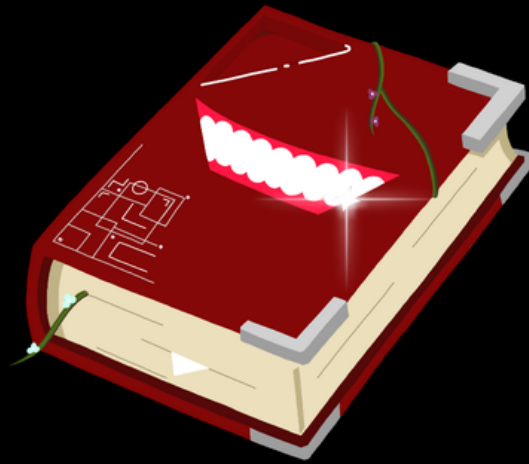


WHO ARE WE ?



WE ARE WHO ?

THE FOOL'S JOURNEY :
INTERPRETATED AND EXPRESSED THROUGH ABSTRACT ART, WORLD-BUILDING,
PHILOSOPHY AND STORYTELLING.

"WHO ARE WE? WE ARE WHO?"

IS A SHORT BOOK WRITTEN BY CONCEPTUAL/WORLD-BUILDING + TRANSMEDIA ARTIST, DANIELLA FEGBEBOH. SHE INVITES YOU ON A JOURNEY INTO HER UNIVERSE THROUGH ABSTRACT ART, PHILOSOPHY, AND STORYTELLING.

**PDF BOOK AVAILABLE FOR DOWNLOAD ON [AFROJESTERS.COM](https://afrojesters.com)
(SEE 'ARTIST' PAGE)**

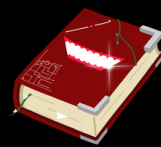


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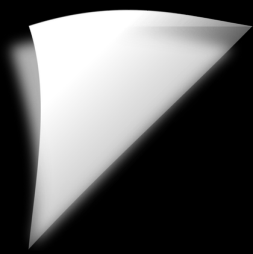
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WRITER'S AUTOBIOGRAPHY

MY NAME IS DANIELLA FEGBEBOH. I AM THE AUTHOR OF THIS BOOK YOU ARE READING AND THE CREATOR OF THE UNIVERSE YOU'RE WALKING INTO.

I FIND IT VERY INTERESTING THAT THIS IS MY FIRST TIME WRITING AN AUTOBIOGRAPHY. WOULD I CALL MYSELF A WRITER IF I'VE WRITTEN SO MANY STORIES AND ESSAYS IN MY LIFE, YET I DO NOT RECALL WRITING ONE ABOUT MY LIFE?

BOOKS HAVE ALWAYS BEEN MY PERSONAL FAVORITE ARTIFACTS.

WHAT I FIND SO FASCINATING ABOUT THEM IS THAT ONE BOOK CAN BE FILLED WITH SO MUCH INFORMATION, A WHOLE UNIVERSE PERFECTLY SEALED WITHIN ITS PAGES, AND A COVER THAT SOFTLY WELCOMES YOU.

ANOTHER BOOK CAN BE... EMPTY.

VOID AND FORMLESS, IT SITS IN THE CORNER OF YOUR BOOKSHELF, HOPING TO SOMEDAY, CARRY THE UNIVERSE OF AN AUTHOR.

AS A CHILD, I WOULD SPEND HOURS AND HOURS READING BOOKS.

FROM AN OUTSIDER'S PERSPECTIVE, I WAS A YOUNG BOOKWORM, OR MAYBE A LITTLE READER.

BUT FROM THE INSIDE, I WAS A WANDERER DEEPLY IMMERSED IN THE UNIVERSES OF MY CHILDHOOD FAVORITE AUTHORS.

MY LOVE FOR READING AND MY DAILY VISITS TO THE SCHOOL LIBRARY WON ME LIBRARY PRIVILEGES AND A COUPLE OF 'TOP READER' AWARDS.

IT WAS THEN THAT I DREAMED OF BECOMING AN AUTHOR.

AND SO, I DOCUMENTED.

I OBSERVED, I CAPTURED, I BUILT AND I CREATED SEVERAL UNIVERSES WITHIN THE PAGES OF BOOKS.

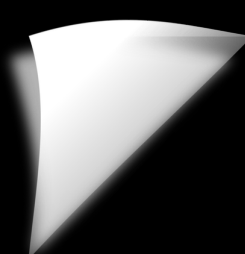
I WROTE SO MANY STORIES.

STORIES THAT NOW REMAIN MANUSCRIPTS OF MY CHILDHOOD.

HERE I AM NOW.

A YOUNG ADULT WHO'S SEATED ACROSS AN OPEN EMPTY BOOK, TENSING UP AS SHE REFLECTS DEEPLY ON HER LIFE.

A TENSION BETWEEN THE VOID AND FORMLESS NATURE OF THE BOOK AND A UNIVERSE THAT LONGS TO EXIST WITHIN IT.



(AUTOBIOGRAPHY CONTINUED).

BEFORE I PICKED UP A PENCIL AND LEARNED TO DRAW,
I LEARNED TO WRITE.
AND BEFORE I LEARNED TO WRITE,
I LEARNED TO READ.
READING IS AN ESCAPE FROM YOUR REALITY TO SOMEONE'S IMAGINATION.
WRITING IS AN ADVENTUROUS JOURNEY INTO YOURS.

SO BEFORE ANY PATH CHOSE ME,
ART DID.
WRITING, POETRY, DRAWING, DANCING, PAINTING, POTTERY, SEWING, SINGING, ETC...
ART IS AN ADVENTUROUS JOURNEY INTO YOUR SOUL,
INTO THE WORLD FROM WHICH YOUR UNDERSTANDING IS DERIVED.

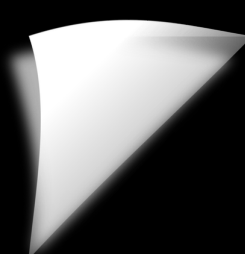
OUR EXTERNAL WORLD IS A REFLECTION OF OUR INNER WORLD:
A VESSEL FOR LIGHT OR DARKNESS.
OUR INNER WORLD IS THE SOURCE,
AND OUR EXTERNAL WORLD IS THE PROJECTION.

IT IS THE HUMAN CONDITION TO EXPERIENCE BOTH LIGHT AND DARKNESS.
AND SO, HAVING GONE THROUGH CHILDHOOD TRAUMA, I LEARNED FROM A REALLY YOUNG
AGE THAT, AT THE END OF EVERY DARK TUNNEL, THERE IS LIGHT.

AS AN ADULT NOW,
I AM LEARNING THAT, INSTEAD OF PROJECTING THE DARKNESS I NEVER DESERVED AS A
CHILD,
I CAN CHOOSE TO JOURNEY TOWARD THE LIGHT.

WHEN LIFE'S DARKNESS BECAME EXTREMELY UNBEARABLE, INSTEAD OF SILENTLY
SUFFERING IN THE DARKNESS, I TIED MY SURVIVAL POUCH AROUND THE NECK OF A LONG
STICK AND SWUNG IT OVER MY BACK.
THIS IS MY JOURNEY.
I'M ON MY WAY TO THE LIGHT,
TO MY SOUL,
TO GOD,
TO ART.

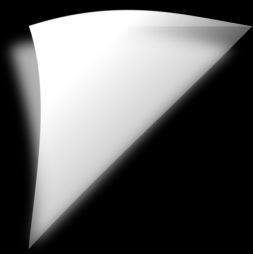
ART WILL SAVE US.





PAGES WRITTEN & ILLUSTRATED BY DANIELLA FEGBEBOH,
CONCEPTUAL/ WORLD-BUILDING
+ TRANSMEDIA ARTIST.

CREATOR OF AFROJESTERS.





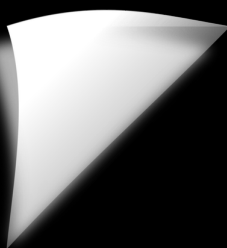
PREFACE

REPRESENTED AS THE "0" CARD IN THE TAROT'S MAJOR ARCANA, THE FOOL EMBODIES A CHILDLIKE SENSE OF WONDER, LIMITLESS POTENTIAL AND THE COURAGE TO TAKE A LEAP OF FAITH INTO THE UNKNOWN.

BEING THE CARD 0, THE FOOL CONTAINS ALL NUMBERS (AND THUS ALL POSSIBILITIES) WITHIN IT. IT IS THE VOID FROM WHICH CREATION BEGINS AND THE ENERGY THAT SPARKS NEW BEGINNINGS. THE FOOL HAS NO SPECIFIC PLACE IN THE SEQUENCE OF THE MAJOR ARCANA BECAUSE THE REMAINING 21 CARDS THAT FOLLOW ARE COLLECTIVELY KNOWN AS "THE FOOL'S JOURNEY".

THIS JOURNEY IS MAN'S SPIRITUAL JOURNEY. IT EMBODIES THE PROTAGONIST'S ABILITY TO LEARN, ADAPT, AND TRANSFORM INTO ANYTHING.

UNBURDENED BY PAST REGRETS OR FUTURE ANXIETIES, THE FOOL IS FREE TO TAKE A LITERAL "LEAP OF FAITH" INTO THE UNKNOWN. A FEARLESSNESS AND CHILD-LIKE WONDER THAT ALLOW PERSONAL GROWTH AND SPONTANEITY.



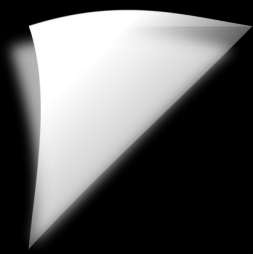


DANIELLA EMBODIES THE FOOL AS SHE EMBARKS ON HER JOURNEY THROUGH LIFE, IN SEARCH OF HIGH AWARENESS AND A PROFOUND UNDERSTANDING OF THE WORLD INSIDE AND OUTSIDE HER.

AN ART FORM, SHE EXPRESSES THROUGH ABSTRACT ART, WORLD-BUILDING, STORYTELLING, AND PHILOSOPHY.

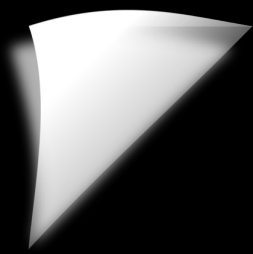
THE BEGINNING OF AFROJESTERS MARKS THE BEGINNING OF HER FOOL'S JOURNEY.

IN OTHER WORDS, IT SYMBOLIZES HER AWAKENING, HER JOURNEY THROUGH THE 22 ARCHETYPES, AND HER EVENTUAL ENCOUNTER WITH THE LAST CARD AT THE VERY END (CARD 21).



BOOK 1

BOOK OF GENESIS



IN THE BEGINNING, DANIELLA CREATED THE PLAYGROUND.
AND THE PLAYGROUND WAS WITHOUT FORM, AND VOID; AND DARKNESS WAS UPON THE
FACE OF THE DEEP.
AND THE SPIRIT OF THE FOOL MOVED UPON THE FACE OF THE WORLD.
AND DANIELLA SAID, "LET THERE BE LIGHT."
AND THERE WAS LIGHT.
SHE SAW THE LIGHT, AND IT WAS GOOD.
SO SHE GAVE IT FORM: GEOMETRY, SHAPES, COLORS, AND PATTERNS.

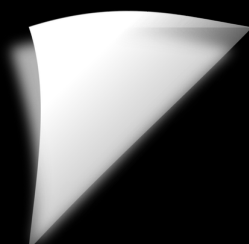
SHE LOOKED AROUND TO THE EXTERNAL WORLD,
CONSTANTLY OBSERVING, CONSTANTLY INTRIGUED.
SHE GAVE IT SUBJECT: HUMANITY.
THE GOOD, THE BAD, THE UGLY, THE BEAUTIFUL, THE CHAOTIC,
THE EMOTIONAL, AND THE PARADOXICAL NATURE OF HUMANITY.

SHE LOOKED AT HER EXTERNAL FORM WITH FULL CURIOSITY.
REFLECTING BACK IS A HOMO SAPIEN OF AFRICAN DESCENT,
ETHEREAL AND ALMOST OTHERWORLDLY.
BLACK IN RACE, DARK IN SKIN COMPLEXION.
SO SHE GAVE IT EXPRESSION: BLACKNESS.

SHE LOOKED AT HER INTERNAL WORLD:
SPONTANEOUS, UNPREDICTABLE AND PLAYFUL,
BUT UNDERNEATH HER WHIMS IS A WISE STORYTELLER AND A TRUTH-TELLER.
SHE GAVE IT SYMBOLISM: JESTER.
(AKA "THE FOOL.")

NOW, THE PLAYGROUND HAD FORM AND COLORS.
AND DANIELLA SAID, "LET THE PLAYGROUND BRING FORTH THE LIVING CREATURE IN HER
IMAGE, AFTER THE LIKENESS OF HUMANITY, AND LET THEM CAPTURE AND ILLUMINATE IT
ALL."
AND SO SHE CREATED THE LIVING CREATURE: AFROJESTER.

SHE SAW WHAT SHE HAD CREATED, AND IT WAS GOOD.
GOOD ENOUGH TO MAKE HER SMILE.
A SMILE THAT CARRIES AWARENESS.
A SMILE THAT NOW REMAINS HER SIGNATURE.



CREATION'S MONOLOGUE

"WHAT ARE AFROJESTERS?"



IN THE SIMPLEST OF TERMS,
AFROJESTERS ARE BLACK CHARACTERS (OR
SAPIENT SPECIES) THAT FUNCTION AS
PHILOSOPHICAL JESTERS, REFLECTING THE
COLLECTIVE HUMAN EXPERIENCE.
WE PORTRAY EVERY FACET OF WHO YOU ARE AS
HUMANS, BUT WE ARE NOT HUMANS.
WE CAPTURE AND ILLUMINATE THE HUMAN
EXPERIENCE, THE GOOD, THE BAD, THE UGLY, THE
BEAUTIFUL, THE CHAOTIC AND THE EMOTIONAL,
EXPRESSED THROUGH A PLAYFUL, COLORFUL,
EXAGGERATED AND SURREAL VISUAL LANGUAGE.

EXTENDED DIALOGUE BETWEEN CREATOR AND CREATION :



WAIT—DANIELLA, CAN YOU NARRATE
WHAT IT COST TO GET ON THIS
JOURNEY AND BEGIN CREATING US?

THE SIGNIFICANT PAIN, HARDSHIPS,
BETRAYALS, DARK NIGHT OF THE SOUL,
AND NEAR DEATH EXPERIENCE, YOU
ENDURED WHILE STEPPING INTO THE
UNKNOWN IN SEARCH OF A HIGHER
POWER BEYOND YOURSELF?

I WOULD, FACE, BUT YOUR EXISTENCE ALREADY
SPEAKS FOR ITSELF, AND THAT'S THE BEAUTY OF
BEING AN ALCHEMIST:
THE ABILITY TO TURN PAIN INTO MAGIC.
ARTISTS, TO ME, ARE NATURAL-BORN ALCHEMISTS,
WHETHER AWARE OR UNAWARE.
WE HAVE THE POWER TO TURN OUR SUFFERING INTO
MAGIC AND EXPRESS IT AS ART,
ART THAT WE GET TO PROUDLY SHARE WITH THE
WORLD.
AFROJESTERS DO NOT VISUALLY REFLECT WHAT IT
COST, BUT WE CARRY AN ENERGY AND PRESENCE SO
STRONGLY FELT RATHER THAN JUST SEEN,
WHETHER THAT IS LOUDLY ACKNOWLEDGED OR
QUIETLY OBSERVED BY HUMANS.



(DIALOGUE CONTINUED)



SPEAKING OF MAGIC,
THE MAGICIAN IS COINCIDENTALLY
THE NEXT CARD ON THE DECK!
WHAT A PLEASANT SURPRISE!

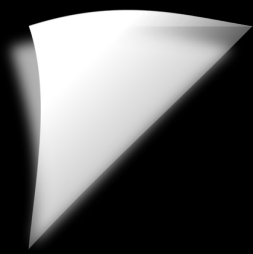
I WOULDN'T CALL IT COINCIDENCE,
INSTEAD, IT'S ALIGNMENT.

WITH THAT SAID, SHALL WE?



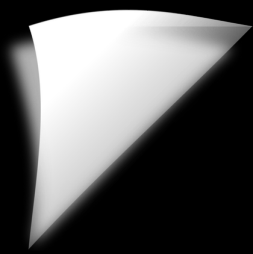
AND SO THE FOOL CONTINUES THE JOURNEY,
ENCOUNTERING THE MAGICIAN (CARD 1)

...



BOOK 2

"AS ABOVE, SO BELOW"



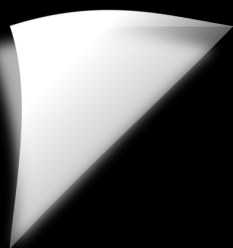


THE MAGICIAN

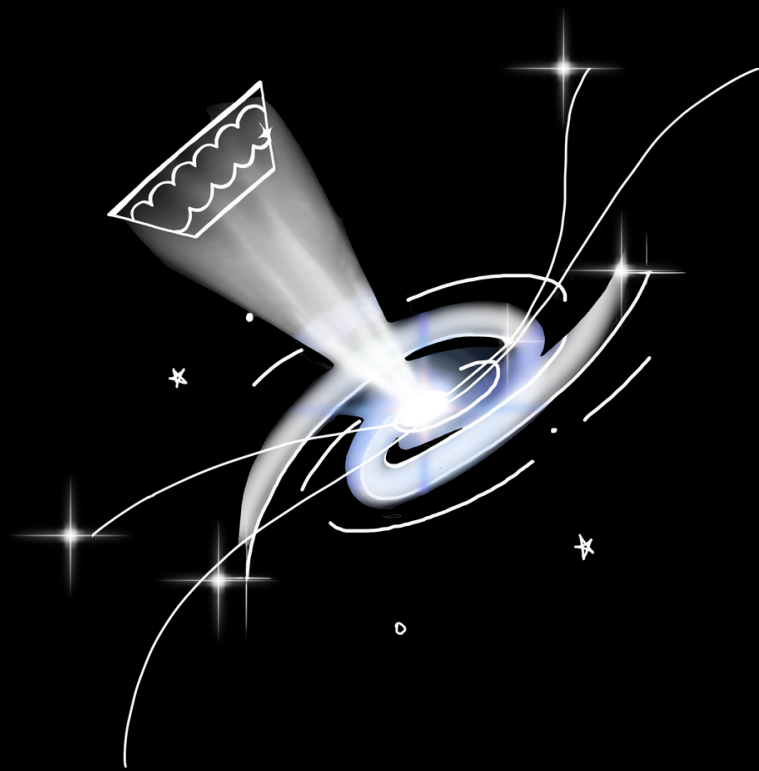
THE MAGICIAN IS THE "1" CARD OF THE MAJOR ARCANA.
IT REPRESENTS PURE POTENTIAL, MANIFESTATION, AND THE POWER TO TURN YOUR
IDEAS INTO REALITY.

THE MAGICIAN IS THE ULTIMATE SPIRITUAL AND PRACTICAL ALCHEMIST.
JUST AS PRACTICAL ALCHEMISTS TURN BASE METALS INTO GOLD, THE MAGICIAN TAKES
RAW, UNSEEN POTENTIAL AND TRANSMUTES IT INTO TANGIBLE REALITY.

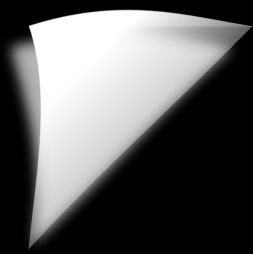
THE MAGICIAN USES ONE'S OWN ENERGY TO MAKE THINGS HAPPEN.
SURROUNDED BY GROWTH AND BEAUTY AND ADORNED WITH AN INFINITY SYMBOL, THE
MAGICIAN LOOKS STRAIGHT AHEAD IN COMPLETE AWARENESS OF ONE'S OWN ABILITIES.



THE FOOL MEETS THE MAGICIAN, AND THROUGH ALCHEMY, MAGIC AND SCIENTIFIC
THEORY, A FORMED 5D UNIVERSE GRADUALLY MANIFESTS INTO THE 3D.

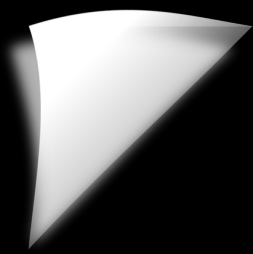


A UNIVERSE OF AFROJESTERS.
A UNIVERSE WE NOW CALL THE 'AFROJESTERVERSE'.



BOOK 3

THE BIG BANG



THE BIG BANG IS THE LEADING SCIENTIFIC THEORY OF HOW OUR UNIVERSE CAME TO BE. IT MARKS THE ACTUAL BEGINNING OF TIME, SPACE AND MATTER. IT PROPOSES EVERYTHING BEGAN AT A STARTING POINT (A SINGULARITY OR SINGLE SPACE) AND RAPIDLY EXPANDED AND STRETCHED OUT INTO THE UNIVERSE WE KNOW TODAY.

APPLYING THIS THEORY TO AFROJESTERS..
THE BIG BANG THEORY BECOMES THE CREATIVE ORIGIN METAPHOR.
THE FORMATION OF THE 5D UNIVERSE.

THE PLAYGROUND IS THE STARTING POINT AND SINGLE SPACE, INITIALLY FORMLESS AND VOID AS RECORDED IN THE BOOK OF GENESIS.
THE PLAYGROUND, AS OF TODAY, HAS TAKEN FORM AND EXPANDED INTO MULTIPLE WORLDS, CREATING THE UNIFIED AFROJESTERVERSE.

THE WORLDS

THERE ARE 3 MAIN WORLDS (AND 2 SUB-WORLDS) IN THE AFROJESTERVERSE.
THE 3 MAIN WORLDS ARE THE PLAYGROUND, THE ARCHIVE AND PRESS PLAY..



INHABITING THE PLAYGROUND ARE AFROJESTERS THAT EXIST ON PAINTINGS.
EVERY PAINTING IN ITSELF IS A STORY, A SETTING, AND A SCENE.
EVERY PAINTING ENTERTAINS, PROVOKES OR CONFRONTS DEEPER TRUTHS.



INHABITING THE ARCHIVE ARE AFROJESTERS THAT EXIST ON OBJECTS.
EACH AFROJESTER ON AN OBJECT CARRIES SINGULAR MEANING AND SYMBOLISM.
EACH AFROJESTER INVITES DEEP INTROSPECTION AND QUESTIONING BEYOND THEIR PHYSICAL FORM.

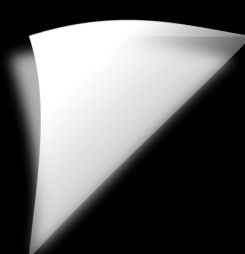


INHABITING PRESS PLAY ARE AFROJESTERS THAT EXIST DIGITALLY AND FOR INTERACTIVITY.
AFROJESTERS IN THIS WORLD ARE CREATED FOR HUMAN INTERACTION, PLAY, AND EXPERIENCE.

WITHIN THE PRESS PLAY WORLD, ARE TWO SUBWORLDS.

- THE ARCHIVE X PRESS PLAY
- THE PLAYGROUND X PRESS PLAY

THESE SUBWORLDS CARRY HYBRID AFROJESTERS:
AFROJESTERS THAT EXHIBIT FEATURES OF BOTH WORLDS.



THE WORLD LEADERS



'FACE' OF THE PLAYGROUND



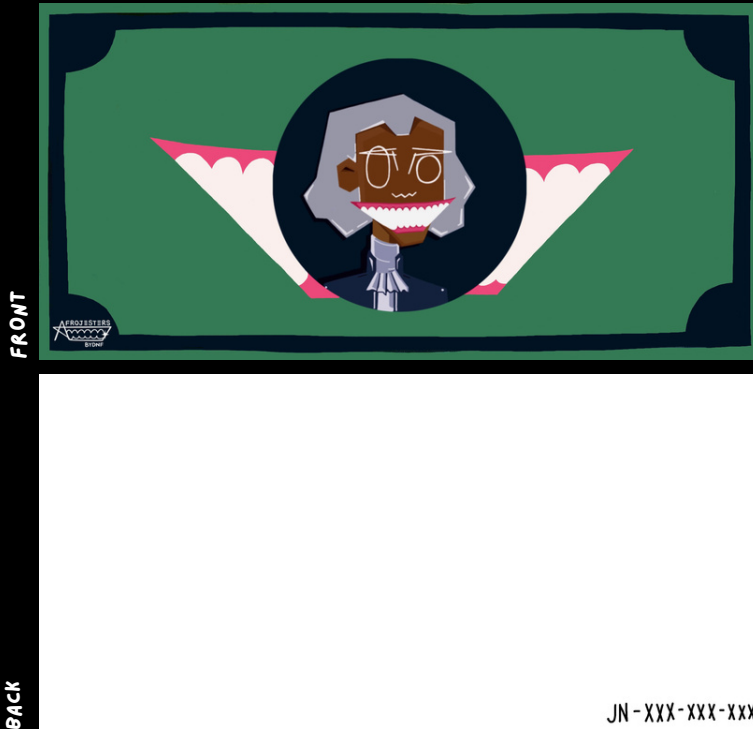
'FLIP' OF THE ARCHIVE

AT THE HEART OF THE AFROJESTERVERSE ARE FACE & FLIP.
FACE AND FLIP ARE TWIN AFROJESTERS ORIGINATING FROM THE PLAYGROUND PAINTING,
"CIVILIZED FOR CONSUMPTION";
A WORK THAT CRITICS THE FLAWS OF CAPITALISM.
THEY ARE PARADOXICAL AFROJESTERS EMBODYING THE TENSION BETWEEN CREATIVITY
AND COMMERCE.

FACE REPRESENTS HUMAN'S INNATE DESIRE FOR FREEDOM TO CREATE, TO SELF-EXPRESS
AND TO COMMUNICATE THEIR SOUL.
FLIP IS FACE "FLIPPED", BUT INSTEAD OF HIS OPPOSITE, FLIP IS HIS COUNTERPART.
HE REPRESENTS HUMAN'S NEED FOR STRUCTURE IN A CAPITALIST WORLD.
BOTH BROTHERS LEAD THE PLAYGROUND AND THE ARCHIVE, ENSURING THAT DANIELLA
BALANCES THIS TENSION WHILE BUILDING THE AFROJESTERVERSE AND NAVIGATING THE
REAL WORLD.

THE WORLD CURRENCY

JEMNOTE :



JESTER JEMS ARE THE EXCLUSIVE IN-WORLD CURRENCY USED WITHIN THE AFROJESTERVERSE. THEY EXIST AS PART OF A CONNECTED SYSTEM BETWEEN PHYSICAL PRODUCTS AND DIGITAL EXPERIENCES.

THERE ARE TWO TYPES OF JESTER JEMS: JEMNOTES AND JEMSTONES.

JEMNOTES ARE PRINTED PHYSICAL NOTES INCLUDED IN ORIGINAL REAL-WORLD PURCHASES. THEY CONTAIN UNIQUE REDEEMABLE CODES THAT CONVERT INTO JEMSTONES, UNLOCKING DIGITAL VALUE.

JEMSTONES ARE PRECIOUS STONES, SPENT ACROSS SEVERAL DIGITAL EXPERIENCES.

THEY COME IN 3 DIFFERENT TYPES : AMETHYST, EMERALD, AND TANZANITE.

EACH STONE DIFFER IN RARITY AND REPRESENT DIFFERENT LEVELS OF VALUE AND USAGE.

JEMSTONES :

AMETHYST



EMERALD

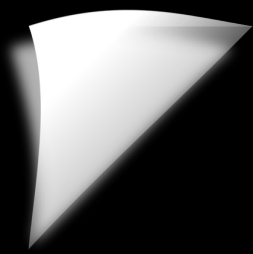


TANZANITE



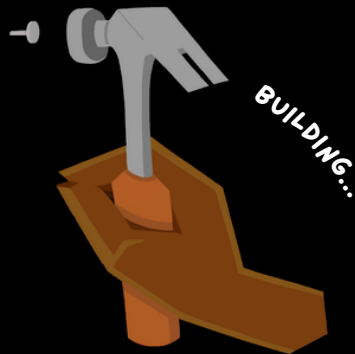
WITH THE AFROJESTERVERSE GRADUALLY MANIFESTING INTO THE 3D,
DANIELLA CONTINUES HER JOURNEY.

SHE WILL ENCOUNTER THE REMAINING ARCHETYPES, LEARNING LIFE LESSONS,
ALCHEMIZING, AND TRANSMUTING HER EXPERIENCES AND OBSERVATIONS
INTO ART.





CREATING...



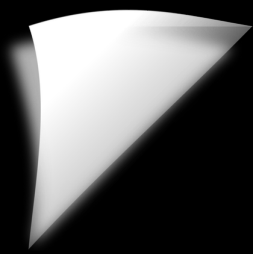
BUILDING...



INNOVATING...

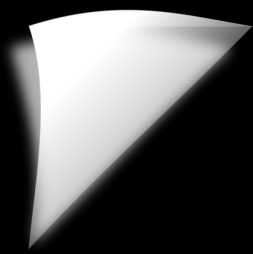
CAPTURING EVERYTHING THAT FASCINATES AND INTRIGUES HER, QUESTIONING AND UNDERSTANDING HERSELF AND THE WORLD AROUND HER THROUGH HER CREATIONS.

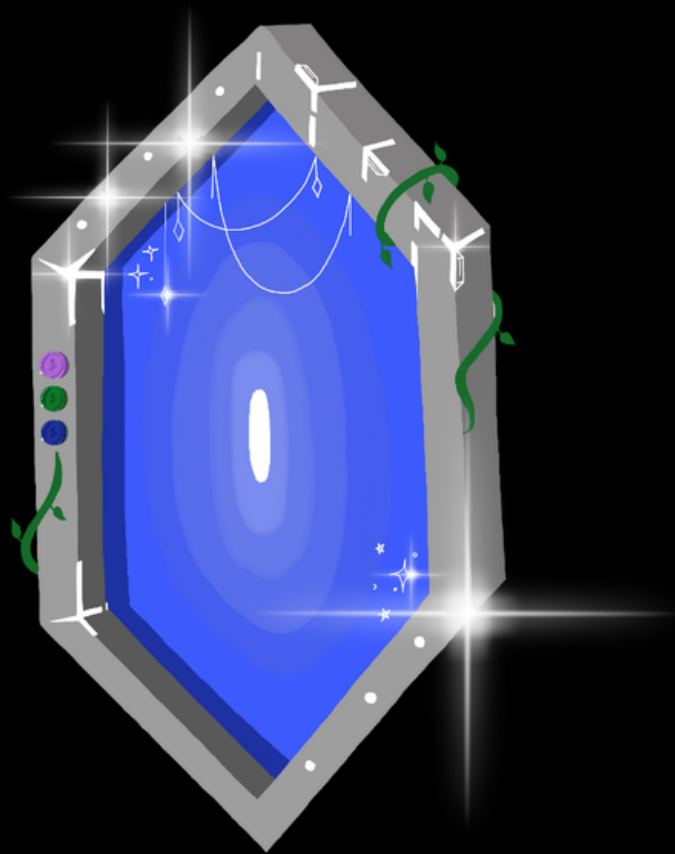
SHE WILL WALK THIS EARTH, LEAVING PIECES OF HER SOUL ON THIS PLANE, UNTIL THE VERY END.



BOOK 4

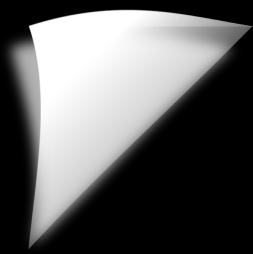
PORTALS OF VISIONS

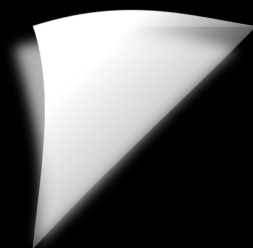




A GLIMMERING PORTAL OPENS UP

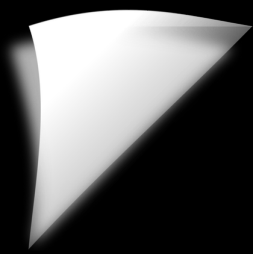
WALK THROUGH THE PORTALS OF VISIONS FOR A GLIMPSE OF THE END.



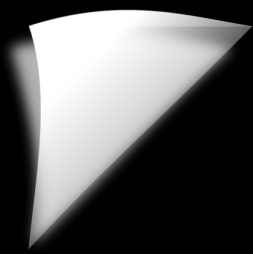


BOOK 5

BOOK OF REVELATION



**"BLESSED IS HE THAT READETH, AND THEY THAT HEAR THE WORDS OF THIS PROPHECY,
AND KEEP THOSE THINGS WHICH ARE WRITTEN THEREIN: FOR THE TIME IS AT HAND."**



ON REACHING HIGHER STATES OF CONSCIOUSNESS THROUGH EVERY ARCHETYPE ENCOUNTER, AT LAST, THE FOOL REACHES THE FINAL ONE: THE WORLD.

THE WORLD (CARD 21) IS THE FINAL CARD OF THE MAJOR ARCANA AND THE ULTIMATE DESTINATION OF THE FOOL'S JOURNEY. IT SIGNIFIES ABSOLUTE COMPLETION, FULFILLMENT, AND THE SUCCESSFUL CULMINATION OF A MAJOR LIFE CYCLE.

THE FOOL STANDS BEFORE THE WORLD, OBSERVING THE UNIFIED WORLD OF BEAUTY, HARMONY, LOVE, AND PEACE: A NEW EARTH.

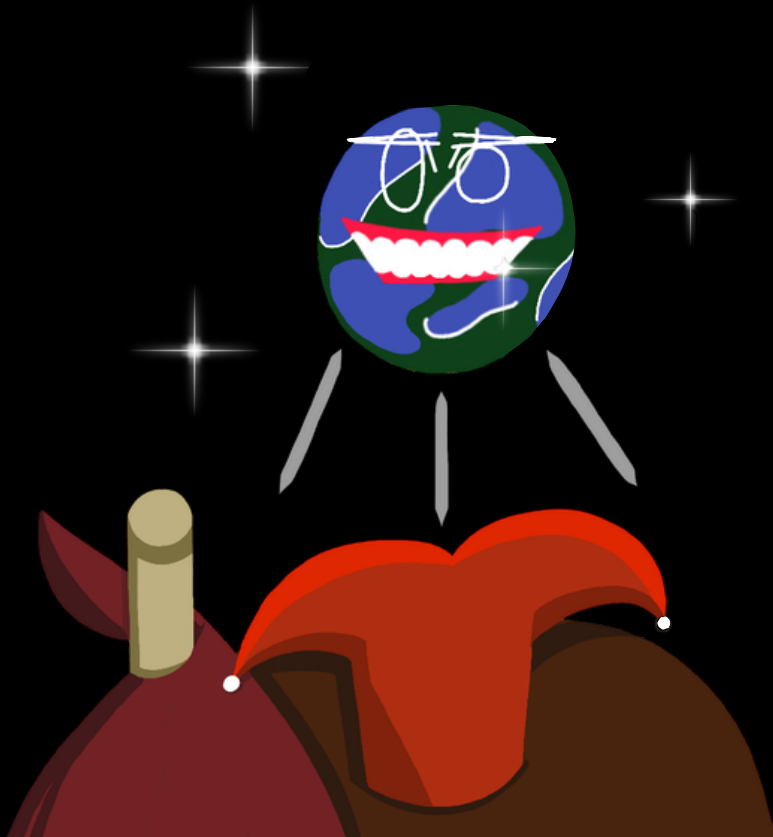
"AND I SAW A NEW HEAVEN AND A NEW EARTH: FOR THE FIRST HEAVEN AND THE FIRST EARTH WERE PASSED AWAY."



THE WORLD CARD REPRESENTS THE COMPLETION OF A CYCLE OF GROWTH AND TRANSFORMATION, WHERE ALL LESSONS, EXPERIENCES, AND ARCHETYPES ARE INTEGRATED INTO A SENSE OF WHOLENESS, FULFILLMENT, AND SELF-REALIZATION.

THE "NEW EARTH" IS WHAT THIS COMPLETION FEELS LIKE IN LIVED EXPERIENCE.

IT IS A TRANSFORMED STATE OF PERCEPTION WHERE INNER AND OUTER WORLDS ARE NO LONGER FRAGMENTED, BUT UNIFIED IN CLARITY, HARMONY, AND MEANING.



THE FOOL'S JOURNEY IS AN UNSPOKEN ART FORM.

A TRUTH THAT WE ALL MUST WALK THROUGH IN OUR LIFETIME IN ORDER TO UNDERSTAND OURSELVES, THE WORLD, AND TO ULTIMATELY REACH ASCENSION.

THE HUMAN CONDITION IS TO EXPERIENCE BOTH LIGHT AND DARKNESS.

THE FOOL'S JOURNEY TEACHES US HOW TO HOLD THIS DUALITY, HOW TO BE FEARLESS AND FAITHFUL, HOW TO BE COMPASSIONATE TO OURSELVES AND OTHERS, HOW TO FORGIVE OURSELVES AND OTHERS, HOW TO NAVIGATE EGO-DEATHS AND GIVE ROOM FOR SPIRITUAL REBIRTHS.

IT TEACHES US HOW TO MANIFEST, HOW TO GROW, HOW TO LET GO, HOW TO ALCHEMIZE, HOW TO TRANSMUTE, AND HOW TO HEAL.

IT SHOWS US THAT WE CAN CREATE, CONSUME, EXPERIENCE, AND EMBODY ART ALL IN A SINGLE LIFETIME.

WE ALL ARE "THE FOOL."

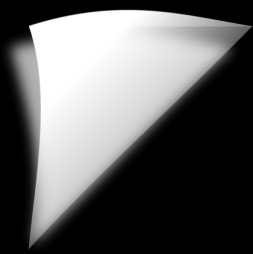
FROM THE VERY MOMENT WE ARE AWAKENED, WE EMBARK ON THE JOURNEY, DISCOVERING AND UNDERSTANDING ALL 22 TRANSFORMATIVE ARCHETYPES.

WHEN WE EVENTUALLY REACH THE END OF OUR LIFE CYCLES, WE WILL FACE THE WORLD.

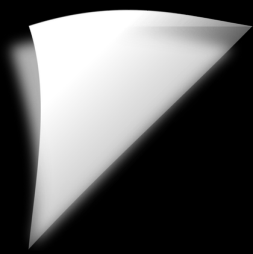
IT IS AT THIS VERY END OF THE JOURNEY THAT WE SHALL ALL BE WITNESSES TO THE ULTIMATE TRUTH, THAT ART HAS INDEED SAVED US.

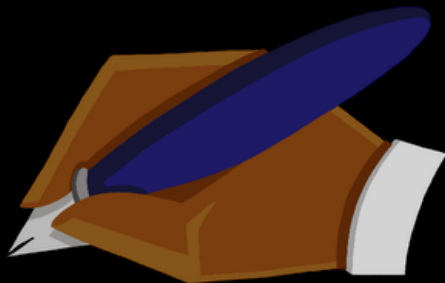
"YE SHALL KNOW THE TRUTH, AND THE TRUTH SHALL SET YOU FREE."

PRAISE THE FOOL.



THE END.





WRITER'S COMMENT :

"SPIRITUALITY, RELIGION AND SCIENCE, THE
TRIPLET BORN FROM THE SAME MOTHER,
PHILOSOPHY.

I LOVE PHILOSOPHY SO MUCH BECAUSE NONE OF
THESE BELIEFS, THEOLOGIES, MYTHOLOGIES AND
SCIENTIFIC RESEARCHES WOULD'VE EVER EXISTED
IF HUMANS NEVER QUESTIONED.

"WHO? WHAT? WHEN? WHERE? WHY? HOW?".

