

SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE	SYMBOLIC AND METAPHYSICAL VALUE
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THE DA VINCI CODE	AVATAR	DOCTOR STRANGE / MARVEL CINEMATIC UNIVERSE	TWIN PEAKS	BATMAN	STAR WARS	THE MATRIX	HIS DARK MATERIALS	BATTLESTAR GALACTICA	DOCTOR SLEEP	2021: A SPACE ODYSSEY
Years: 2003-2006 Popularity: Movie: \$760 million; Book: 80 million copies sold.	Years: 2009-2023 Franchise Estimated Net Worth: \$5.78 billion	Years: 2008-2023 Franchise Estimated Net Worth: \$32.2 billion	Years: 1994-2023 Franchise Popularity: 36 million viewers on pilot episode alone	Years: 1939-2022 Franchise Estimated Net Worth: \$29.6 billion	Years: 1977-2023 Franchise Estimated Net Worth: \$46.7 billion	Years: 1999-2021 Franchise Estimated Net Worth: \$3 billion	Years: 1995-2022 Franchise Estimated Net Worth: Multiple Children's Literature Awards. Formal congratulations / Awards from Governments.	Years: 1978-2012 Franchise Estimated Net Worth: Cult Classic. Multiple awards. Named the best show on television in 2005.	Year: 2019 Franchise Estimated Net Worth: Achieved No. 1 spot on Netflix. Part of Stephen King's Multiverse, who has sold 350 million books.	Year: 1968 Popularity: Highest-grossing film of 1968. One of the most influential films ever made.
Worldview and Influences	Worldview and Influences	Worldview and Influences	Worldview and Influences	Worldview and Influences	Worldview and Influences	Worldview and Influences	Worldview and Influences	Worldview and Influences	Worldview and Influences	Worldview and Influences
Monism: Pantheism / Panentheism. Influenced by: Gnosticism; Hermeticism and Alchemy; Greek Religion; Arthurian and Holy Grail legends.	Impersonal Monism: Pantheism. Influenced by: Shamanism; Animism; Dualism (Spirit/Matter).	Monism: Panentheism. The right of The Many over The One. Influenced by: Tantric Hinduism and Buddhism; Dualism (Manichaeism; Good/Evil).	Pantheism / Non-Dualism. Influenced by: Dualism (Good/Evil); Tibetan (Tantric) Buddhism; Advaita vedanta.	No Specific Spiritual Worldview: Batman trained in Tantric Buddhism (implied). Joker: Nihilism. Influenced by: Psychoanalysis and C.G.Jung; Dualism (Manichaeism; Order/Chaos); Tibetan (Tantric) Buddhism.	Impersonal Monism: Pantheism / Panentheism. Influenced by: Monomyth Theory (Joseph Campbell); Dualism (Manichaeism; Good/Evil); Taoism; Psychoanalysis and C.G. Jung.	Pantheism / Non-Dualism. Influenced by: Gnosticism; Advaita Vedanta; Ghost in the Shell; Psychoanalysis (Freud and C.G.Jung); Platonism.	Monism: Pantheism / Panentheism. Influenced by: Gnosticism; Kabbalah; Psychoanalysis and C.G.Jung.	Monism: Pantheism / Panentheism. Influenced by: Gnosticism; Kabbalah; Psychoanalysis and C.G.Jung.	Monism: Pantheism / Panentheism. Influenced by: Gnosticism; Kabbalah; Psychoanalysis and C.G.Jung.	Monism: Panentheism. Influenced by: Gnosticism; Kabbalah; Psychoanalysis and C.G.Jung.
Main Metaphysical Concepts	Main Metaphysical Concepts	Main Metaphysical Concepts	Main Metaphysical Concepts	Main Metaphysical Concepts	Main Metaphysical Concepts	Main Metaphysical Concepts	Main Metaphysical Concepts	Main Metaphysical Concepts	Main Metaphysical Concepts	Main Metaphysical Concepts
<ul style="list-style-type: none"> Gnosticism and Dualities: Christianity was corrupted by a patriarchal mindset, silencing its counterpart: the <i>Divine Feminine</i>. Human / Divine Dualities: Jesus as Human, but Mankind as Divine. Gnosticism: Sophie (Sophia, Wisdom) as bringing salvation through revealing of True Faith. Union of Opposites (Male/Female): Androgyny. The Holy Grail as the combination of Jesus and Mary Magdalene. Perennialism: ancient Greeks knew the Truth. Christianity too, but was corrupted. 	<ul style="list-style-type: none"> The One (Pantheist version): Nature, Life Force, the Mother as the Impersonal One from where everyone comes from and will go back to. Life Force can be Controlled: by attuning our Will with it. Dualism (Spirit/Matter): Consciousness can be transferred between bodies. Cycles of Life: cyclical, natural rhythm to all aspects of life. Dialectics (Nature/Technology): the former Good, the latter Evil and alienating. 	<ul style="list-style-type: none"> The One as Tyrant: Evil version of the One. The right of the Many to Existence. Dialectics (One/Many): the One as intrinsic enemy of particularity and difference. Polarity (Union of Opposites): Impersonal Energies/Knowledge that can be used for Good or Evil. Evil can be integrated and appropriated (Third Eye of Awakening, Jungian Shadow). Self-Transcendence through Knowledge (Gnosis): through study and practice. Multiverse: infinite possibilities. Relativism: opposite moral character in different realities. 	<ul style="list-style-type: none"> Dualism and Polarity: Mankind (Twin Peaks) living between Good (White Lodge) and Evil (Black Lodge). Impersonal Monism: Life as a Dream beyond Dualism. Really as an Illusion, the Dreamer lost in it (Advaita Vedanta). Evil Feeds on Mankind: on its pain and suffering. Some People can be Vessels of Good or Evil. Doppelgangers: Black Lodge can generate evil counterparts of people. Tulpas also exist. Portals: Mankind's actions opened a portal for Evil to enter this reality. It now acts through electromagnetism. 	<ul style="list-style-type: none"> Person: Mask that covers the Real Self. Psychological Integration as Self-Transcendence: Integration of the Jungian Shadow into the Self. Union of Opposites: mastering, and becoming, our own Dark Side and Own Demons. Complementary Duality: Order and Chaos as implying and creating each other. Psychonauts: Inner Journey through Entheogens (Shamanism). 	<ul style="list-style-type: none"> The Force: Impersonal Monism that can be used for both Good (Altruism) and Evil (Egoism). Life Created the Force: as an all pervasive Field. Attunement with the Force: through Knowledge and training. Psychological Integration as Self-Transcendence: battle with the Jungian Shadow (Personal Demon). Complementary Duality: Light and Dark as balancing one another. 	<ul style="list-style-type: none"> Non-Dualism: Self-Dedication through its Realization (Intuitive Gnosis). Reality as Illusion: with only a few (Gnostic elitism) wanting to be liberated. Simulation Theory. Gnostic False God (Demurge, Architect): Mankind's Overlords as Energy "Vampires". Revolution. Complementary Duality: the Union of Opposites finally allowing a Balance (truce) between the two factions, with a mixed child as ruler of next Cycle. Cyclical Existence: Eternal Return of same scenarios, until the Cycle of bondage (Samsara) can be broken. Psychonauts: Red Pill to find the Truth. 	<ul style="list-style-type: none"> Gnostic False God (Demurge, Authority): "True" God captive of defiled human Usurper (Kabbalah's Metatron). Pantheism: Sin as Matter, Consciousness and Creativity. The Spark of Life. Gnostic Rebellion: Humans and all races of the Multiverse (e.g. Witches) in War against God. Gnostic Inversion: Mankind (Eve) as destroyer of Death (created and willed by God). Complementary Duality: the Union of Opposites, Adam/Eve, as bringers of new Era. Original Sin as the good Source of Life. Spirit Animals (Shamanism, Greek Daemons): expressions of True Self of human Souls. Shapeshifters. Souls as Energy. 	<ul style="list-style-type: none"> Leaving the Many for the One: Pantheist/Panentheist worldview that rejects old mythological Polytheism. Cyclical Existence: Eternal Return of same scenarios, until the Cycle of bondage can be broken. Reincarnation. Greek Fatalism: partially fixed Destinies. Death as learning Experience. Complementary Duality: Spirit/Matter; Man/Machine; Relativistic "Good"/"Evil". Union of Opposites finally allowing a Balance (truce) between the two factions, with a mixed child as symbol of next Age of Peace. 13th Tribe. 	<ul style="list-style-type: none"> Spirit Vampirism: dead entities (Ghosts) feed on Mankind. Especially on Innocence and Purity (children). Soul as Energy: as food of different tastes and qualities. Able to prolong Life, "immortality" as indefinite Life extension through the sacrifice of others. Psychological Integration as Awakening: Integration of the Jungian Shadow (demonic Ghosts) into the Self. Mastering our fears. Fighting Fire with Fire: the few Awakened ones (Gnostic elitism) can psychically control hungry Spirits to fight living spiritual Vampires. Astral Plane: Psychic intermediate level of reality where mankind can fight evil entities (e.g., with Psychic Mares). 	<ul style="list-style-type: none"> Spiritual Evolution: from apes to defiled Transcendent beings. The Fire of Prometheus: Consciousness and Intellect brought forth by Jovian (Jupiter's) Monolith. Spiritual abstract beings guiding Mankind. Alchemical Self-Dedication Process: until Saturn (Time /Death) is defeated by Man ("Sons of Jupiter") and Transcendence achieved (Star Child, Universal Consciousness). Planetary Conjunction / Union of Opposites: Sun / Moon (and Earth). Symbol of Re-integration and Totality. The Limits of Technology and Pure Rationalism: to be discarded in the end. Can bring man closer to Transcendence but eventually dangerous (AI).