

FREE FIELD GUIDE · A WORLD BY TANGLED THISTLE

Dinner at the Bottom of the Map

Go wonderfully far away, and still be home after dessert: a bright indoor expedition supper in long pale light.

THE WORLD

An expedition that takes supper very seriously

Go wonderfully far away, and still be home after dessert.

A bright dining camp has been set at the edge of an enormous abstract ice shelf. Orange expedition canvas, black basalt-like relief and shell-pink reflections give the room its graphic character, and the light is the long pale light of a far-southern summer, not a polar night.

Guests leave their coats in orange canvas, walk past layered translucent walls and original ice-core sculptures, and sit down to a warm, generous supper beside the Ice-Shelf Section: six tall cassettes of pale-blue, chalk and pink strata, in full view from the first step.

At 20:10 the host says *"There is more horizon than map."* Two crew draw a translucent contour scrim, the Map Edge, into its side pocket over forty seconds, and a fully prepared shell-pink late bay appears beyond. Small abstract black-and-cream forms stand on its far wall, distant landscape life. Warm citrus pudding reaches every seat three minutes later, so nobody has to move.

It is an indoor supper. There is no real ice, no cold room, no snow underfoot, no voyage and no wildlife encounter. The expedition's great discovery is not a treasure: the apparent end of the map opens onto a longer horizon.

THE TWIST

"The map's edge becomes a habitable horizon."

THE WORLD'S OWN DESCRIPTION

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On the cover: the Latitude Supper before the Ice-Shelf Section, with the late bay beyond, a concept visualization. The drapes and chair throws in the picture are not part of the design; the World has no map lines, compass roses or fur. Everything in this guide is concept design: nothing has been built, cooked or tested.

PERSONALITY

Wry, curious, humble

Curiosity replaces conquest, and the landscape is allowed to remain larger than the guest.

Wry

The expedition takes supper very seriously. The provisions are precise, the latitudes are suspiciously confident, and the pudding arrives exactly on time.

Curious

Questions stay open and facts are clearly labeled. A plain note explains that it is summer in the far south while it is winter at home.

Humble

The landscape dominates. No flags, no conquest ceremony, no arrival stamp: the room is the destination and nobody claims it.



The Ice-Shelf Section. Concept visualization of the shelf as an object. The written design is 7,200 mm wide, 900 mm deep and 3,600 mm high, in six cassettes; the picture is not drawn to those dimensions.

WHAT THE WORLD DOES

- Shows its principal beauty from the door: the shelf is never hidden for a reveal.
- Keeps every activity optional, seated if you like, with no score.
- Turns one hosted moment into dessert at every seat.
- Keeps the whole evening available from a quiet chair.

WHAT IT NEVER DOES

- Aurora, polar night, an ice palace or a literal ice cave.
- Flags, explorer uniforms, fur, maps, globes or compasses.
- Toy penguins, animal costume or a wildlife quiz.
- Hardship. The expedition is warm, seated and very well fed.

Personality lines and the twist come from the World's own design record. Pictures are concept visualizations, there to show the mood.

THE TWELVE COLORS

Polar chalk, basalt black, one orange canvas

Weights are visible emphasis across the whole World, adding to 100. They are not paint quantities.

Polar Chalk
#F1EEE6 · 25%
The shelf and the large pale fields

Basalt Black
#252D31 · 18%
Basalt-like relief backs, frames, chairs

Expedition Orange
#D85B2C · 14%
Canvas shelter and service punctuation

Ice Blue
#A6CDDA · 12%
Recessed translucent strata, floors

Shell Pink
#DDB2B9 · 9%
Strata, cushions and the late bay

Canvas Sand
#BCA784 · 7%
Bench tops, sleeves and trays

Steel
#8C9AA3 · 5%
Brushed edges, feet, track covers

Deep Sea
#244D61 · 4%
Depth lines and contour lines

Pale Lemon
#E6D498 · 2%
The warm note in lamp light

Mist
#CBD4D5 · 2%
The Map Edge scrim, frosted shades

Rust
#965540 · 1%
Small sealed-timber details

Ink
#151C22 · 1%
Stitching, type, the finest line

STRATA, AT THREE SIZES

The World's only ornament is the stratum: horizontal bands with an occasional diagonal fracture. It changes size rather than repeating, at **1,200 mm** on the shelf, **120 mm** on tables and thresholds, and **12 mm** on a menu edge, a stitch or a glass coaster. It is never a logo printed on everything, and there is no snowflake anywhere.

Textiles keep the same restraint: orange cotton canvas, cream wool, shell-pink brushed upholstery and pale-blue linen, with black double top-stitching on the canvas and every clip hidden behind a returned edge. If you are choosing a single color to wear or lay on a table, choose chalk and add one line of orange.

Screen colors vary. Match against a physical sample, never a screen alone.



Stratified lighting over a service landing. Concept visualization. The bottles and glasses in the picture are props, not the menu.

The full palette with finishes, textiles and a sample board is in the Materials & Object Guide.

SIX ROOMS · 1 OF 2

From the coat room to the supper

The route runs from the coats through the gallery to the tables. Two optional rooms open off it all night; the sixth waits behind the Map Edge.

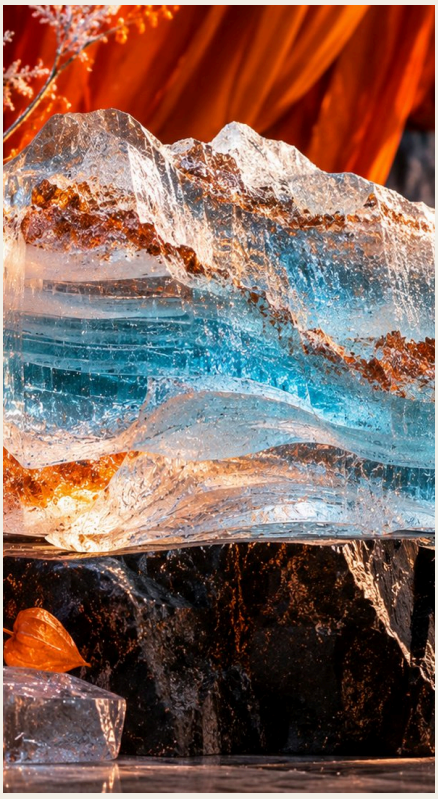


1 · ARRIVAL

The Far-Away Coat Room

Orange canvas walls are clipped into black frames, a chalk ceiling lowers to a broad threshold, and a pale-blue floor leads to a comfortable bench. A host takes your coat before explaining anything, then offers Long Light, water and a warm carrot and ginger cup. No luggage or passport test.

The orange seam ends before the horizon rather than claiming it.

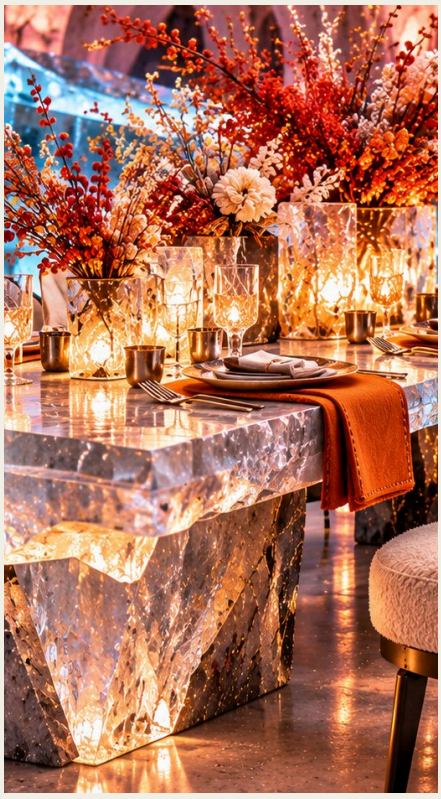


2 · GATHERING

The Ice-Core Gallery

Layered translucent walls and a shell-pink upper wash suggest depth in ice. The floor is dry matte chalk, narrow orange canvas planes cross overhead, and black rounded sofas make sheltered places to talk. Original ice-core sculptures are abstract, with plainly sourced labels. Cold drinks, and an optional toast to careful noticing.

The first long view ends at the shelf, not at a map desk.



3 · SUPPER

The Latitude Supper

Tables of six sit on four broad chalk islands separated by pale-blue inlaid channels. The Ice-Shelf Section fills one wall; black faceted side walls and orange canvas ceiling planes keep the room grounded. Flowers are low and pale. This is the heart of the evening, and the Map Edge stays in view from every seat.

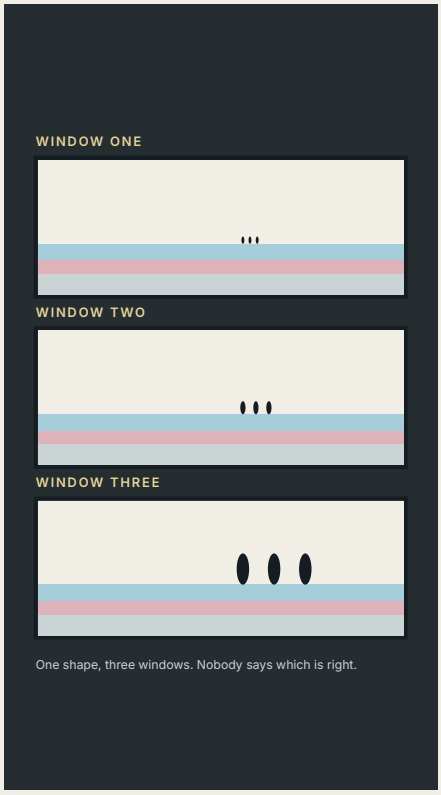
A plain note says it is summer in the far south and winter at home.

Pictures: **the warm carrot and ginger cup**, **an ice-core sculpture** and **a six-place table**, each a concept visualization. The tables in the World are rectangular, 2,400 × 1,100 mm.

SIX ROOMS · 2 OF 2

A small great distance, a camp, and the bay beyond

A room for curiosity, a room for quiet, and the room the evening has been keeping behind the edge of the map.



4 · CURIOSITY

The Small Great Distance

A black-lined study alcove with a pale ceiling and a shell-pink floor holds three layered view boxes. Each shows the same distant abstract shapes at a different scale. A host offers a scale comparison with a tactile model, seated if you like. There is no quiz.

The core model's rear face shows how its layers were made.

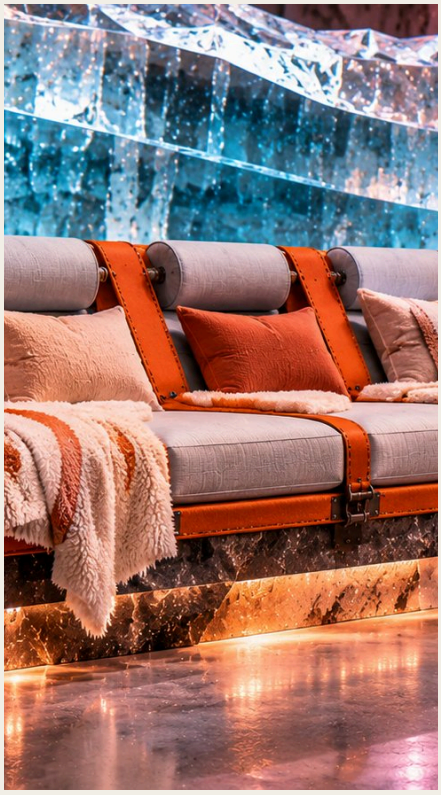


5 · QUIET

The Sheltered Camp

Orange canvas forms a deep pocket lined in cream wool, with a pale-blue floor and steady warm-white light. It opens with the doors and stays staffed. Every course, drink and explanation arrives here at the same moment as everywhere else, with quiet tea and a still horizon view.

A black chair back echoes the distant shapes without becoming an animal chair.



6 · AFTER THE TURN

Beyond the Map

Revealed at the Turn: shell-pink walls, a chalk scalloped ceiling and low black horizon forms, on a level, dry floor. There are lower tables, a long observation bench with two wheelchair places beside it, and a late-food counter. Small abstract forms stand on the far wall, a long way off.

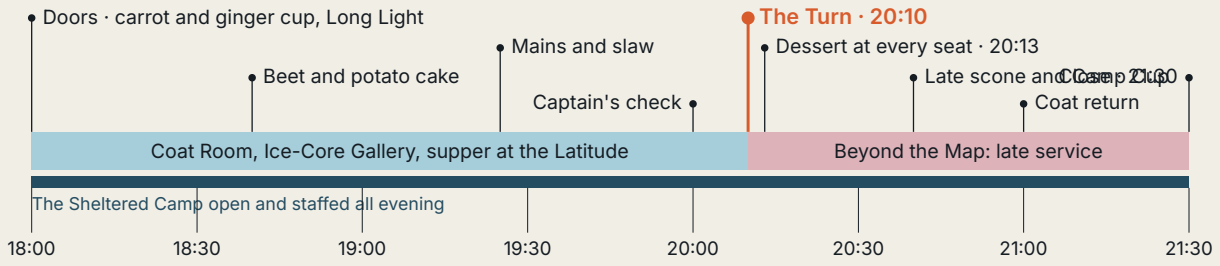
The final panorama has no flag or arrival stamp.

Pictures: **three view boxes**, an illustration of the idea; **Camp Cup** and **the observation bench**, concept visualizations. Straps and throws shown on the bench are not part of the design.

THE EVENING AND THE TURN

Doors at six, the Turn at ten past eight

Two hundred and ten minutes on a nominal clock, with one hosted moment and a pudding that arrives everywhere at once.



Nominal clock: 210 minutes from an 18:00 start. Hosts may shift the whole clock; the order stays the same.

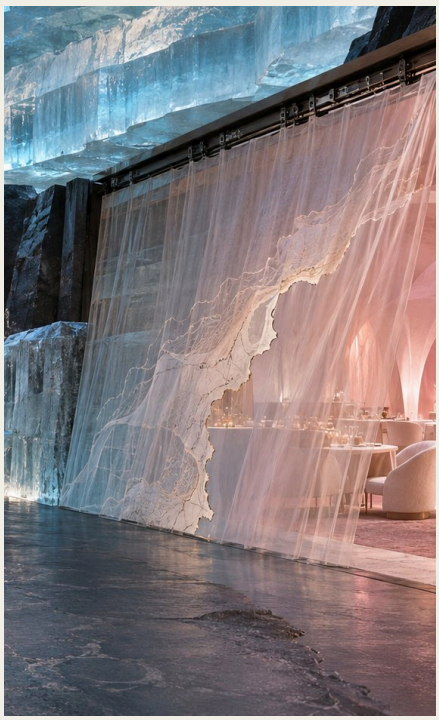
The evening at a glance. Diagram CONCEPT. Concept design — not for construction. Nominal dimensions in millimetres; clock times NOMINAL.

WHAT HAPPENS AT 20:10

At 20:00 the captain confirms that guests are comfortable, the food is ready and the operating zone is clear. At 20:10, with everyone seated and the far bay already staffed, the stage manager calls the cue and the host says one line: *"There is more horizon than map."* Two crew draw the Map Edge, a 6,000 mm translucent scrim, into its guarded side pocket over forty seconds. The bay beyond appears under steady pale light.

Guests may wander in once the crew have cleared the threshold, or stay put. At 20:13 warm citrus pudding with vanilla cream, or oranges with vanilla oat cream and crisp oat crumble, reaches every seat, the Sheltered Camp included. Nobody has to move, and the scrim never closes again.

If the route or the food is not ready, the meal simply carries on and the static fallback takes over: the Map Edge is parked open and the bay is introduced as the expedition's late camp. At the smallest size a static framed horizon takes the scrim's place and the host walks guests through. The evening ends just as well.



The Map Edge drawn aside, the late bay beyond. Concept visualization, an editorial picture of the two rooms; it does not show the scrim's track, pocket or forty-second draw.

Cue order, readiness checks, the stop rule and staffing for the Turn are in the Planning & Scaling Toolkit. The shelf's structure and the scrim track are for an engineer to design for your site.

AT THE TABLE

Lemon fish under the long light

Carrot, potatoes and a roast create expedition appetite; citrus, cabbage and dill keep the meal fresh. The names on the menu stay literal.

DOOR	Warm carrot and ginger cup	In the hand before the coat is fully off.
TABLE	Beet and potato cake with dill cream	The first course, plated at the table.
MAIN	Roast white fish with lemon-herb sauce, potatoes and carrots	The expedition's appetite, answered.
MAIN	Mushroom-lentil loaf with lemon-herb sauce and the same vegetables	Its equal, never an afterthought: same sauce, same plate.
SIDE	Cabbage, apple and dill slaw	Crisp and cold, beside either main.
DESSERT	Warm citrus pudding with vanilla cream	At every seat, three minutes after the Turn.
DESSERT	Oranges with vanilla oat cream and crisp oat crumble	The plant dessert, at the same moment.
LATE	Late savory oat scone	Beyond the Map, at 20:40.
ROAD	Orange and cocoa biscuit	For the road home.

THREE DRINKS

ZERO	Long Light	White grape, lemon, ginger and soda. The World's signature, and zero-proof.
OPTIONAL	Orange Canvas	Vodka, orange, dry vermouth and a measure of water; about 14% ABV, estimated. Long Light is its full-status counterpart.
WARM	Camp Cup	Warm apple, lemon peel and decaffeinated tea, with the late scone.



The two main-course routes. Concept visualization; two separate plates, not one.

ABOUT THE RECIPES

Names and descriptions only here. Every dish and drink is written out in *Lemon Fish Under the Long Light*, the Salty World Table culinary kit, with one route, plant-based and made without gluten, for every course. Developed recipes, not kitchen-tested.

Alcohol is always optional. Ingredient and allergy questions belong with your cook or caterer.

No allergy-safety or food-safety claim is made anywhere in this guide.

FOUR IDEAS TO TRY AT HOME · 1 AND 2

Nothing to buy, a long way to look

Each idea uses things already in a linen cupboard or a desk drawer. Together they make a small winter supper with the World's dry sense of humor.

I

A TABLE IN STRATA

> *Lay what you own in bands, and let one line stop short.*

1. Lay the palest cloth you own. A white sheet, ironed, will do.
2. Run one narrow band down the middle in the warmest color you have: a folded tea towel, a scarf, a strip of brown paper. Stop it a hand's width short of the far end. The seam ends before the horizon.
3. Fold each napkin flat in three, so its layers show, and lay it square to the band.
4. Keep everything on the table low, flowers included, so everyone can see across it.

2

THE SMALL GREAT DISTANCE

> *One small thing, three windows, no right answer.*

1. Set one small dark object, a pepper mill or a smooth stone, at the far end of a sideboard or windowsill.
2. Cut a window in three postcards: one large, one middling, one small.
3. Guests look at the same object through each window, held at arm's length, and decide which makes it seem farthest away.
4. Nobody checks. The host never confirms or denies, and watching counts as taking part.



Low hospitality flowers against the strata. Concept visualization. The World's flowers are cream dianthus, pale pink anthurium and silver-green eucalyptus, kept low.

Home ideas are adaptations for a private supper, not the designed installation. Keep paper and cloth away from candles and open flame.

FOUR IDEAS TO TRY AT HOME · 3 AND 4

A sheltered camp, and a horizon of your own

The two ideas the World cares about most cost nothing at all.

3

MAKE A SHELTERED CAMP

> *One chair where the whole evening still reaches you.*

1. Choose the most comfortable chair with arms, out of the busiest path. Add a blanket and a small side table with water.
2. Tell guests once, early: “That chair is the camp; it's yours whenever you like.”
3. Whoever sits there gets every course and every drink at the same moment as the table, without having to ask.

4

MORE HORIZON THAN MAP

> *One line, a door opened, and dessert for everyone.*

1. Before guests arrive, set tea and a few cushions in a second room, or behind a curtain or a folding screen, with the light low and warm.
2. After the mains, stand, say “There is more horizon than map,” and open the door or draw the curtain slowly. No speech, no game.
3. Bring dessert to every seat anyway, so nobody has to move. Leave the door open for the rest of the evening.



Warm citrus pudding with vanilla cream. Concept visualization; an editorial food image, not a recipe photograph.

The designed versions, with counts and timing for 24, 72 or 168 guests, are in the Complete World Package.

HOSTING IT KINDLY

Plenty to notice, nothing to complete

The World's hospitality rules fit on one page, and work at any size.

AT THE DOOR

"Welcome to Dinner at the Bottom of the Map. Let us take your coat. Would you like Long Light, water, or a seat first? There is plenty to notice, and nothing you need to complete."

THE HOST'S WELCOME

EVERY INVITATION, ONCE

For anything playful, the host asks a single question: *"Would you like to try, watch, or have me show you?"* A no is accepted at once, with a seat or a drink. No guest must stand, touch anything, drink alcohol, tell a story or pose for a photograph to receive the whole evening.

WHAT TO WEAR

The World suggests a chalk wool suit or column dress with an orange satin lining, black shoes and a pale-blue scarf, or shell-pink tailoring with black piping. Then it says, sensibly: choose the comfortable version of the idea. A familiar outfit with one beautiful color is enough. No explorer uniforms, flags or animal costume, and nothing new.

SIX THINGS WORTH NOTICING

- The orange seam ends before the horizon rather than claiming it.
- A small penguin-like form appears on the far wall only after the Map Edge opens.
- A plain note separates far-southern summer from northern winter.
- The core model's rear face shows how its layers were made.
- A black chair back echoes the distant shapes without becoming an animal chair.
- The final panorama has no flag or arrival stamp.

Nothing is collected, stamped or redeemed. A host connects each one to the idea in a plain sentence, if asked.

ASK ANY HOST FOR

The quiet room, a large-print menu, water, ingredient information, or directions to the ordinary exit. The comfort map shows water, quiet seats, restrooms, coat return and the exit as clearly as the scenic rooms.



Long Light. Concept visualization of the zero-proof signature, offered at the door.

Accessibility, egress and capacity at a real venue are decided by the venue and its qualified professionals.

SIZES AND A LONGER WEEKEND

Twenty-four guests, or 168

A smaller expedition changes the number and size of things, never the shelf's geometry, the colors, the menu or the Turn's meaning.

24	72	168
GUESTS · SMALL	GUESTS · STANDARD	GUESTS · GRAND
Four tables of six, a three-cassette shelf and a static framed horizon; the reveal is a hosted walk into a compact late bay.	Twelve tables, the full six-cassette shelf, three view boxes and one Map Edge opening to the bay. The recommended first version.	Twenty-eight tables in four camps, two shelves and two openings, one cue, and the same late service at every camp.

The principal evening stands on its own. The package also writes a three-day version in five occasions, each complete for a guest who comes to only one. The Turn happens once, on the second evening; afterward the bay simply stays open.

Welcome supper	Day 1	The carrot and ginger cup, beet and potato cake and slaw; the shelf already in place.
Ice-core lunch	Day 2	A bright lunch of fish or loaf with the slaw.
The principal supper	Day 2	The full 210-minute evening in this guide, with the Turn.
Late service	Day 2	Oat scones and Camp Cup, Beyond the Map.
Farewell breakfast	Day 3	Citrus pudding as a breakfast cake, fruit, yogurt and tea, in the bay that never closed.



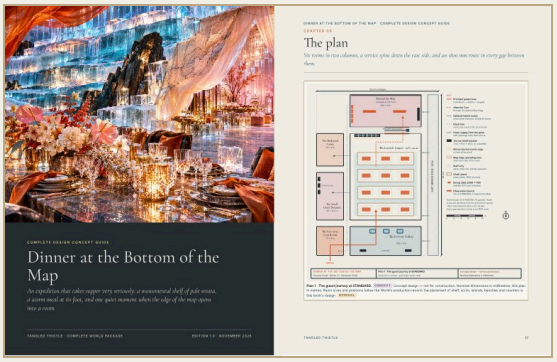
Day 3 breakfast: citrus pudding cake, fruit, yogurt and tea. Concept visualization.

Room plans, staffing and quantities for each size and for the weekend are in the Planning & Scaling Toolkit.

PREVIEW PAGES

A look inside the paid books

Two pages from each paid book shown here, kept small: enough to see how the design is laid out, not to work from.



COMPLETE DESIGN CONCEPT GUIDE



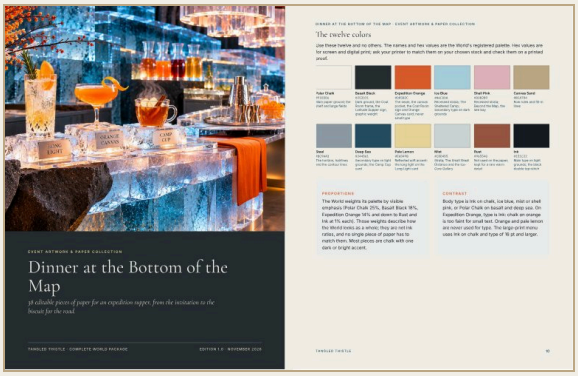
FLORAL & TABLESCAPE DETAIL PACK



MATERIALS & OBJECT GUIDE



PLANNING & SCALING TOOLKIT



EVENT ARTWORK & PAPER COLLECTION

Preview pages from the paid guide. Each pair is reproduced from the finished Edition 1.0 book. Pictures inside them are concept visualizations, and every drawing in them is concept design, not for construction.

The culinary kit is described on the next page.

IF YOU WANT TO MAKE THE WHOLE EVENING

What's in the Complete World Package

This guide shows you the World. The package holds the measured design: every room, object, planting, printed piece and course.

Complete World Package	Everything below, plus a Start Here guide to the files, and the culinary kit at no extra charge. Bought one by one, the five books come to $93 and the kit to $29.	$49
Complete Design Concept Guide	The whole World in 53 pages: premise and personality, the twelve colors, the six rooms in order, the guest journey, the Ice-Shelf Section, the Turn and its fallback, quiet parity, the three sizes and the three-day version, with nine concept drawings.	$29
Floral & Tablescape Detail Pack	Forty pages of low modules in cream dianthus, pale pink anthurium and silver-green eucalyptus: the recipe, stems at each size, conditioning and care, placement room by room, the six-place table and place setting, the late-bay setting, three days of flowers, order sheets and five drawings.	$14
Materials & Object Guide	Thirty-five pages: canvas, wool, upholstery and linen in the twelve colors with a finish schedule; the strata at three scales; and the objects that carry the World, from the Ice-Shelf Section and the Map Edge to the observation bench and the coat system, with eight drawings and a sample board.	$12
Planning & Scaling Toolkit	Forty-six pages on the three sizes: spaces and service flow, staffing and role cards, run of show and cues, build and strike, the pass and the dessert lanes, the three-day residency, procurement and budget, with a planning workbook (blank and worked), seven Word templates and six drawings.	$24
Event Artwork & Paper Collection	Thirty-eight printed pieces, from the invitation and the folded guest guide to the menus, drink cards, room signs, coat claims and the biscuit sleeve, as print PDFs and editable SVGs, with a printing guide.	$14
Lemon Fish Under the Long Light	The Salty World Table culinary kit, 19 files and 151 printed pages: every dish and drink in this guide as a recipe, with one route, plant-based and made without gluten, for every course. Included in the package; also sold on its own at saltnotes.blog. Developed recipes, not kitchen-tested.	$29

IT WILL SUIT YOU IF

you like a winter party with a dry sense of humor; you want a design that scales from a dining room to a ballroom; you would rather welcome people than test them.

IT MAY NOT, IF

you want a polar theme night with fur, flags, a snow machine or a quiz. This expedition is curious, warm and very well fed.

WHAT THESE FILES ARE, AND ARE NOT

Concept design for your own occasions: nothing has been built, cooked or tested. Venue, structure, fire, electrical, accessibility, licensing and food-safety decisions stay with your qualified professionals.

Hotels, restaurants and venues: ask about a hospitality edition at tangledthistle.blog/contact/.



Late service: oat scones and Camp Cup in the late bay. Concept visualization; the arches and throws in the picture are not the designed bay.

“There is more horizon than map.”

THE HOST'S LINE AT 20:10

If the far south has your attention, the rest of the evening is in the Complete World Package: every room drawn and described, every flower and place setting, every object, the three sizes worked through hour by hour, the paper, and the full recipes in the culinary kit.

WHERE TO FIND IT

tangledthistle.blog

Dinner at the Bottom of the Map · Complete World Package

HOTELS, RESTAURANTS AND VENUES

Ask about a hospitality edition at tangledthistle.blog/contact/.

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