

Inspired by the unity of a beehive, we believe in working together, supporting one another, and creating an atmosphere of mutual respect and shared effort.

Our camp offers a cuddle puddle, the one and only beehive stage, where we'll host sound, meditation, and yoga journeys (mainly in the mornings), and performances and workshops (in the afternoons).

### **Bioskop & Bangaz (BIO)**

**FF: MAYBE | Day Time, Night Time**

Bioskop & Bangaz is a space to share; it's about learning and teaching through film, music, and art. Or you can pull through to just relax and enjoy the vibes.

### **Birthday Suits (BDS)**

**FF: MAYBE | Day Time**

Birthday Suits is a naturist camp and The Power Shower is our gift. Participants enjoy a naturist experience by queuing naked for the shower and receiving a warm, soapy wash. Cold orange juice during shower hour, and in the afternoon and evening, our space is open for poetry, storytelling, and art workshops.

### **Bloody Mzuris (BLM)**

**FF: MAYBE | Morning**

We'll be producing and distributing Bloody Marys with a little bit of a Kenyan twist. 'Mzuri' means 'good' in Kiswahili, and we'll be bringing some Kenyan flair and accent to the camp and the drink. We'll make our 'Bloody Mzuris' with a Kenyan equivalent to vodka, and we'll bring some Kenya-inspired spices to add to the drinks too.

### **Bull's Eye (BEY)**

**FF: YES | Day Time**

Need a break from stomping the dust? Relax and refuel in the afternoon-ish at our Dinner in the Desert. We're firing up the braai to bring you potjie (veg) with a drink. Bring a bowl/mug/cup, meet people, and refuel before the night ahead.

### **Burning Mail (BMA)**

**FF: NO | Day Time**

Each year, Tankwa Town's official post office, Burning Mail, is the place where burners write postcards to anywhere in the world. We offer this service from our post office tent or from our mobile postal van. We also offer an inter-camp postal delivery service and send messages to the Universe.

### **Buttery Beasts (BUT)**

**FF: MAYBE | Day Time**

Slithering, squawking, hopping, and hissing into Tankwa Town with the most convenient of convenience stores. Greasemonkeys fix what you've broken; Beasts help you find what you've forgotten! On market days, we have hot food, cold drinks, buttery beats, and reptilian cosmetic enhancements; other times, ring the bell for Beastly assistance.

## Camp 404 (404)

FF: MAYBE | Morning, Day Time, Night Time, All Night

Feeling lost? We are also not found. 404 is a blanket fort of confused and delicious nonsense. Our 24/7 lounge is a comfy, safe space with snacks, games, downtempo tunes, and lamps to talk to. Join us at 11 am(ish) for the best vegan brunch in Tankwa Town. Check our activity board for daily shenanigans.

## Camp DelicioZA (DEL)

FF: YES | All Night

Camp DelicioZA is a community of big hearts that flip 'pancrêpes' daily during the Burn from 9 am to 12-ish (or until the batter runs out!). We also host DJ performances in the evenings and every night from sunset to sunrise; we keep our campfires burning, offering a welcoming safe space for wandering souls.

## Camp Sand Mandala (SAM)

FF: NO | Day Time

Step into our cosy camp for mystical tarot readings. The cards help uncover patterns, blocks, and hidden opportunities, offering clarity on your path. Readings run from Wednesday to Saturday, 2 pm to 4 pm. Come by to connect, reflect, and take a thoughtful pause in the desert!

## Camp Why Not (CWN)

FF: MAYBE | Morning, Day Time, Night Time, All Night

Camp Why Not is a desert playground of music, joy, and delicious surprises. Dance at the Why Not Stage and party through the night until sunrise ... sometimes beyond. Refuel with Why Not Fries, sunrise coffee, Turkish delight, and fresh drinking water. Keep an eye out for roaming art and unexpected gifts. Magic appears when you least expect it.

## Chakana (CHA)

FF: MAYBE (PG) | Day Time

Welcome to Chakana. At AfrikaBurn, we're creating a 5-metre celestial dome - a glowing, carpeted sanctuary in the desert where dust turns to magic. Step inside and you'll find cascading textiles overhead, radiant star lanterns lighting the night, and a lush bohemian lounge layered with rugs and cushions. Chakana is a shaded oasis for connection and rest.

## Cosmic CommuniTea Camp (CCT)

FF: NO | Morning, Day Time

A cosy gathering of friends, drawn together to explore the true meaning of chosen family. In a warm, welcoming space,

we serve a variety of teas and conduct daily workshops while embracing vulnerability, curiosity, and sincere compassion. Here, heartfelt conversations unfold naturally, fostering genuine connection and mutual care in a nurturing environment where everyone feels truly seen and supported.

## Close Encounters (of the Thirst Kind) (CET)

FF: NO | Another Special Time

An intergalactic pit stop for weary travellers with a hop-on-hop-off mutant transport service. Drinks (cosmic shooters) will be provided in camp and on our bus. Camp serves as a bus stop for our Mutant to collect explorers to join us for journeys out on the Binnekring. Set times will be posted daily for drinks and trips.

## Concept Ground Control (CGC)

FF: YES | Day Time

Calling all passengers departing on Concept! Come visit our check-in counters, collect your boarding pass (no boarding without it!), check our daily departure schedule and, if you're lucky, you may get a pre-departure drink or snack! Check-in times are 11 am to 2 pm daily! Let's all take off together!

## Copacabana (COP)

FF: NO | Night Time

A Brazilian, Latin and South American-inspired Theme Camp celebrating the region's rich cultures through food, dance, and music.

## Cosmic Canvas (COS)

FF: YES | Day Time, Night Time

Cosmic Canvas is a UV and metallic face-painting playground inviting you to express yourself Through the Prism. Join us for painting sessions by day and glow transformations by night. Open daily for two-hour shifts (day and evening). Come connect, and leave a little more luminous than you arrived.

## cRackPoT (CRA)

FF: NO | Morning, Day Time

cRackPoT is our giant wooden teapot. It has a fire inside where we gift tea to little burners who might be cold and want a space to make friends while playing on some instruments they found in the desert, and we all start singing and drink lots and lots and lots of tea. Sounds fucking great, we know.

## Curiosity at Mad Hatter's Village (CUR)

FF: MAYBE | Night Time

Camp CurioCity is a mischievous global

collective of curious minds, uniting members from around the world ... some with over 20 years in entertainment and production. We blend absurdity, intellect, and playful debauchery into unforgettable experiences. We build bold ideas, spark unexpected connections, and challenge the ordinary with eccentric flair. We won't explain it; come witness the wonder yourself. Curious? Good.

## Cymatica at Mad Hatter's Village

FF: YES | Day Time, Night Time, All Night

CYMATICA is a sound camp from Miami, Florida. We join Mad Hatter's village every year and bring music and cheer. We are activating the 'Miniscule of Sound' this year. The smallest nightclub on the Tankwa. Find it, feel it, be it! You create the space.

## disko dolce (DID)

FF: MAYBE | Day Time, Night Time

disko dolce, where the essence of the good life is celebrated through the joy of dancing and the sweetness of connection. Join us for our pasta parties, energising workouts, and unforgettable nights on the dance floor. Live the dolce vita with us!

## DisFUNKtion at Mad Hatter's Village

FF: YES | Morning, Night Time

Please join our DisFUNKtional family. Friendly vibes, BIG lasers, warm fire hoods in the evenings, chilled sounds, fun and games. It's our second year as part of the Mad Hatter's Village. In addition to the above afternoon activities, we offer French crêpes for a few mornings. Our main party is on Thursday evening at Mad Hatter's lounge.

## DMT (DMT)

FF: MAYBE | Day Time, All Night

DMT is a desert family brought together by music, love, and community. We share acoustic grooves and soulful electronic journeys, creating a warm space for locals and internationals alike. Built through endless collaborations and genuine camaraderie, our camp is all about connection and transcendent tunes. Come find us under our massive dome on the Binnekring.

## Dust Devil Saloon (DDS)

FF: YES | Day Time

When the sun hits its peak, the music gets deep. Escape the midday heat to where beer is frost-bitten and

tequila flows. A place for connections, belly laughs, and Binnekring madness. Join our mischief-makers at the bar, get comfortable in the shaded lounge, or lose your step to deep desert beats. Come find us for the best kind of trouble.

## **Ekasi Theme Camp (EKA)**

**FF: YES | Day Time**

Ekasi Theme Camp is a vibrant cocktail of creatives brought together in one communal space, each contributing unique skills and offerings. We are entertainment, culture, and lived experience. At the heart of Ekasi is the celebration of Ubuntu ... expressed through the open sharing of African traditional ceremonies with burners from all walks of life. Our camp is about sharing and storytelling.

## **Enos Nookie (ENO)**

**FF: NO | Morning, Day Time, Night Time, All Night**

Spacemonkey Enos crashed his flaming rocket at the edge of Binnekring and created a wild but safe nookie for all cosmic wanderers. Follow landing lights to play with glowing sand, have a stomp at PSY-Jol-Wednesday, grab sweet treats at our crêpe stand, and let your inner monkey loose on groovy-eclectic jols driven by our lekker sound system into Sunday bliss.

## **Ere for You (ERE)**

**FF: MAYBE | Another Special Time**

Our intention is to create a small, quiet oasis for some mind space, for personal introspection, deep thought, feeling heard, philosophical musings, or whatever allows you to leave feeling mindfull or mindchilled. We are here to be silent with you, to listen to you, or to discuss deep burning questions with you.

## **Family Business at Mad Hatter's Village (FAM)**

**FF: NO | Day Time**

Family Business is a co-created camp run like a family: a warm, mischievous shelter from the storm where dark humour, open hearts, and playful connection collide. Join us for daily family therapy from 11 am in our lounge, and our takeover day, Mad Hatter's Tea Party, at 3:30 pm(ish) at the Mad Hatter's Lounge. Family rules apply.

## **Fractal Chill Ethiopian Tea and Coffee House (FCC)**

**FF: NO | Day Time**

Fractal Chill is an Ethiopian tea and coffee house that has been brewing since 2015. Open from midday to late afternoon, we serve freshly roasted Arabica

coffee, chai, rooibos, and mint teas. A shaded oasis to meet, reconnect, and recharge, with soulful sounds and beautiful décor bringing the café alive.

## **Funky Fiasco (FFI)**

**FF: YES | Day Time**

Welcome to Funky Fiasco, a gloriously chaotic blend of young-at-heart legends, seasoned adventure seekers, questionable dance moves, and excellent taste in music. We are a mix of young and old and are planning to host a cocktail party with live entertainment. Check the notice board for the date and time (weather dependent).

## **Garden of Weeden (GOW)**

**FF: MAYBE | Day Time, Night Time**

We turn five at this Burn, offering a 24-hour lounge and a mutant dance floor. We will be running sound from 12 pm to 12 am every day. Our camp is made up of 60 members from around the world.

## **Grease Monkeys (TGM)**

**FF: MAYBE | Morning, Day Time**

Busted bike, grumpy generator, or a tyre having a wobbly? The Greasemonkeys teach

sentient beings to fix their own mechanical mishaps. Self-service Monday to Saturday, closed Sunday. Monkeys may appear 10 am to 12 pm, and 1pm to 3pm, summoned by fate and caffeine. Fix flat car tyres early. Volunteers welcome. Take your MOOP and leave things tidy; we're chaotic, but the workshop shouldn't be.

### HeartSpace (HSP)

FF: YES | Morning, Day Time

HeartSpace is offering something sacred, something cosy, something whimsical. HeartSpace will have two gifts this year. The first will be a space where we host workshops that encourage presence through movement, performance, meditation, and conscious interactions. These include meditation, yoga, conscious dance, performance art, and more. Our second offering will be taking willing participants on a mythic journey.

### Home of the Psychic Cat (CAT)

FF: MAYBE | Morning, Day Time, Night Time, All Night

We provide psychic readings and life coaching to all people. We also provide a kickass croquet court to play our peculiar form of Antarctic Croquet. Come by to find out a bit more about yourself. If you have issues,

we can help. Besides, we always have extra wine. We also do art videos and movies at night.

### Huggas and the Little Bookie Nook (HUG)

FF: YES | Morning, Day Time, Night Time

Every day, our expert Huggas will top you up with oxytocin and make you happy! Choose from the hug menu or place an off-menu hug order. The little bookie nook is a space to reset and dive into a good book. Story time for kids is at 9:30 am. Our hug lounge, open till late, is a place to chill and do art.

### Hydration Station (HYD)

FF: MAYBE | Day Time, All Night

We always have a glass of refreshing water for visitors to our camp. We hand out good, clean drinking water at the dance floors on the Binnekring late at night – when it's most needed. You will find us dancing ... tapping your water bottles to check your H2O supply. We top you up. We party with purpose.

### Imbizo Lounge (IMB)

FF: MAYBE | Day Time, Night Time, All Night

Imbizo Lounge is an African-rooted oasis bringing soulful Afro sounds, rhythm, and

warmth to the desert. We create a space that reminds you that you are in Africa ... grounded, welcoming, and full of feeling. Join us for deep grooves, cultural connection, and intentional gathering. Open daily for daytime lounging and sunset sessions, with special musical moments throughout the week.

### Jelly People (JEL)

FF: MAYBE | Morning, Day Time, Night Time

We are a camp of friends creating our first independent Theme Camp. We have participated in Burning Man projects in the USA, China, and Bali, and now we bring this experience into our own space. In Jelly People's open space, everyone can relax at any time, socialise, and enjoy mulled wine on cold evenings.

### Kooky Kutters (K00)

FF: YES | Morning, Day Time

Kooky Kutters will offer a relaxed space for burners of all ages and abilities to sit and engage in the simple and tactile activity of biscuit decorating.

### Kreme (KRE)

FF: MAYBE | Day Time, Night Time, All Night

Kreme is a look, a touch, a taste of something sweet that's shared among souls

that warm your own. Crème brûlée served daily at 9 pm is just the apéritif. Tea ceremonies, fitness sessions, toning, mulled wine, and more surprises in store throughout the week.

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### La Casa Timeless (LCT)

FF: **MAYBE** | Day Time, Night Time

La Casa Timeless offers daily art labs, performances, and rituals. Nights pulse with live music, DJs, a bar, and hot gyoza until 2 am. Don't miss 'MANTIS', our contemporary dance ritual after sunset (Wednesday, Thursday and Friday), and our night parties by the 'INSIGHT' Mutant Vehicle till late on the Binnekring.

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### Lands of Love (LOL)

FF: **MAYBE** | Morning, Day Time, Another Special Time

We are a distributed camp dedicated to loving the land in whatever form it takes. We are open to anyone if they drive or arrive in a vehicle that waves at each other. We also host Early Erections, giving burners access to power tools to erect their own structures.

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### Le Petit Paris (LPP)

FF: **NO** | Day Time

Le Petit Paris brings a sunset bar experience at the foot of the Eiffel Tower,

offering pastis and bubbles. As night falls, the tempo rises with deep house music, dazzling light displays, and champagne showers. Expect sophisticated fun, unexpected surprises, and a constant flow of good vibes in our collaborative oasis. It is a great way to start the night.

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### Letters We Never Sent (LNS)

FF: **MAYBE** | Day Time

Letters We Never Sent is a quiet participatory Theme Camp offering a ritual space for reflection and release. Burners write words they never got to share and safely release them into fire. This is not therapy or performance, but an act of presence and letting go as a collective.

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### Love Stars (LST)

FF: **YES** | After Dark (check the chalkboard)

Love Stars is a small stargazing camp for kids and entry-level star dreamers sharing the wonder of the Tankwa night sky. We host pop-up gatherings with fun, easy star talks, planet-spotting through a telescope, and simple telescope-making. We gift hot chocolate with marshmallows. Sessions are announced when the skies are clear and the winds are calm.

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### Luminosity Lounge (LUM)

FF: **MAYBE** | Day Time, Night Time, All Night

Luminosity Lounge is both a day and a night camp from 11 am until sunrise. By day, we host a DJ (11 am to 5 pm) on the camo-shade dance floor, serve wine, and cook food in the Dodge Truck braai fire. At night, we light the five braziers and transform into a safe, illuminated space to relax and converse under the stars.

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### Mad Hatter's Village (MHV)

FF: **MAYBE** | Morning, Day Time, Night Time

Mad Hatter's Village is a creative hub where local and international AfrikaBurn participants unite to co-create whimsical, interactive experiences rooted in family, magic, and joyful madness. Five distinct camps, five identities, personalities, gifting styles, and schedules come together under one village banner, woven by a golden thread of connection, collaboration, and play.

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### MadWay (MAD)

FF: **YES** | Morning, Day Time

We are bringing several mutant cars that are like mini art cars. We also plan

to make our art in the same style as Mad Max. In the Theme Camp, we will cook pancakes for breakfast and treat neighbours and wanderers.

### **Mahala (MAL)**

**FF: MAYBE | Morning, Day Time, Night Time**

Mahala is a co-creative Theme Camp where music, meditation, reverence, and play converge. Rooted in freedom and connection, we invite participants to explore, create, and celebrate together. Our space fosters joyful collaboration, mindful presence, and transformative experiences, honouring community, curiosity, and the magic of shared, open-hearted gatherings.

### **Marah (MAR)**

**FF: MAYBE | Morning, Day Time**

MARAH is a midday miracle! When the Tankwa sun blazes and burners feel spent, MARAH offers a refreshing liquid lounge with shade, sweet sounds, chilled vibes, and a playful vintage clothing swap. As the day softens, our raised sunset lounge opens toward the Binnekring ... a space to gather, connect, and watch Tankwa Town glow. Sweet water for dusty souls.

### **Memento Mori Conversation Camp (MEM)**

**FF: YES | Day Time**

We offer a welcoming space for meaningful conversation, connection, and reflection. Memento Mori is a stoic reminder that life is finite, so we should live with intention. Each day, we'll host thought-provoking questions, activities, and workshops designed to spark insight and connection. And don't miss our sister art piece, Lumen Mori!

### **Mimosa Avenue (MIM)**

**FF: YES | Day Time**

Craving some daytime mischief? Well, Mimosa Avenue has got you covered! Join us daily from 12 pm for ice-cold mimosas and groovy beats with a rogue rhythm. Bubbles in your glass, bass in your bones, good vibes everywhere. Your daytime oasis awaits.

### **Mudita (MUD)**

**FF: NO | Night Time**

Camp Mudita is a space rooted in Mudita: 'the joy found in celebrating others' happiness'. We're here to share warmth, music, and connection. You're welcomed exactly as you are. Come rest, dance,

drink, or simply be. Leave with new connections carried beyond the dust and a freshly filled vessel of our favourite cocktails from our mobile bar.

### **No Drama Llamas (NDL)**

**FF: NO | Day Time**

No Drama Llamas is a drop-in space offering shade, comfy seating, and gentle humour in the middle of the Burn. It's a place to pause, slow down, and leave the drama at the gate. With playful llama moments and a low-key atmosphere, No Drama Llamas invites you to rest, hydrate, hang out, and head back out when you're ready.

### **Oasis "Quenching the Beat" (QTB)**

**FF: MAYBE | Day Time**

We are a group of artists and DJs passionate about creating an immersive experience at AfrikaBurn 2026. Our project combines music, art, and interactive elements to bring a unique experience to the Binnekring. Our performance set will feature a dynamic mix of music, lights, and water sprinkling, creating a 'whimsical' effect on the crowd. This is a spontaneous and refreshing experience.

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## **Pamoja Project (PAP)**

FF: YES | Morning, Day Time

Emphasising the 'Africa' in 'AfrikaBurn', we bring African music (Afro house, Afrobeats and amapiano) to the desert through our (Afro) house parties hosted from 1 pm to 4 pm(ish) each afternoon. During the mornings, come by our camp for rooibos and rusks and new global connections. Our camp represents many nationalities, from South Africa to Brazil, from Namibia to France, from Tanzania to Lebanon, and more...

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## **Pedals for Peace (PFP)**

FF: MAYBE | Day Time

We are an AfrikaBurn outreach initiative. We 'pre-rent' bikes to burners attending AB 2026. These bikes are gifted back to Pedals for Peace. With the 'pre-rent' revenue received, we purchase new bicycles and distribute these together with helmets and spares to pre-identified beneficiaries. This is our way of sharing the ethos of AfrikaBurn with the default world.

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## **Pickles & Prickles (PIC)**

FF: YES | Day Time

Pickles & Prickles invites you to refresh, unite, and dance! Pickle up your day at our daily afternoon parties

at 3 pm(ish) with refreshing pickled pleasures, bubbly beverages, and bouncy beats. Express yourself in our collaborative mural artwork and check out our chalkboard for daily workshops and offerings.

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## **Playa Tours (PLT)**

FF: MAYBE | Night Time

Daily, guided, hop-on-hop-off walking tours of the Binnekring, with partially qualified tour guides and outlandish soundtracks. Join us at our camp for sundowners from 4 pm each evening, and help plan a route we may or may not follow. At 5 pm(ish), we'll head out together to experience the sights and sounds of the Binnekring, and set about some revels.

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## **Professor Cuchulain's Magic Elixirs and Apothecary (PCM)**

FF: NO | Morning, Day Time

A theatrical gifting experience. A flamboyant snake-oil salesman drifts through Tankwa Town like a beautifully dressed mistake, expecting profit and armed with absurd elixirs and bold marketing dreams. Instead, he finds a world without money, where everything is gifted. Through pop-up performances and poetic potions, the Professor reluctantly discovers generosity, satire, and

wonder in the dust.

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## **Ra Ra (RRH)**

FF: MAYBE | Day Time

Welcome to the Ra Ra Hive. We dance with the sun, welcome the moon, and celebrate life's sweetness. Inspired by Ra, the Egyptian sun god, we flow with golden energy in a perfect spot for the sunset. Come watch the sun go down. We've got a beautiful space, delicious sundowners, cosy lounges, and a d-floor filled with silky tunes from 4 pm to 8 pm, Wednesday to Saturday.

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## **Sacred Garden (SAC)**

FF: YES | Day Time, Night Time

Sacred Garden Camp is an immersive, Eden-like sanctuary at AfrikaBurn. We offer a Beauty Bar for transformation in our dreamy chill space with fantasy decor every day from 3.30 pm to 5.30 pm, a Costume Swap corner, and an evening tea ceremony from 9 pm to 10 pm. Our signature Fashion Freak Show celebrates radical self-expression with gifts for each participant. Watch out for our Dragon Bar art car.

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## **Sexico City at Mad Hatter's Village (SEX)**

FF: NO | Night Time

Sexico City is your desert living room, cultural salon, and nourishment hub

offering a comfortable break from the scorching sun. Part of the greater Mad Hatter's Village and home to The Maneater art car. Find lost connections and make new ones. Experience Mexican street food and beverages gifted daily. Will you confess for a quesadilla?!

### Smokescreen (SMS)

FF: Maybe | Day Time, Night Time

Tankwa's original and best theatre and party venue. Lovingly homemade, stylishly curated, and just a little bit wabi-sabi, we bring movies, art, music, costume, and personality to the Binnekring. Just like Hollywood, but with a little extra dust. Our schedule is moderately planned and subject to whimsical change, but we will update our chalkboard with events and times.

### Soberland Camp (SOB)

FF: YES | Day Time, Night Time

Soberland is the safest, most teetotaling, trip-free, fruit-juice-friendly spot at AfrikaBurn. It is a space for burners who are in recovery or just want to experience the Burn without any substances muddying their perceptions. It's a place where you won't find any alcohol or cannabis, but you'll find new friends.

### Space Cowboys (SCB)

FF: MAYBE | Day Time, Night Time, All Night

Space Cowboys is a creators' camp (est. 2012) known for world-class sound, DJs, and a warm, inclusive vibe. We build hard, host generously, and value participation, respect, and diversity ... creating a welcoming home where music, community, and contribution come together in the dust.

### Bureau of Karmic Redistribution (BKR)

FF: NO | Morning, Day Time

The universe's accounting department is overwhelmed and your karma file is overdue for review. Our certified agents (qualifications pending) will stamp your complaints, assess your misdeeds, and assign scientifically dubious remedies. Spin the Wheel. Visit the Booth. Receive your fortune on official forms in triplicate. We roam the Binnekring, too. Bureaucracy has never felt this good.

### Sunset Oasis (SSO)

FF: YES | Day Time

Sunset Oasis is a playful sanctuary of co-creation, where soulfully curious humans gather to celebrate creativity, presence, and connection under the desert sun. Guided by warmth, whimsy, and purpose, we

build a space where beauty meets intention and every sunset is an invitation to come home to each other. We gift spa experiences and showers.

### Super Tramps (STR)

FF: YES | Day Time

A glowing, high-energy playground of trampolines and lights. By day, it is a joyful space for movement and connection; by night, it transforms into a shimmering interactive experience, where we invite you to bounce, gather, and become part of the art :-)

### Sweet Reflections (SWR)

FF: YES | Morning

Once upon a time, it was said, "Let there be light". The light expanded the vastness of the Universe until it hit the Burning Prism and reflected a World of Sweetness. Come join us in contemplation of the ethereal Sweetness.

### Tangawizi Collective (TAN)

FF: MAYBE | Day Time

Tangawizi Collective is a daytime Dawa (Kenyan tea) bar serving a ginger-based drink, offered hot or cold. Open daily in the afternoons, the camp invites participants to stop, hydrate, and share a simple ritual around

preparation and serving.  
Dawa and conversation.

### **Tankquility Base (TAQ)**

FF: MAYBE | Morning

Touch down at our cosmic moon base in the Tankwa dust! Swing by for fresh pancakes in the morning, chilled vibes, and relaxed lunar lounging. Let your creativity take over in our tranquil oasis – all are welcome!

### **The ArtSluts (TAS)**

FF: NO | Morning, Another Special Time

We offer our skills, our hands, our saws, and our axes to the beautiful artists of AfrikaBurn who may need additional assistance with their artworks. Come join us for a builders' breakfast from Monday to Thursday in the morning. We'll be sure to wake you up properly!



### **The Burning Arms (TBA)**

FF: YES | Day Time

Somewhere between salt and sky, a rogue English pub has slipped its moorings and rolled defiantly into the dust. Each day, this tavern on wheels roams unapologetically across the Binnekering in pursuit of sunset, mild impropriety, and the perfect pint. A pub where cold beer meets warm mischief, and only the brave dare the karaoke! We are The Burning Arms.

### **The Department of Homely Affairs (DHA)**

FF: MAYBE | Morning, Day Time, Night Time

The DHA is your most and least favourite department. Roll up and join the queue to collect all your most absurd and unnecessary documentation. Tankwa Town ID cards, marriage certificates, licences to vibe. You name it, we might be able to find it somewhere. Stay for a massage in the meantime? The system is down. Tea is served. Please come back tomorrow.

### **The Dusty Dungeon (TDD)**

FF: NO | Day Time, Night Time

The Dusty Dungeon is a bold, consent-led, kink-positive Theme Camp offering immersive

workshops, curated play spaces, and intentional community connection. By day it builds skills, language, and confidence around embodied consent. By night, it transforms into a carefully held, electric dungeon experience supported by trained monitors and strong threshold practices that prioritise safety, agency, and empowered participation.

### **The Holy Mountain (THM)**

FF: MAYBE | Morning, Day Time, Night Time

Leave your dust-covered shoes with your ego at the door and step into the magick of the Alchemist's Lounge. Surrender into the couches and cushions and the gentle music – we might serve you charmed chai, stories, or asana if your timing is right. Become an artist or a muse-cian, consecrated or enchanted...

### **The House of Boho (HOB)**

FF: YES | Morning

We are a collective of art gods dedicated to creating and sustaining fun amongst humanity. Our mission is to craft vibrant spaces and pockets of engagement, where entertainment meets art and flourishes in all its forms.

Guided by a set of core morals that we uphold with unwavering commitment, we simultaneously reject many of society's constraints that seek to limit.

### The inside scoop (INS)

FF: YES | Day Time

We are gifting ice-cold ice creams and hot banging beats at 12 pm(ish) daily. Come join us for some scoops, beats, and Binnekring treats.

### The Keepers (KEE)

FF: YES | Day Time, All Night

The Keepers guard an immersive threshold of fire, sound, and secret ritual. Daily (Monday to Saturday, 2 pm to 3 pm), we offer Nourishment of the Flame ... braai-bread broken in ritual gathering. Our sonic offerings rise at unexpected hours; consult The Living Ledger for each day's revelations. Seek the unannounced ceremony ... if the moment calls you, you're meant to enter.

### The Last Resort (TLR)

FF: MAYBE | Morning, Day Time, All Night

Hotel grand opening - welcome drinks with freaky beats as Tuesday's sun sets. After that, it's open when it's open and quiet until it's not. Check-in: Lobbyboy hands you a key. Fish for

inner peace at the Spa, sip cocktails at the Bar. Book a tour in our suite-on-wheels. You will get what you deserve. We are your last resort.

### The Lion's Den (TLD)

FF: MAYBE | Day Time, Night Time

A South African-run Theme Camp by a community that has become a family. We host everything from yoga and stretches in the morning, juice bar with fresh local produce during the heat, 420-friendly chill lounge in the afternoon, DJs and performances, mutants, and well-attended parties on our sound art car, OwLion. We are known for gluhwein and fire at night.

### The MemberBerries (TMB)

FF: MAYBE (PG) | Day Time

The MemberBerries is a collection of dispersed berries that found one another in the immediacy of the default and experimental worlds. If it is relaxation or reflection, radical self-expression or radical inclusion, or even just a space to chill out ... come find the MemberBerries. We will gift the creation of lasting memories with a side of silly props and spacey beats.

### The Motherfucking Queens (MFQ)

FF: YES | Morning, Day Time, Night Time

We honour divine feminine power and embrace in energy to awaken your inner royalty. A sensual consent-led oasis in the heart of the Tankwa, offering embodied practices, meditation, and yoga by day, and downtempo live music and intimate gatherings by night. A soft refuge to reconnect, recharge, and awaken inner royalty.

### The Pancake People (PAN)

FF: MAYBE | Morning, Day Time, Night Time

Your favourite Theme Camp - The Pancake People - is your home in the mornings, spreading joy onto the Binnekring! Follow the laughter and music and find us between 9 am and 11 am as we serve the most delicious pancakes filled with love. We host many events throughout the day, from hug sessions to kids' parties and workshops. Pull in!

### The Steampunk Saloon (SPS)

FF: YES | Morning, Day Time, Night Time

Welcome to the Steampunk Saloon, where dusty wanderers discover glitz,

glamour, and a little delicious trouble. Join us Thursday to Saturday for early-evening burlesque shows, then kick off your boots and boogie to lyric-filled tunes. By day, enjoy workshops and classes; by night, whisky, cheeky spankings, and a whole lot of feminine reverence. Come play. Welcome to the Steampunk Saloon.

### **Sunrisers (SUN)**

**FF: NO | Morning**

Sunrisers will return with 40 to 45 like-minded sunnies to present coffee to burners on three selected mornings. We are introducing our very own Coffee Rave. Pretty much like the Friday and Saturday mornings last year. Warm brewed coffee, from 9 am (yes, we need sleep) till 12 midday.

### **SWEET LOVE CINEMA (SLC)**

**FF: MAYBE | Day Time, Night Time**

We are a family camp that's been burning from the early days. We play movies from sunset till late, starting off with family-friendly musicals. Late evenings always get interesting with arthouse, world cinema, and some of our favourite classics.

### **The Teahouse at the End of the Universe (TEA)**

**FF: MAYBE | Day Time, Night Time**

Have you come to the end of your tether? Escape the hubbub and come chill in our quiet and comfy Teahouse on the edge of the Burn. We have delicious tea and free desert views to reset your burner mojo. We serve caffeinated and herbal teas from 11 am until late!

### **The Wet Spot (TWS)**

**FF: MAYBE | Morning, Day Time, Night Time**

Welcome to The Wet Spot at AfrikaBurn: your desert oasis of steamy, soul-reviving showers. Bring your own 5L of water ... we supply the bliss. Open 8 am to 12 pm, Monday to Saturday. Step in dusty, step out divine. Clean vibes, warm water, big smiles.

### **THIRSTY (THI)**

**FF: Yes | Day Time**

Fresh fruit and berry shots, daytime parties and a sunset chill zone with music in the desert. Come cool down, dance, and recharge with us. We're open daily from 10 am to 6 pm, serving refreshing flavours, good music, and easy vibes. Stop by for a juicy break, meet beautiful humans, and bring your thirsty energy to our oasis.

### **'This is Fine' Lab (TIF)**

**FF: MAYBE | Day Time, Night Time**

We are 'This is Fine' Lab camp where curiosity is the only entry requirement. By day, we host workshops, talks, and experiments – and anyone can run their own session. Our open schedule board and open mic invite any burner to share their story. Explore strange installations, then stay for drinks and DJ sets after sunset. Open daily from 3 pm.

### **Time to Shine (TTS)**

**FF: YES | Day Time, Night Time**

This is our second year setting up Time to Shine, a unique performance venue where the performer or performers do not know whether they have an audience or not, as they are behind one-way screens. The audience does not know what they will see performed. We learnt a lot and are bringing in enhancements to make magic happen.

### **Tulpa (TUL)**

**FF: MAYBE | Day Time**

Tulpa Theme Camp is a space for art, connection, and transformation. Join us daily for morning workshops around 10ish exploring creativity, presence, and collective

expression. The camp comes alive with two signature parties on Tuesday and Thursday, blending music, art, and moments of connection.

### Two Couches & a Rug (TCR)

FF: MAYBE | Morning, Day Time, Night Time, All Night

Delivering on our promise to bring two couches and one rug to the Kiwiburn paddock since 2015, but now in Tankwa Town! Stop by for the best (and probably only) sports bar in town!

### Vagabonds (VAG)

FF: YES | Morning, Day Time, Night Time, All Night

Vagabonds is a wellness camp where everyone can feel at home. Escape the dust in our Scandinavian forest-inspired lounge, cosy up around our cabin campfire, stargaze over the Binnekring from our

Sky Lounge, and free your inner child in our rainbow-tastic Unicorn Room. Plus, daily massages and workshops to enrich your body, mind, and soul.

### Wild & Juicy (WAJ)

FF: YES | Day Time, Night Time

Did you take your vitamins today? No worries, we've got you covered! We gift freshly squeezed fruit and veggie juice daily somewhere on the Binnekring. Make your Mom so proud – let us serve you with all the good stuff, straight from Mother Nature. Your daily juice will give you an extra hour on the dance floor, guaranteed.

### Wildrock Workshop (WRW)

FF: NO | Morning

We create and allow you to create small jewellery accessories with elements of AfrikaBurn in your own unique and creative style.

### You're Probably Fine (YPF)

FF: NO | Day Time

Out here, identity becomes negotiable. Names loosen. Certainty fades. New versions of you begin to circulate. Who are you? Who would you prefer to be? Our staff will assist in confirming or gently questioning your current configuration. Eye contact will be maintained. Notes may or may not be taken. They are confidently unqualified. Their condition remains unverified. You're Probably Fine.





Anyone who has participated in AfrikaBurn this year is welcome to apply for a Spark Grant.

This is a small grant designed to help ignite community-based projects that bring our Guiding Principles to life in the default world.

Spark Grants support principle-centred initiatives that extend the spirit of Tankwa Town beyond the event and into communities across South Africa. Projects must take place within the Republic of South Africa, and applicants must play an active role in the proposed project.

**Ordinarily, all projects should be completed between 1 August 2026 and 31 January 2027.**

Once you're back in the default world, keep an eye on the Baardskeerder for the **opening of the application window in June.**

## WHO IS AFRIKABURN?

AfrikaBurn is organised by non-profit company and public benefit organisation registered in South Africa, as Afrika Burns Creative Projects.

The organisation exists to advance a culture of creativity and participation, including promoting freedom and diversity of expression, inclusive community building, and volunteerism, with the aim of fostering positive social change.

### This is pursued by:

- Providing a platform for a wide spectrum of arts and culture in South Africa through the annual AfrikaBurn event and related initiatives.
- Developing and supporting creative outreach projects that uplift and include marginalised and underprivileged communities.
- Collaborating with local and international partners to encourage cultural, skills, and knowledge exchange within the AfrikaBurn community, the Burning Man Regional Network, and beyond.
- Supporting initiatives that enrich education, provide bursaries, promote environmental stewardship, and protect non-human life from abuse and degradation.

The organisation functions with the oversight of a two-tier governance structure with non-executive directors and voting members. Participation is open through an election process, laid out in the founding documents.

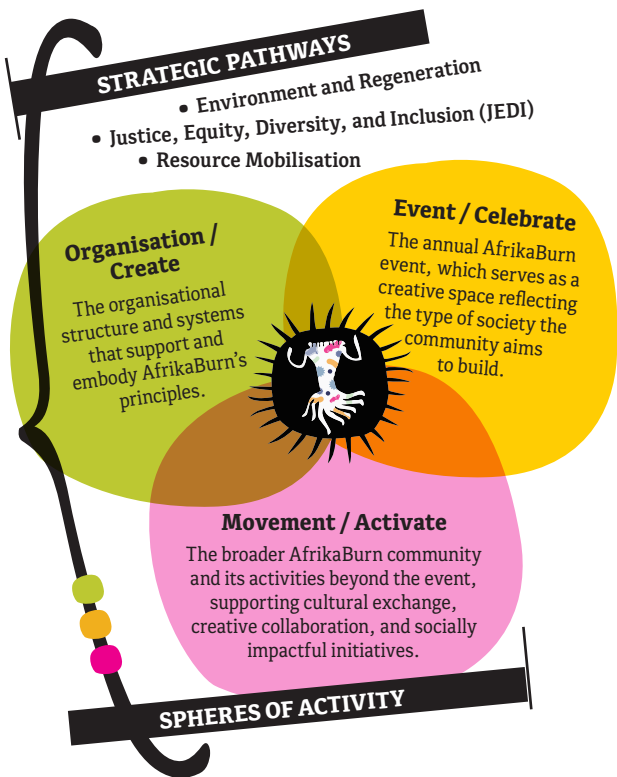
Further information about becoming a voting member or non-executive director is available at [www.afrikaburn.org](http://www.afrikaburn.org)

## AFRIKABURN'S STRATEGIC PATHWAYS

AfrikaBurn's strategic purpose is to inspire creative experiments in the art of inclusive and regenerative community culture.

To support this purpose, the organisation focuses on **three strategic pathways**.

These pathways guide the development of AfrikaBurn across **three interconnected spheres of activity**:



## But why?

### ENVIRONMENT AND REGENERATION

AfrikaBurn recognises that the ecosystems in which it operates are essential to the creative experiences it supports. The organisation therefore seeks not only to minimise environmental impact but to actively contribute to environmental regeneration.

This includes developing practices that reduce waste, lower carbon impact, and support the long-term ecological health of the areas connected to the event, particularly the Quaggafontein and Tankwa regions.

The goal is to move beyond sustainability towards regeneration by encouraging innovation, collaboration, and community participation in environmental stewardship.

### JUSTICE, EQUITY, DIVERSITY, AND INCLUSION

AfrikaBurn acknowledges the impact of systemic inequality and historical injustice in South Africa. The organisation's commitment to Justice, Equity, Diversity, and Inclusion (JEDI) reflects an effort to ensure that its events, operations, and culture are more inclusive and representative.

The adaption of Radical Inclusion in 2019 recognised the need to adapt global Burning Man principles to the South African context.

Through this work, AfrikaBurn aims to create spaces that encourage broader participation, strengthen social cohesion, and foster respect for diverse identities and experiences.

The approach reflects the principle '*Umntu ngumntu ngabantu*' – a person is a person through others.

### RESOURCE MOBILISATION

Resource mobilisation recognises that sustaining AfrikaBurn requires both financial and non-financial resources.

These include the contributions of volunteers, the wider community, organisational infrastructure, equipment, and partnerships, as well as financial support.

The goal is to build a resilient organisation capable of sustaining its work and responding to unexpected challenges while remaining aligned with the values of participation, collaboration, and non-transactional exchange.

This approach supports the long-term sustainability of AfrikaBurn and the continued development of its cultural and community initiatives.

## AfrikaBurn Outside the Event

As we've mentioned a few times in this guide, AfrikaBurn is more than just a rave in the desert. It's a creative movement that continues long after the dust settles.

The community and collaboration you see in Tankwa Town don't only exist during the event. They carry on throughout the year, and everyone is invited to take part.



### Community Engagement and Outreach

Through initiatives such as the AfrikaBurn Outreach Programme, the organisation partners with local communities in the Northern and Western Cape. These collaborations support skills-sharing, creative workshops, and social development programmes. The focus is on working alongside local communities, building relationships, and creating opportunities together rather than simply offering handouts.



Play Park, sparked by Nikki Britz





## Artworks and Creative Projects

Many of the projects you see in the desert continue beyond the event. Whether through fundraisers, community development, public installations, or communal build days, there are many ways to stay involved. You can join an existing project or, dare we say it, start one of your own.

## Year-Round Creativity

The main event may be the flagship, but AfrikaBurn also supports a wide network of community-led gatherings, workshops, regional events, and fundraisers throughout the year. These include regional meetups, trainings, volunteer gatherings, decompression events, exhibitions, and skill-sharing sessions that keep the community connected and active.

## Decompression

Decompression is AfrikaBurn's urban ritual of reconnection, celebration, and cultural expression: a bridge between Tankwa and the wider world. This year's Decompression is planned for 1 August at the Castle of

Good Hope in Cape Town, South Africa. Please keep an eye on our website for updates.

## Streetopia

Streetopia takes over the streets of Observatory at the end of each November for a day of celebration and colourful chaos. Expect mutant vehicles, art installations, live performances, markets, and spontaneous acts of magic in the streets. Everyone is invited to play, create, and get a little messy in the name of fun.

## Hammerschool

Hammerschool is a skills-sharing programme created and facilitated by women and non-binary current and former leads from the Department of Public Works (DPW). It provides a supportive, hands-on space where women and non-binary participants from diverse backgrounds can learn practical build skills from people who have helped construct Tankwa Town.

Now in its third edition, Hammerschool continues to evolve each year.

The first edition began as a series of standalone workshops focused on introducing basic tools, design thinking, materials, and build practices.

## The second edition

expanded into a structured course over nine sessions. Participants learned fundamental carpentry and metalworking skills, and each person created their own artwork for Streetopia 2024. The collective result was a bouquet of sculptural flowers that bloomed in the centre of the Village Green in Observatory.

## This third edition

invited previous students back for an intermediate programme. Over nine sessions across five months, they deepened their skills while working together on a practical infrastructure project for AfrikaBurn: building the stands and shade structures for the commons water points (the WELL WELL WELL tanks) located around Tankwa Town.





## **RISE:**

**Resilience In Shared Endeavour**, is an immersive programme dedicated to co-creating a safe and empowering space where healing can begin for a community that remains so vulnerable, overlooked, and in desperate need of connection.

It is no secret that as women and gender non-conforming people we face diverse challenges and intersectional inequality throughout our lives. RISE exists to serve as an environment to be present, honest, and find power in our unity.

**RISE is a participatory experience** – there is no distinction between givers and receivers. We all show up to learn from each other. It is a co-created process.

**RISE follows the Guiding Principles**, aiming to empower womanhood and queerness through grounding and informative workshops, self-expression, and collaboration. RISE is a radically inclusive process that centres traditionally oppressed voices so that they can be amplified both in our community of participants and in the default world.

**So now you know ... AfrikaBurn is more than just a kiff week with 10,000 of your closest friends. It's a counterculture organism that spills into art, activism, and community-building all year round. If you know where to look, the dust never really settles and the art never really stops.**

# Weekly Binnekring

## Event Planner

Everything in Tankwa Town happens on a fairly loose schedule, with the elements, best-laid plans, and unbridled chaos often affecting whether a particular activity begins at 9 am sharp, a little bit later, or even a day later.

As with all gifts, please be patient and understanding, offer to help if you can, and always triple-check that the thing you want to do will actually happen.

We invite you to try not to plan every last minute of your time in Tankwa Town, but to **explore ALL the creative project listings in this booklet and DESIGN YOUR OWN AFRIKABURN ADVENTURE USING THIS PAGE.**

Forgot to bring a pen? Why not go and have a chat with your neighbour and see what their plans are?

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Monday

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Tuesday

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Wednesday

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Thursday

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Friday

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Saturday

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Sunday

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- Hitch a ride on a mutant
- Swoop for some MOOP
- High-five a Ranger
- Hide your car keys somewhere safe
- Queue for ice
- Get lost on a random adventure
- See the sunrise
- Get a good spanking
- Laugh till you almost wet yourself
- Survive a dust storm
- Eat a pancake
- Watch a Burn
- Spend some quiet time in the Temple
- Cover up some rebar
- Have a wet-wipe bath
- Join a parade around the Binnekring
- Listen to Radio Free Tankwa
- Look through a Prism
- Have a chat with God
- Listen to live music

- Forget your cup
- Lose your friends, but make new ones
- Visit the Artifactory
- Do a volunteer shift
- Compliment a stranger
- Wave at someone on the toilet
- Practice one (or more!) of the 11 Principles
- Wake up early go for sunrise walk
- Go to bed early
- Hug someone
- Make strangers laugh
- Be somebody else
- Time travel
- Ride a bicycle
- Find the mantis in the night sky
- Get a new nickname
- Gift a darkwad some fairy lights
- Follow the white rabbits
- Try something for the first time
- Howl at the moon
- Sit quietly and listen to the desert

Thanks/Credits

**This  
WTF?  
was put  
together by:**

'The Brain' Palmer

Writer: Sarah  
'Sarahdactyl' Lawrence

Art Direction: Kelsey Cloete

Design: Lori 'TamatieSous' Gie

Copy Checking:

Loz 'Miss Alaska' Tanner | Brad Beard

Support: Fazel 'Sweet Lollipop' Ockhuys

Proofreading: Kelly 'Default World' Starzak

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• Eric Squires [51/61] • Kim Steinberg [52/53] • Steven Morrow [57] • Darren Sarkin [74] •  
Angus [76]

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