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## HANDBOOK OF TRANSCIENCY

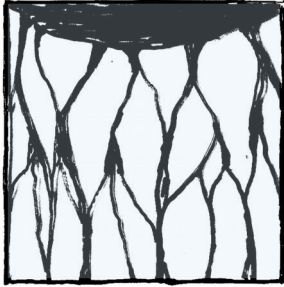


The "Handbook of Transciency" is an introduction to a new discipline. It includes the *transmap* and provides a rough orientation to the vast field of *transciency*.

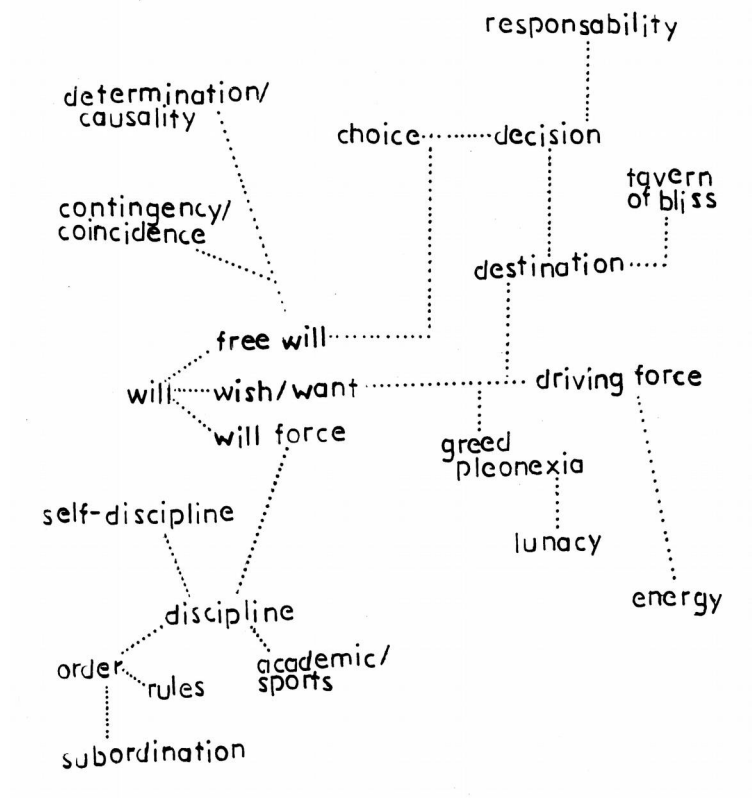
*Transciency* is a discipline that deals with perspectives, research methods, and representations, which operate over, through, and beyond science. It is a vast and eclectic field – a home between the prelogical and the transrational.

The handbook guides the readers through the landscape of *transciency* and is an invitation for own explorations.





SCHOPENHAUERS MOUNTAIN LAKE



## SCHOPENHAUERS MOUNTAIN LAKE

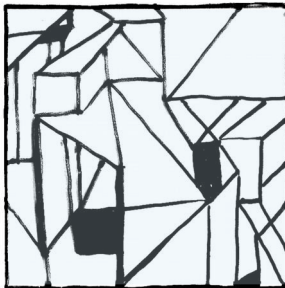
Schopenhauer's Mountain Lake is the source of will . The lake is mainly fed by a subterranean source . Water is filtered in the widely ramified lacunae system of the mountains . The pressure of the rocks creates artesian aquifers . The biggest of them were given names : SURVIV, REPRODUCT, POTENT . Most of this artesian water ends up in the lake . So the lake is permanently replenished, even if there was no precipitation for a while . There are several run-offs . Driven by gravity they shape the environment - but the environment also influences the water flow .

The water of the lake tastes nice - although not always the same . Its taste depends on variable conditions in the underground and on the amount of precipitation . This unpredictability prevented its commercial exploitation . Anyway the lake is designated as a nature reserve .

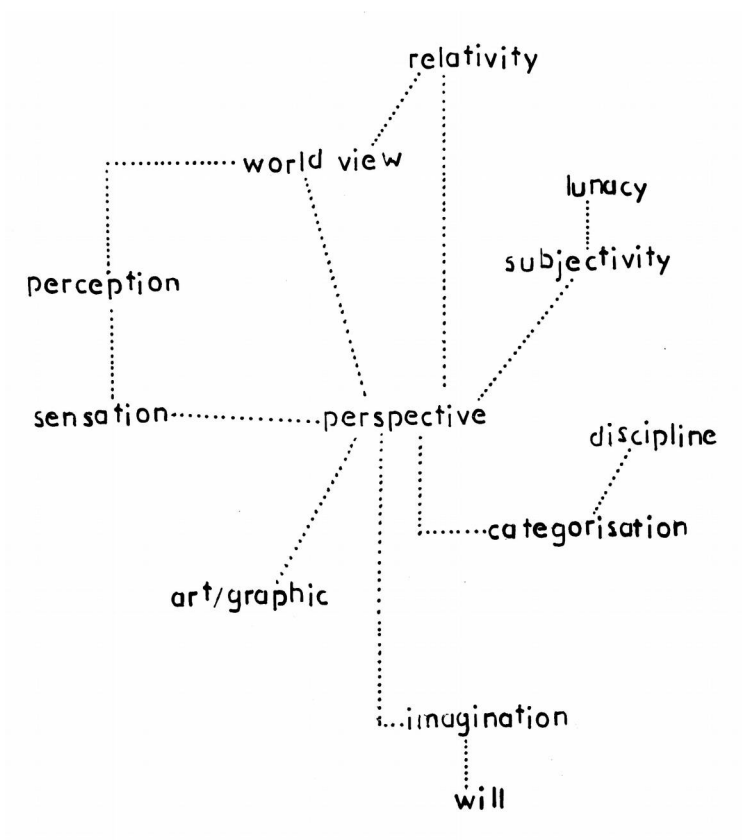
Several secondary sources with more predictable and constant chemical properties are used . Just to name a few brands : MANIPUL, SUPRESE, CATEGOR . The Tavern of Bliss also has a source in the area . Its brand is called WITANFU . The tavern uses the water to prepare herbal infusions and their famous ginger beer +







MOUNTAINS OF VARIABLE PERSPECTIVES



## MOUNTAINS OF VARIABLE PERSPECTIVES

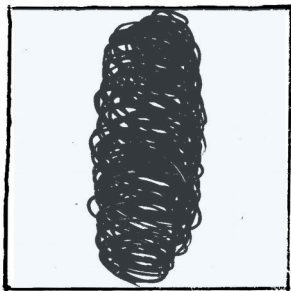
The air is fresh at the Mountains of Variable Perspectives . It clears and opens the mind + offers magnificent views .

“One's destination is never a place, but rather a new way of looking at things“ - you will find this proclamation on every signpost along the hiking paths in the mountains. Even the insects around seem to be buzzing it . It keeps you going .

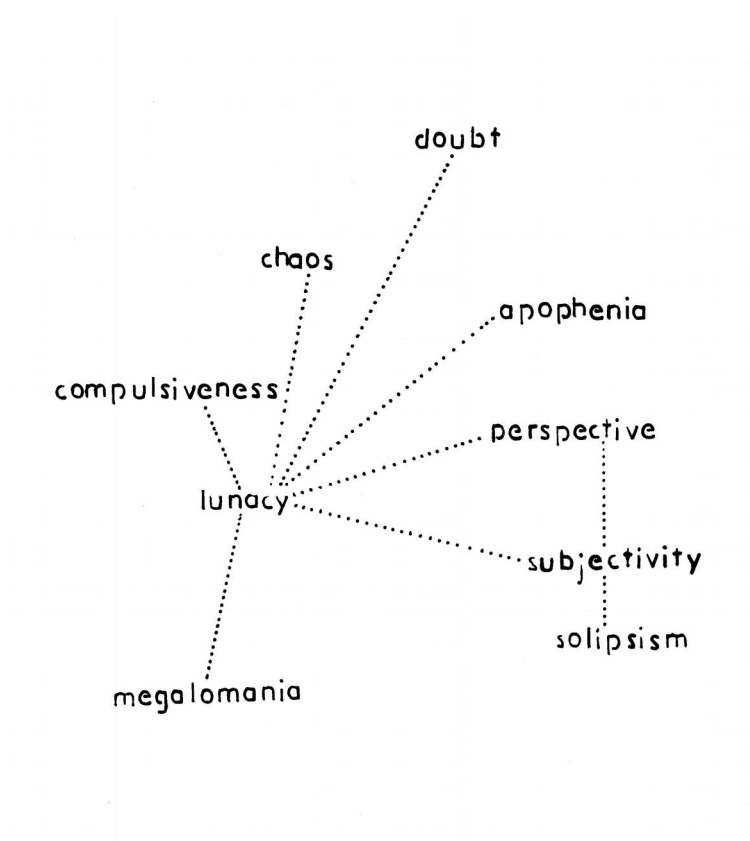
The inhabitants of the City of Discipline are frequently sent to the mountains - a prescription given if they become too focussed on a single feature and need an overview .

In case you are a bad walker you can use the ropeways installed to reach the most spectacular views . That implies that you are mostly amongst the crowd, but even then - if you move a few steps aside - you will be able to find a more individual perspective +





VERGE OF LUNACY



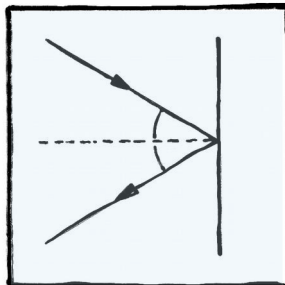
## VERGE OF LUNACY

The Verge of Lunacy is dangerous and at the same time appealing - maybe even sometimes funny . To master this verge you should be either a skilful mountaineer or to be able to fly . Obstacles like solipsism, doubt, compulsiveness or heavy winds like apophenia and megalomania can make the adventure come to a bad end . This means rarely death but you might be captured by a kind of persistent whirlwind from which you can only escape under fortunate circumstances . Now and then this whirlwind detaches from the verge of lunacy and sweeps away whole societies .

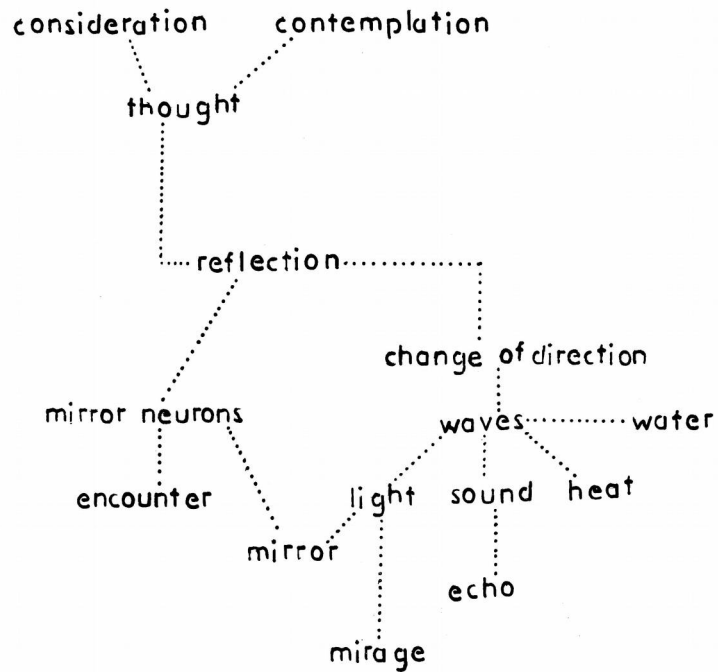
In former times the skilful mountaineers frequently were court jesters . They climbed up and down - from the Mountains of Variable Perspectives to the Valley of Reflection to prevent people from being caught in the whirlwind . Transciency aims at reintroducing this tradition . At least every person in a position of power should have a court jester at her side +







VALLEY OF REFLECTION

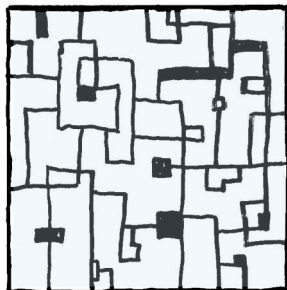


## VALLEY OF REFLECTION

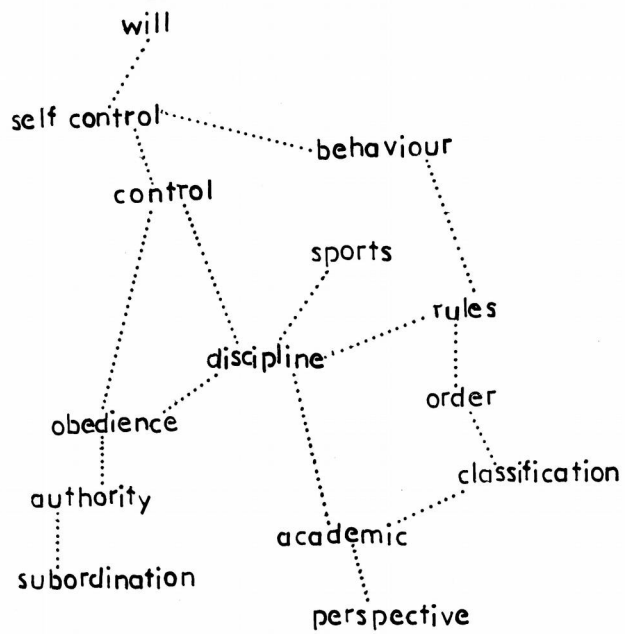
The Valley of Reflection can be irritating . Everything is reflected there . You might see mirages and other fancy stuff + you never know where the real is (whatever this is) . Only your sense of touch can verify it. The reflection applies to sound too . There are many reverberations, so you can hardly locate the original source .

But the Valley of Reflection is also a place where you comprehend = by a sort of imitation . Mirroring is a kind of reenactment, an appropriation +





CITY OF DISCIPLINES

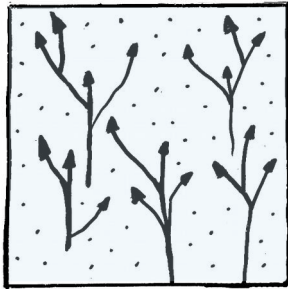


## CITY OF DISCIPLINES

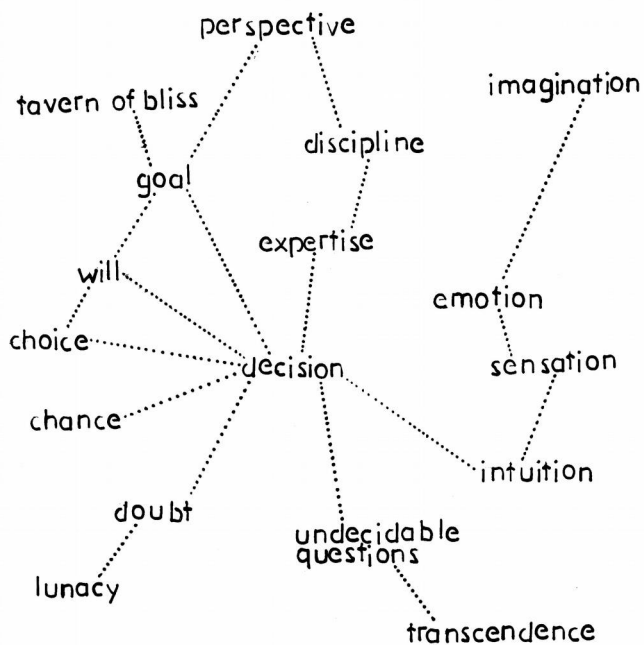
The City of Disciplines has several facets . In general it is tidy, everything has its place, demarcations are clear . Order, rule, logic, reason are the divinities praised there . Sometimes it feels narrow, overregulated - but if you know the hidden paths, have learned about the bridges - occasionally just rope bridges - you can have a lot of adventures and find new insights +







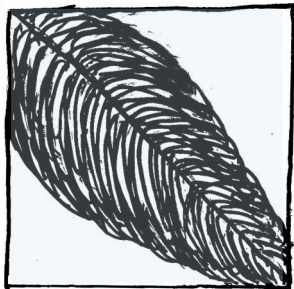
DESERT OF DECISIONS



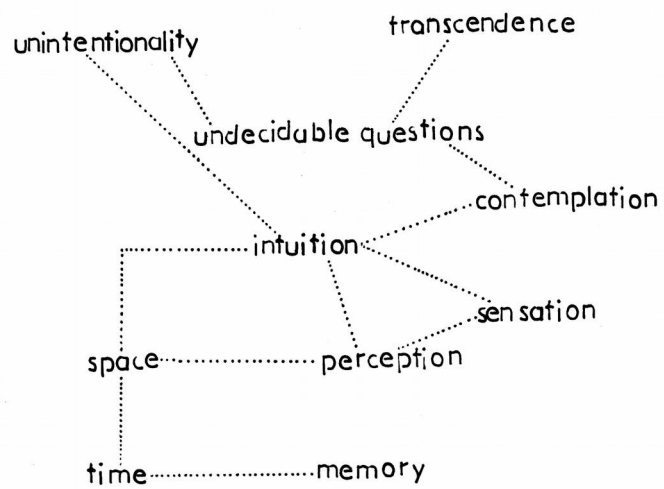
## DESERT OF DECISIONS

In the Desert of Decisions you are mainly confronted with either-or choices and with if-then conditions . A dry area, as deserts are, ruled by logic and reason . But as every desert connoisseur knows there are many sleeping seeds in the desert + comparatively small amount of rain suffices to transform the desert into a blossoming landscape full of beauty . But it needs the rain . Without water nothing can grow +





OASIS OF UNDECIDABLE QUESTIONS



## OASIS OF UNDECIDABLE QUESTIONS

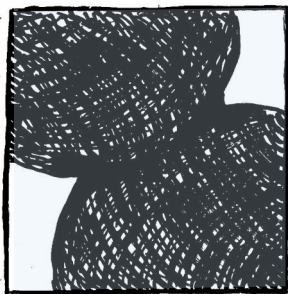
The Oasis of Undecidable Questions could also be termed the Oasis of Intuition. It is a place where the if-then and either-or thinking stops.

It has some similarities with the Island of Here and Now in the Sea of Unpredictability. The oasis is like an island in the desert. There you are surrounded by a too strict rationality - whereas on the Island of Here and Now by chaotic and unpredictable circumstances.

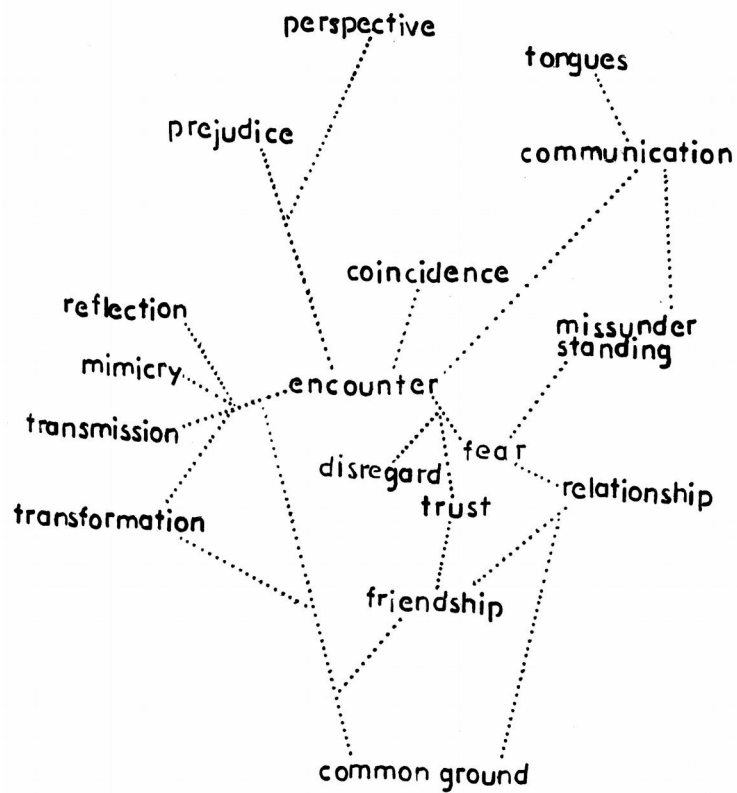
The oasis provides water and nutrition to the traveller and actions unfold there naturally, with ease, forthrightly. It is a nice place - but it's too small to spend there all the time. Just take some dates and water with you and head along.







COAST OF ENCOUNTERS



## COAST OF ENCOUNTERS

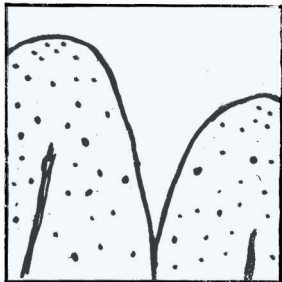
At the Coast of Encounters you'll come across many beings .  
Whether this will be a hostile, adversarial encounter or a  
pleasurable, gratifying event depends on a variety of things .

Most encounters begin with a prejudice . The fast subliminal check  
if somebody might be interesting, congenial, boring, dangerous -  
the comparison with previous experiences .

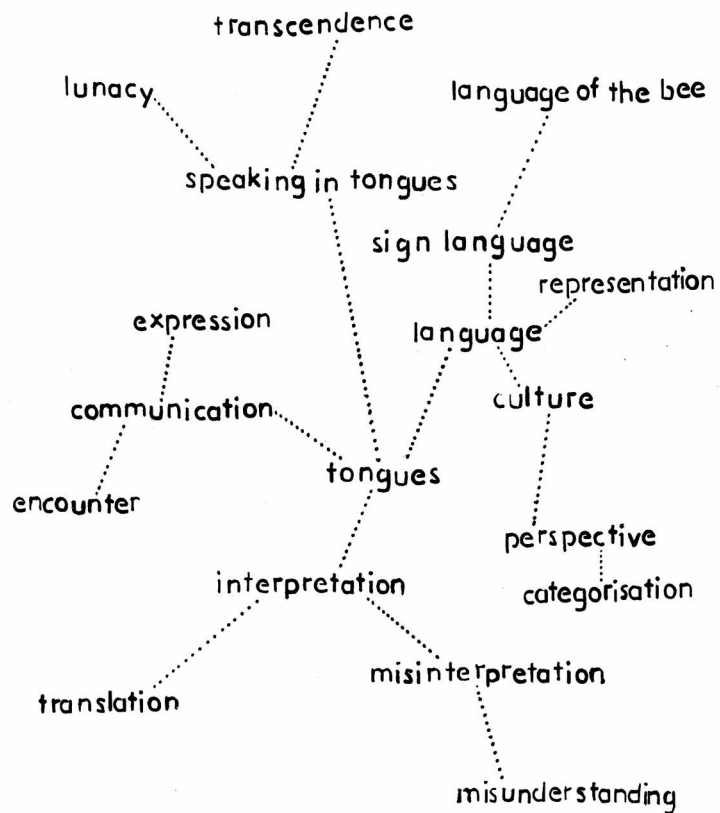
To look at the other is also to look at oneself .

If the encounter allows to open up, then exchanges + transmissions  
can take place = leading little by little to intersecting common  
fields - shared areas emerge +





WETLAND OF TONGUES



## WETLAND OF TONGUES

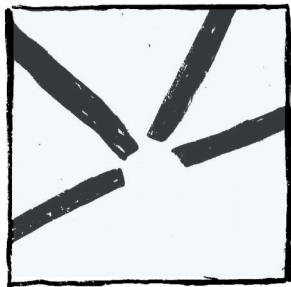
The Wetland of tongues provides a transition between dry land and water bodies . Neither a terrestrial nor an aquatic ecosystem - but highly dependent on both - an interface .

It has a rich biodiversity + many species are endemic + a high productivity . Frequently new species are discovered, but at the same time many are threatened with extinction .

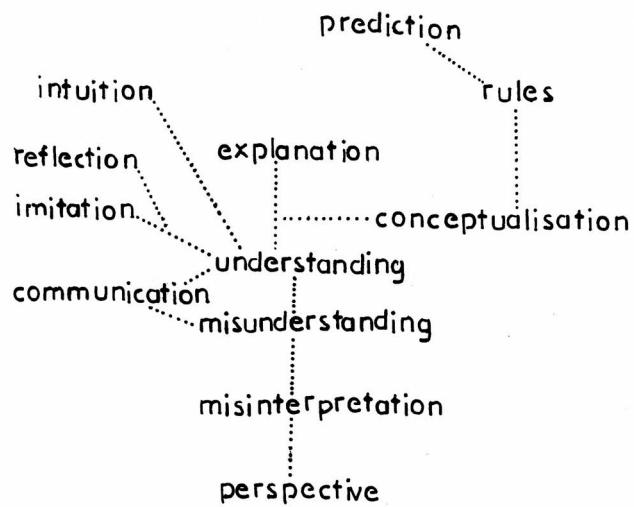
You find heaps of institutes of interpreters + translation services there . Often they reside on house boats as frequent floodings are the main characteristic of wetlands . Flooding produces a confusion of tongues and then the interpreters have a lot to do +







SWAMP OF MISUNDERSTANDINGS



## SWAMP OF MISUNDERSTANDING

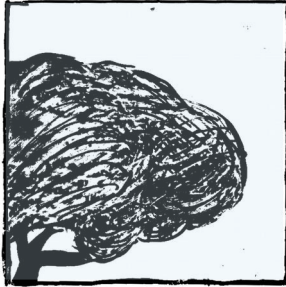
The Swamp of Misunderstanding is mainly a shrub swamp, less than 20 % of the vegetation are trees - almost all plants are less than 35 feet in height . But the vegetation is dense, so that it is sometimes hard to track through the terrain .

As floodings are more frequent there than in the Wetland of Tongues interpreters are extremely busy . They often have an additional training as mediators or are accompanied by one .

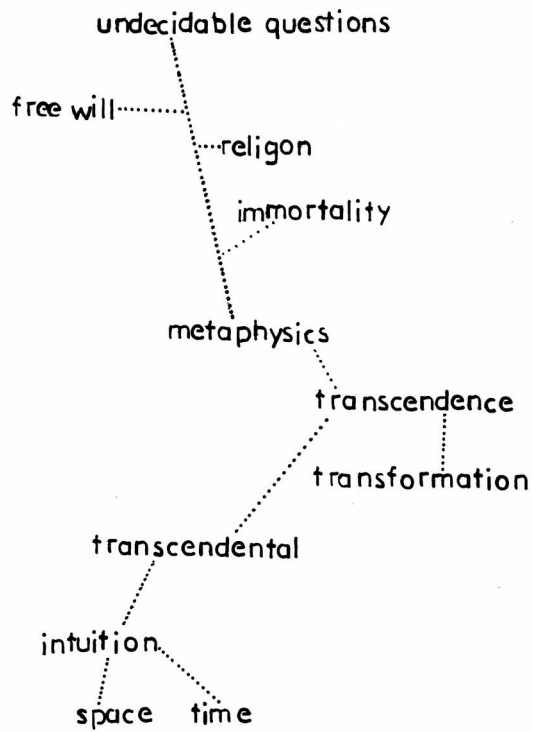
The height of the vegetation indicates the degree of misunderstanding, so it is advantageous that the vegetation mainly consist of shrubs . The alder of confusion and the willow of prejudice grow in an acceptable abundance .

Sometimes misunderstandings are beneficial + lead to invigorating configurations that give birth to humour and new inventions +





JUNGLE OF TRANSCENDENCE



## JUNGLE OF TRANSCENDENCE

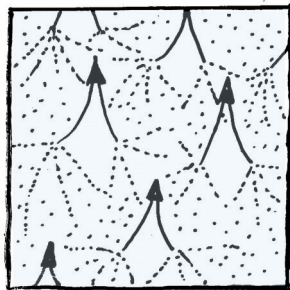
In the Jungle of Transcendence it is hot and humid . It seems to be overgrown with tangled vegetation - but that is only at its margins . The Jungle connotes isolation from civilisation - untamed and uncontrollable nature : threat, confusion, disorientation, powerlessness . But in fact it is a fragile composition .

If you go deeper into the jungle it is like in a cathedral . Little light is penetrating the dense canopy . The treetops are inhabited by weird creatures uttering sub- and overtone noises, yielding a bizarre spatial soundscape . The conductor of this strange concert is Your Holiness Immanence .

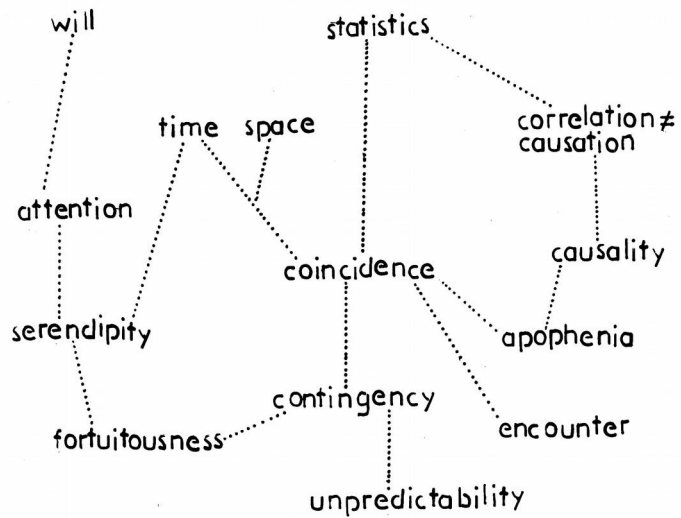
The jungle is not recommendable for everyone . Some loose their minds and end up together with the creatures on the treetops - but maybe that's what they aimed for +







FOREST OF COINCIDENCE

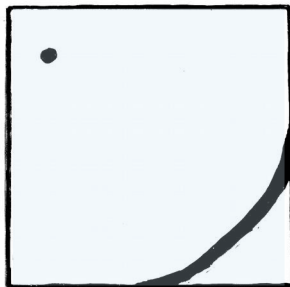


## FOREST OF COINCIDENCE

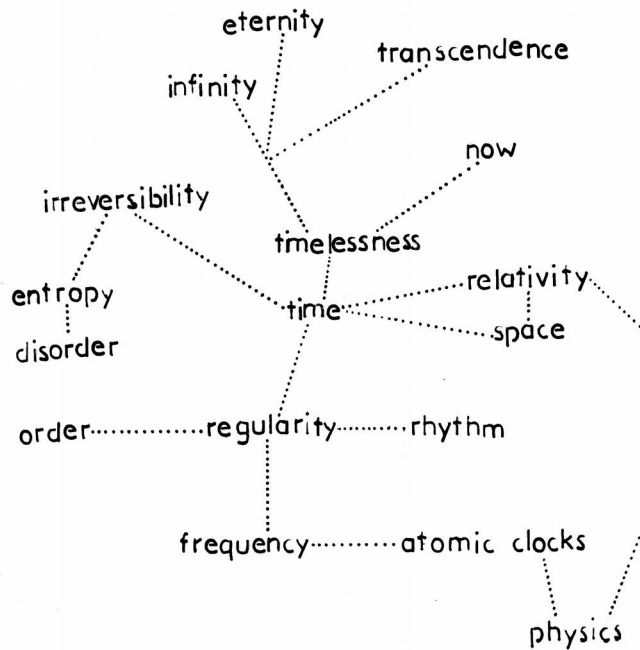
The Forest of Coincidence is populated by occurrences which can be linked in a meaningful relation to each other, but are not caused by each other - (correlation does not imply causation) - nor are they the result of an intentional act .

The contingency bush grows there, the plant of fortuitousness and the sought-after serendipity-daisy . The forest is heavily frequented by statisticians, chevaliers of fortune and esoterics of all kinds . Endemic animal species are the causality fox and apophenia, a gastropod mollusc +





GROVES OF TIMELESSNESS



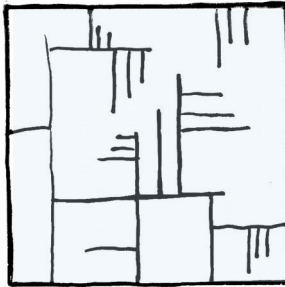
## GROOVES OF TIMELESSNESS

At the Grooves of Timelessness time does not exist in the way western societies normally look at it . There it seems that not only past affects the now, but that also the future does . It is a site at which you are not fixed in the present but have entered a temporal nexus - a site where a sort of time travelling is possible .

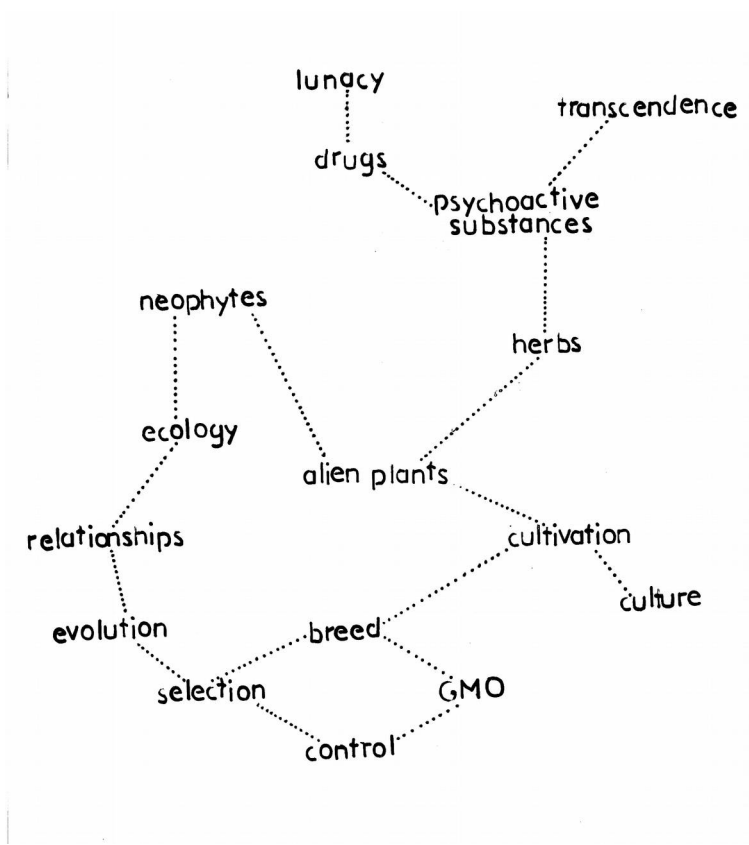
It is like everything which ever existed or will exist is already there - as an option ! Like an interweaving or entanglement of invisible threads . Pulling one thread has usually just a local impact - in most cases the effect is minuscule . But those miniscule effects add up - they keep the whole construction in a steady vibration and create its rhythm . If many of the threads covibrate or resonate the pattern of the whole fabric is affected +







GARDEN OF ALIEN PLANTS



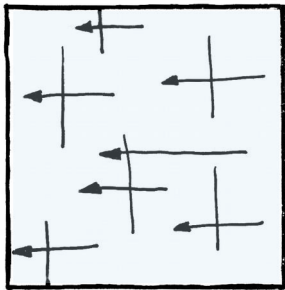
## GARDEN OF ALIEN PLANTS

On the map the Garden of Alien Plants looks highly structured and ordered . If you visit the garden you might be astonished that it looks like untamed nature - almost indistinguishable from the jungle vegetation . But that is just the surface . The order is invisible for the untrained eye .

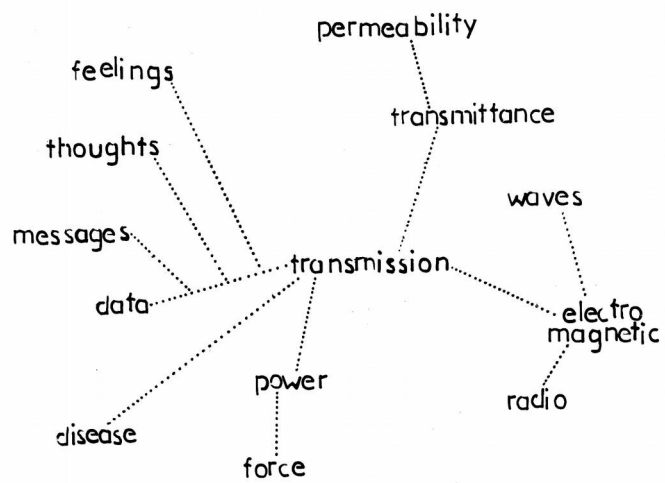
The gardeners follow the principle of not constraining nature, just to support and encourage the growth of plants which are important for them + to prevent others from excessive growth . Knowing about the interconnections between the plants + the plants and the animals they are able to manage the garden with little interference and effort .

The garden is less for nutritional purposes - it is more like an apothecary garden . You will find there many plants with psychoactive properties . The Tavern of Bliss purchases herbs for its famous herbal tea blends from the garden +





ESTUARY OF TRANSMISSION



## ESTUARY OF TRANSMISSION

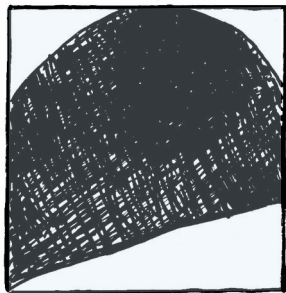
As any estuary the Estuary of Transmission forms a transition zone . It is subject both to the marine influences from the Sea of Unpredictability as to the flows of water from the Lake of Transformation . It has high levels of nutrients - so the waters are highly productive .

If you are swimming in the estuary you will hear any broadcasting of the world which results in a sort of white noise - almost impossible to filter any message from it .

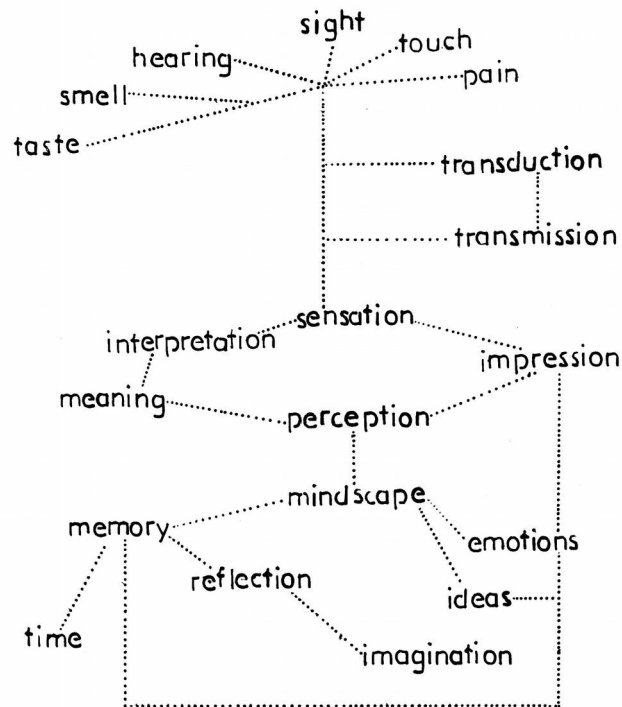
But if you are a skilful angler you might catch the most astonishing fish stories . Many authors spend time there hoping to make a good catch +







CAVES OF SENSATION



## CAVES OF SENSATION

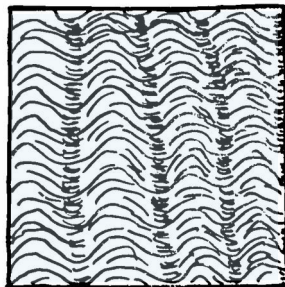
There are different types of caves - at least one for each sense . Most of them are completely dark . In some caves you can generate the stimuli, in others they are offered .

At the cave of smell you can generate almost any smell . It is up to you to invent new smells . The cave offers a machine which one can play like an instrument, combining smells according to one's own taste .

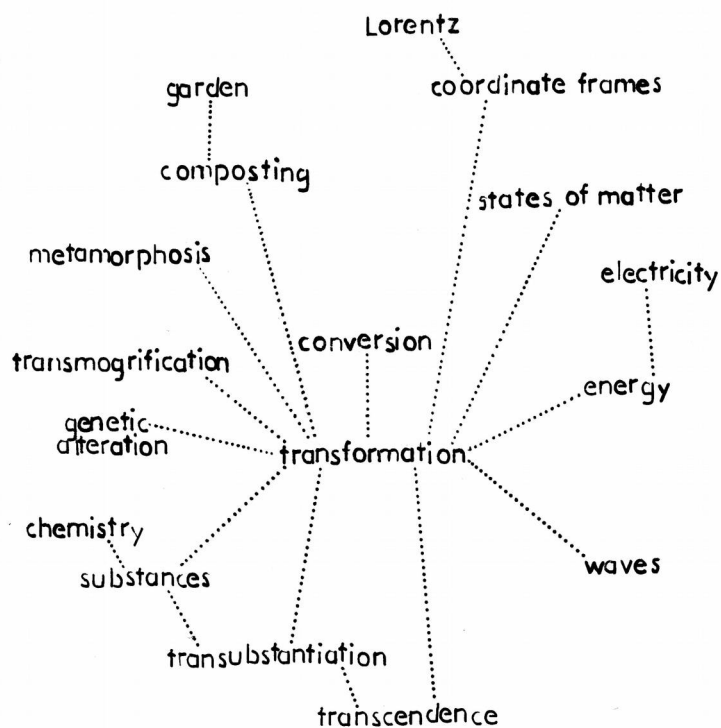
The cave of touch offers you undreamt stimuli - silky-soft, rough, slimy, crispy, smooth, icy and other qualities for which no words exist .

There are also synaesthetic caves - almost any combination of senses can be tested there +





LAKE OF TRANSFORMATION



## LAKE OF TRANSFORMATION

It is not hazard-free to take a swim in the Lake of Transformation . Sex transformations, cells changed by viruses, sudden changes of states of matter and the fact that you might be changed into a frog or vice versa are things happening at the lake .

Of course a transformation can be also a good thing . You might wish to be a frog, or to become sagacious, or a prince respectively a princess . The Lake of Transformation makes it possible - at least in some cases .

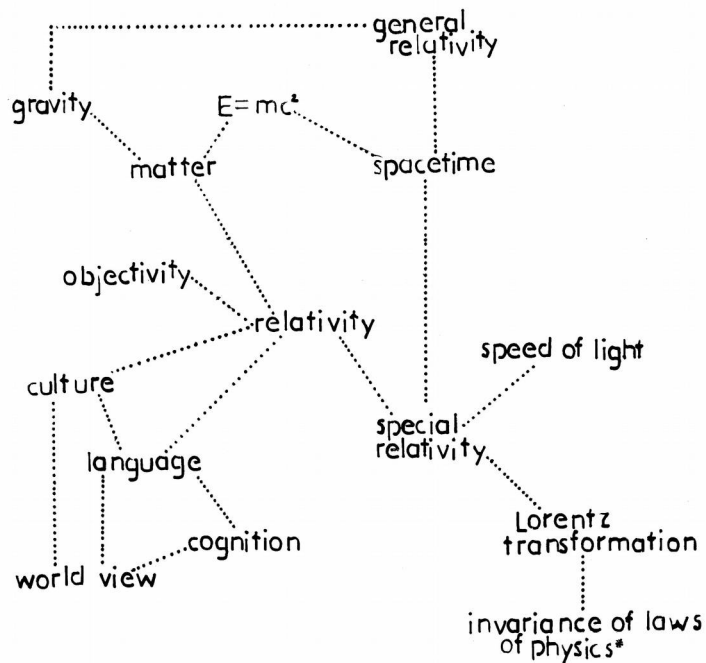
But you should not be unprepared or naive if you take a swim in the lake . If you are prepared the outcome can be quite beneficial +







BAY OF RELATIVITY

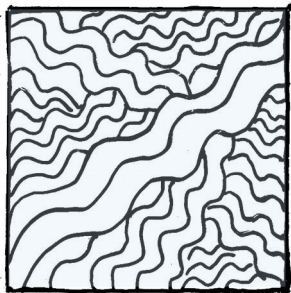


## BAY OF RELATIVITY

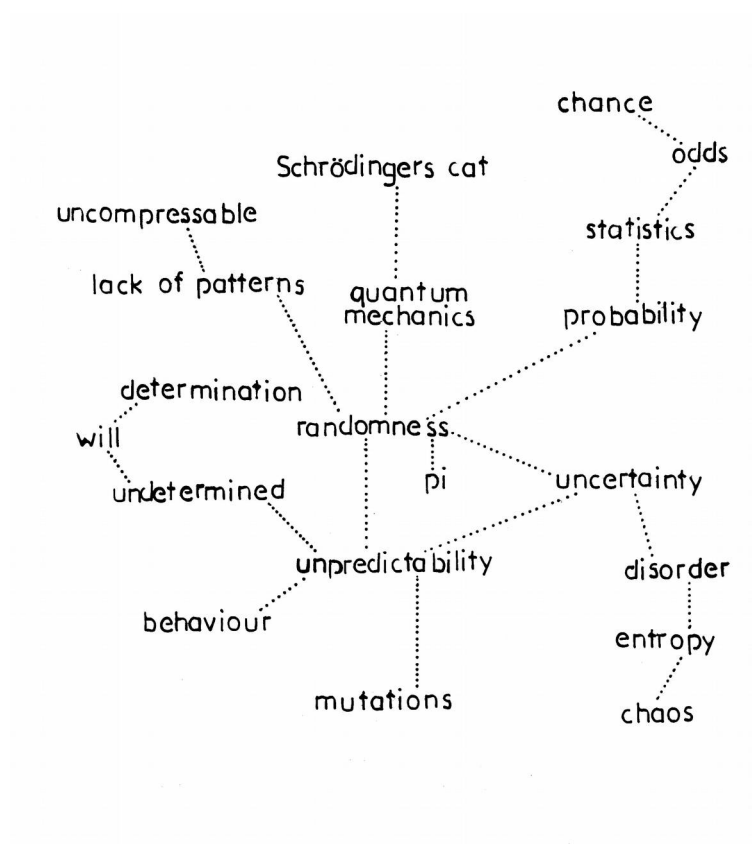
The Bay of Relativity is unfathomable deep . There are rumours that there is a connection to the cavern water of the Mountains of Variable Perspectives .

Many divers who tried to explore this connection disappeared - no trace of their bodies could be found . This gave rise to all sorts of speculations +





SEA OF UNPREDICTABILITY



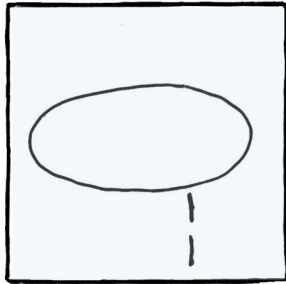
## SEA OF UNPREDICTABILITY

Unpredictability awakens fears + anxieties but implies also adventure . The sea is not harmful in the first place, but one should be an experienced sailor, one who does not depend too much on constancy, accuracy + stability . Being such a character you might have fun there, get enriched .

For personalities who depend more on security and predictability there is a ferry which leads the traveller safely to the Island of Here and Now and back to the Tavern of Bliss . The captain and the crew are experienced . They do their job since a long time and have a perfect developed instinct to navigate through the unpredictable . Their vigilance transforms the Sea of Unpredictability into a sea of possibilities which creates reality . Unfortunately the arrivals and departures of the ferry are unpredictable +







ISLAND OF HERE AND NOW



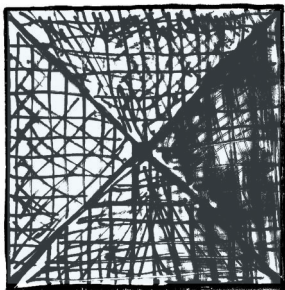
## ISLAND OF HERE AND NOW

At the Island of Here and Now nature is overwhelming . The changing weather conditions and the influence of the tides catch the attention so much that one forgets time .

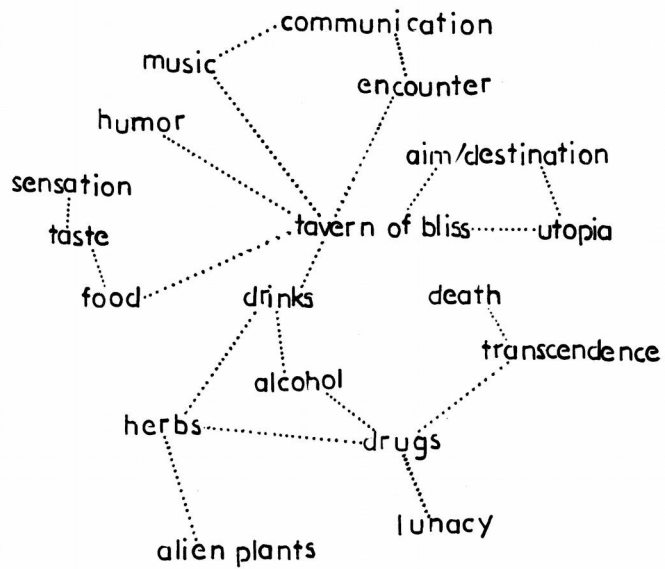
When the tide is low the sea uncovers bizarre stone sculptures which were sculptured by the sea and the wind . At high tide they disappear . The sea spreads salty aerosols and the waves dance ballet .

In the middle of the island you will find mossy beds . If you feel like it, you can lay down and watch the clouds sailing over the sky - or you fall asleep - a sleep without dreaming . Possibly meanwhile the ferry which will take you to the Tavern of Bliss will arrive +





TAVERN OF BLISS



## TAVERN OF BLISS

In the Tavern of Bliss the traveller finds rest, a repose, a kind of Heimat. It has to be reached anew every day . Congeniality, cosiness, friendship, comfort, reassurance, trust, laughter, humour, music, news and good drinks, that's what people get at this place . Sometimes heavy discussions, debates but never seriously aggressive . The tavern guests respect the variety of world views - as long as they are not exclusive .

That sounds like a place you don't want to leave, but you can not spend your whole life in a pub . You might turn into a drunkard, a bibber, a bouser, a carouser, an inebriate +

