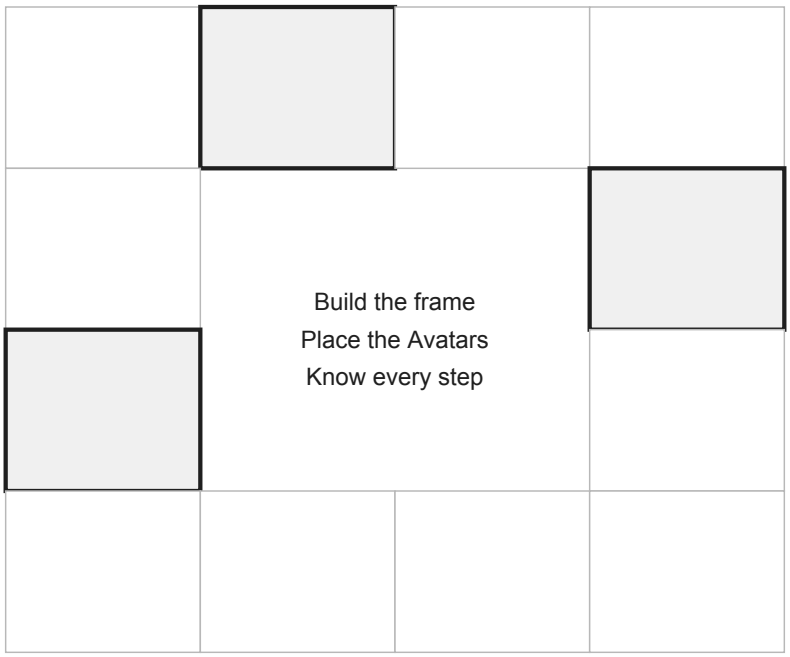
# HOW TO MAKE YOUR

# LIFE BLUEPRINT

## Quick Start: Terrains, Palaces & Avatars




Hoang Giang Dao

Free quick-start edition

# How to Make Your Life Blueprint

## Quick Start: Terrains, Palaces & Avatars

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Free quick-start edition. English-language edition.

Readers may copy the input slip and hand-drawn matrix frame for their own personal practice. Other reproduction requires permission except as permitted by law.

This guide teaches construction within a traditional symbolic system. It does not establish the scientific validity of destiny prediction. Practice A uses invented teaching details.

English chart names and display ranks follow the Bonding Map vocabulary. This edition ends after Avatar placement and ranking.

The interior is designed for clear screen reading and black-and-white printing. Colour is not required.

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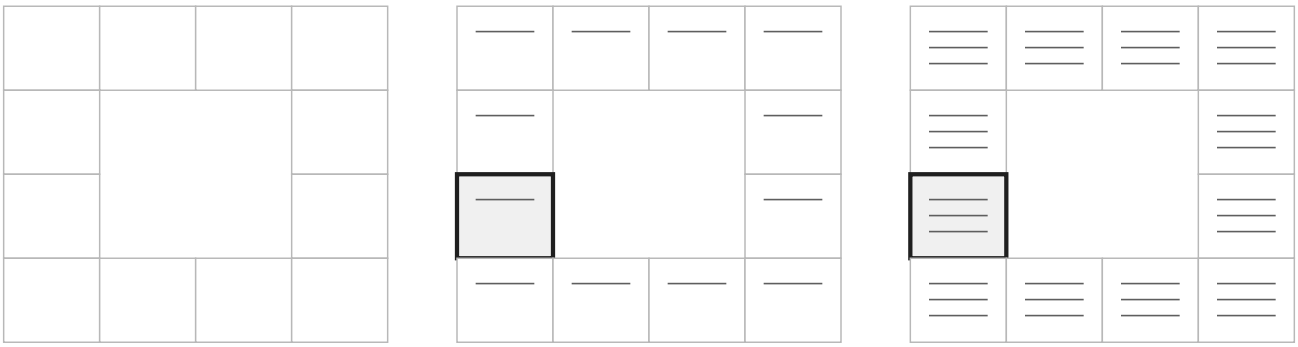
This edition is self-contained through Avatar placement: the hour key, Palace order, independent stem and Guardian lookups, cycle lookup, complete Conductor lookup (pages 20-21) and both Avatar-rank tables are included.

# Start here: know the finish line

This short guide gives you one clear finish line: a twelve-cell Destiny Matrix containing the fixed Terrains, your twelve Palaces, your Motivation marker, the stem in every cell and all fourteen Avatars with their display ranks.

It deliberately stops there. The full matrix also contains Audiences, Solar Stages, Seeds, marks, Phantoms and timing rings, but none of those layers is needed to learn the frame or place the Avatars correctly. Finish this smaller build first. You will have a useful chart skeleton and, more importantly, a method you can repeat.

The placement methods come from the traditional birth-chart system. The English names used here follow Bonding Map. This is a construction guide for a traditional symbolic system, not scientific proof of prediction. What you can check is the route: the birth inputs, the counts and the destination of each label.



1 Frame 2 Palaces 3 Layers

YOUR FINISH LINE: twelve Terrains, twelve Palaces, one Motivation marker, twelve stems and fourteen ranked Avatars.

# Step 1: Set up two working sheets

Bring a pencil, eraser, ruler and two sheets of paper.

1. Label the first sheet **Practice A**.

2. Label the second sheet **My Matrix**.

3. Write these invented teaching details on Practice A: **17 June 1990, 06:00, Hong Kong, Male**.

Build A first. Every checkpoint in this guide tells you what A should show. Then repeat the same step on your own sheet. Keeping one active chart at a time prevents A's counts from leaking into your chart.

| Session | Finish line |
| --- | --- |
| 1. Inputs | Local date and time, lunar record, hour number and calculation setting |
| 2. Frame | Twelve fixed Terrains |
| 3. Personal labels | Twelve Palaces, Motivation and stems |
| 4. Main figures | Fourteen Avatars and their ranks |

Take a photo at the end of each session. If a later answer looks wrong, return to the last photo that passed its checkpoint.

# Step 2: Learn the five labels you will write

| Label | What it does in this guide |
|---|---|
| Terrain | Names a fixed cell and gives it a seat number. |
| Palace | Adds one personal life-area label to each cell. |
| Motivation | Marks one of those twelve Palaces; it is not a thirteenth Palace. |
| Stem | Gives every cell a signed Element label such as Metal+ or Earth-. |
| Avatar | Places one member of the fourteen-figure main group; its rank belongs to that figure at that Terrain. |

Read the table from top to bottom. On a scrap cell, write this example on separate lines: **Desert / Property / Water+ / Conductor S**. Each phrase answers a different question; do not merge or replace them.

COUNTING RULE: when a cell is “1,” you stay on it for the first count. When an instruction says “move one step,” you leave it.

# Step 3: Copy the original birth record

1. Write the birth date with the month spelled out.

2. Copy the recorded time, including AM or PM.

3. Add the town and country of birth.

4. State whether the date is Gregorian or another calendar.

5. Preserve uncertainty: “about six” must not silently become “06:00 exactly.”

Use the **local civil time recorded at the birthplace**. If the record is explicitly in UTC, convert it to historical local time first and copy the resulting local date as well as the clock time. If it is already local, do not add a time-zone offset to it.

The traditional direction rules also use a Male or Female calculation setting. Record the setting you use so another person can rebuild the same chart. It is an input to the inherited calculation rules, not a definition of identity.

For an assisted route, create a birth profile at **bondingmap.com**, select the correct birth time zone and copy the resulting lunar year, lunar month, lunar day and two-hour Guardian window. Keep your original record beside those results.

PRACTICE A ORIGINAL: 17 June 1990; 06:00 local civil time; Hong Kong; Male calculation setting.

# Step 4: Convert the date to the lunar record

For a manual check, use the Hong Kong Observatory Gregorian-Lunar Calendar Conversion Table at **hko.gov.hk/en/gts/time/conversion.htm**.

1. Open the table for the Gregorian year.

2. Find the Gregorian month row and numbered day column.

3. Read the lunar day at their intersection.

4. Trace backward to the most recent lunar-month start label.

Save four items together: **lunar year, lunar month, lunar day and leap status**. A leap month repeats a month number; it is not month 13. This edition keeps two month fields:

| Field | Regular month | Leap month example |
|---|---|---|
| Calendar month | Keep the converted month number | Keep the repeated number |
| Palace month | Same as calendar month | Use the next number; leap 12 wraps to 1 |

Practice A converts to **lunar year 1990, regular month 5, day 25**. Its calendar month and Palace month are both 5.

If a record falls outside the calendar table's range, establish the lunar record independently using the same convention before proceeding. Do not choose the first date that looks close.

# Step 5: Convert the clock to an hour number

1. Find the row containing the settled local time.

2. Copy both the Guardian name and the hour number.

3. If the time is near midnight, change the calendar date at 00:00; hour number 1 still continues until 01:00.

| Hour | Name | Local civil window |
|---|---|---|
| 1 | Whale | 23:00 to 01:00 |
| 2 | Taurus | 01:00 to 03:00 |
| 3 | Lion | 03:00 to 05:00 |
| 4 | Cat | 05:00 to 07:00 |
| 5 | Dragon | 07:00 to 09:00 |
| 6 | Snake | 09:00 to 11:00 |
| 7 | Horse | 11:00 to 13:00 |
| 8 | Goat | 13:00 to 15:00 |
| 9 | Monkey | 15:00 to 17:00 |
| 10 | Eagle | 17:00 to 19:00 |
| 11 | Wolf | 19:00 to 21:00 |
| 12 | Elephant | 21:00 to 23:00 |

Practice A's 06:00 is **Cat, hour 4**. Use the hour number 4 in the walks ahead, not the clock numeral 6.

If a time estimate crosses a row boundary, make separately labelled candidate charts. The drawing cannot recover a birth time the record does not contain.

# Step 6: Complete and check the input slip

| Field | Practice A | Your entry |
|---|---|---|
| Gregorian local date | 17 June 1990 | _____ |
| Local civil time | 06:00 | _____ |
| Birthplace | Hong Kong | _____ |
| Calculation setting | Male | _____ |
| Lunar year | 1990 | _____ |
| Calendar month | 5 | _____ |
| Leap month? | No | _____ |
| Palace month | 5 | _____ |
| Lunar day | 25 | _____ |
| Hour name / number | Cat / 4 | _____ |

Check the slip in this order:

1. Local time stayed local.

2. Lunar year, month and day are all present.

3. Leap status and Palace month are visible.

4. The clock has become an hour number from 1 to 12.

SAFE STOP: photograph this slip. Practice A is 1990 / month 5 / Palace month 5 / day 25 / hour 4 / Male.

# Step 7: Draw and label the twelve-cell frame

**1.** Draw a large square. **2.** Divide it into four columns and four rows. **3.** Keep the twelve outside cells. **4.** Erase the middle four into one open centre. **5.** Copy the Terrain names and seat numbers from the diagram.

Copy the fixed Terrain arrangement exactly. The same names occupy the same seats in every matrix; your birth information changes what goes inside them.

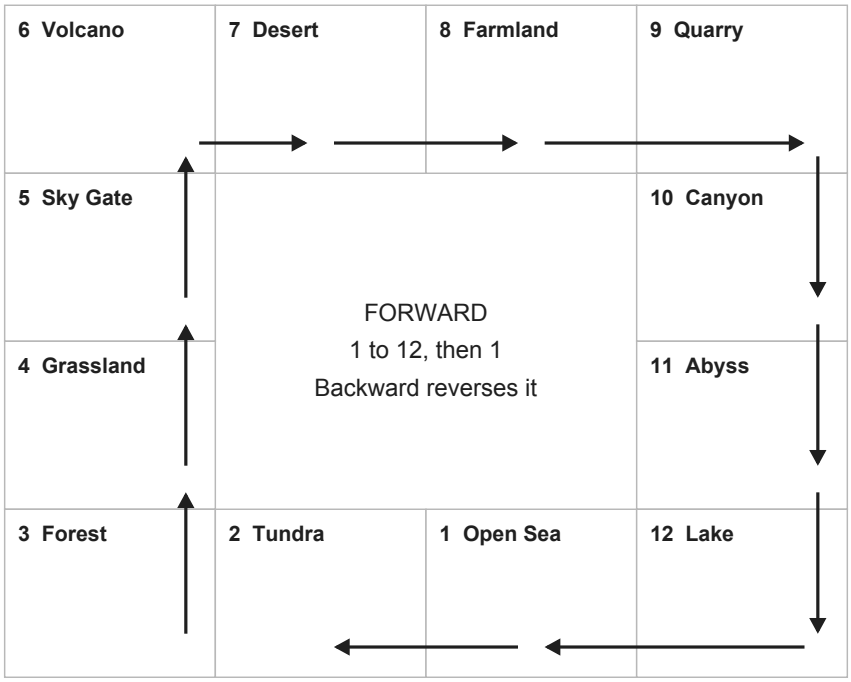



Reserve one line in each cell for the Palace, one for the stem and the largest area for Avatars. The small seat number is a lookup key: **9 always means Quarry**. It is not a rank or an age.

CHECK: twelve outside cells, one open centre, Open Sea at seat 1, Forest at 3, Desert at 7 and Canyon at 10.

# Step 8: Practise count versus move

Forward follows increasing seats and wraps from 12 to 1. Backward reverses that route. Never jump through the centre.




1. Put your pencil on Forest.

2. **Count five positions** forward. Forest is 1; you finish at Desert.

3. Return to Forest.

4. **Move five steps** forward. You leave Forest on step 1; you finish at Farmland.

Try the wrap: from Lake, count three positions forward and you stop at Tundra. From Lake, move three steps forward and you stop at Forest.

CHECK: say “count” or “move” aloud before every walk. Most first-chart errors are one-cell errors caused by mixing these two instructions.

# Step 9: Find Mind Palace

1. Take the **Palace month** from the input slip.

2. Put your pencil on Forest and call Forest month 1.

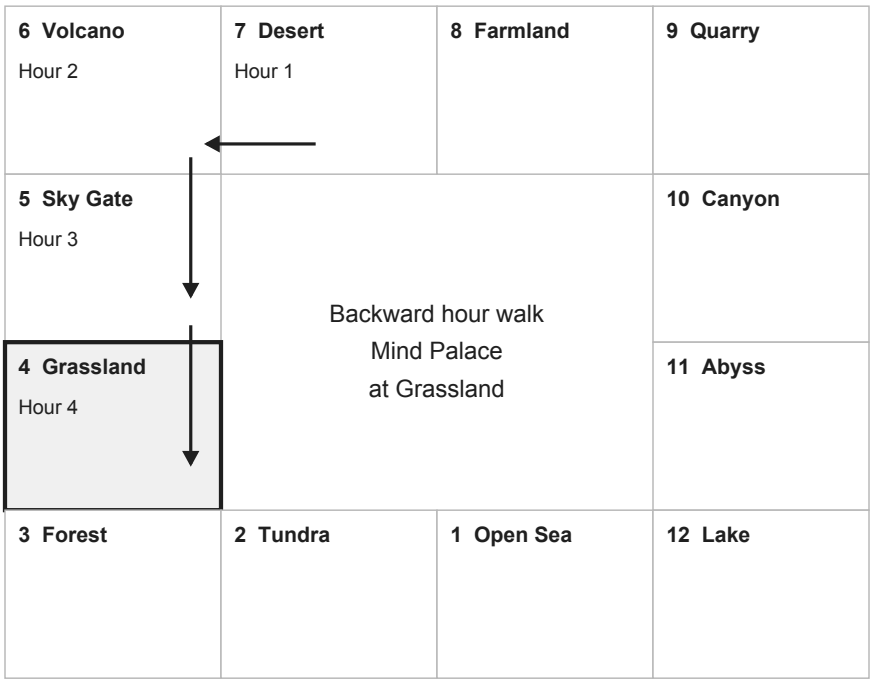
3. Count forward to the Palace month. Mark this temporary month anchor.

4. Keep your pencil on the anchor and call it hour 1.

5. Count **backward** to the hour number.

6. Write **Mind Palace** at the destination.

Practice A uses month 5: Forest 1, Grassland 2, Sky Gate 3, Volcano 4, Desert 5. Its anchor is Desert.




A counts Desert 1, Volcano 2, Sky Gate 3, Grassland 4. Its Mind Palace is at **Grassland**.

YOUR TURN: Palace month _____; anchor _____; hour number _____; Mind Palace Terrain _____.

# Step 10: Place all twelve Palaces

**1.** Start at Mind Palace. **2.** Read the table from row 1 to row 12. **3.** Write one Palace per cell and move **forward** after every row. **4.** Stop after all twelve names appear once.

| Count forward | Palace |
|---|---|
| 1 | Mind Palace |
| 2 | Parent |
| 3 | Genesis |
| 4 | Property |
| 5 | Career |
| 6 | Associate |
| 7 | World Palace |
| 8 | Health |
| 9 | Wealth |
| 10 | Successor |
| 11 | Romance |
| 12 | Sibling |

For A, the opening cells are Grassland / Mind Palace, Sky Gate / Parent, Volcano / Genesis and Desert / Property. Continue until every Palace appears exactly once. World Palace must sit directly across the centre from Mind Palace; in A it lands at Canyon.

Do not erase the Terrain names. The correct label is **Grassland / Mind Palace**, not one name replacing the other.

CHECK: twelve Terrains remain, twelve different Palaces have been added, and World Palace opposes Mind Palace.

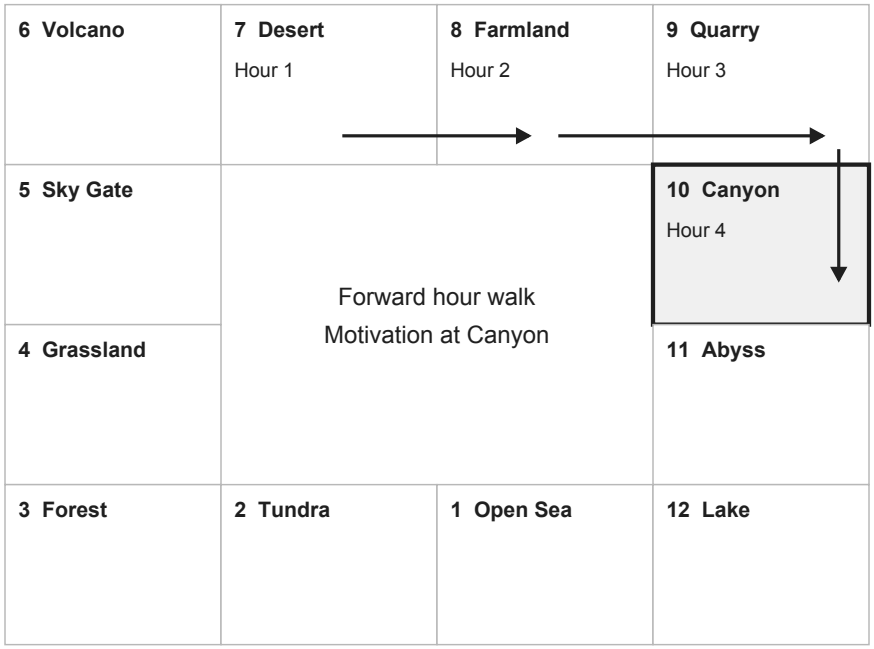
# Step 11: Place Motivation

1. Return to the temporary **month anchor** from Step 9.

2. Call the anchor hour 1 again.

3. Count **forward** to the hour number.

4. Write **Motivation** at the destination without erasing its Palace.




A begins at Desert: Desert 1, Farmland 2, Quarry 3, Canyon 4. Motivation is at **Canyon / World Palace**.

For hour 1, Mind Palace and Motivation both remain on the anchor. That is valid. Motivation is a marker on one Palace, not another Palace and not automatically World Palace.

SAFE STOP: A has Mind Palace at Grassland and Motivation at Canyon. Erase the temporary anchor dot only after both walks agree.

# Step 12: Calculate the year stem and Guardian

1. Subtract 4 from the lunar year.

2. Divide the result by 10; keep the remainder and add 1. This is the stem number.

3. Divide the same result by 12; keep the remainder and add 1. This is the Guardian number.

4. Find each number in its own lookup table and copy both names.

The two cycles are independent: 10 Stems and 12 Guardians. Every lunar year has both. Matching row numbers do not pair a Stem with a Guardian.

**Stem lookup: 10 positions**

| No. | Stem |
|---|---|
| 1 | Plant+ |
| 2 | Plant- |
| 3 | Fire+ |
| 4 | Fire- |
| 5 | Earth+ |
| 6 | Earth- |
| 7 | Metal+ |
| 8 | Metal- |
| 9 | Water+ |
| 10 | Water- |

**Guardian lookup: 12 positions**

| No. | Guardian |
|---|---|
| 1 | Whale |
| 2 | Taurus |
| 3 | Lion |
| 4 | Cat |
| 5 | Dragon |
| 6 | Snake |
| 7 | Horse |
| 8 | Goat |
| 9 | Monkey |
| 10 | Eagle |
| 11 | Wolf |
| 12 | Elephant |

Practice A: 1990 - 4 = 1986. Both divisions leave remainder 6, so the two lookup numbers are 7: Metal+ / Horse. Use the lunar year, not automatically the Gregorian year, for a birth before lunar new year.

Wolf and Elephant examples: lunar year 1994 gives Stem 1 (Plant+) and Guardian 11 (Wolf). Lunar year 1995 gives Stem 2 (Plant-) and Guardian 12 (Elephant). Calculate both numbers for your own year; a Guardian does not have one fixed year Stem.

# Step 13: Write one stem in every cell

1. Find the row containing the year stem.

2. Copy its starting stem into Forest.

3. Move forward one cell at a time through Plant+, Plant-, Fire+, Fire-, Earth+, Earth-, Metal+, Metal-, Water+, Water-.

4. Wrap to Plant+ after Water- and stop when all twelve cells have a stem.

| Year stem | Stem at Forest |
|---|---|
| Plant+ or Earth- | Fire+ |
| Plant- or Metal+ | Earth+ |
| Fire+ or Metal- | Metal+ |
| Fire- or Water+ | Water+ |
| Earth+ or Water- | Plant+ |

A's Metal+ year starts Earth+ at Forest. Its sequence is: Forest Earth+; Grassland Earth-; Sky Gate Metal+; Volcano Metal-; Desert Water+; Farmland Water-; Quarry Plant+; Canyon Plant-; Abyss Fire+; Lake Fire-; Open Sea Earth+; Tundra Earth-.

Because there are twelve cells but ten stems, Forest repeats at Open Sea and Grassland repeats at Tundra. Those repetitions are expected.

CHECK: the stem written at A's Mind Palace, Grassland, is Earth-.

# Step 14: Find the Inner Element and cycle

1. Find the table row containing the **year stem**.

2. Find the column containing the **seat number of Mind Palace**.

3. Read the cycle number where the row and column meet.

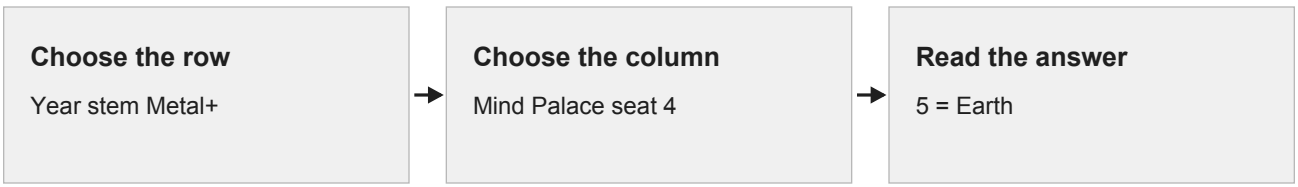
4. Translate it as 2 Water, 3 Plant, 4 Metal, 5 Earth or 6 Fire.

5. Take the sign from the stem already written at Mind Palace.

| Year stem pair | 1/2 | 3/4 | 5/6 | 7/8 | 9/10 | 11/12 |
|---|---|---|---|---|---|---|
| Plant+ / Earth- | 2 | 6 | 3 | 5 | 4 | 6 |
| Plant- / Metal+ | 6 | 5 | 4 | 3 | 2 | 5 |
| Fire+ / Metal- | 5 | 3 | 2 | 4 | 6 | 3 |
| Fire- / Water+ | 3 | 4 | 6 | 2 | 5 | 4 |
| Earth+ / Water- | 4 | 2 | 5 | 6 | 3 | 2 |

Translate the result: **2 Water; 3 Plant; 4 Metal; 5 Earth; 6 Fire**. The sign comes from the stem you already wrote at Mind Palace.

A uses the Plant- / Metal+ row and the seat 3/4 column because Mind Palace is Grassland 4. The result is cycle **5, Earth**; Grassland carries Earth-, so A's Inner Element is **Earth-**.




READY FOR AVATARS: lunar day _____; cycle number _____; Inner Element and sign _____.

# Step 15: Calculate Conductor's Terrain

1. Find the smallest whole multiple of the cycle that reaches or exceeds the lunar day.

2. Divide that multiple by the cycle. Call the answer your **count**.

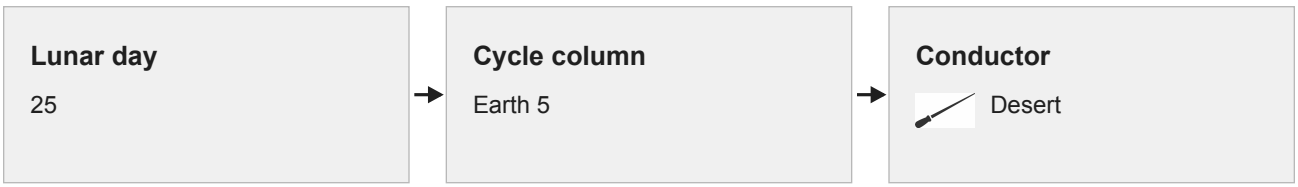
3. Count from Forest inclusively to that number.

4. Subtract the lunar day from the multiple. Call the answer the **excess**.

5. If the excess is even, move forward by that many steps. If odd, move backward. If zero, stay.

6. Write **Conductor** at the final Terrain.

A uses lunar day 25 and cycle 5. The smallest multiple is 25; 25 / 5 = 5. Forest 1 reaches Desert 5, and the excess is zero. Conductor is at **Desert**.




Check a harder case: day 1, cycle 5. The smallest multiple is 5; the count is 1, so begin at Forest. The excess is 4, even, so move four steps forward to Desert.

CHECK: use the lunar day, not the Gregorian day. Write Conductor once at the final Terrain.

# Step 16: Place all fourteen Avatars from Conductor (1 of 2)

Once Step 15 gives Conductor's Terrain, use these two tables to place all fourteen Avatars directly.

1. Find Conductor's Terrain in the first column. 2. Read across that row. 3. Write each Avatar at the Terrain named under its column. 4. Use the same Conductor row on the next page.

| Conductor | Critic | Flautist | Timpanist | Tenor | Tuner | Custodian |
|---|---|---|---|---|---|---|
| Open Sea | Sky Gate | Farmland | Quarry | Canyon | Lake | Sky Gate |
| Tundra | Volcano | Quarry | Canyon | Abyss | Open Sea | Grassland |
| Forest | Desert | Canyon | Abyss | Lake | Tundra | Forest |
| Grassland | Farmland | Abyss | Lake | Open Sea | Forest | Tundra |
| Sky Gate | Quarry | Lake | Open Sea | Tundra | Grassland | Open Sea |
| Volcano | Canyon | Open Sea | Tundra | Forest | Sky Gate | Lake |
| Desert | Abyss | Tundra | Forest | Grassland | Volcano | Abyss |
| Farmland | Lake | Forest | Grassland | Sky Gate | Desert | Canyon |
| Quarry | Open Sea | Grassland | Sky Gate | Volcano | Farmland | Quarry |
| Canyon | Tundra | Sky Gate | Volcano | Desert | Quarry | Farmland |
| Abyss | Forest | Volcano | Desert | Farmland | Canyon | Desert |
| Lake | Grassland | Desert | Farmland | Quarry | Abyss | Volcano |

Practice A: use the shaded Desert row. Critic goes to Abyss; Flautist to Tundra; Timpanist to Forest; Tenor to Grassland; Tuner to Volcano; Custodian to Abyss.

The first column is the Conductor lookup key. Every other cell names a destination Terrain. Keep the Palace labels already written in those cells.

# Step 16: Place all fourteen Avatars from Conductor (2 of 2)

Keep Conductor's Terrain as your row key here too. Use the same row to place the remaining seven Avatars directly; you do not need a second count.

| Conductor | Soprano | Pianist | Emcee | Violinist | Harpist | Trumpeter | Saxophonist |
|---|---|---|---|---|---|---|---|
| Open Sea | Volcano | Desert | Farmland | Quarry | Canyon | Abyss | Forest |
| Tundra | Sky Gate | Volcano | Desert | Farmland | Quarry | Canyon | Tundra |
| Forest | Grassland | Sky Gate | Volcano | Desert | Farmland | Quarry | Open Sea |
| Grassland | Forest | Grassland | Sky Gate | Volcano | Desert | Farmland | Lake |
| Sky Gate | Tundra | Forest | Grassland | Sky Gate | Volcano | Desert | Abyss |
| Volcano | Open Sea | Tundra | Forest | Grassland | Sky Gate | Volcano | Canyon |
| Desert | Lake | Open Sea | Tundra | Forest | Grassland | Sky Gate | Quarry |
| Farmland | Abyss | Lake | Open Sea | Tundra | Forest | Grassland | Farmland |
| Quarry | Canyon | Abyss | Lake | Open Sea | Tundra | Forest | Desert |
| Canyon | Quarry | Canyon | Abyss | Lake | Open Sea | Tundra | Volcano |
| Abyss | Farmland | Quarry | Canyon | Abyss | Lake | Open Sea | Sky Gate |
| Lake | Desert | Farmland | Quarry | Canyon | Abyss | Lake | Grassland |

Practice A: Conductor is at Desert. Read the shaded row: Soprano Lake; Pianist Open Sea; Emcee Tundra; Violinist Forest; Harpist Grassland; Trumpeter Sky Gate; Saxophonist Quarry.

Check: fourteen Avatars, each placed once. Conductor appears as the row key in both tables; place it once. Leave cells without a main Avatar empty. Next, use Steps 17-18 to rank each Avatar at its destination Terrain.

Placement reference: section 2, Cach An Sao - Lap Thanh La So Tu Vi Tren Giay, Tu Vi Co Hoc; checked against the Kabala reproduction and Bonding Map's chart rules. Names are adapted to Bonding Map.

Original reference (Tu Vi Co Hoc)

Same article and table (Kabala)

# Step 17: Rank Avatars in seats 1 to 6

For each Avatar placed in seats 1 to 6: **1.** Find the Avatar's row. **2.** Find its destination Terrain seat column. **3.** Copy S, A, B, C or D beside the name. **4.** Repeat until every Avatar in these six seats has one rank.

| Avatar | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Conductor | C | B | S | C | A | S |
| Critic | A | B | A | D | S | D |
| Flautist | A | D | S | B | D | B |
| Timpanist | A | S | A | B | S | D |
| Tenor | D | B | A | A | A | S |
| Tuner | B | B | D | S | S | A |
| Custodian | S | C | S | C | A | B |
| Soprano | A | B | D | D | D | D |
| Pianist | D | S | B | D | A | D |
| Emcee | A | D | A | S | D | D |
| Violinist | A | B | S | D | A | B |
| Harpist | A | B | A | A | S | D |
| Trumpeter | S | B | S | D | D | A |
| Saxophonist | S | A | D | D | B | D |

Complete every placed Avatar whose destination is Open Sea through Volcano. A single cell can hold two Avatars with different ranks.

CHECK: the rank is attached to the Avatar name, not written as a score for the whole cell.

# Step 18: Rank Avatars in seats 7 to 12

Repeat Step 17 with the remaining six Terrain columns, Desert through Lake.

| Avatar | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|
| Conductor | S | B | S | C | A | C |
| Critic | A | B | A | D | S | D |
| Flautist | D | D | S | D | D | B |
| Timpanist | A | S | A | B | S | D |
| Tenor | S | B | D | D | D | D |
| Tuner | B | B | A | A | S | D |
| Custodian | S | B | S | C | A | B |
| Soprano | D | B | A | S | S | S |
| Pianist | D | S | B | D | A | D |
| Emcee | A | D | B | A | D | B |
| Violinist | A | B | S | D | A | B |
| Harpist | S | B | A | D | S | D |
| Trumpeter | S | B | S | D | D | A |
| Saxophonist | S | A | D | D | B | D |

For Practice A, Conductor at Desert is S. Tenor and Harpist at Grassland are both A. Timpanist at Forest is A, while Violinist at Forest is S.

When all fourteen names have one rank, count them again by anchor group: six from Conductor and eight from Custodian.

AVATAR CHECKPOINT: 14 names, 14 ranks, no invented fifteenth figure, and empty Avatar cells left empty.

# Step 19: Audit your first Matrix

Audit the sheet in this order:

1. Count 12 fixed Terrains.

2. Count 12 different Palaces and one Motivation marker.

3. Count 12 stems.

4. Count 6 Conductor-group Avatars and 8 Custodian-group Avatars.

5. Confirm all 14 Avatars have one rank.

6. Read one cell as **Terrain, Palace, stem, Avatar and rank**. Practice A's Desert reads **Desert / Property / Water+ / Conductor S**.

Your quick-start Matrix is now complete. Keep the input slip attached and write the method date on the sheet. If you later compare it with a calculator, compare the inputs and the earliest rule that differs before changing a final cell.

Practice A has **Dust Season** as its fixed Birth Season. For a date resolved to lunar year 2026, **Monsoon Season** is the Year Season; for 2027 it is **Drizzle Season**. Record these beside the input slip. They use the full edition's sixty-year table and leave the natal inputs and all placements unchanged.

The full edition of **How to Make Your Life Blueprint** continues the same build with 75 Audiences, 12 Solar Stages, four Seeds, Storm and Quake marks, five Phantom checks, decade ranges, annual labels, complete practice charts and reusable worksheets. The Palace, Terrain, Avatar and Guardian books then take each layer from placement into interpretation.

FINAL HANDOVER: you no longer have an empty template. You have a chart skeleton you know how to rebuild.