

Important criteria for the property search for the Mandira project:

- Untouched, intact nature with all elements
- Secluded location with an unobstructed view
- Own spring on the property
- Water visible - sea or large lake or powerful river
- Mountain (ideally dragon back or dragon nest)

Please ensure that the Mandira property does not lack any of the above criteria. If it does, it should be in the immediate vicinity.

Of course, the mandira and accommodation / community can also be divided into several properties that are close together.

We need:

Building rights for at least 1,000 m² of usable space on the Mandira property (for approx. 300 people) + Building rights or existing buildings for at least 3,000 m² of usable space for accommodation / community

The possibility to establish agriculture and self-sufficiency

We are searching, due to simple entry requirements, preferably in the following countries: Greece, Italy, Spain, Portugal, Ireland, UK, Moldova, Lithuania, Bulgaria, Montenegro, Slovenia, Romania, Sweden (south of Stockholm)

For the Mandira area we ideally need a vacant lot.

Existing buildings can also be considered for the accommodation / community.

The project is divided into 2 parts:

1) Mandira with community house

- Approx. 1,000 m² of usable space
- At least 1 hectare / 10,000 m² property size
- Remains the property of the association

2) Accommodation / community

- Can also be on one or more separate lots
- Housing options for the community / residents / visitors on the property or in the immediate vicinity
- Approx. 3,000 m² of usable space would be ideal
- From approx. 30,000 m² / 3 hectares property size
- Suitable for investors or community funds

Before contacting online or real estate agents, please send the details property to the Mandira team. We already have people in various countries who speak the local language or who have a broker license themselves and can therefore save the association costs.

Email-contact for proposals: mandira@mandira.world

Thank you for your support !