

The Tambolian Map

Instruction Manual



The Truth is not hidden, just deeply unnoticed.

The 1992 version
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Myths associated with the Tambolia Map:

Most people wonder if Tambolia exists. It might be better to think - given all the time the universe has had to establish something like a Galactic Library, why wouldn't it exist? Of course, access is the key and the most challenging part. The Galactic Library has two initial conditions: the *Mark of Emptiness* and *Self-Secret*. Once you understand these conditions, you can enter this library.

Figuring out something has consequences. Figuring out the obvious is dangerous. Figuring out something essential to the human condition is suicidal.

Tambolia is where forgotten things go.

A Brief History

What the Tambolian Map does for spiritual pilgrims and contemplatives is to organize the accumulated influences that make up the human condition into a single pictograph. The early Buddhist Mahayana practitioners noticed that the symbolic structure of the Wheel of Life, combined with the Tree of Life visualization, encompassed all the initial conditions.

The initial epiphany was recognizing that the photographs in the original mandala structures were not simply artistic style and symbolism but an efficient organization. This sophisticated insight into a symbol string process duplicates paleographic documentation. I contend it is more efficient once the process is understood. The Bhavacakra, Wheel of Life, is the organization of the initial conditions recognized by early Mahayana, but stylized into myth and aphorisms that have little meaning or are completely misunderstood or mistranslated in contemporary times. The current problem is to acknowledge the limitations of literary translations and capture the actual intent of the symbolic organization.

For example, what does the dark blue color behind the emotion, desire, and deception symbolism mean? There is no translation except symbolic inference of a more fundamental initial condition. One possible interpretation of this color is balance, which the Mahayana and Mystics realized in escaping the conflicted conditions of their time.

Another virtue of this symbol string structure is that it is easily understood by diverse cultures with different histories, languages, and customs as self-evident. Another example is computer icons. These symbols are becoming more pervasive and recognizable as we become a more integrated partnership valuing the world village.

An essential, yet tricky, part of this pilgrimage process is

asking the right question. The next most challenging part is figuring out what an answer might mean. It is possible, even likely, that answers often contradict conventional wisdom and establish additional problems. Occasionally, we discover solutions by looking for a problem!

The Tambolian Oracle

The First Roll

Primary Motivation starts in the center of the Wheel of Life. The colors are an adaptation from the five elemental families: Earth (Green), Air (Yellow), Fire (red), and Water (Blue). Either is the fifth component, and the color white, hidden and not included, is applied as a characteristic of the original unconditioned background.

1. Balance (Blue): You are primarily in Balance until you want to accomplish a specific task. What the Tambolian Map does is explain in what way you are out of balance. Occasionally, balance is the problem. Other times, it is the objective.
2. Emotion (Green): Emotions are located in your heart space and are mostly how you perceive yourself and how you want others to see you. Too much or not enough can both be problems.
3. Deception (Yellow): Deception is your head and the thinking, analytical part of your brain. It is pretty rare not to be deceiving yourself.
4. Desire (Red): Desire is the lowest part of your body. Desires are usually simple and easy to identify. Unfortunately, desire does not go away easily, either.

The Second Roll

Intensity of Experience The white, even numbers are a building effort and experience. The black, odd numbers are an un-building effort and experience.

1. Contemplation: sometimes you are full and must remove some ideas, beliefs, or confusion to accomplish the next task. You are currently thinking about how to do that.
2. Contemplation: Sometimes you have a project to do, but don't know how to begin. You are currently thinking about how to do that.
3. Doubt: The apprehensive feeling you get when you have new experiences. Making new spaces or destroying old projects are new experiences.
4. Hope: Expecting something to happen before it does. Hope is sometimes eternal, and sometimes it has to be.
5. Excess: Excess can occur when you don't make changes quickly enough. You are not making changes in your life fast enough.
6. Nourishment: Nourishment is what happens when and what you expect to happen. Sometimes this happens.
7. Stagnation: Stagnation means that nothing appears to be happening – not so. You just can't figure it out, or don't notice. Don't worry; many things you can't figure out happen to you.
8. Promotion: When what you wanted to happen is happening, and it was a good idea. Other people have noticed, and you are getting credit for being quite clever.
9. Decay: The stagnant magic has worked, and everything is falling apart, which is a good idea. But this isn't much fun, and there is much more to it than you thought.

10. Power: You have built your dream, and everything is in place and working. You are in charge; now, do something right.

11. Chaos: The un-building process is complete, and everything has returned to its original state. You can do anything from here. Sometimes, chaos is like fertilizer for new ideas.

12. Wonderful: Wonderful is exactly what you wanted – almost; unfortunately, by the time you get here, it is time to do something else, but stay here as long as you can – if you can.

The Third Roll

The Environment and Current Situation. The numbers 1-6 are domains on the Wheel of Life. Numbers 7-12 can go around the Wheel of Life a second time, or another option is to go to other numbers located on different parts of the map. This is the process where the Wheel of Life and the Tree of Life are connected.

1. The Best of all Conceivable Places - This is the best place you can think of. There may be many possible best places. If you have a choice, this is usually a good one.

2. You're the Boss - This means that you are in control. It also means that if you make a mistake, everyone knows who made it, even you.

3. Mostly Unfulfilled - You have done everything you can think of, and it does not work, is not right, and you mostly wish you had never started.

4. Totally Unrealistic - You are being controlled by events that are entirely out of your control, and you do not know how to get out.

5. Instinctive Nature - For your instincts to work, you must disengage your analytical thinking mind. This is

quite difficult, sometimes even impossible.

6. Spiritual Quest - When all else fails, this is always an option. Sometimes, this is the only option.

The Fourth Roll

The Chain Links bind you to your question. If you break these links, you can be free of any conditions. Unfortunately, these chain links are very far away and hard to find. Most people just want to be free. It is not as easy as just wanting.

1. Appearances - Appearances are the external view of others, including ourselves. It is what we try to tidy up before anyone sees us. Remember, appearances are only skin-deep, but stupidity goes clear to the bone.

2. Anxiety - Anxiety is when you figure out that you haven't figured it out. Very few people have, so there are many good reasons to be anxious. Being anxious about your anxieties is extra.

3. Hypocrisy - Hypocrisy is when you say one thing and think another. Oddly enough, we wouldn't have liked it if everyone had always told the truth. Sometimes, it is better not to say anything, which is passive-aggressive hypocrisy.

4. Attachments - Attachments keep us connected to what we are doing. Attachments can be anything, and figuring them out is the difficult part. Not being attached to anything is a popular meditation; unless you are attached to the meditation, then it is not.

5. Impatience - Impatience is being more eager than skillful. Remember, it is not your fault; you are perfect.

6. Fear - Fear is False Evidence Appearing Real. This acronym is a nice slogan, but unless it's true, you might have something to worry about.

7. Indecision - Indecision is when your mind grinds to a halt. It might be helpful to remember that no decision is worse than a bad one, because you can fix it.
8. Judgments - You have been told not to judge other people, which is a judgment, so don't do that either.
9. Anger - Sometimes, you have to be angry to accomplish a task. Sometimes it is the only way. It is important not to let anger make the decision.
10. Laziness - Laziness is when you don't want to do something that probably doesn't need to be done anyway, and it is only a problem when someone notices.
11. Regret - Regret is when you decide to do one thing rather than another. Remember the adage that the grass is always greener on the other side of the fence. Unfortunately, almost everything is on the other side of the fence.
12. Health: physical, emotional, and others'. Sometimes, you need to pay attention to these things because if you don't, who might?

The Grand Illusion

(The LongChen Nying Tigie)

The Fifth Roll

Your chosen path lies within the Grand Illusion and has four possibilities. The Mystical Path (blue), the Organizational Path (red), the Personal Path (yellow), and the Ethical Path (green). Within the Grand Illusion is the Tree of Life, which binds us together regardless of our conflicts.

The Mystical Path (Blue)

The Mystical Path is not easy; most people try to avoid it for

good reasons. The Mystical Path is where you find Mystics, Healers, Sensitive, and insightful people. If you are terrific here, and if other people notice, they tend to burn you at the stake or inflict other painful deaths to get you to the other side as soon as possible.

1. Make a Wish: The Wish-fulfilling gem is a unique meditation that means you get everything you wish for. You will notice this is a very dangerous meditation when you think about it.
2. First Awaken Moment: The moment when someone turns on the light in the room you have made for yourself. What you see is all the stuff you have carried around in your life. The First Awaken Moment is not always as fun as one might imagine.
3. Transition: Is what you must do to get out of the rooms you have made for yourself. Most people think these are all inside changes - not true. When you make this change, everyone notices.
4. Purification: Purification is when you clean out all of your rooms, closets, attics, basements, garages, dungeons, and hiding places, including opening up all the windows and doors, the gardens, and all the pathways, fences, roads, and storages sheds - everything. Keep going; there is still more work to do.
5. Confusion: Confusion is what happens once you have left your inside house and found yourself on fertile ground. This means that you are meditatively clean, which is very confusing, mostly because you have no idea what to do about what you have done.
6. Inner Vision: Inner Vision is noticing that everything you have imagined about yourself is a tiny fraction of your possibilities.
7. The Pot: Pots are made from beliefs, social norms,

opinions, superstitions, commitments, obligations, decisions, influences, teachings, and sometimes strange Mystical Maps.

8. Outer Vision: Outer Vision notices that other people have isolated themselves in many small places and are sick, confused, irrational, stupid, destructive, and many other things, for absolutely no good reason at all.

9. Stirring: Stirring somebody's pot is an irresistible urge to cause problems just to see what might happen. A good meditation is to figure out who is stirring your pot.

10. The Pot Stirrer: Most people think they cannot influence things at a distance just by thinking about them; all of them are wrong.

11. Wonderment: Wonderment is when you have figured out this path, and it does not kill you completely!

12. The Tree of Life: It binds us together regardless of our conflicts. Sometimes, this is called Loving Kindness. Sometimes it is explained as: 'Why would anyone intentionally create something like this?'

The Organizational Path (Relationship) (red)

Organizations are how we manage business, relationships, friendships, family, and ourselves. Unfortunately, all these conditions are inherently unstable; you must work to keep them going - good luck. In addition, organizations cannot begin unless they get the point.

1. Begin: 'Seeing is believing,' as the saying goes. The problem with any organization is getting you to see what they offer. I suspect that believing what you see is the hard part.

2. Friendship: Everyone knows it can happen, but no one can explain why, how, or anything else. Plato tried to

explain it and gave up, saying he couldn't figure it out, at least logically.

3. New Experiences: This is when you think about how to engage with the service, product, or relationship.
4. Support: This is when you invest in the product, services, or relationship that the conditions offer.
5. Making Decisions: To proceed with organizational development, you have to decide whether the product, service, or relationship is beneficial.
6. Responsibility: This is when you use the product, services, or relationship the organization offers.
7. Production: This is the highest level one obtains in any organization that produces an outcome, product, service, or wholesome relationship.
8. Politics: There is a gap between producing people and political people. Political people will behave differently and have different expectations in any organization - entitlement and deceit being the most obvious, most expensive, and least helpful.
9. Directors: Only political figures will be chosen.
10. Leaders: Only the directors will choose leaders.
11. History of Effectiveness: The most effective leaders are the people who know the most about the organization, product, service, or relationship.
12. Idea of Usefulness: Because the leader cannot do all the work, their best strategy is to tell everyone else how important they are in the process, especially the people who do not choose to be political.

Personal (yellow)

Personal should be the most popular path through the Grand Illusion. You should figure yourself out before criticizing or

even honoring others. Mostly, we don't do this, which is a good way to make many disastrous mistakes.

1. Beginning: Being born is what this means, but noticing that you have managed to be born on the earth takes most folks four or five years.
2. Childlike: This is when everything is new, fresh, exciting, and wonderful. Everything is possible, and there are no limits. It is a good thing to have this last as long as possible.
3. Learning: This is how you figure out how to be like everyone else. What it costs you is your child-like wonderment, a very high price.
4. Rebellion: This is when you finally realize that everything you have been told makes little sense. Many people never do better than this. These people are normally quite popular.
5. Submission: This is committing to something that you learn how to do well, hopefully. There is an extraordinary difference between those who do this and those who don't.
6. Producer: All production is experiential learning and is usually quite satisfying. Occasionally, this is your profession, but it is often an avocation.
7. Organizer: Experience builds confidence, enabling a person to make changes in their life.
8. Changing: This is deciding that your accomplishments are the best you can do.
9. Enduring: Eventually, people will notice that any decision they make will have limitations. We are all bigger than our choices.
10. Letting Go: This is when you decide that nothing is better than something. Also, this is when rebellion works.
11. Returning - You came from someplace, and it is still

there. Also, it will be there when you get there, but here it might not be.

12. Now: Being in the now, or the present, is not a typical choice, but when someone decides to be here, truth, trust, and childlike qualities are part of it.

Ethical (green)

This structure is your inside house. It is said that the center of this house has an excellent view. This is where you store most of the junk in your life. Sometimes, you hide many good things there. Most meditational practices are designed to clean up this house.

13. Healthy Body: Not only do you have to have a body, but you also have to be in your body. Most people are in the future or the past in some fantasy, social, or other context. You will never find you're inside-house without being in your body.

14. Open Mind: A mind is not your brain. Your brain digests your food and keeps you warm. One thing your mind has to be ready for is new experiences.

15. Reasonable Teaching: Reasonable teachings are teachings that make sense to you. What other people think and value is none of your business.

16. Compassion: Compassion is both wondering and caring about other people. Most of the time, we forget to include ourselves.

17. Trust: Trust is noticing that we are not alone. The next part is to be trustworthy; the biggest problem is to deserve the trust you get.

18. Opportunity: Opportunity is noticing the doorways; going through them is the hard part.

19. Equality: Most people think others are smarter, more

attractive, and more appreciated than they are, until you notice that they are thinking the same thing about you.

20. Effort: Effort is doing the work until it is done. This is harder than you expect. Many times, once you complete the work or project, it is not what you expected or wanted - life's a bitch.

21. Adventure: Adventure is doing something really stupid and then living through it.

22. Confidence: If all else fails, at least learn something. A nice aphorism, but when you hear yourself laughing, it is the only time you will know that you have actually figured something out.

23. Boundlessness: It is not only bigger than you are. It is eternal. The universe is bigger than we imagine and possibly bigger than we can imagine.

24. Harmony: There are many treasures hidden in the darkness of your mind, and harmony is one of them. It is important to remember that once you find a treasure, you are only half done; getting back is the most difficult part.

Delusion

Delusion is where you go when you have been stupid in the illusion. Delusions are neither good nor bad but decidedly more difficult.

1. Truths and Falsehoods: There is no place where there is only truth or an opposite place where there are only falsehoods. Truth and falsehoods are mixed up. We have to figure out which is which, and most of the time, we get it wrong.

2. Obsessed: Obsession is only one of the reasons we stay in the bottomless pit. Addictions, psychosis, stupidity, ignorance, there are lots of them - take your pick.

3. The Bottomless Pit: The bottomless pit is humanity's exclusive domain. All other living things are more intelligent than this. Remember, if you decide to go to the bottom of the bottomless pit, take your lunch.
4. Envy: There are many reasons we have created a Bottomless pit: jealousy, attachments, bad choices, other people's choices, and living someone else's idea of a life. Makeup one; they are easy to do.
5. Love: This is sometimes called romantic love. There are two looks: twinkle-toes oblivion or low-tide glumes. There isn't much in between.
6. Anger: When anger is your only option or anger is making the decisions for you, you are in a lot of trouble.
7. Giving: Giving is a good idea, sometimes, unless it comes from a guilty conscience, a desire for credit or opportunity, to look good, be important, or a desire for control. Many times, there are better ways of doing so - sharing being one.
8. Lusting: Lusting desires things for reasons other than the thing. There is no end to this; if you have this problem, you have a big problem.
9. Hoping: Hoping is when all else fails. This is usually true for good reasons; notice that hoping is when you have ignored those reasons.
10. Despair: Despair is an analytical problem when you finally realize that everything you thought was true is absurd. It happens all the time.
11. The Path of Good Intentions: Shakespeare's quote goes, "The path to everlasting bonfire is paved with good intentions." Be glad you are doing all this work for a different reason.
12. The Seed of Life: The seed of life must be placed in the magic of darkness for the transition to occur. No one

can imagine what any transition might mean.

The Land of Clarity

The rules change depending on where you are on the map. In the Land of Clarity, you must answer each question. There is a wall that separates the Grand Illusion from the Land of Clarity for excellent reasons. Especially once you notice you are on the other side.

What is the name of the Gate Guard?

The door is unlocked. You have to figure out what side of the door you are on, whether you should go through the door, whether there are easier doorways, and whether any of this is real.

Where does Power come from?

Power here is typically orthodox traditions. Traditional people know they are elsewhere but are afraid to continue into the Land of Clarity. If you continue into the Land of Clarity, the orthodox people will not like you anymore.

Who is your partner?

Your partner is rarely another person. It might be the reason you need other people. Or it might be the reason why you abandon people altogether.

What is the difference between Good and Evil?

The Lama said there is no difference between good and evil, but choose the good when you have a choice. I suggest that good and evil are just extreme cases of the middle. I suspect

neither of these answers will help you much.

What is the River of Life?

Absolutely everything may be alive, including the planet we live on and the universe we live in. If this is the case, no human has the slightest clue about what life might be until we die, and then it is both obvious and too late.

What is Consciousness?

I suspect that everything is conscious. However much we brag about how clever we are, I suspect we are somewhere in the obscure middle. We will probably better understand consciousness in a million years or so.

What is the name of Sanctuary?

There are many sanctuaries, and figuring out where one is can be an essential meditation. Many people spend a lot of time there until they realize it is a resting place for the more difficult part of the pilgrimage.

Who Teaches?

A monk was meditating on a rock when another monk asked him what he had learned.” Not to ask questions,” was his answer. He discovered that the truth is not hidden; it is just deeply unnoticed.

Name the Island.

These are personal islands. Buddhism is an island, as are all traditions, cultures, values, and opinions. Noticing these choices as islands is the hard part.

Name the Boat?

To get from here to there, you often need help. There are many metaphors for this help, faith being a very bad one, though very popular. Whenever it works, you are very grateful.

Who Sees?

When you do something exceptionally stupid, a voice in your head asks - Why might you do such a thing. It is as if someone is watching you live your life. Figuring out where this voice comes from is a fairly difficult meditation. Most people already know that one of the voices is their mother. Figuring out what the original voice and your original face are can sometimes make you a very odd person.

Name the Bridge

The bridge is another way to get from here to there. It is vital to have more than one way to do that. There are many ways to do this, but you must choose one, or it doesn't matter.

Common Ground - What am I doing here?

Common Ground is the most crucial part of the map, though it is not the end. You came here, and you might as well figure out why you might do such a thing. You will hear laughter if you figure out why you came here. The laughter comes from all the people who figured this out before you and all the people who will eventually figure it out. They are a fun group.

What is Serenity?

Many people think this is enlightenment, and they are not far off. Many pilgrims stop here for a while. When you find a serene person, you are probably quite far away.

Who is responsible for the Teachings?

Many people wonder when they will graduate from their meditation practices into something meaningful. All meditation is self-realization. You are through when you say you are through. Also, you are not through until you notice you are through - only then are you through. Also, having the fools consider you no fool is a distinction that is hardly worth pursuing.

Where does Love come from?

Love comes from somewhere; it is still there and has always been there. When you get there, you usually discover different names for it, loving kindness being one. There are very few genuinely loving people. When you find one, gratitude and happiness are generally quite close.

Name the Shadow of Death

The shadow of death is not death, but it will get your attention quicker than almost any other experience. Sometimes there is a sound associated with this experience; it is your butt slamming shut.

Realization

Realization is included because some people will want to meditate there. You can learn many interesting things there, but unfortunately, they are not very useful in everyday life. Realization insights are also quite pervasive, whether we want them to be or not.

Realization is extra, but almost everyone likes it. If you figure all this out virtually, no one will ask you any questions about it, and it is only helpful occasionally, though it can be beneficial.

1. The Hermit Mystic - Many meditators choose this as a final practice. Almost none of these people are in temples, monasteries, or traditional organizations. They leave as fast as they can. They are also quite hard to find, even if you know what to look for. When you find one, they might not talk to you, and if they have a stick, don't sit too close.
2. Perfect Body - Your body is perfect, or as perfect as it will ever be. Your current body has a long history of taking this form, for about 4 billion years. Appreciating your body's limits is helpful. Noticing that these limits do not constrain you is also beneficial. Often, your body/mind is more intelligent than you are. Miscommunication is true about as often as it lies to you, which is most of the time.
3. The Pilgrim Wanderer - This meditation is quite common and takes you beyond traditional temples and orthodoxy. What is expected is that you can get to the places you need to, hear what is not being said, see what is unnoticed, and do what needs to be done. It would be an excellent idea if you could do this without being noticed. If you are noticed, you mostly get into trouble, end up in jail, are misunderstood, and are criticized.
4. Perfect Speech - Perfect speech comes from an integrated mind, body, consciousness, self, caring, and clear awareness. It has also been noticed that if you know the correct answer, all your answers will be clear and understandable. If you do not know the correct answer, all your answers will be wrong.
5. The Teacher Friend - Very few meditators choose to be teachers. Most students know there are very few good teachers. All teachers know there are very few good students. If you find a good teacher, listen to what they

say. If you want to be a good student, do what they tell you.

6. Perfect Mind - All minds are perfect. What has happened is that, over many years, you have been told you are not perfect. The problem is that you believed them. The minds of small children are often good examples of perfect minds. To appreciate your own perfect mind, go back to when you were a child and then value that time.

7. The Graces - Some people have no graces at all; others have them but do not know anything about them. Those who discover their graces are often surprised by how simple and obvious they are. Most of the graces that traditions have are not even close to what graces are. A few people have more than one grace. These are very special people.

8. The Way - There are banners of victory over the typical confusion of the human condition. One is the Way, or the path, or how to get from here to there. Sometimes, this path leads to the top of the mountain, and sometimes much farther. You can see all paths once you see your path to the end. This realization is not as incredible as one might hope.

9. Wisdom - Wisdom is another banner and can be anything. One enlightened person said about a certain kind of wisdom, "It is crazy, but is it crazy enough?"

10. The Limit of Experience - Eventually, ordinary people will not let you be among them because you are such a big problem for them. Being a problem is true even if you don't say anything or even do anything. If you insist on being about, they will kill you, throw you in jail, discredit you, or put you in a monastery. These conditions are a good time to figure out how to do the invisible meditation.

11. Where do people go when they figure it out? - I have not ever the remotest inkling of a possible hint or the slightest clue of where that might be.
12. Truths and Falsehoods - This is the same place as the Truths and Falsehoods at the beginning of delusion. The Map wraps around itself in many convoluted ways.

Transition

A Missing Domaine within the Tambolian Map

This segment is not included in the 1992 version of the Tambolian Map because I had not completed the Bardo practice needed to make a cogent interpretation of the available symbolism. Fortunately, much of the related symbolism is already on the Map. Some of the problems in organizing Transition were to figure out:

The proper place for Transition is in the lower right-hand corner of the Map, under the current 'Name the Shadow of Death'. The rules and description plaques for the Tambolian Map can be moved to the back of the Map and made more prominent and much easier to read. The structural appearance of Transition includes:

The Celestial Mansion

Ancient in its conception and consistent in its application, the Celestial Mansion is Self-Secret... that does not appear nor disappear.

The mystical application of the Celestial Mansion has the Mark of Emptiness... boundlessly enduring.

The Celestial Mansion can only be perceived with the Mystical eye... unclouded by doubts.

Mount Sumeru spontaneously arises from the center of the entangled universes and supports the Celestial Mansion... without remainder.

The Celestial Mansion is an immense window into the structure of the outcome... unhindered by veils or shadows.

The Celestial Mansion's doorways and gateways protect against confusion and doubt... guarding against uncertainty, delusion, and fear.

The Celestial Mansion is a map of the Gaps, the Mystical journey between life and death and death and life... without forgetfulness or confusion.

The center of the Celestial Mansion has an excellent view... that does not appear or disappear...

Current Proposals

The symbolic architecture is the Celestial Mansion. These three levels include four doorways on each side of each ascending level, including hidden interior doorways that constitute the Bardo mysteries, as explained in this segment. The enveloping mysticism is that the entire Celestial Mansion is enshrouded in white light. This white light is the moment of transending death. The rest of the Celestial Mansion visualization explains the unravelling process.

The Visualization begins with three steps leading to the entrance:

- *Conditions Consciousness*
- *Name the Shadow of Death*
- *The Silent Hand*

The Interior of the first level:

- *The Body*
- *Memory*
- *Self*

The Interior of the Second Level:

- *Wonderment*
- *No Body, No Mind*
- *Unconditioned*

The Interior of the Third Level:

- *Willing to Participate*
- *Truths and Falsehoods*
- *Why*

Transition Definitions

Twelve segments in the Transition domain portray a mystical (Bardo) pilgrimage. Once entered, this process must proceed from numbers 1 through 12, consecutively, and by a majority vote of participating pilgrims. The transition can be entered by scrolling through the waterfall in the *Land of Clarity*. Getting into Transition is challenging by design, and as a natural consequence, though we all figure it out eventually. Each segment is an *isolated domain* that can be transcended with an awareness of its limitations and insights into whether there is a next or an onward. It's not easy to do; you stop when you run out of next or onward. Absolute investing in any domain constitutes an outcome. These outcomes may be justifications, even an explanation, for why things go bump in the night.

1. Conditioned Consciousness - You are experiencing an enhanced, alert state of consciousness, marked by a

premonition that things are about to change and will change dramatically. Being calm gives you an advantage. Fear, resentment, anger, denial, rejection, allegations, and similar attitudes are not helpful. Stupidity, faith, superstition, beliefs, opinions, expectations, and other cultural and spiritual investments are problems that cloud and obscure the moment.

2. Name the Shadow of Death - Name Your Shadow is where to get your attention and is the first test in a Mystical unraveling process. Transition is an extremely vivid moment, including 100% emotions, 0% intellect, and much more. Wonderment is a good response; fear is not.

3. The Silent Hand - No time, place, or culture lacks a story about the Silent Hand. Martial Arts may be the most obvious contemporary application of the Silent Hand. The Silent Hand tells us the truth - relentlessly.

4. Body - The cords that bind the body to the Tree of Life and other parts of yourself have to be broken in different places. Breaking cords in only one place constitutes an incomplete transition, which happens all the time. Some examples are the loss of a loved one, a sick child, divorce, military service, college, and many more, which are justifiable concerns for various reasons that change the body's conditions, where returning is unlikely.

5. Memory - The cord for Memory needs to be broken from the body as well as from consciousness to be able to go to an independent Memory Depository somewhere! Memories are our neurological accumulation of subjective sense experiences. What Transition is proposing is that all Memories be valuable and universally accessible. What you do is important and memorable; eventually, by yourself - eventually.

6. Self - It's proposed that your body is the gene strategy for making more genes. A possible unintended consequence of this strategy is that the body is also a temporary doorway into a conscious self. While this doorway is open, it is important to use it intelligently and enthusiastically. The senses are how we access the universe. We have only five semi-good senses compared to other living things. Sensations are mechanical and malleable to some extent; use them or lose them. There has been a proposed sixth sense, which is probably true. What Consciousness is and how to use it is what the Tambolian Map is designed to discover.

7. Wonderment - Wonderment is a childlike quality that includes naivety, gullibility, enthusiasm, excitement, being present, wandering into unexplored places, trying different things, and many other adventures. I propose that one adopt these characteristics – the Buddha did.

8. No Mind, No Body - Meditation is a practice in which being present or subjectively aware is possible without the distractions of the mind or body. We live in *No Mind, No Body* most of the time without noticing or valuing those moments. Some examples of No Body, No Mind are daydreams, fantasy, belief, and many other places. One notices, at transition, that both body and mind are not missed all that much.

9. Unconditioned - I suspect that few people actually reach this level of the Transition domain with any sense of wonder, but I encourage you to do so. The Heart Sutra describes this well: “...*no eyes, no ears, noise, no tongue, no body, no mind, no consciousness and no extinction of it, no old age or death and no extinction of it...*”

10. Willingness to Participate - In order to participate, you should be interested in what you are doing. You are

currently living a life. Discovering the question you asked - in order to get here is important. If you know *what you are doing here*, knowing this, almost nothing can disturb your harmony.

11. Truths and Falsehoods - However far you go or do not go, there is a horizon limit. At that limit, there are both Truths and Falsehoods. Figuring out which is which is the tricky part. Up to now, we have mostly gotten it wrong. Be suspicious of anyone who says they have all the answers – especially the Tambolian Map.

12. Why? - At the beginning of the pilgrimage through the Tambolian Map, the condition of balance is presented. Don't you know you are out of balance until you ask the question – Why? If you ask this question, you are a big problem, even to yourself. If you ask this question in the protected environment of the Tambolian Map, it is possible to get insightful answers. The first Mystical rule is - Do not answer questions before they are asked. Rule two is to be nice to one another, including yourself.

Insights

There are many transitions in one's life, some more difficult than others. The final transition is death, which is not part of this process; nevertheless, there are many similarities. The Transition segment serves as the model for the Tambolian Paradox, a fantasy narrative that establishes the application of the Tambolian Map in contemporary stories.

Rules of the Map

The journey through the Tambolian Map is the discovery of the Exit Realities hidden in every niche. A niche is anywhere you happen to be within the Tambolian Map. Exit Realities are insightful doorways

to another niche with different characteristics and possibly even more of a problem.

Option 1 – Explain your way out

Every niche has a name. You can sometimes get out by noticing where you are and where you wish to go and explaining how to get there to the other players. You can move to the next niche if 50% of the players approve.

Option 2 – Choose a card from your chosen path

Some cards move you around the Tambolian Map; go to where they tell you. Some of the cards are problems pertaining to your path. You must answer the question or statement. You can move to the next niche if 50% of the players approve.

Option 3 – Roll a random 12-sided action dice and do what it says

The Random Action dice moves you about the map and introduces unexpected insights that can add experiences to the pilgrim's journey.

1. Go to – Name the Gate Guard?
2. Go to – Name the Shadow of Death?
3. Enlightened – you may go to any place on the map at any time
4. Think of something you are on your own
5. Deep in Meditation - forget a turn
6. Go to -Who is your partner?
7. Go to Realization – Roll the dice to find your new niche

8. Go to Delusion - Roll the dice to find your new niche
9. Go to Mystical - Roll the dice to find your new niche
10. Go to Organizational - Roll the dice to find your new niche
11. Go to Personal - Roll the dice to find your new niche
12. Go to Ethical - Roll the dice to find your new niche

Voting

All players have to vote. Anyone with a question concerning your answer is encouraged to ask their question. Thumbs up - means Yes, Thumbs down - means No. If there is a tie vote for the player, the decision is up to the player. I consider this practice the most instructive and essential part of any journey.