Enter The Mandala

PROJECT BLUEPRINT

"We're not on our journey to save the world but to save ourselves.

But in doing that you save the world."

~ Joseph Campbell ~

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Draft Blueprint

AKA : ROADMAP DOCUMENT

PLAY VIDEO

Mandala

CROSS-MEDIA PROJECT

WHAT IS MANDALA?

Mandala is a cross-media franchise that leverages and promotes the intersection of entertainment, technology and self-transformation via products and services—including 1) online games, 2) streaming TV, 3) graphic novels, and 4) social-networking—that creatively converge with the real world.

THE PROBLEM

Most stories being told are not creating a positive global culture or envisioning a sustainable future for the next seven generations. Video games are violent, social media is toxic, and TV content is dumbing us down. Hollywood is broken.

A SOLUTION

Mandala gives the world a new story—in a new way.

- Mandala multiverse weaves many of the world's mythologies into a universal love story we are all a part of.
- Mandala's cross-media immersiveness and interactivity invite people into the story to wake up and shift consciousness.
- Mandala's narrative framework + blockchain = invested audience
- Mandala uses existing distribution platforms to share a meaningful experience with an audience yearning for real content.

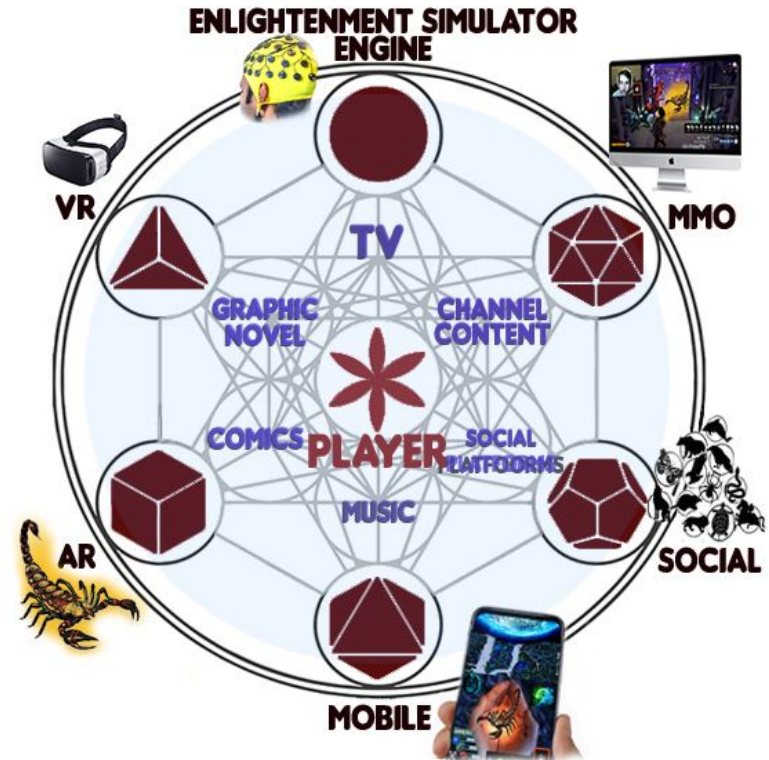Mandala's solution is to broaden the audience's worldview and shift the culture at a critical time.

Story: Bringing the Meta to the Metaverse

Mandala's creative universe is vast, providing endless content, but its story is also relevant to the age and world in which we live, driving the audience to "wake up."

Mandala originated from the need to create stories that truly affect us in a persistent and meaningful way, not just during the entertainment experience. Remember the feeling of realization provoked by *The Matrix*, but then flip that story—rather than presenting this world as illusion and reality as a dystopian future, in *Mandala* the "red pill" awakens the audience to the potential to shift things here and now, for real.

There has never been a more urgent time for humanity to wake up and become heroes. *Mandala* contains the architecture and the vehicle for them to engage—a Metaverse to nirvana.

MANDALA: ENLIGHTENMENT SIMULATOR

ENLIGHTENMENT SIMULATOR ENGINE

VR

MMO

TV

GRAPHIC NOVEL

CHANNEL CONTENT

COMICS PLAYER

SOCIAL PLATFORMS

MUSIC

AR

SOCIAL

MOBILE

Mandala: Roundtable

A BLUECHIP AFFAIR

The Mandala intellectual property and strategic vision are attracting a round table of blue-chip partners. This allows the flexibility to collaboratively determine the rollout of the products, leading to the grand vision of this multifaceted MMO. Taken together, all of the different parts of the Enlightenment Simulator function synergistically, provoking a new type of game play across platforms and media, fiction and reality.

Ultimately, the Enlightenment Simulator creates a game you live in all the time, making our existing world a game board, your mind the pieces, and the experience meaningful for both you and the world around you. The cross-media team will supervise the strategic partners' production of the different media and support of the creators, ensuring proper integration of the story content across the various channels. Proper synchronization of the production and simultaneous release schedules of the various media necessitates tokenomics to retain creative integrity and scale from the bottom up.

Mandala Team

THE THIRTEEN

The team behind the scenes is **The Thirteen**, the OG leaders of the clans…
Each one brings their own gifts and perception to the creation of the
Enlightenment Simulator and the Mandala Metaverse…

For the rest of the team, see the Mandala website.

CLAN	TOTEM	ARCHETYPE	DESCRIPTION
Turtle Clan		NATURALIST	**Turtle Clan stewards.** The turtle seeks to identify threats to the ecosystem and advance solutions to a sustainable future.
Dolphin Clan		TEACHER	**Dolphin Clan matures and educates.** The dolphin believes that the answer to saving the world is to be found through the wisdom of the elders and the children.
Spider Clan		TECHNOPHILE	**Spider Clan investigates and invents.** The spider is dedicated to engineering survival of our species through innovative new technologies.
Eagle Clan		VISIONARY	**Eagle Clan visions.** The eagle refuses to be limited by any one approach to saving the world And is open to an infinite number of solutions.
Lion Clan		ARTIST	**Lion Clan creates and harmonizes.** The lion uses art and music to give form to possibility and bring harmony between all people.
Mole Clan		FREAK	**Mole Clan explores and exposes.** The mole is on a quest to reveal the truth, uncovering conspiracies and even petitioning for extraterrestrial aid.

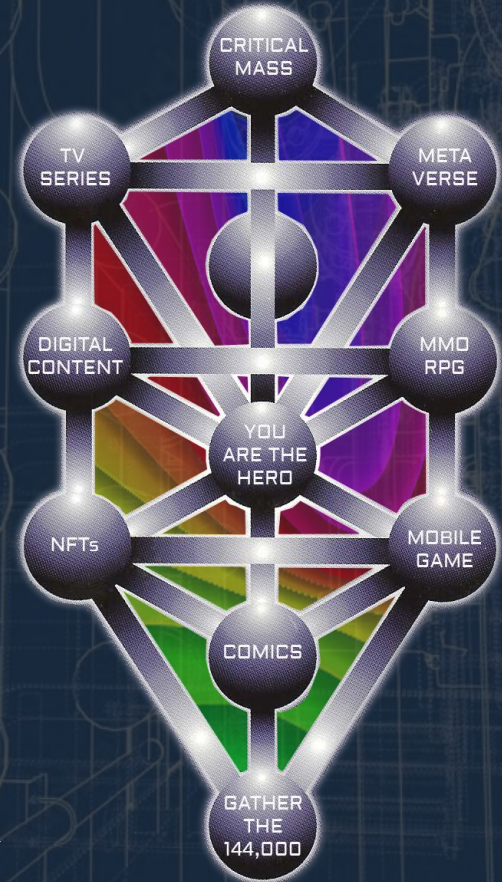| CLAN	TOTEM	ARCHETYPE	DESCRIPTION
Wolf Clan		SURVIVALIST	**Wolf Clan awakens.** The wolf is committed to overthrowing the dominant paradigm through a radical transformation of society.
Bear Clan		WARRIOR	**Bear Clan protects.** The bear is committed to mastery of the body and spirit in order to protect the weak and defenseless.
Butterfly Clan		LOVER	**Butterfly Clan celebrates.** The butterfly believes that simple kindness, healthy living and networking as a global collective will change the world.
Raven Clan		HEALER	**Raven Clan heals.** The raven understands that the body, mind and spirit of people need to be healed in order for the world to be healed.
Snake Clan		ORACLE	**Snake Clan guides.** The snake finds answers in indigenous cultures, engaging in the practice of magic to positively transform the energies of the world.
Windhorse Clan		YOGI	**Windhorse Clan enlightens.** The windhorse seeks to transmute suffering and transcend ego by means of wisdom and compassion as taught by spiritual masters through history.

Mandala Vision

BIG VISION

In this age of multiple media formats, devices and channels of distribution, the Mandala brand has the vision and intellectual property to provide an integrated experience, both individually and holistically. Our end goal is not only entertainment but something bigger, extending from the personal to the global.

When you "Enter the Mandala," you begin a personal journey through a story that expands your perception of the world around you, incorporates mindfulness, and connects with real-world events. The potential for a profound experience in an integrated world is realized. Our aim is to empower you to be the hero—not merely to passively watch, but to interact—on many levels and platforms.
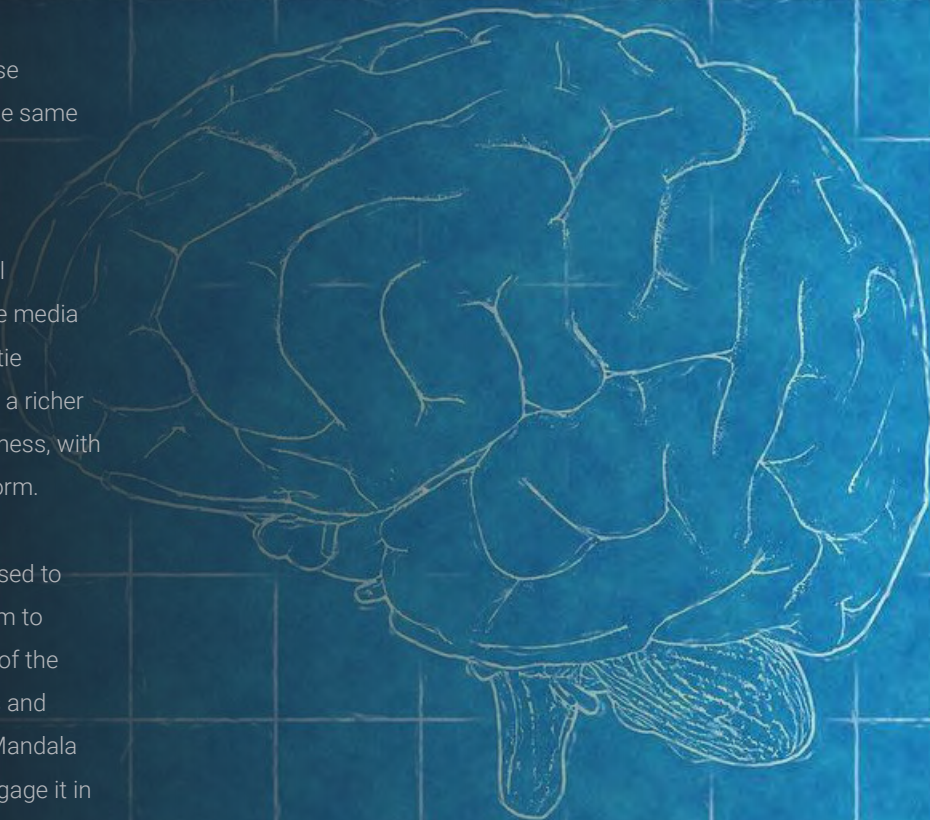
As you become more aware and "awake," you become more involved in the story. The graphic novel and comics provide marketing and promotion for the game and interactive media. The long-form TV series, targeting a much broader audience, is informational for the

games, leading to a fully immersive virtual world experience. The game allows different levels of engagement, from individual mind-training to collective action in the real world. All of these products provide discrete revenue streams, but are under the same Mandala brand.

Mandala's intellectual property represents the evolution of cross-platform (TV, gaming, comics and VR/AR) experiential storytelling. Different types of storylines play across discrete media to specific target audiences, but ultimately these storylines tie together in a larger narrative. In this way, Mandala promises a richer level of engagement with the story and increased pervasiveness, with Easter eggs and rabbit-holes leading from platform to platform.

From a market perspective, the cross-platform strategy is used to penetrate varied demographic segments and then drive them to consume content from the entire IP. As the different events of the story roll out on TV and are supplemented by digital threads and VR/AR, culminating in the Enlightenment Simulator game, Mandala will capture a global audience worldwide and continually engage it in the many places where people live, play and are—ultimately building the Critical Mass.

The media and entertainment industries' efforts in transmedia cross-platform strategies to date have led to compelling but inherently limited derivative works or the repurposing of content to duplicate a story in multiple media without consideration of the unique audience for each platform.

The Mandala story uses groundbreaking technologies to take storytelling to a new level. Blockchain, AR, and VR are the wave to the future Metaverse. Through its partnership with MindMaze, Mandala's Enlightenment Simulator takes that one step further, integrating those technologies with biofeedback and brainwave monitoring, to completely break the Fourth Wall.
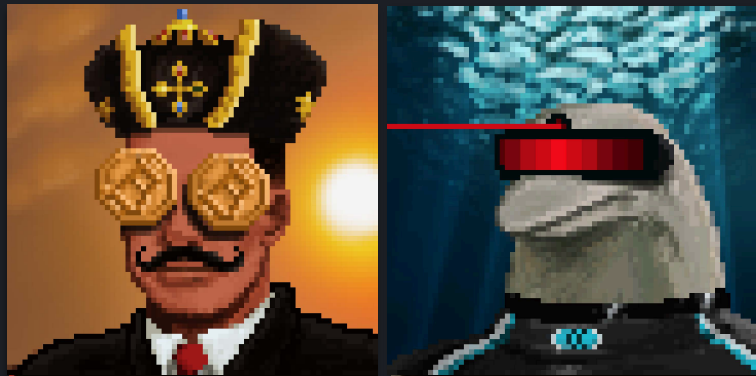
Extending the game off the desktop to a location-based mobile version will further enable players to be the heroes of their own lives—as they move around the real world. Furthermore, content from the TV and digital story elements ties dynamically into gameplay, so players will always be situated at the forefront of the story.

Blockchain is the technology through which the Mandala roadmap is realized.

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Mandala Integration

Sovereigns Primitive Pixel PFP NFTs

SOLSTICE (DEC 21, 2021)

Mandala Comic NFT Auction

BASED ON MANDALA GRAPHIC NOVEL (Q2, 2023)

Mandala comic series (future utility in MMO), drawn from the extensive collection of published art from the impressive Dark Horse comics brand.
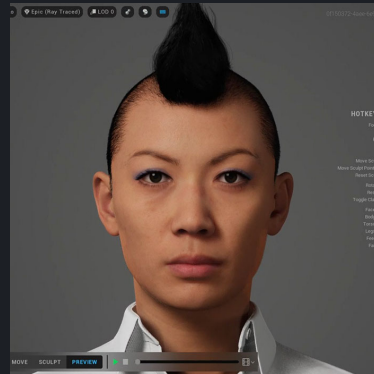
Merkaba Comic
NFT Auction

BASED ON MANDALA GRAPHIC NOVEL (Q2, 2023)

Merkaba comic series (future utility in TV series), drawn from the psychedelic graphic novel published on Comixology.

Mandala Tarot Deck NFTs

(Q2, 2023)

Hand-drawn
PFP NFTs

(Q4, 2022)

REGENS —ART BY TONY MILLIONAIRE

CRYPTONAUTS — ART BY BRUCE ZICK

Unreal Engine
NPC-AI NFTs

(Q2, 2023)

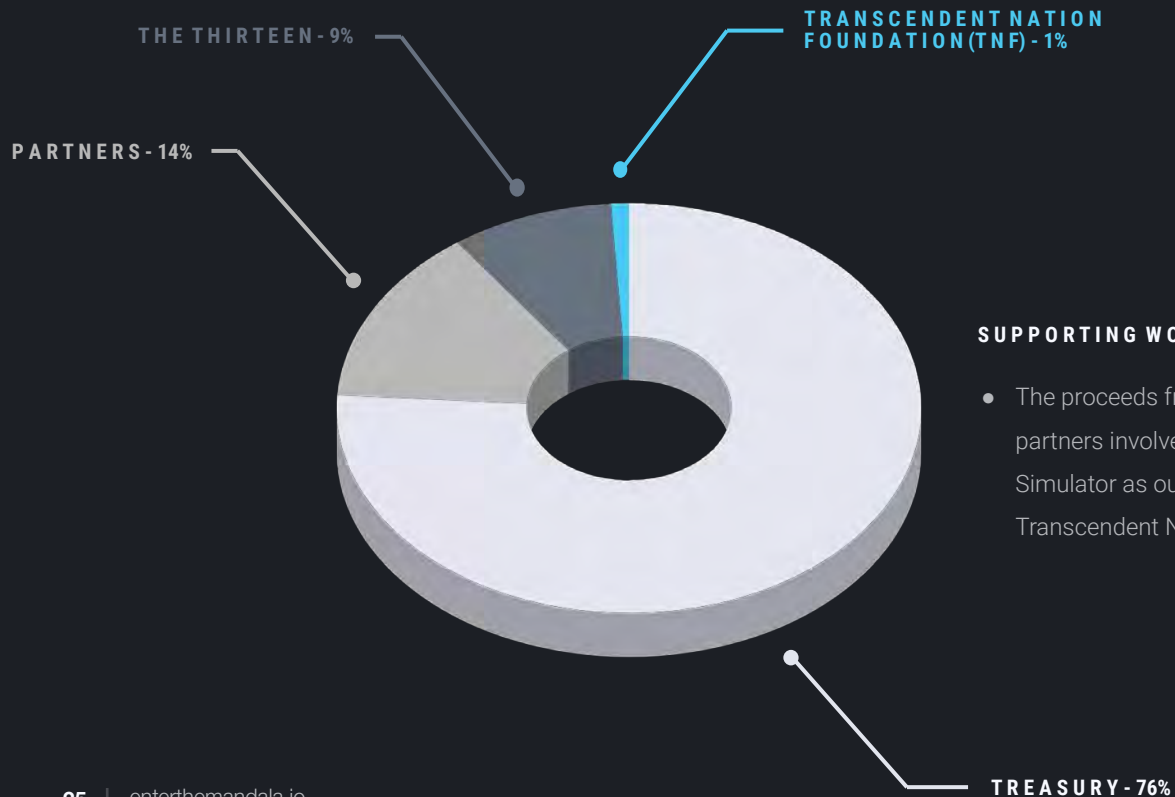# Empyrean Unreal Engine Avatar NFTs

(Q4, 2023)

Tokenomics

TOKENOMICS PROTOCOL

FREE MARKET + MULTI-CHAIN

- The Sacrifice tokenomics model will help catalyze the "Regenaissance" – transforming Degens into Regens. Sacrifice to activate the decoupling from the macro market and hedge against inflation. Pioneer a sustainable metaverse for future generations built on the first principles of sovereignty, decentralization, enlightenment, and freedom.

- Elevate yourself through cutting-edge blockchain technology. Create a sharing economy based on the power of human consciousness used in a metaverse. Provide a simulation that demonstrably proves the bankruptcy of the scientific materialist paradigm and the abundance of a free market and spirit.

- Manifest the abundance paradigm.

PLAY VIDEO

THE THIRTEEN - 9%

**TRANSCENDENT NATION
FOUNDATION (TNF) - 1%**

PARTNERS - 14%

SUPPORTING WORTHY CAUSES

- The proceeds from the first NFT launch will be shared with the partners involved and go to building the Enlightenment Simulator as outlined in this blueprint. A portion will go to the Transcendent Nation Foundation (TNF), a 501(c)3 non-profit.

TREASURY - 76%

PREPARE FOR YOUR MISSION
CHOOSE A CLAN

/enterthemandala
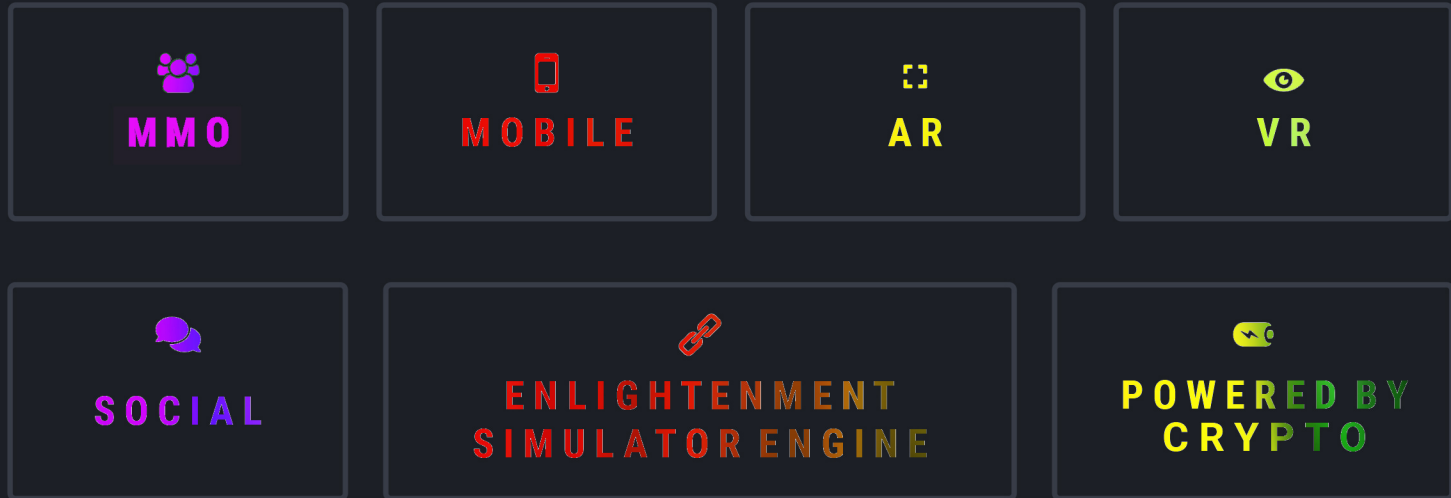
YOU ARE THE CRITICAL MASS

United Clans

EARLY ADOPTERS

With an existing active network of clan members, we are embarking on the next step in our journey. Community-driven collaboration and game play will rally the clans on a joined path to enlightenment through subversive hijacking of traditional, social and new media.
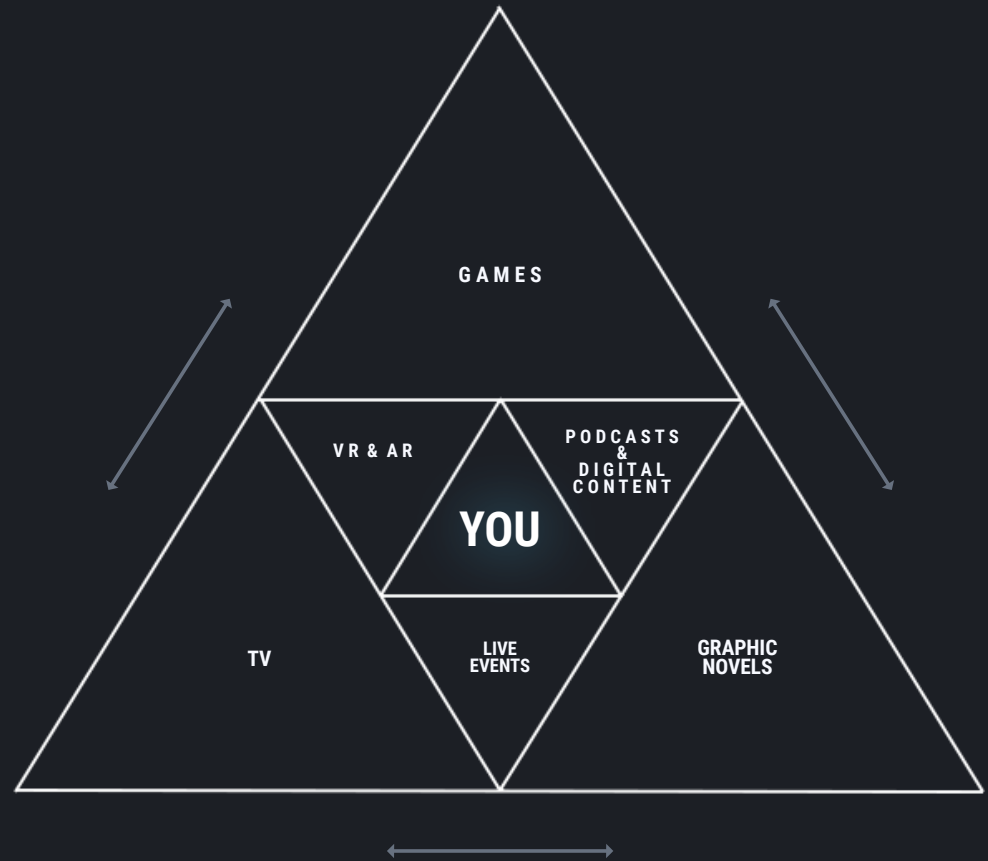
Platforms for Persistent Play

THE WORLD IS THE GAME

A multichain metaverse powered by Cardano, the Enlightenment Simulator is both the combination of its parts and playable as discrete elements:

MMO

MOBILE

AR

VR

SOCIAL

ENLIGHTENMENT SIMULATOR ENGINE

POWERED BY CRYPTO

enterthemandala.io

"An audience or viewer is necessary to create a Mandala. Where there is no YOU, there is no Mandala." – Padmasambhava

GAMES

VR & AR

PODCASTS & DIGITAL CONTENT

YOU

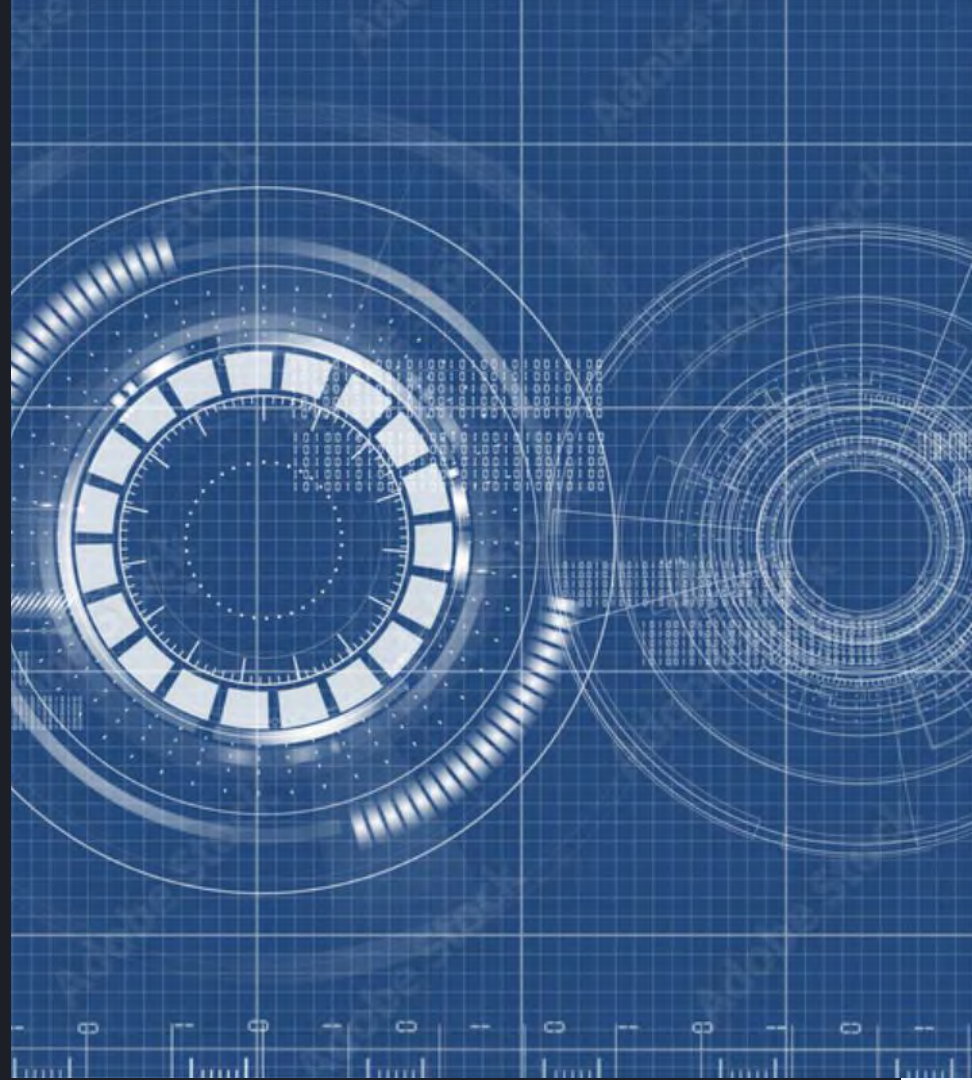TV

LIVE EVENTS

GRAPHIC NOVELS

Conclusion

THE SUM OF ITS PARTS

In the Mandala metaverse, each product—be it the TV show, the triple-A MMO or the tokenomics and social layer—plays a part of a larger meta-experience that transcends the siloed nature of outmoded entertainment media. With the Enlightenment Simulator, the fan's touchpoint into the various products contributes to a collective experience that is just as important as their own individual experience.
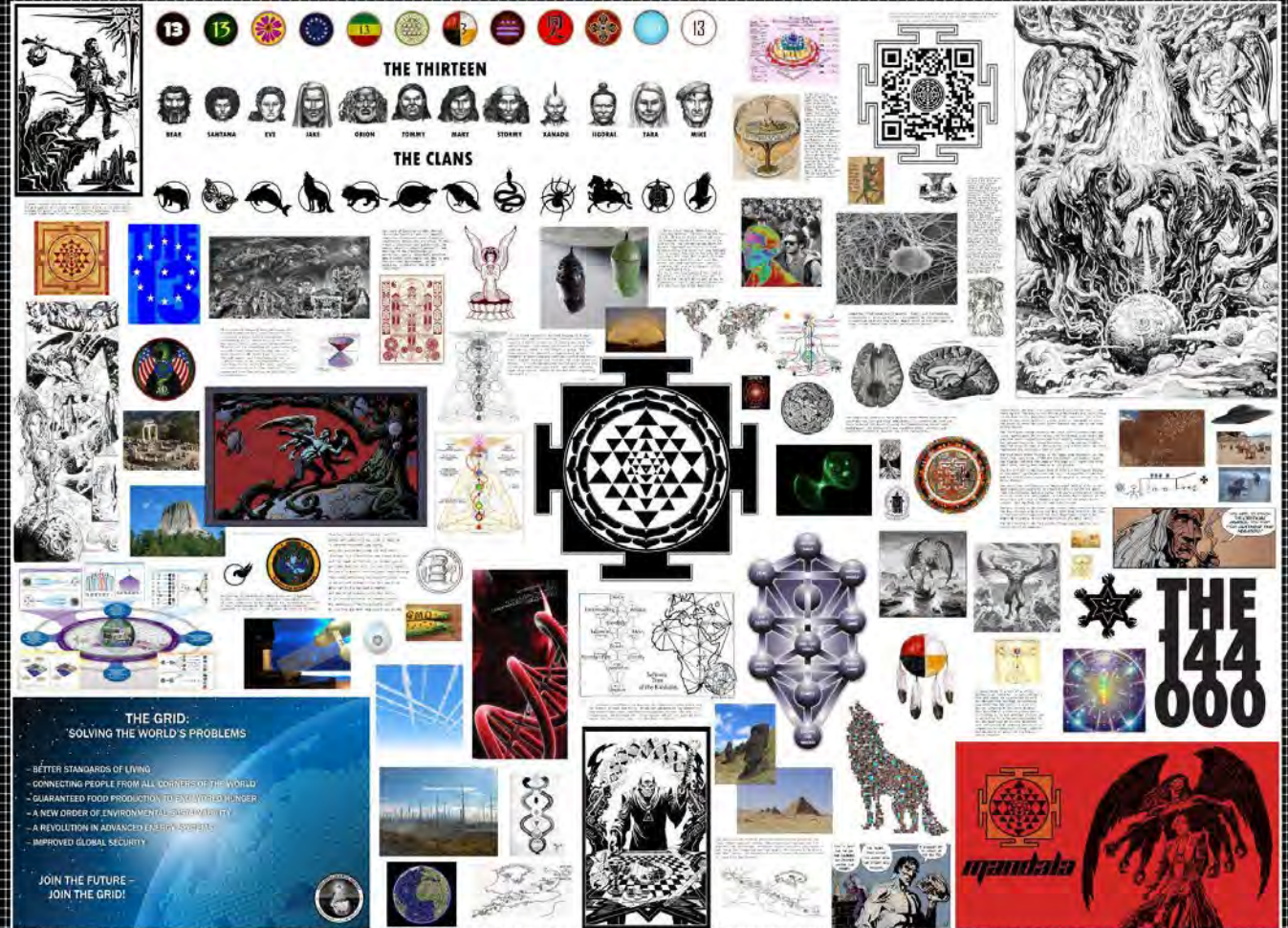
The clans that players join in the game reflect an architecture of different ways to wake up out of the Matrix and create a sustainable future. By turning the world into a game board and mounting a narrative of collective awakening on the decentralized power of blockchain technology, the Enlightenment Simulator transforms life into a game and provides players with a seamless and truly immersive path to become the sovereign heroes of their own lives.

Mandala Lore

SYMBOLS

ENLARGE

Mandala Lore

ENLARGE

THE THIRTEEN

The Thirteen are a special forces unit in the revolution for the freedom and evolution of humankind.

Each of us leads a clan – symbolized by a totem animal that represents a pathway for creating change in the world. We all are masters of different areas of knowledge, and we share information across a spectrum of disciplines: meditation, survival skills, art, healing, technology, politics, etc.

Yet together we are more than the sum of our parts. We are a hub for collective intelligence.

Esoteric wisdom can be summed up in one sentence:

"To change the world, we must change ourselves."

We think it is time and it is necessary to go one step further. Enough of us must change if we are going to change the world! We need to build a critical mass.

We must alter our perception, our vibration. Everything is energy. Everything is consciousness. In the psychic cage we inhabit, this is the only way to effect real change. This is the only way to bring down the GRID.

The Thirteen created MANDALA to help catalyze the revolution in consciousness that is already happening around the world. Our mission is to use a story to shift the official narrative – and, accordingly, the future.

You are now entering a story where fiction meets reality and you are the hero. Welcome to our world, the world we would all like to see, a world that works for everyone...

Be a part of this powerful force.

The only cost of admission is your mind.

CRITICAL MASS

We have a theory... *If enough of us wake up, we all wake up.*

This is based on Keyes' meme of the 100th monkey:

The corpus callosum is a bundle of neural fibers that connects the left and right cerebral hemispheres, facilitating interhemispheric communication. Imagine that the first Rainbows awakening on the planet are cells in the corpus callosum. As the dual hemispheres of the world-mind connect up, the whole body becomes aware of its unitary nature.

We refer to the initial catalyzing group of cells in the body of humanity as the 144,000. That said, we use the number in different ways. The first 144,000 people to 'Like' us at facebook.com/enterthemandala are a first step in reaching the real 144,000. Ultimately we believe that the number is symbolic – who knows how many people it will really take!

We created MANDALA to put the theory into practice: as it is a story designed to actually reach a critical mass.

KUNDALINI

Kundalini is a Sanskrit word for the creative energy that is dormant in most human beings. It is coiled up, like a snake, at the base of the spine.

Some humans, however, have awakened their kundalini. When this happens, it rises up through the body – like fire – activating their junk DNA. Meet the winged serpent!

This is how people become Rainbows. Maybe you know this already – because you are one. We are everywhere!

The Thirteen are just playing a small part in the greater mobilization. Our job is to connect the dots, to provide a vehicle by means of which we can all meet.

But we also have a responsibility to wake people up. If everything you are reading here is news to you, now is the time to awaken. Now is the time to discover your cosmic identity and your part in the great game.

So why do we use the name 'Rainbows' to describe humans that are awakening?

Because all human beings have the potential to manifest a rainbow body. It is made of energy, and it consists of three main channels that run from the base of the spine to the top of the head. The major junction points of these intertwining channels are called chakras ('energy wheels'). There are seven major chakras. By raising the kundalini energy up and over the top of one's head, one literally lights up. One's third-eye is opened, and other Rainbows become visible.

Of course, the shadow forces behind the GRID are not interested in people waking up. Their technology to suppress and trick evolved humans is a very real problem today.

YOU ARE THE HERO

We use the ancient symbol known as the Sri Chakra. It represents the holographic nature of you and the world. You are a microcosm of the entire universe. You are a reflection of the cosmos – and, accordingly, you are cosmic!

Consciousness is everything & everything is consciousness. By changing yourself you can change the world. The only thing to do is to become conscious of your role, of your cosmic identity. In our story and our experience, this is known as waking up in the Empyrean, the celestial dimension where the heavens of mythologies from around the world converge. Just as a Buddhist may seek to become a bodhisattva (enlightenment hero), someone else's higher vision of himself or herself might be an angel – or a Viking warrior!

This time has been prophesized by shamans throughout the world and throughout time. We are living in the days of this dream and unfolding vision. We are the dreamers and the envisioners. As the Hopi elders have told us, "We are the ones we've been waiting for."

Why else are we in this world? By becoming fully conscious, you will begin to activate your junk DNA to its full 13-strand potential. In this way, you can become the hero of your own life and play your part in helping humanity make the next evolutionary leap.

You are unique and so is your path. You know it better than anyone, and it is yours to choose. You incarnated here for a reason. Now it is simply a matter of manifesting your super-heroic Rainbow identity.

Everyone has a part to play in the MANDALA. This is a story that we are all writing together, the story of our present and our collective future. How it ends is up to you!

Enter the story. ENTER THE MANDALA.

http://enterthemandala.com

THE GRID

The GRID (Geomagnetic Resonance Integration Device) is a multivalent, multidimensional mind-control apparatus constructed by the shadow government and global elite. Its goal is to keep humanity in a limited state of evolution by turning Earth into a prison planet and psychic cage.

Operating with advanced top-secret technologies, the GRID dampens the Earth's magnetic field, keeping the Gaia consciousness of the planet in a state of perpetual slumber. The individual energetic fields of human beings are affected as well. But the GRID operates at a deeper level, at the subtle level of mind.

Our prison is not a virtual-reality simulacrum created by an artificial intelligence (a la The Matrix). That's a nice metaphor, but the world is not a computer-generated simulation. This sphere of illusion is perception-based. And because the conspiracy is one of the mind and consciousness, not just technology, to break free you need to change the way you think.

If you want to change your reflection in a mirror, do you try and adjust the image inside the mirror? That's what the GRID has trained us to do since we were infants. We have been indoctrinated into accepting our current state of being, as if we have reached an ultimate level of evolution. We could be much more, so much more.

That is what the GRID is trying to prevent.

So what are we to do? The only way to take down the GRID and stop the shadow government's plan of global enslavement is for enough of us to wake up to who we really are and play our part in the great work, the great game, this great experiment of evolution.

Are you awake?

THE BLUEPRINT

What is the MANDALA?

The MANDALA promotes the intersection of technology, spirituality, environmentalism and entertainment via social networking sites, online games, graphic novels and films, all in creative convergence with the real world. The mission of MANDALA is to offer to a wide and diverse global audience a broad set of options for engagement with the "save the world" meme through a variety of new and traditional media, utilizing "edutainment" as a vehicle to stimulate active audience participation in creating a healthy and sustainable future for the planet.

Simply put, MANDALA uses entertainment and a cross-media story to help reach a critical mass of Rainbows around the world. This is what it's going to take to make the next evolutionary leap.

We use the cosmic Tree of Life of the Kabbalah to illustrate the different stages of our project and how it will help lead to the awakening of the critical mass. As we release new aspects of the story and grow the Tree, step by step, our growing audience around the world will make the dream more and more real – until ultimately MANDALA can serve as a real model of collective enlightenment.

The symbol on the left represents the ancient wisdom of the East and West meeting, with kundalini arising through the chakras of the cosmic Tree of Life. Using art instead of religion or politics, we have created a story to shift consciousness reality and the current narrative. MANDALA provides a focal point for the mass consciousness, in order for the creative energy of awakening to build to a point where the truth will break through. As this happens, the Rainbows on the planet will become more and more aware of one another and begin to self-organize as one creative, coordinated whole.

If enough of us wake up, we all wake up.

TREE OF LIFE

The Tree of Life is found in cultures across the planet. In our story it represents the central nervous system of the collective body of humanity.

Your energetic nervous system is intimately intertwined with the rest of humanity and the whole world. You and your consciousness are a part of the living Tree of Life. You are not a separate ego, as the forces behind the GRID would have you believe. As the Lakota say, "We are all related."

This unity consciousness is the most powerful force in the universe. Some call it Love. Some call it the Great Mystery. We prefer not to label it at all, but rather refer to it with the first-person 'I AM' – as it is who we all really are!

The Tree of Life extends across dimensions, connecting the celestial realms to our world to the underworld. It is used by shamans to travel, to spirit-journey. And it is found in our very genetic structure. It is the connecting link.

When the serpent of kundalini arises, one burns through the cocoon of ego-delusion and arises in one's own higher image of oneself in the Empyrean. We have awakened there, as the Thirteen, in that cosmic dimension where all mythologies meet, and we look forward to you joining us.

You are already there, of course. It's just a matter of waking up to the fact that you are.

There is no one like you. Your super-heroic identity is up to you. What is your higher vision of yourself?

When enough of us become Rainbows, the collective body of humanity will transmute into Rainbows in a chain reaction. The energetic pulse will blow out the GRID and the Earth will be restored into balance. The Tree of Life will be visible to all, and the MANDALA will be complete.

THE CLANS

Clans are different approaches to effecting change in the world. We use animal totems to identify clans. Indigenous societies often used clan systems to organize states of knowledge to serve the larger tribe. We are not seeking to build an organization: we are already a part of the greater whole. Rather we are seeking to know our talents and coordinate with others to be of service to this greater whole. Clans provide means of self-organizing and sharing knowledge. Collectively we have the answers to all the world's problems. To find those answers we need a vehicle for collective intelligence to communicate efficiently and ultimately awaken to the source of its own awareness.

We welcome you into the future that already is. As you step onto the path, you must only decide: which clan are you?

JOIN A CLAN TODAY!   /enterthemandala

Change your perception. Change the world.

ENTER THE MANDALA