

# Karta

*pra jenti teng / for people with*  
**Type VI / INFP ego**

**FERFEKA**  
 BINSETRU

## Dominus Treseru kung Kwatandu di Saiki *A Map of the Third and Fourth Domains of the Psyche in Individuation Theory*

**STAKAMANTI**  
 BINGUNDU

**22ND** **Type XV / INTJ urteleios**  
**Stakamanti / Diamond Shoals**  
**Shouldering Matrix**  
*169th to 176th sides of the psyche*

You're on your own, Fleet! This is the last matrix before the open void, and usually comes into play when one experiences the death of a respected elder, friend, relative or mentor. Grief and sorrow accompany the leave-taking, but so does a shouldering – a taking on.

**Type I / ISFJ interteleios**  
**Korsalumera / Mothership**  
**Kindling Matrix**  
*145th to 152nd sides of the psyche*

You have your clues, your data, and your pathway home. It's time to journey into the farther reaches of your inner universe; to do this, you will need an inner fleet of explorers, led by your inner Mothership as its beating heart, soul, body and mind: the Korsalumera.

**PORTARODA**  
 BINGUADU

**21ST** **Type IV / ENFJ urid**  
**Portaroda / Great Wastelands**  
**Waypoint Matrix**  
*161st to 168th sides of the psyche*

Also waiting for you in the asteroid belt are the remnants of other people's projections, ideas, values and thoughts – easily a threat, yes, but also a valuable new crew that could help your Fleet expand. How will you negotiate with these new additions? Friend or foe?

**Kortimru / Khar-Toba**  
**Tableau Matrix**  
*129th to 136th sides of the psyche*

You've dealt with the apocalyptic Reaping Matrix, and believe your journey is at an end. Is it? Your inner satellites have detected an object underneath the sands of your inner great desert; will you investigate? And what will you find in the First City?

**KORSALUMERA**  
 DISNOBU

**20TH** **Type VII / ESTJ interid**  
**Strelsteng / Great Wastelands**  
**Rejuvenating Matrix**  
*153rd to 160th sides of the psyche*

Your Mothership and its attendant Fleet have set off for home, deep within your inner world. Before you can get any further, however, you need to stock up on resources and fuel to power your long journey out into your inner galaxy. What has come back to support you?

**18TH** **Type XI / ENTP interkairos**  
**Selayansa / Khar-Selim**  
**Salvaging Matrix**  
*137th to 144th sides of the psyche*

How did you end up out here, in the great outer rim of your inner galaxy? It remains difficult to say, but the Salvaging Matrix will help you pick up on the trails and remnants that others' projections and persuasions have left in your psyche. Salvage target acquired!

**SELAYANSA**  
 DISOINDU

**Type VI / INFP interrego**  
**TAL**  
**KORTIMRU**  
 DISETRU

**27TH** **Type II / ISTJ chronoteleios**  
**Ferfeka / Tenhauser Gate**  
**Tendentious Matrix**  
*209th to 216th sides of the psyche*

Another civilisation? The *Ferfeka* is your first fleeting meeting with the Progenitors – Gaia, or the remnants of the collective unconscious of the rest of sentient life on our real-world Earth that existed prior to humanity's split from it around 74,000 CE.

**Type XIV / INTP tetraego**  
**Famosa / Hiigara**  
**Garden Matrix**  
*249th to 256th sides of the psyche*

Is it as you let it, untouched and unhurt? What has happened to your homeworld in the years, decades, centuries and/or millennia that you have been gone? What has grown, and what has flourished? **Welcome home – pra fing, bos ja birah.**

**32ND** **SHILMOL**  
 TRINTINTU

**Shilmul / Bridge of Sighs**  
**Sighing Matrix**  
*233rd to 240th sides of the psyche*

You're almost home, but your own defences as you left them long ago will not let you through – that's why they're such good defences! You must crack your own code, and demonstrate to yourself that you are ready to return to the centre of your inner world.

**30TH** **GALMANG**  
 TRINGUADU

**31ST** **Type IX / ESTP tetrakairos**  
**Galmang / Chapel Perilous**  
**Perilous Matrix**  
*241st to 248th sides of the psyche*

The Homeworld is in view, but before you get home, you need to ensure that nothing lies in wait for you after being away so long. Is there anything on the Angel Moon of your perilous matrix, anything that either you or someone else has left in store for your return?

**ISTRENCHI**  
 BINOBU

**Type VIII / ENTJ chronoid**  
**Tisager / Galactic Core**  
**Rebellious Matrix**  
*217th to 224th sides of the psyche*

What lies at the heart of your psyche? Is it a black hole? A wormhole? A hyperspace gate? A portal to another galaxy, or even another galaxy? What makes you you, and how do you decide? How will you rebel against the real world, and bring out the one within?

**29TH** **Type III / ESFJ tetraid**  
**Istrenchi / Karos Graveyard**  
**Shining Matrix**  
*225th to 232nd sides of the psyche*

Lots of things swirl around the Galactic Core; whether black hole or sun, the core has a magnetic effect that attracts all sorts of flotsam and jetsam to it. What will you do with all this detritus? Surely among all of it are gems and treasures – a weapon, a power, a hope.

**ZILFERTU**  
 BINTINGKU

**25TH** **Type V / ISFP chronoege**  
**Zilfertu / Ghost Ship**  
**Anomalous Matrix**  
*193rd to 200th sides of the psyche*

And after the secret star, another long-forgotten entity – a lighthouse, a previously unknown beacon on the journey back to yourself. What lies within this station, however? Who or what is waiting for you? Is it a fight or a friend that will emerge?

**SHAMANSAJA**  
 BINTREURU

**JARDION**  
 BINGGARTU

**24TH** **Type XIII / ISTP urego**  
**Jardion / Cathedral of Kadesh**  
**Categorising Matrix**  
*185th to 192nd sides of the psyche*

A secret star! However long this pulsar or quasar has been here is very hard for your alethionavigational team to say. One thing is for sure, though – once you've integrated it, there is no going back from the deeper and fuller awareness of trauma it brings.

## Dominus Tal Charismatic Domain of the Psyche

*Represented alethionavigationally  
 using the first eight levels of Homeworld (1999)*

*Ja fazeh di Kevin Martens Wong  
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## Dominus Hap Homeland Domain of the Psyche

*Represented alethionavigationally  
 using the latter eight levels  
 of Homeworld (1999)*

- 8 Tempra di Saiki = 1 Banda di Saiki
- 8 Banda di Saiki = 1 Matris di Saiki
- 8 Matris di Saiki = 1 Dominus di Saiki
- 8 functions = 1 side
- 8 sides = 1 matrix
- 8 matrices = 1 domain



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