The other "Road to Santiago" (part two)

Posted by Grupo Alpha - 13 Jul 2011 13:49

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Man has always believed from prehistory at the point of energy or telluric forces existing on earth.

The goal of finding these points will be made to move from one place to another, marking points along the roads.

Naturally, the Camino de Santiago was not going to fight, as it appears when you start the pilgrimage following the discovery of the tomb of St. James the Greater, the road was already built, back in the ninth century and cities were known for animal names given mainly with goose, wolf, dog, crow and so on. or stars.

Walk east to west which is not the only, as in France and England there are two marked trails in the same way, through a parallel Earth (parallel 42), almost perfect. They all end in the West, at sea, or access hard to reach, on the way sailors are leaving symbols, such as Shell, Oca, stars belonging to the Celtic or pre-Celtic. Specifically, the symbol of the goose or geese leaving their imprint walking leaves a mark very similar to the trident of Poseidon, God determines all those Atlantic culture.

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on this there are many legends, it does not ask: how could leave in the rocks carved into the fields today we can still observe? What about the petroglyphs with the passage of time and the storms have not erased the work of centuries?. Even today we will continue making a lot of questions but the reality is they knew what they wanted to convey to communicate.

Arriving Christianity did everything found him, translating and doing away what the pagans had done and creating large guilds, all orders provomido by Cluny, Cistercians and Templars.

The Templars with greater force would begin their game, their goal was to Finisterre (the end of the world). This Order was founded to "preach" Christianity, its work over time was different, as

we all know, (but this deserves another record, it is a long story).

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In the "Road to Santiago" made a real Game of the Goose, had banned the games of dice and chess and the game would serve as a guide mentioned, full of hidden messages, the game would be the way the geese and the safe places safe refuge, the warriors could have two meanings the Way of the Geese day and the Way of the stars at night.

The story is quite whimsical tells us that the first game of the goose is the Phaistos disk, discovered in Crete on July 3, 1908, (a big mystery), and believe that their origin dates back to 2000 BC, although there are several versions and others say it is between 1580 at 1700 BC belonging to the Middle Minoan III period, its creator was Pálamides or so they tell us.

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The Disco is clay between 16 and 20 cm. thickness divided by both sides in large boxes and carvings of birds, each face 31 identical boxes distributed as follows:

Characters: men, women and children, bare heads and helmets.

Plants: spikes and flowers.

Other objects, weapons, ships and containers.

The reasons that appear on one side of the disc, though not quite sure, would be symbols of constellations represented metaphorically. In each of the 31 boxes that form, would have chosen constellations visible, not randomly distributed, but the meaning and matched to represent the phenomenon in every scene.

Matthew Temple investigator believes that the 8 birds that appear on the disc are geese, so that would be considered the "oldest board game Snakes and Ladders," and its inventors the Order of the Templars in the twelfth century.

For this reason I implemented the other playing in Camino de Santiago...**continue**

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