

Karta

pra jenti teng / for people with
Type II / ISTJ ego

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

STAKAMANTI BINGUNDU



22ND

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.

PORTARODA BINGUADU



19TH

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.

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?

KORTIMRU DISETRU



SELAYANSA DISOINDU



18TH

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!

FERFEKA BINSETRU



27TH

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.

Bara Peskis / Research Station
Superlative Matrix
201st to 208th sides of the psyche

What exactly did you find in the Anomalous Matrix? It's time to unpack its secrets in the Superlative Matrix, a research outpost perched on the edge of projection and trauma that will allow you to better study what exactly has been happening to you, and why.

BARA PESKIS BINSEIDU



26TH

Shamansaja / Garden of Kadesh
Caducean Matrix
177th to 184th sides of the psyche

The void can be terrifying, but luckily you have found a refuge, a new place to rest and recharge – a nebula, hidden in the inner galactic void from prying eyes and unfriendly intrusions. There may be inhabitants here, too, however – what will you do about them and their magic?

SHAMANSAJA BINTREURU

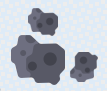


23RD

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?

KORSALUMERA DISNOBU



STRELSTENG BINTINTU

20TH

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?

ZILFERTU BINTINGKU

25TH

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?

JARDION BINGGARTU

24TH

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.

TISAGER BINOINDU

Type XI / ENTP 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?



ISTRENCHI BINOBU

Type XV / INTJ 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.**

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.

SHILMOL TRINTINTU



FAMOSA TRINGUNDU

30TH



GALMANG TRINGUADU



31ST

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?

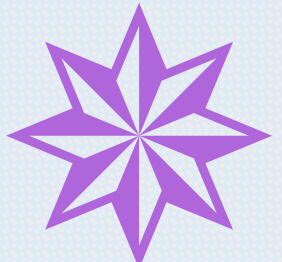
Type X / ESFP retraid

Type XIII / ISTP tetrateleios

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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Dominus Tal
Charismatic Domain
of the Psyche
Represented alethionavigationally
using the first eight levels of Homeworld (1999)

Ja fazeh di Kevin Martens Wong
Omimerliang di Pedra Draku
sibrih Microsoft PowerPoint
Duminggu 20 Almantas 2022
Created by Kevin Martens Wong
Merlionsman of the Republic of Singapore
using Microsoft PowerPoint
on Sunday 20 November 2022