

47 The Senet Tarot Endgame Scenarios

Human life is involved in just 4 games, each with its own Endgame Scenario. When a person (group, tribal culture, or civilization) knows how to read the Senet Oracle Board properly, he/she/they can understand the ultimate outcome of any of the games people play.

The Four Games are the Game of Will, the Game of Attention, the Game of Value, and the Game of Love. The games may be played in “isolation” or in combination, but the Endgame Scenarios are predictable and thus of great importance to understand. Knowing how Nature organizes her Endgame Scenarios can allow a person or a group to skip over a lot of hassle and unnecessary pain.

When people do Tarot readings, they generally shuffle a deck of cards and then intuitively pull a certain number of cards from the face-down deck. They arrange the chosen cards in a layout and then interpret what they see in the cards relative to the question at hand.

In the Endgame Approach to the Tarot we do not need to shuffle or choose cards. We view the universe from its *a priori* condition, not its *a posteriori* “possibilities”. The final outcomes of games are fore-ordained by the laws of nature and hold as long as the universe holds to its laws. Thus we have an eternal fixed Tarot deck that consists of 30 archetypal Oracle Board Cards (22 Trumps and 8 Court Cards). Then we have 40 Process Cards divided into four equal “suits”. These number cards are neither “minor”, nor are they “pips”. If the Trumps are the gods of Nature, then the Process Cards are the tools of Nature’s deities (archetypal laws) and accessories for bringing about the results intended by the laws of nature. There are also 8 Chakra Cards and 2 optional Transcendental Cards involved in the Endgames. More on those later.

First we lay out the Process Cards by suit in sequence from 1 to 10 from right to left. The four suits are the four basic states of matter: earth, water, wind, and fire. The wind suit overlays the top row of the Oracle Board. The water suit overlays the bottom row of the Oracle Board. The middle row belongs to Osiris, whose name glyph is an “eye” on a “throne”.



The eye represents the suit of fire, and the throne represents the suit of earth. “The Lord of Hearing” (Sejem, suit of air) is the first card on the middle row. He connects between Thoth and Ra, High Priest and Sun, feeding information from the three lower suits upward to Ra, the Higher Self.

The top row is a lonely game, because most people are interested in the pursuit of love, money, and/or power. The top row is about decision making, integrity, and responsibility. So only a few step up to play the Wind Endgame. The Process of Wind fits the natural sequence of the top row archetypes: from right to left. There is a balance to the wind, but also a natural flow. The middle row has no natural sequence, but is symmetrically balanced. Its Processes of Fire and Earth, however, also go from right to left. The bottom row water suit is the Process of Life and goes from left to right, beginning with mating, which leads to birth, childhood, adolescence, maturity, career, play, death, re-balancing, and reintegration. The Process of Water, on the other hand, goes from right to left (like the flow of the Nile from mountains in the south to the Delta and Mediterranean Sea) as in the cases of the other suits, but overlays the Process of Life that goes in the opposite direction. So mankind going through life is running the Process of Water backwards, which may account for a lot of confusions that occur in people’s lives.

The Four Ultimate Outcomes

The Ultimate Outcome of the Game of Will is Heaven, because one must take responsibility for decisions, and the only reasonable decision is to go for Heaven, the Highest possible condition of life. This is only reached after fulfilling a chosen Mission in Life (governed by Isis and the Question of Life). A mission can not be fulfilled, so it goes on forever, evolving until all boundaries are transcended and the result is Heaven. Heaven appears to be unattainable until a person realizes that Heaven exists in the moment and is present wherever and whenever you are. The apparent imperfections of life are actually perfections that are misunderstood because people try to force an arbitrary imaginary standard of some kind on the dynamic processes of life that are already perfect in their own way.

The Outcome of the Game of Attention is breaking “bread” with diverse Companions, each of whom is a free and independent individual. The Companions are free and independent cultures, nations, or communities. Strongly focused attention often leads to power trips and empires trying to control individuals and ethnic groups, but none of that works in the long run. It leads to challenges in position 7 that can only be solved by Kundalini alignment in the eighth stage of the Attention process. The result is the eventual independence of all players. They ultimately rejoin as independent Companions so they may share the results of their technical skills in the application of attention.

The Outcome of the Game of Value is Gold (Eternally Frozen Light). Valuation places more importance on one thing than another. The physical world of matter is made of particles. Those particles are only light photons frozen for a time into fixed patterns. Conglomerates of matter appear to lose value over time due to entropy (increase of disorder within systems imposed on matter), but that is due to the observer’s fixed definition placed on the material at hand. Gold is the symbol for the light of the Sun (Ra) being frozen into a relatively incorruptible piece of matter that people label as having great value, because of its sheen and its stability. It is still light and exists forever beyond time and space. Light has no particular value. It is a form of energy that under the right conditions may produce “work” (moving some other object) or may produce temporarily stable matter. Our bodies are made of light and operate via electromagnetic light (EML) energy interactions. Light seems to have a velocity, but never moves relative to itself. Matter entities by definition move slower than light relative to each other, and their corresponding phase entities always move faster than light to maintain unity and balance with their physical entities at the constant velocity of light (VOL). Nothing is ever gained or lost. Everyone owns all value and is free to use or develop it responsibly. Study of the basic “machines” reveals that “mechanical advantage” is a myth. It is always a trade-off with an ultimate dissipation of energy as entropy. (See **The Cosmic Game**). This is not a problem, because energy is always conserved in the cosmic view.

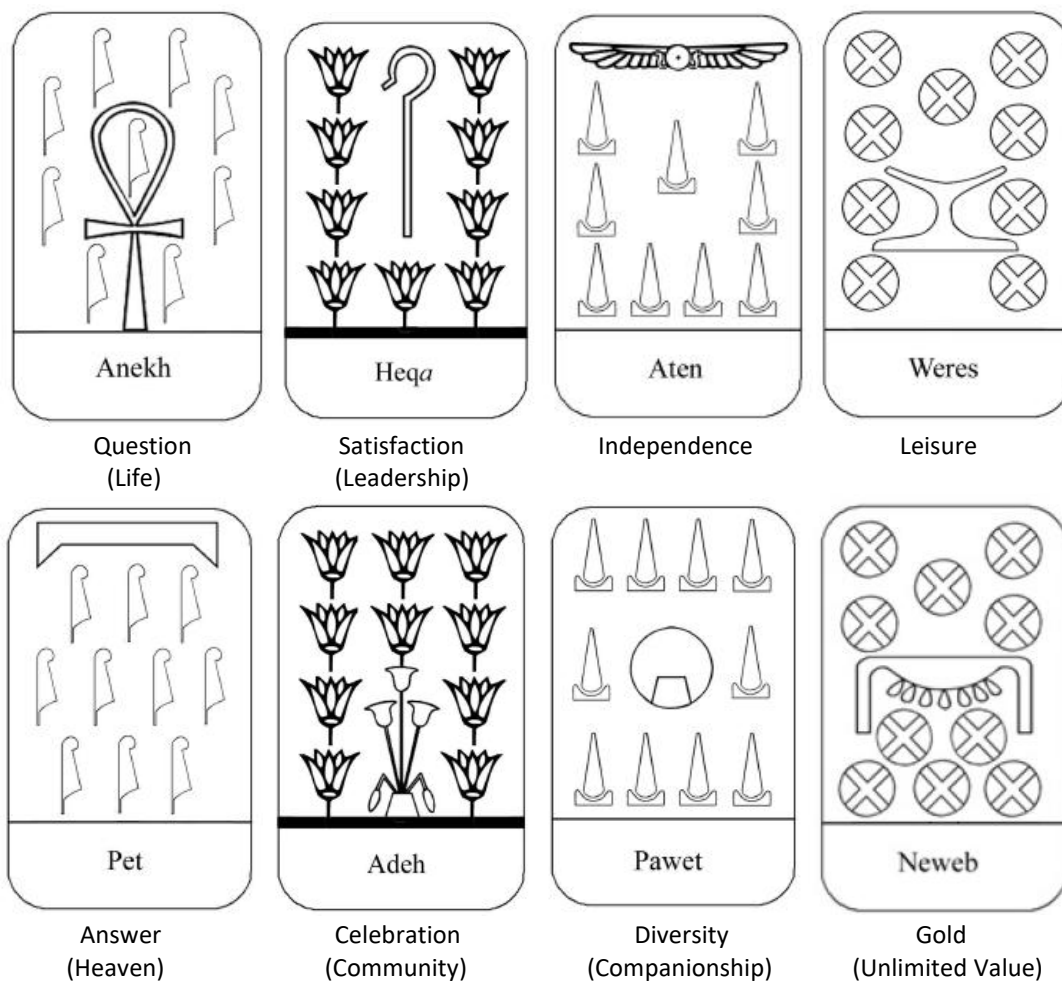
The Outcome of the Game of Love is Celebration. The source (Ace) is Love. Hathor is the embodiment of Love and Compassion. She grants her Cosmic-beyond-time-space “menat” necklace as a boon to anyone whose career is one of service to the nurturing of others. The ancient

pharaohs received the Mut-Hathor “Menat Initiation” as one of the highest stages in preparation to lead Egypt. The honest heart is easy and light. Every moment results in satisfaction and celebration. In the end of life all comes into balance (as it always was and will be) with Thoth recording the true level of unity a person, couple, or group has attained.

Follow the Process cards.

The Eight Chakra cards relate to the Process energy in a person’s identity. There are two Chakra cards for each suit. Each has a specific function in maintaining an individual’s identity. The ancient Egyptian Shedy Regimen harnessed all the archetypes and energies in the cards to train future pharaohs and other leaders of Egypt. Each of the eight major chakras has its own special system of cultivation.

The Two Transcendental Cards are beyond the standard deck and operate with complete freedom.



The last two stages of each Process enter the Endgame Scenario for that Process. Any outcome that is not one of these Endgame Scenarios is an incomplete outcome. Unity lies within Diversity when Companionship is the outcome.

What is Life? Life is Eternal Heaven on Earth (Spiritual within Material)

What is the Sharing of Satisfaction? Community Celebration.

What is True Independence? Diverse Companionship.

What is True Leisure? Unbounded Wealth Everywhere.

Companion: someone with whom you share bread.

Com = with; pan = bread.