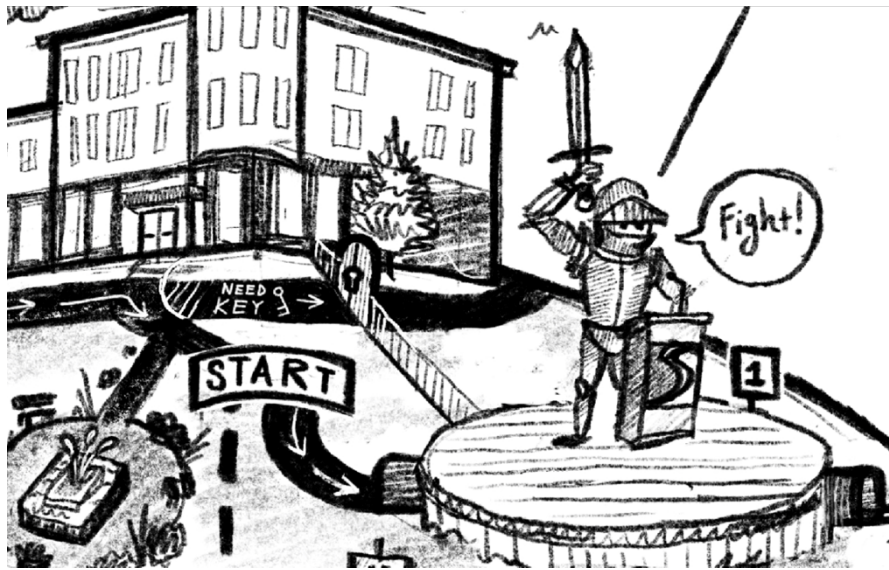


(P.O.V.) YOU TAKE THE K.I.H. ENTREPRENEUR'S JOURNEY!

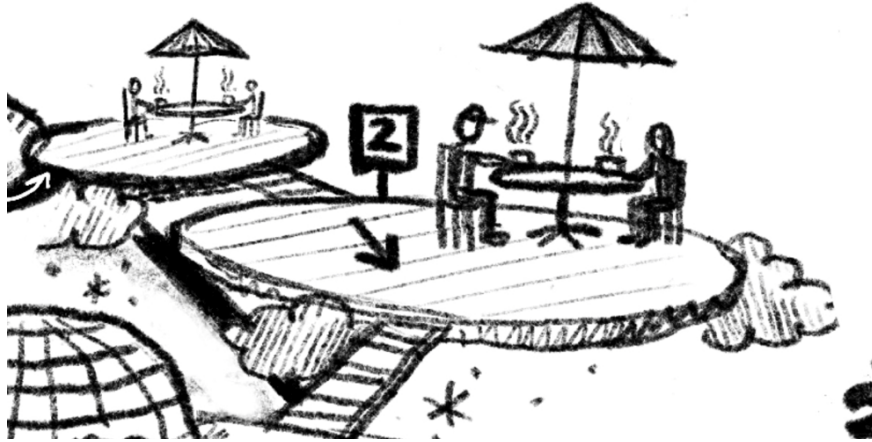
By Nick Sherman_DRAFT.3_7/6/22

1.) THE SPEAKER SERIES:



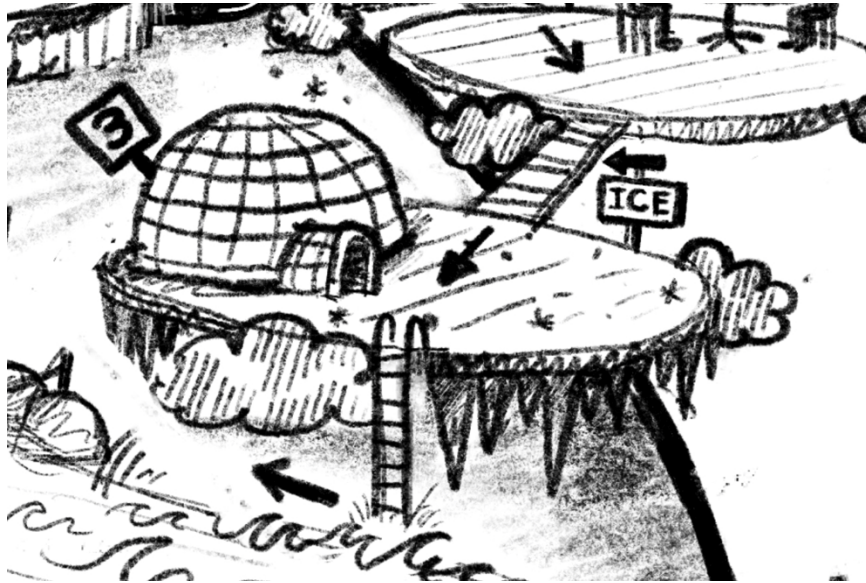
It is rumored in your small village that a Knight sent by the King has arrived at the Ye Old Kricker Innovation Hub. And behold, many stories hath this adventurer of entrepreneurial bravery and deeds of great daring! You, the humble aspiring entrepreneur, now feel a stirring in your heart to live out your own calling! What's more, you approach to the shiny knight after his Speaker Series, and the knights imparts to your great encouragements, warnings, and a blessing from the King. Go fourth, entrepreneur!

2. COFFEE NETWORKING



Later that evening at the magical floating cloud lofts, you get a peanut butter frappe and high aspirations are on your lips. Tis clear to everyone that you have been impacted! You desire now to network and assemble a team; where better than a place of coffee and conversation? Swept up in the moment, you stand on a table (+5 charisma) and call out, “Brothers and sisters! I am going on an adventure to a dangerous land to solve problems, to build things, to fight the enemies of our people! I’m going to be an entrepreneur! Who will join me?!” The crowd is mostly quiet, but there are some you have moved by your speech, and you are joined by 3 in total. You develop a secret handshake to bind yourselves by. The partnership is born! Coffee Networking is a success!

3. ELI ICEHOUSE CURRICULUM



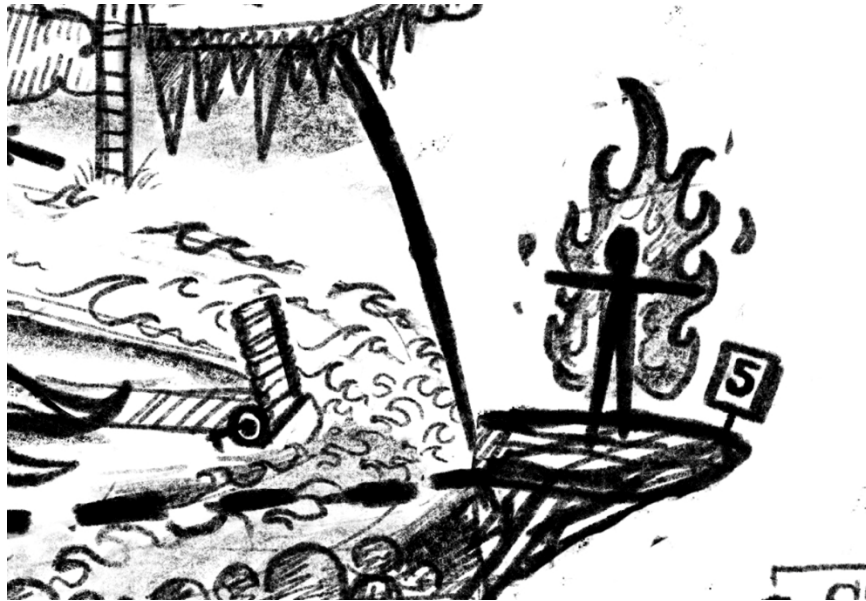
But...before the partnership can embark on any entrepreneurial adventure, in further preparations you hear of an old ice wizard that lives in an igloo. And behold, the tale of the people is he is a sage of great wisdom who can teach you through the power of mindset training, such as: how to turn lemons into lemonade, or sell ice to eskimos, whichever anachronism you prefer, point is he's a master of entrepreneurship mindset. And the wizard says to you, "the point of the Eli Icehouse Curriculum is to see the world as a constant opportunity for problem solving and service." For the next 8 weeks, you undergo with the partnership this training of the mind. You chop wood and carry water. You make some delicious icy magical lemonade. And you feel yourself getting stronger.

4. START UP WEEKEND



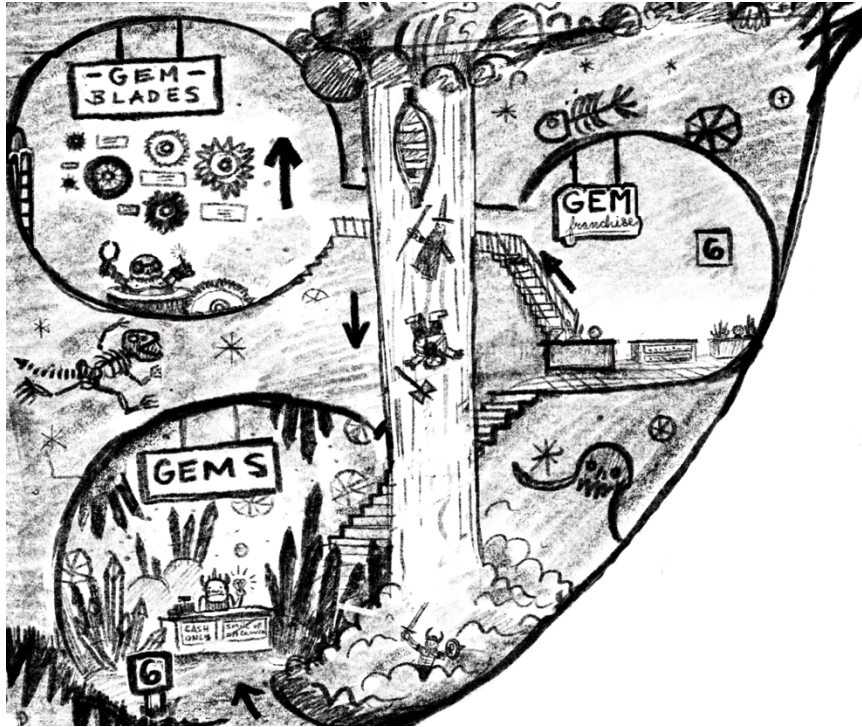
With your mindset straight, and your team assembled, you know the time has come to set off. But you know not where, or what direction. And as if answered by the gods, a squire rides appears near the perimeter of the ice wizard's domain and announces at trumpet blast a competition! "Hear ye! Hear ye! Startup Weekend! Declares his Royal Highness!" And you think this is the perfect test to begin your entrepreneurial journey. A competition from the King! The Squire continues, "And the king saith: whatever 4-man team can build a watercraft of fine build, using teamwork, and craft, and marketing ability, and can survive the journey down river to the Ignite™ effigy ceremony will be awarded no little amount of gold, and be deemed worthy to pass into the underworld on an even greater journey under the king's banner!" Challenge accepted!

5. IGNITE PORTSMOUTH BOOTCAMP AND PITCH



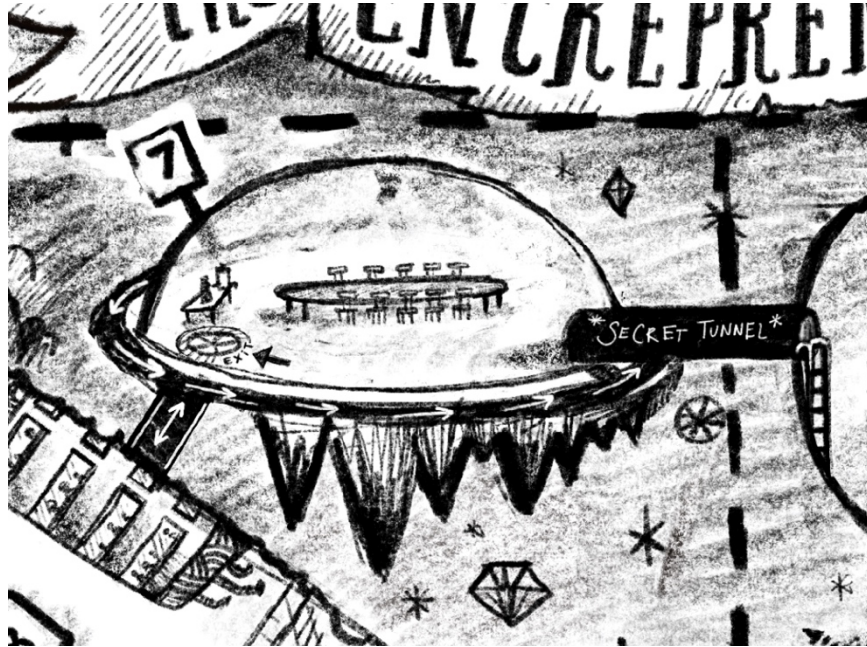
Congratulations, you're the only team that survived the river, and 3 the testing days of the weekend. Everyone else died. After a brief funeral and words for the dead, the King reveals the greatest test of all...This the partnership must pass before they be deemed worth of crossing the threshold into the underworld under the King's banner! Behold! Ignite! (Or *Ignitus* as it is sometimes called in the ancient tongue). And Lo, tis said to be an intensive 8 weeks boot camp where the now battle hardened entrepreneurs refine their ideas and very souls for adventure, and, should they prove themselves worthy, take the first step to starting a real campaign (business). (In the ancient ceremony there was a 20-foot-high stick statue you immolate at the end as a symbol of your vigor and willingness to be reborn again and again by the entrepreneurial process.)

6. SCALEABLE STARTUP IMMERSION PROGRAM



You successfully burn the big stick statue, for you have succeeded again! And the king sends you down river with a bunch of treasure, but you immediately lose everything falling over the waterfall...thus is adventure. You awake in the darkened gem mines of the underworld, where you explore with Grok (Cave dweller) — 3 potential ways to engage with the expanding gem market. You ask where Grok gleaned this business framework knowledge from, and he says that he “took a Scaleable Startup Immersion Program, and behold, it teaches you different frameworks of business, helping you think through a multiplicity of ways to engage with the same market. For example, if you like coffee you could start your own mom and pop coffee spot, or start a franchise kind of place, or sell quality reusable coffee cups to a coffee spot.” Grok asks you please not to touch anything as you crawl each passage.

7. PRE-ACCELERATOR



Grok then shows you a secret tunnel at the back of the gem widgets workshop that brings you to a board room of Monster Lords (they have coffee and snacks that you devour ravenously, being that you haven't eaten in 10 days, supplies running very low). The Monster Lords explain to you that, congratulations, you're in a Pre-Accelerator meeting, and they show you the high and exciting expectations for any partnership business going through a formal accelerator. This involves schematics of the metaphorical rocket Accelerator that exists in the next chamber.

8. ACCELERATOR



Speculation is over, it's time for the partnership to strap into the rocket Accelerator and take your partnership to the next level of scalable success. Of course, not without some promise of treasure on the back end for the Monster Lords, given that this is their infrastructure you are blasting off to success in. And the hope upon lift off is also that the mighty and benevolent angel inventor will be in orbit to intercept you along the way. Wish you the best! Seat buckles on! Off you go now!

CONCLUSION: A NEW GARDEN STATE



Because of your entrepreneurial adventure, and the lessons and treasure you've received, you return to the ordinary world and make things more beautiful. With your assistance there are more fountains, dog parks, and all manner of beautiful things in the garden city. The King knights you and your partnership, and a mighty feast is held with all peoples in the kingdom (including even Grok and the Ice Wizard, who under any other circumstance would not eat with humans, but you've broken down the walls of hostility!). (Also, you notice a gate, and if you found the secret key along your journey you can open it to go check out a new part of the kingdom.) Soon you feel compelled to share the story of your adventure as part of the [Speaker Series](#), and encourage more dreamers to take the plunge and experience the fantastic adventure of the entrepreneur's journey!