

# Keys to the Mind

The Rota *Keys to the Mind* Symbol Pack is an easy and powerful new psychological self-help tool based on the tarot. It generates dream-like stories created by the structure of the deck and the random fall of the cards. These "dreams" are then examined using Gestalt therapy techniques for dream interpretation. It can have a major influence on your life. ***It's easy by design. Easy to learn. Easy to Use.***

When you use these techniques:

- You can find out how your behavior was programmed by your culture, your government, your religion, and your family.
- You can learn how you invite what will happen to yourself.
- You can learn what kind of person you will invite to share your life.

There are some real advantages:

- If you don't like the programming, you can change it.
- You can learn to stop playing family games.
- You can learn to find the kind of people you want in your life.
- You can learn how to get the life you really want.

If you prefer an ***easy by design, easy to learn, and easy to use***, tarot deck, you can use the Keys that way too.

Perhaps you think this book is not the right path for you?

*Perhaps, you're right.*

*One size does not fit all.*



WeaverOfWebs.Org



# Rota: Mindgames

# Keys to the Mind

Instructions for Using the  
*Keys to the Mind* Symbol Pack  
For Self-administrated Psychotherapy

Alpha Edition  
27 June 2025

*By Wepwawet Vvulff & Tayoh Dey*

The *Introduction* is written with the expectation that many readers may be unfamiliar with card reading as a self-administrated psychotherapy technique. The *Introduction* includes detailed descriptions of the basics. The rest of the book tells you how it works and how it can help you change your life.



WeaverOfWebs.Org

<b>1. Introduction .....</b>	<b>1</b>
<i>You Can Use These Techniques.....</i>	2
Some Side Effects .....	2
Designed to be Easy .....	5
Key Groups .....	7
The Structure of the Deck .....	10
The Color Wheel.....	11
Anchor Bolts .....	13
Generating a Synthetic Dream.....	17
Where Does it Go from Here?.....	28
<b>2. Meanings of the Keys.....</b>	<b>29</b>
The Wheel of Chaos.....	29
The Wheel of Eternity .....	40
The Axis of Self.....	45
The Court (4 X 4).....	51
The Wheel of Time .....	63
The Wheel of Pips.....	95
<b>3. Behind the Curtain.....</b>	<b>125</b>
<i>Keys to the Mind</i> Concepts .....	125
Advertising.....	127
Learn to Observe .....	128
What the Keys Don't Do .....	128
A Different Narrative.....	132
<b>4. Share the Fun .....</b>	<b>133</b>
Predetermined Layout.....	133
Predetermined Subject.....	133
Group Meditation .....	133
<b>5. Welcome to the New You .....</b>	<b>135</b>
<b>Acknowledgements.....</b>	<b>137</b>
<b>About the Author .....</b>	<b>141</b>
<b>Copyright Page .....</b>	<b>159</b>

# 1. Introduction

---

The Rota *Keys to the Mind* Symbol Pack is an easy and powerful new psychological self-help tool based on the tarot. It generates dream-like stories created by the structure of the deck and the random fall of the cards. These “dreams” are then examined using Gestalt therapy techniques for dream interpretation. It can have a major influence on your life. ***It’s easy by design. Easy to learn. Easy to Use.***

When you use these techniques:

- You can find out how your behavior was programmed by your culture, the government, your religion, and your family.
- You can learn how you invite what will happen to yourself.
- You can learn what kind of person you will invite to share your life.<sup>1</sup>

There are some real advantages:

- If you don’t like the programming, you can change it.
- You can learn to stop playing family games.
- You can learn to find the kind of people you want in your life.
- You can learn how to get the life you really want.<sup>2</sup>

If you prefer an ***easy by design, easy to learn, and easy to use***, tarot deck, you can use the Keys that way too.

---

<sup>1</sup> Hint: Almost everyone advertises for someone who will play adult versions of childhood family games with them.

<sup>2</sup> Instead of being stuck forever playing games.

## **You Can Use These Techniques**

This book is written at about the 7<sup>th</sup> grade reading level. Even if you don't like reading, you can still learn to use these techniques by watching the videos.<sup>3</sup>

## **Some Side Effects**

You may find some interesting side effects of learning to read the Keys.

## **Detecting Lies and Deception**

You can detect when others are telling the truth or lying. Learning to see what's really happening instead of what you expect, what you want, or what you project onto others, will help. This has several aspects:

- You will learn to see when people's words do not match their body language or voice stress. This will *not* tell you whether somebody is speaking the truth, but it will tell you whether they *believe* what they are saying.
- You will learn to match up what people are saying with your own knowledge, and spot contradictions.
- You will learn to match up what people are saying with critical thinking, and spot illogical or contradictory statements.

---

<sup>3</sup> Somebody will eventually make teaching videos.

## **Manipulation**

When you can see what other people are really saying, you can spot manipulation. You will learn to ignore or reject manipulative behavior.

- Ultimatums<sup>4</sup> won't work against you.
- Guilt trips won't work against you.
- Gaslighting won't work against you.

Generally, you will learn to ignore, avoid, or sting manipulative people.

## **Personal Honesty (Theory of Mind I)**

When you realize how easy it is to spot lies, you will always wonder whether others can spot you lying as well. This will cause you to be much more careful to be truthful. The resulting honesty will drastically improve your personal relationships.<sup>5</sup>

## **Recognizing Uniqueness (Theory of Mind II)**

Learning to see people as individuals rather than classifying them into groups will change many of your attitudes and beliefs. This will make it much easier to develop new relationships.<sup>6</sup>

---

<sup>4</sup> including suicide threats.

<sup>5</sup> Including your love life.

<sup>6</sup> Improving your love life.

## Empathy and Kindness

---

When you see others more clearly, you will better understand the impact of your words and actions. Your empathy and kindness will increase. This will drastically improve your personal relationships.<sup>7</sup>

## Changing Your Gestalt and Advertising

---

As you alter your attitudes and beliefs, the gestalts that you project and read unconsciously will also alter.

A personal gestalt includes your body language, voice stress, vocabulary and sentence structure, clothing cut and color, sense of humor, and anything else that can be seen or sensed by others.

Instead of advertising for, and seeking, co-dependent players of your childhood family games, you will advertise for, and seek, complementary personalities to share your life.<sup>8</sup>

---

<sup>7</sup> Including your love life.

<sup>8</sup> Improving all aspects of your life.

## Designed to be Easy

---

The *Keys to the Mind* Symbol Pack is designed to be easy to use:

- There is very little to memorize. Most of what you need is printed right on the Keys (cards).
  - At the top is a **Logo** or symbolic picture that illustrates the concept of the Key. Unlike a traditional tarot deck, the pictures in the *Keys to the Mind* deck show the concepts.
  - At the bottom is a description that gives you information about the Key.
- The Keys are organized into groups (or *Wheels*) that correspond to way our minds view reality.
  - The structure of each group provides clues, categories, and measurements for navigating around the mind.
  - You can identify the groups by the words on the cards, or by the shape of the borders around the pictures.
- The Keys are organized logically:
  - Some Keys have been moved around from the original tarot to make more sense.
  - The colors for the elements have been arranged to make a cross on the color wheel to be easy to understand and remember.
- The Keys are designed to have personal meanings:

- Keys like the Emperor (parentype daddy) and the Empress (parentype mommy) are intended to represent **your** mommy and **your** daddy and **your** family.
- Keys like the Moon (archetype Mommy) and the Sun (archetype Daddy) are intended to represent the influence of **your** culture, your religion, and your government on the definition of *desirable* female and male role models.
- All the Keys are intended to relate to **your personal experiences**, not to something in this (or any) book.

## Key Groups

---

Each group of Keys has a purpose. The groups can be identified by the name of the group printed on the key, and by the shape of the outline of the picture.

There are eight Key groups with the following purposes:

- The Axis of Self (2 Keys):
  - Represents linear time from a beginning state to an ending state.
  - Represents progress from a naïve state to a sophisticated state.
  - Represents any linear process.
- The Wheel of Chaos (4 Keys):
 

Represents random chance in four different aspects:

  - Luck (Submergence).
  - Unintended Consequences (Emergence).
  - Opportunity Seized (Fortune).
  - Opportunity Made (Universe).
- The Wheel of Eternity (4 Keys):
  - Idealized Female and Male archetypes defined by your culture, religion, and government.
  - Actual Male and Female parentypes defined by your family (or caregivers).

These parentypes and archetypes define **your** basic programming by providing expectation models for all stages and circumstances in **your** life.

- The Wheel of Time (12 Keys):
  - Represents cyclic time. Can be days, weeks, months, years, a lifetime, or anything that occurs in regular cyclic patterns. Can also be a single cycle with a beginning and an end, that is not well represented by linear time.
  - For convenience, cyclic time is represented by the Zodiac as most people are familiar with the concepts.
  - Cyclic time implies multiple steps completing a cycle where each step differs from the previous and next step. This is another reason for associating cyclic time with the Zodiac.
- The Court (4 families by 4 ranks, 16 Keys):
  - Sixteen personalities representing parental and child generations in four families. The Cups, Wands, Trines, and Crystals families are defined by the elemental categories of Water, Fire, Air, and Earth.
  - Each family has four ranks, Queen and Knight for the parent generation and Prince and Princess for the child generation. The ranks are also defined by the elemental categories.
  - The gap between the parent and child generations allows generational conflicts to be expressed.
  - This is both simpler and far easier than using the MBTI categories.

The Court Keys are often the "Speakers" or narrators for each dream sequence.

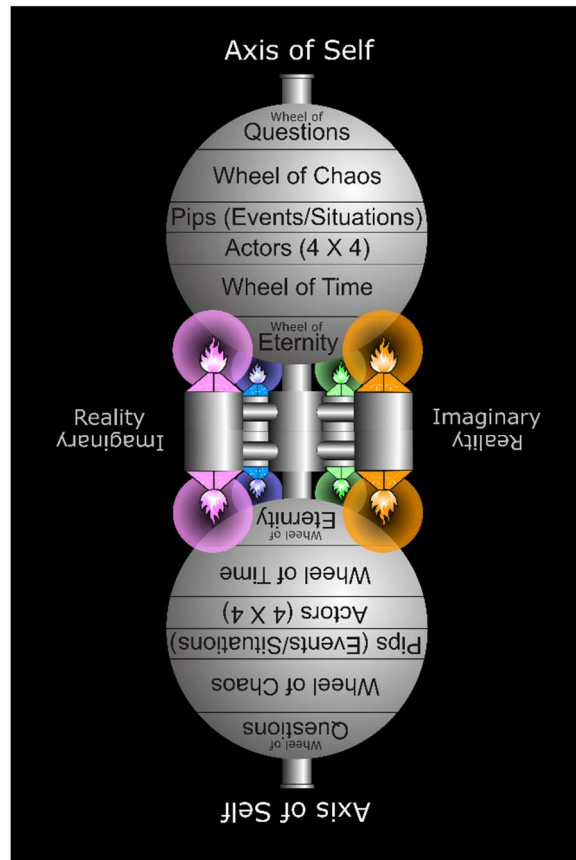
- The Wheel of Pips (40 Keys):
  - Events and situations arranged in four elemental suits with an Ace through 10 in each suit.
  - The elemental categorization sets the theme for each suit.
  - The rank (Ace through 10) focuses on similar events or situations influenced by the elemental categories.

The Pips are similar to the small cards of a regular playing card deck, except that the "eleven" value of the Aces has been replaced by the Wheel of Doorways.
- The Wheel of Doorways (4 Keys):
  - An extension to the traditional cards of the tarot used for adding elemental categorization to dream sequences.
  - Categorization simplifies many sequences and makes it easier to verbalize the dream.
  - If you prefer a traditional tarot, do not use these Keys.
- The Wheel of Questions (4 Keys):
  - An extension to the traditional cards of the tarot used for adding abstraction to dream sequences.
  - Abstraction allows deeper understanding by exposing hidden factors.
  - If you prefer a traditional tarot, do not use these Keys.



## The Structure of the Deck

The Keys can be visualized as “wheels” that revolve around the Axis of Self. The candles are the Wheel of Doorways.

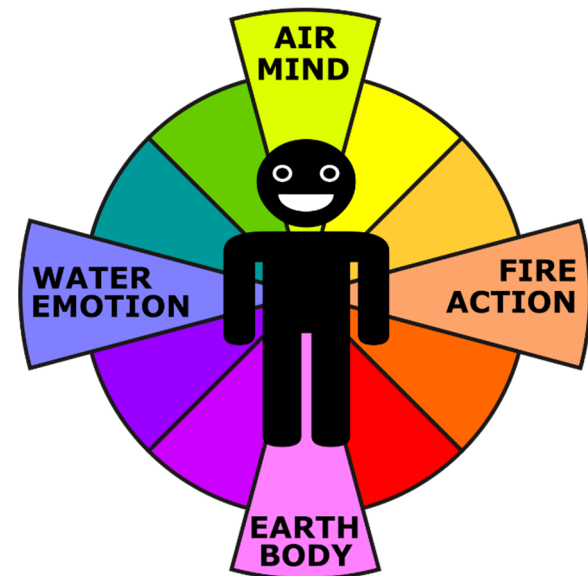


The diagram shows the structure of the deck, and how it is impossible to separate the imagination of the mind from the reality of the body.

## The Color Wheel

If you are a student of normal tarot (or most of the other magickal practices), you will notice that the elements in the *Keys to the Mind* are arranged differently in several ways:

- Water is across from Fire and air is across from earth.
- The Water-Fire axis is orthogonal to the Air-Earth axis.



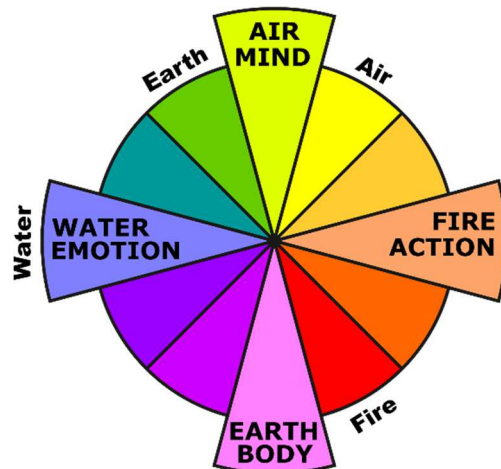
This makes much more sense. The colors on the cards help you understand their meaning.

Instead of the traditional directions, your feet are on the Earth, your head is in the Air, Fire is spinwise<sup>9</sup> (East, where the Sun rises) and Water is across from Fire.

<sup>9</sup> Spinwise determines the other directions.

It's convenient because the colors of the elements form a cross on the reflection color wheel to help you remember them.

- In traditional tarot, Water is blue (same), Fire is Red (which is not across from blue), Air is yellow, and Earth is green which are neither across from each other, nor orthogonal to Water and Fire.



- You may also notice that the elements are ordered differently than the traditional Fire, Water, Air, Earth.  
In the traditional order, Fire, being male, had to come before Water, which is female.<sup>10</sup>

<sup>10</sup> Gods bless the Patriarchy.

## Anchor Bolts

The Keys from the "Wheel of Doorways" (the colored candles in the structure diagram) represent the conceptual anchor bolts between "reality" and "imaginary."

Water, Fire, Air, and Earth are the foundations of a coordinate-space for finding places in the mind.



**Everything** fits into one or more of these broad categories. *Some things fit into **more than one** category.* There is lots of wiggle room. It is deliberately imprecise.

## Categories

---





Categories are convenient. They let us treat groups of things in a single way. *They are also a disaster. They encourage us to treat groups of people in a single way instead of as individuals.*

## Differences and Similarities

---

We are taught to categorize things to help us understand our world.

For learning the Keys, it is convenient to define just four categories: Water, Fire, Air, and Earth. That lets us play several mind-expanding games:

- We can look for things that specifically fall into each category — for example:
  -  In the category of Water, we can include maple syrup, molasses, lava, and anything else that is a liquid or flows.
  -  In Fire, we can include trees (because they burn), and anything that was once alive because it changes and grows, or has movement (in a form other than liquid).
  -  In Air, we can include anything that is gaseous, and things like smoke, which is a solid particulate, and therefore also belongs in Earth.
  -  And, of course in Earth, anything solid including quicksand (which is also Water).
- We can select any object and explain how it falls into all four categories because it has many properties. For example:

- Sand has no form of its own until it is placed into a container. It also has “flow,” so it falls into Water.
- Sand is ground up rock, and therefore has a direction of change (through time) which makes it Fire.
- Sand also comes as sandstorms, which makes it Air.
- And, of course, sand is a solid which makes it Earth.

We can also play the “connection” game where we try to find a connection between random objects or concepts.

This kind of exercise teaches you how to recognize patterns based on abstract connections between ridiculously unrelated items or concepts. It teaches the “spiral” reasoning used by high IQ individuals.

This is where Western numerology came from. In Hebrew,<sup>11</sup> each letter has a numeric value. The training works by finding a connection between different words that have the same numeric value for the sum or their letters.

Tables of words with the same numeric value (in Hebrew) are available in books (in English) that give all possible numerological matches in Hebrew together with translations of the Hebrew words.

For a modern example, pick all the objects on your desk or nightstand and try to find a connection of any sort between them.<sup>12</sup> (Think in terms of the four Elements.)

---

<sup>11</sup> If you don't do Hebrew, don't try this at home. Other cultures have different forms of numerology, but they are not specifically used to teach spiral reasoning.

<sup>12</sup> You might want to count a box of paper clips, an individual paper clip, the box, and a chain made of all the paper clips inside the box, separately.

Why just four categories? Because otherwise it gets out of hand real fast. There also doesn't seem to be any advantage to having more than four extensible<sup>13</sup> categories.

*By Using these four Elements,  
I can divide the multiple dimensions of my mind  
into manageable pieces,  
and then map the world of my mind,  
to find out who I am.*

It's also convenient. With Air above me; Earth below me; Water to my Right; Fire to my left; the Past behind me; and the Future before me, I move through time with the power of observing myself. I become: *The Helical Double Cross*.

## **Anchoring What?**

The Anchor Bolts tie together two things, the first already mentioned, and the second, much more interesting:

1. The Anchor Bolts connect Reality and Imagination.
2. The Anchor Bolts allow different people to synchronize their private realities by having a common set of *Logos*.

Each group of Keys depends in some way on these same four Elements. With only these four common categories, we can define analogous places in our minds and understand each other.

Each group of Keys “bends” to find the place in our individual minds where the meanings best fit.

---

<sup>13</sup> The more abstract the categories are, the easier it is to make them flexible.

## **Generating a Synthetic Dream**

Gestalt theory is based on the idea that the whole of anything is greater than the sum of its parts. What the reader initially expresses is merely a limited view into the situation.

- The reader creates the initial interpretation based on personal history, beliefs, and attitudes.
- Everything in the initial interpretation expresses an aspect of the reader.
- The Speaker in the initial interpretation is a spokes-person from the reader's learned expectation models. (The Speaker is usually one of the Court cards from the Four Families.)

To get more information, we need to examine all the pieces and see how they fit together to form a whole:

- Everything said,
- People speaking or referenced,
- Inanimate objects,
- Events or situations,
- Missing things that should be present,
- Words or symbols on unused Keys.

The attributes of the whole cannot be seen from analysis of the parts in isolation.

When using Gestalt techniques<sup>14</sup> to interpret readings, every part of the reading, has meaning:

- To elaborate on the initial reading, role-play each person, object, event, situation, and unused Key by having them talk about the chapter or reading from their point of view.
- Where useful, use the two-chair technique to have two people, objects, etc. hold dialogs with each other. Sit in one chair while role-playing the first, and move into a facing chair while role-playing the second. Asking questions may be useful to elicit information from any speaker.

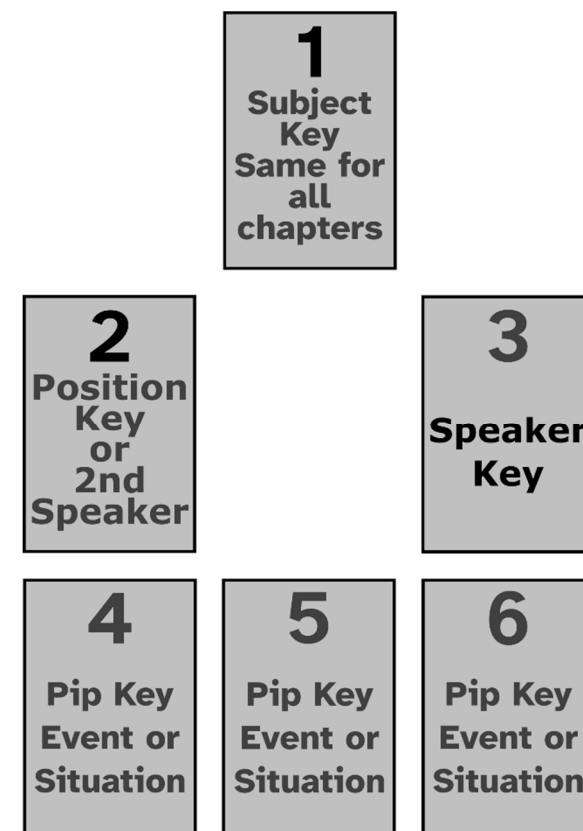
→ **Note:**

You can use the two-chair technique between yourself and any Key, or between two Keys. The idea is to get clarification of unconscious information.

Because the Keys or Logos are universal symbols, the reader is “reading” their own gestalt unconsciously. What the cards do is *help you verbalize your unconscious reactions to your own gestalt*.

We’re going to start with a single-chapter story. Because it’s short, it’s the easiest example to understand. You can also create multi-chapter dream stories with the same or different Speakers for each chapter. Most of the time, the 6-card layout is the easiest to use. In some cases, you may want to add up to 3 more Pips for further clarification.

<sup>14</sup> Rather than rely on my memory from 50 years ago, I have adapted this technique from <https://www.psychologytoday.com/intl/blog/understanding-narcissism/202304/how-to-use-therapy-to-interpret-dreams> by Elinor Greenberg Ph.D.



Let’s explore the hidden features of using the *Keys to the Mind*.

## The Subject Key

The Subject Key represents the “subject” of the reading. You attempt to keep it in mind to give overall meaning to the dream interpretation.

The Subject Key can be any key in the deck that, in your mind, represents the subject of the reading.

- Frequently, you will use the Fool Key to represent yourself at the beginning of the Axis of Self. This will give you some idea where you are going.
- Alternately, you can use one of the Court cards that you identify with.
- If you are exploring a relationship, you can use one of the Court cards that you associate with another person.
- You can also use any other Key in the deck that represents a meaningful subject for you.

Instead of a Key, the Subject can be a focus object. A focus object can be anything meaningful to you. Small stuffed animals (plushies), pocket-sized tokens, charms, pictures, and other more abstract objects can all be used if they are meaningful to you. It helps if they are small enough to fit into the Subject Key area.

*The only restriction on a focus object used as a Subject is that it must have some relationship to the purpose of the reading.*

*AND, you need to keep in mind what the subject is while you do the reading.*

I have chosen the Structure card to represent the entire pack of Keys.

## **The 1<sup>st</sup> and 2<sup>nd</sup> Speaker Keys**

One of the defining characteristics of using the Keys to the Mind is that the Keys are divided by function. This means that the deck is divided into sub-decks, each shuffled separately, and used for specific purposes.

For the sample reading, I have divided the deck into the following sections for the 1<sup>st</sup> and 2<sup>nd</sup> Speaker Keys:

- The 1<sup>st</sup> Speaker Key uses the Court (16 Keys).
- The 2<sup>nd</sup> Speaker Key uses the Wheel of Time (12 Keys) plus the Wheel of Eternity (4 Keys) for a total of 16 Keys to match the count of Keys used for the 1<sup>st</sup> Speaker.
  - I could also have used both groups together (32 Keys) for both Speakers.
  - Or, I could have used only the Court for both Speakers.
  - Consistency matters.
  - Also, if you are doing a long multi-chapter reading, you don't want to run out of Keys in one group before you have one for each chapter. (You could have a narrator instead of a Speaker, in which case the same Court Key is used for all chapters.<sup>15</sup>)

## **The Events and Situation Keys**

For the Events and Situations, I have used the Pips (40 Keys) plus the Wheel of Chaos (4 Keys) plus the Axis of Self (2 Keys) plus the Wheel of Questions (4 Keys) for a total of 50 Keys.

## **Shuffle the Cards**

Each section is shuffled independently, and the cards are dealt. This example uses random Keys.<sup>16</sup>

<sup>15</sup> Or two or more narrators who alternate chapters.

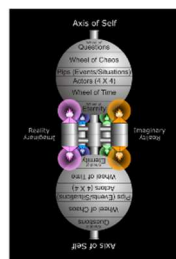
<sup>16</sup> I cut the deck for each selection rather than dealing the top Key. If you have printed your own deck, it probably doesn't do a riffle shuffle very well. It's much easier to use the overhand shuffle, but it doesn't mix the cards as well. Unfortunately, it's much harder to do a print-it-yourself deck that does a riffle shuffle well.

## The Dream Layout

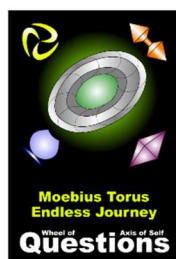
2nd Speaker  
Time (12) +  
Eternity (4)



Event or  
Situation



Subject



Event or  
Situation

Speaker  
Court (16)



Event or  
Situation

WOW! Five cards and five things I didn't expect:

1. The Speaker Key is the Prince of Wands; the Key I often use to represent myself because I identify with the personality.
2. The Fool (Naiveté) also represents myself, at the beginning of a journey to the Mage (Sophistication).

3. Mobius Torus (Endless Journey) is from the Wheel of Questions. It adds a strange quality to such a short reading, suggesting that things will go on forever – and that I will never make it all the way to the Mage..
4. The Ace of Wands (Action) biases the reading towards where I'm going. It reinforces the whole past/present/future idea.
5. Pisces, the Crossroads means I must decide about where I'm going next.

And that concludes the "overview." Not at all what I expected.

## Reading the Dream

### Starting with the Speaker Key – The Prince of Wands:

*I'm a Technical Writer. It's my job to write technical subjects in a manner that is Clear, Correct, Complete, Cohesive, and Concise.<sup>17</sup> I began reading the cards when a very strange friend insisted I would like the tarot. We went to a little occult shop in Brooklyn to look at decks. I fell in love with the Book of Thoth – the Crowley deck – because the pictures spoke to me. Eventually, I joined an occult, Ceremonial Magick group in Manhattan, picked up a standard Rider-Waite deck, and began mail-order instruction with the BOTA (Builders of the Adytum). The little shop in Brooklyn also introduced me to Wicca and the Blue Moon Coven.*

<sup>17</sup> The "5C's" of Technical Writing. That's why I always use the Oxford comma.



*While I achieved an 85% accuracy rate rapidly, the organization of the cards never made much sense to me.*

- *I learned one thing from the Rider-Waite and BOTA decks: the pictures didn't make much sense compared to the meanings of the cards – too much memorization.*
- *I learned four things from the Crowley deck:*
  - *It's okay to move cards around (Tzadi<sup>18</sup> is not the Emperor).*
  - *The Queen/Knight and Prince/Princess arrangement of the Court cards made more sense than the traditional arrangement of King/Queen and Knight/Page. It represented both sexes and also allowed for a "generation gap" when both generations were present in a reading.*
  - *Pips having the same number, but different elements are related in meaning.*
  - *The overly complicated symbolism and colors (of the Book of Thoth) make the deck harder to learn and use. Simplification and words on the cards work better.*

*So, I set out to make a deck that would be easy to learn and make sense to me. That was almost 50 years ago. The deck is finally finished, and this is the instruction manual.*

---

<sup>18</sup> 18th Letter of the Hebrew Alphabet. Crowley's excuse for moving some cards to different places in the structure of the deck.

*A few years after I learned the cards, my life partner and I rescued her granddaughter from an abuse situation. We got married to adopt her. I used the cards to try to figure out what the Hell was going in my life, and how to relate to her.<sup>19</sup>*

*I have proceeded from being rather naïve when I started, to realizing that it is an endless journey that will extend beyond my lifetime.*

*Now I'm at the Crossroads where I will have to decide which road to take next. I have finished the instruction book. I have always felt that this book is written to help one person who will take it and run with the concepts and change the world. I really don't know what to do at this point.*

That's the Past and the Present. Time to explore the Future.

### **Continuing with the 2<sup>nd</sup> Speaker Key – The Crossroads:**

---

*There are several options here, but first there are still some things that need to be done before choosing what comes next:*

- *Find some good Alpha readers to check out whether the deck and book make sense, and meet the "5C's", Clear, Correct, Complete, Cohesive, and Concise. Make corrections as needed.<sup>20</sup>*
- *Find some good Beta readers to determine if other people will find the deck and book interesting and useful.*

---

<sup>19</sup> That's the subject of the biography/autobiography companion volume, *Do-It-Yourself Brain Surgery*.

<sup>20</sup> The current version of this book is the result of critiques made by the Alpha readers.



- *When I'm ready, I will open the deck and book for general comment on two social networks.*
- *I will also post the book on my website, [WeaverOfWebs.Org](http://WeaverOfWebs.Org) and see what happens.*

*But then what? I'm 83. I'm in poor health. I will die soon. It all depends on selecting an appropriate literary executor. I won't live to see the results of my work.*

*What I must do next, is figure out who that literary executor should be. The Future depends on making the right choice.*

### **More Information – Gestalt Techniques**

Most tarot readers will deal additional Pips if they want clarification or more information. Instead, I'm going to use a technique adapted from Gestalt Psychotherapy for dream interpretation.

In dream interpretation, the client is asked to let each element of the dream retell the dream from their point of view. This applies to *everything* the dreamer mentioned, as well as to the things that are not included that should have been there. In this case, I'm going to ask each of the Event or Situation Keys to tell the story from their point of view.

### **The Fool:**

*It's been a long trip, 50 years, and I still haven't reached my goal. I'm frustrated for three reasons:*

1. *This book doesn't fall into a clear genre. It's not quite self-help, it's not quite tarot, it's not quite anything a publisher might recognize as a category.*
2. *I don't have a clear objective in mind, only a nebulous idea that somebody will pick up my work and run with it. I don't have a specific plan about where it will go or how it will get there. I don't expect to live long enough to see the results.*
3. *If the things I've learned are a useful model of the mind, I must be approaching becoming the Mage. I keep learning new things so it seems that I will never really get there.*

### **Mobius Torus:**

*It's an endless journey. There are eight billion stories and each one is different. There is no possible hope of finding a single theory of how the mind is programmed or reprogrammed because:*

*One size does not fit all.*

### **Ace of Wands:**

*I am driven to complete the Keys to the Mind. I have spent a great deal of my life with computers because they behave logically while people do not. Now, I can see that people do behave logically, but it's a different kind of logic that is self-consistent, but the elements are hidden behind and below the conscious mind.*

## Conclusion

---

I knew all that stuff before, but now I have put it together in words, in a simpler, more direct way. I have learned something about the Keys, and about myself from the reading.

## Where Does it Go from Here?

---

Reading the cards is easy:

- Reading the cards means making up a story with a past, a present, and a future, based on the cards you see.
- At the minimum, put together a couple of sentences using the words on the cards and whatever you feel like adding.
- The Keys are designed to have personal meanings.

All the Keys are intended to relate to **your personal experiences**, not to something in this (or any) book.

- Unlike most tarot systems, **it doesn't matter if Keys are upright or reversed (upside down)**. Each Key has both positive and negative aspects. **You** decide how to read the Key.
- **It doesn't matter what Keys are dealt.** The Keys determine what you are going to talk about. Your skill, or your psychic ability determines what you say.
- **The more you practice reading the Keys, the better the Keys will work for you.**
- If you prefer a more traditional tarot, you can use the *Celtic Cross Spread* layout, or any other layout that you prefer.

## 2. Meanings of the Keys

---

Everything starts from Chaos.

### The Wheel of Chaos

---

Keys from the "*Wheel of Chaos*" incorporate both random events and random opportunities.

### Chaotic Events

---

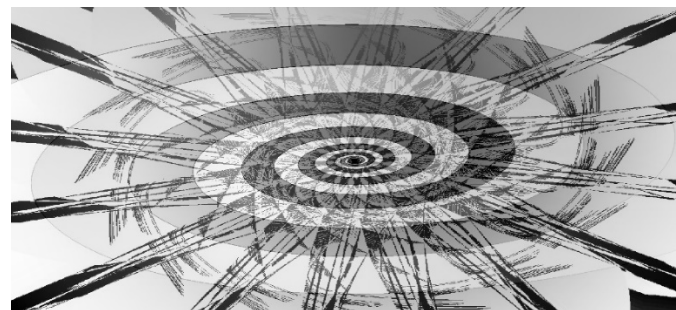
- ▼ Submergence / Random Chance
- ▲ Emergence / Unintended Consequences

### Opportunities

- ▲ Fortune / Opportunity Seized
- ▼ The Universe / Opportunity Made

*In some ways, The Wheel of Chaos is a creation story for the Keys to the Mind.*

*In the beginning there is only the Whirlpool of Chaos:*



Out of the twisted, rotating spiral whirls  
the Wheel of Chaos,  
an infinite, receding funnel of  
twisting, smoke-filled  
darkness.

A dark hole, like the drain plug of a universe.  
Spewing bits of Somethingness into the  
Nothingness.

Smoke and Mirrors.

And, floating,  
legs a-dangle in the whirlpool's edge —  
tossing dice into the maelstrom —

The Lords and Ladies of the *Wheel of Chaos*.

***So, where did the Wheel of Chaos come from?***

***And who are the Lords and Ladies?***

***And just maybe, that's not how it happened.***

## **An Origin**

---

But where did the Wheel of Chaos Come From?

*Maybe, just maybe,*

The story really starts —  
almost fourteen *billion* years ago,  
back before the beginning of time,  
back when there was  
nothing but nothingness.

Nothing but nothingness.

*And then:  
a mirror fell into the nothingness —  
and the rest has been history.*

If you think of outer space,  
way beyond our planet,  
out between the stars,  
as emptiness.

*Someplace* where there is no something,  
not even air; not even dust.

*Someplace* where there is no light,  
not even stars.

*Someplace* where there is no place.

*Someplace that's not even there.*

That's Nothingness.

And the falling mirror spins like a whirling top.

The mirror spins so fast,  
that it gets around in front of itself,  
and reflects its own reflection.

The mirror  
    and the reflection,  
        of the reflection,  
        of the reflection,  
        of the reflection,  
            of the mirror  
    spin faster and faster  
    around each other.

Until, suddenly,  
    the mirror becomes aware —  
    and the mirror  
        falls in Love  
        with its own reflection.

The spinning mirror marks off the difference  
between *Nothingness* and *Somethingness*.

*Out of the twisted, rotating spiral whirls  
    the Wheel of Chaos,  
        an infinite, receding funnel of  
        twisting, smoke-filled  
        darkness.*

A dark hole, like the drain plug of a universe.  
Spewing bits of *Somethingness* into the  
    *Nothingness*.

Smoke and Mirrors.

So, there you have it! *Everything exists because of  
reflected spin and narcissistic mirrors!*

**But WAIT! There's More!**

## **In the Beginning**

---

There are, of course, other possible answers to the  
question: Where did the Whirlpool of Chaos come  
from?

*In the beginning,  
    there was a void in the Multiverse.*

*A Matter Universe (Rodney)  
and an Anti-Matter Universe (Torus)  
    met in Murphy's Multiverse Bar.*

*Matter and Anti-Matter Universes  
    being what they are,  
Rodney and Torus were immediately,  
    and fatally  
attracted to one another.*

*There was a Big Bang!*

*Gestation periods among Universes  
    being what they are,  
a small but finite fraction of a split second later,  
Rodney and Torus were the proud,  
but somewhat shaken parents  
    of a Beautiful Bouncing Baby Universe.*

*And with natural childbirth being  
    the neat and tidy process that it is,  
soon everything was falling into its proper  
time and space.*

You might even say that *The Void* had been  
filled,  
    but that's stretching a metaphor  
beyond its breaking point.

Let me see if I can explain that at a 5-year-old level:

*In the beginning, there was a void in the Personal Universe.*

*A small-gamete-cell person (daddy)  
and a large-gamete-cell person (mommy)  
(each with their own Personal Universe)  
met in Murphy's Mundayne Bar and Grille.*

*Small-gamete-cell and large-gamete-cell  
persons, being what they were,  
they were immediately  
and fatefully  
attracted to one another.*

*Eventually, there was a "bang!"  
that may, or may not be,  
properly described as:  
"Big."*

*Gestation periods among persons  
being what they are,  
a major fraction of a year later,  
they were the proud,  
but somewhat shaken parents  
of a Beautiful Bouncing Baby Universe.*

*And with parenthood being  
the neat and tidy process that it is,  
soon each person was adapting to a new role  
for their hour in that Time and Place.*

Now that's probably not exactly how it happened. However, it is as close as I can get and still be comprehensible to a sentient being who has bipolar sexuality (male/female), bears live children (as a species, not personally), and experiences (or doesn't experience) *The Big Orgasm*.

*Everybody has a Mother and a Father.  
It's nature's convenient way of mixing the gene pool.*

## **The True Explanation?**

---

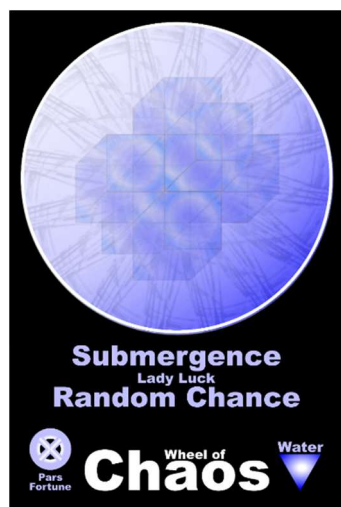
- ☐ None of the above.
- ☐ One of the above.
- ☐ Some of the above.
- ☐ All of the above.

Does it matter?

## The Lords and Ladies

Now that we (still don't) understand the nature of the Wheel of Chaos, let's look at the interesting characters who are sitting around it—like a blow-up wading pool in the back yard of the Multiverse—and playing dice. Perhaps they are the defining elements that will make the Wheel of Chaos come alive.

### Lady Luck<sup>21</sup>



*Lady Luck is blind and deaf.  
She cannot see or hear.  
She doesn't know my Name,  
or care.*

*Submergence is Lady Luck*

Also known as:  
*Little Miss The odds are Against You.*

*She has loaded the dice,  
so that only the most in-ter-es-ting survive.*

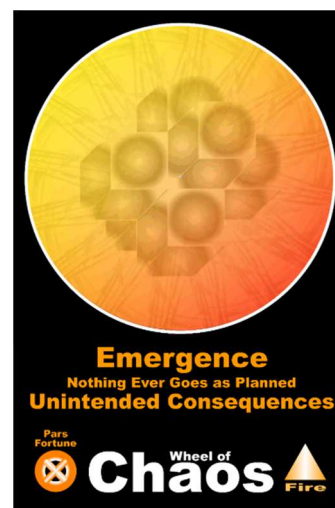
The Helical Double Cross submerges as a sacrifice into the oceanic Whirlpool of Chaos and is seen no more.

Something random happens, for good or bad. *It always has a price attached to it.*

---

<sup>21</sup> In traditional tarot, this Key is *The Hanged Man*.

### Emergence<sup>22</sup>



*Emergence is the embryo of the unexpected.*

*Emergence is The Lord of Unintended Consequences*

Also known as:  
*Little Mister Nothing Ever Goes as Planned,*

*He has added suspense to the game,  
by putting a pleasant or terrible surprise beyond each throw of the dice,  
beyond each play of the hand.*

The Helical Double Cross emerges unexpectedly from the Lake of Fire.

Some unanticipated new factor or situation arises because of a previous action or decision. May be good or bad.

---

<sup>22</sup> In traditional tarot, this Key is *The Aeon*.

## Grandpappa



*The eight-spoked wheel of  
Jupiter is spinning  
against the darkness.  
At the Wheel's four  
quarters:*

*the Cup of Love,  
the Arrow of Will,  
the Sword of Mind,<sup>23</sup>  
the Shield of Body.*

*This is Grandpappa:  
The Lord of Opportunity  
Seized*

*What goes around may be  
recognizable the next time  
it comes around.*

*And Grandpappa,  
a distinguished looking, elderly, gentleman  
in antique clothing;  
with a stethoscope  
and a top hat  
and a cape  
and a straight razor,  
is taking bets on First Woman and First Man;  
seizing the opportunity for amusement.*

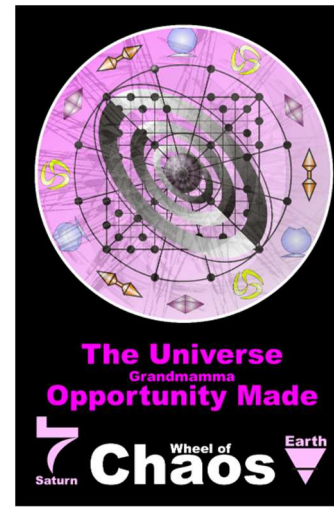
Grandpapa likes to cosplay Jack the Ripper.

He has been around long enough that he recognizes when the Universe throws out an opportunity.

He takes bets on whether the recipient can deal with the opportunity in a positive way, or the recipient will be cut to pieces by misunderstanding, or misusing, or just missing the opportunity altogether.

<sup>23</sup> The Sword of Mind has three rotating blades. You can't think about *anything* without cutting something off.

## Grandmamma



*Twelve stars in a Circle.  
Saturn at the center.  
Her rings form the strands  
of the Webs of Power.  
A twelve-sided vortex  
to the Mirror of Infinity.*

*This is Grandmamma:  
The Lady of Opportunity  
Made*

*The birth of a universe  
knits itself into a  
warehouse of lumpy,  
tumbling elements,*

*And Grandmamma,  
gray hair in a bun,  
rimless spectacles,  
starched white apron,  
a granny gown, of course,  
and a wooden spoon stirring  
a large, painted, ceramic bowl,  
is making cookies.  
She mixes up the cookie dough from elements  
she finds in spice jars tumbling on the web,  
and bakes out delicious worlds in abundance.*

*Worlds are the gaming tables.*

*Grandmamma has put out the dice  
and some snacks,  
and invited the neighbors in to play.*

Grandmamma always has bits and pieces floating around. Some of those pieces are delicious, and some are Bertie Bott's Every Flavour Beans. (You pays your money and you takes your chances.) The wise reader questions those things that are thrown in their path.



## The Wheel of Eternity

---

We all have a mother and a father.<sup>24</sup>

Our culture, religion, politics, and family define what an ideal Mother and Father should be at the Archetype level. These archetypes are the Moon (Mommy) and the Sun (Daddy). While these are cultural influences that vary widely from culture to culture, there are some aspects that are relatively constant:

The Moon generally represents the three phases of a woman's life: maiden, matron, and mature.

The Sun is generally considered the "Protector" of his family.

We may or may not have a "physical" mother and father depending on individual circumstances. The Emperor and the Empress represent these parentypes.

---

<sup>24</sup> At the archetype level if not at the parentype level.

## The Moon – Female Archetype

---



*A Madonna with two daughters,  
One tall and proud,  
The other, head-bent,  
not humble,  
The Pillars of  
Night and Day  
Joined at their roots  
And holding the veil of Isis.*

The High Priestess is our Spiritual Mother and represents "Conception." This can be thought of as "before there is time."

The High Priestess is the Archetype for the Universal Female Presence. When we call upon Her, we find First Woman — the incarnation of the female *customs and culture of our time and of our place*.<sup>25</sup>

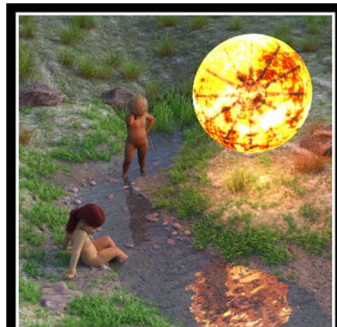
The Moon generally represents "female mysteries," i.e., menses, contraception, pregnancy, childbirth, and creation/worship of the Goddesses of Water and Earth – things that men are generally uninterested in or are *afraid of*.

---

<sup>25</sup> The *culture of our time and of our place* has severe implications since the "culture" may be extremely negative.



## The Sun – Male Archetype



*Two naked children  
playing,  
In a meadow,  
Near a stream,  
In the mountains,  
In the sunlight;  
Protected.*

The Protector is the Archetype of the Universal Male Presence. When we call upon Him, we find First Man — the incarnation of the male *customs and culture of our time and of our place.*<sup>26</sup>

The Sun generally represents “male mysteries,” i.e., fighting, status, and creation/worship of the Gods of Fire and Air – things that women are generally uninterested in or are *afraid* of.

The Sun also represents the idea of rebirth as in the agricultural idea of plants growing from seeds in the spring. Unfortunately, this has given rise to a whole collection of “Past Lives” and “re-incarnation” myths.<sup>27</sup>

<sup>26</sup> Again, the *culture of our time and of our place* has severe implications since the “culture” may be extremely negative.

<sup>27</sup> Men planting “seed” (sperm) in women. Lives seemed to recycle from sperm like plants from seeds.

The Bronze Age goat herders who wrote many of the surviving religious books didn’t understand that plant seeds were the combination of male sperm and female ova. They thought that sperm and seeds were identical in nature.

## The Emperor – Male Parentype



*An Emperor,  
sitting on a cube of stone,  
wearing the golden  
circlet of the Sun,  
holding a wooden staff  
topped by a crystal sphere,  
locked three-ways in  
silver,  
and topped by a golden  
triple-cross.*

*Do as I bid you,  
or be paid in pain.*

*One of the only games  
that a newborn can play.*

Note that the Emperor is almost naked. He is wearing only underpants with his crown.<sup>28</sup> He is also masturbating with his scepter.

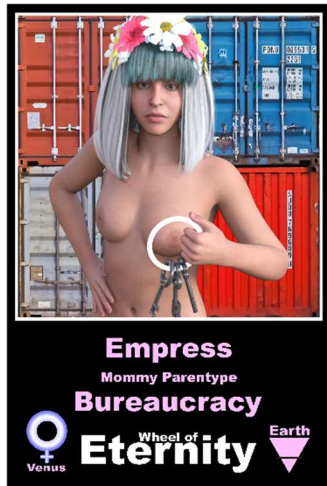
The Emperor represents the *Authority Figure* in a child’s life and could be either male, female, or absent depending on the family structure.

The Emperor’s Planet is Mars,<sup>29</sup> which is Fire, and the Emperor’s Element is Air. They are both male, so there is likely to be some excessive behavior.

<sup>28</sup> He’s not wearing his royal robes, so he wanted something more substantial than the “golden circlet of the Sun.” Balance.

<sup>29</sup> Note that in traditional tarot this card (Mars) is the Shattered Tower while the first card of the Zodiac (Aries) is the Emperor. By switching these two cards, Mars (Emperor) is across from Venus (Empress), and the Wheel of time begins with the Primal Scream of birth into a new environment (Tower). These kinds of changes make the *Keys to the Mind* much easier to understand.

## The Empress – Female Parentype



*Her Royal Highness,  
the pregnant Queen of the  
World.  
Bare-breasted Bureaucracy  
wearing the barbed, silver  
crown of the Moon,  
with an armful of forms,  
and twirling a ring full of  
keys*

*Do as I bid you,  
or be denied pleasure.*

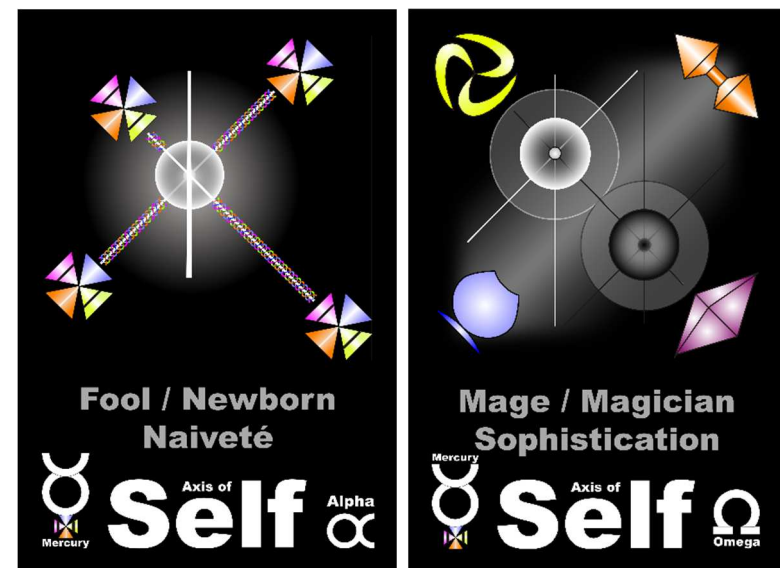
*One of the only games  
that a newborn can play.*

The Empress holds the keys to everything from the outside world as well as to milk and skin contact. She requires that you follow the customary behavior patterns and conform to the family bureaucracy.

The Empress represents the *Bureaucracy Figure* in a child's life and could be either female, male, or absent depending on the family structure.

The Empress' Planet is Venus, which is Water, and the Empress' Element is Earth. They are both female, so there is likely to be some excessive behavior.

## The Axis of Self



*The Axis of Self always represents linear time or a linear entity such as a product or a company*

There are 2 Keys. *The Fool* or *Alpha* Key is the beginning of the Axis of Self and *The Mage* or *Omega* Key is the ending of the Axis of Self. The question is: where along the Axis of Self between Alpha and Omega is the reader (or product, or company)?

The Axis of Self is a "spectrum." It has defined endpoints, but there is an infinity of points in between the beginning (Alpha) and the ending (Omega).

- **Sometimes**, the Axis of self represents who the reader was at some starting point, and who the reader will become at some later point.
- **Sometimes**, the Axis of self represents the reader's whole life.
- **Sometimes**, the Axis of self represents how the reader will grow and change because of a specific single event in their life.
- **Sometimes**, the Axis of Self represents a project or business, from an entrepreneurial start to a successful or bankrupt ending.
- **Sometimes**, the Axis of Self represents the progress of a segment of the reader's life, such as a marriage or a love affair.
- **Always**, the Axis of Self represents growth and change from a simpler, naïve starting point (Alpha) to a more complex, sophisticated ending point (Omega).<sup>30</sup>
- **Always**, the Axis of Self is a spectrum representing where the reader is, or was, and where they are going.

The Axis of Self is not usually directly involved in an exploration. It is always present in an "implied" form, but not usually in a "physical" form.

→ **Note:**

***The Axis of Self can also be a representation of linear time (as opposed to cyclic time).***

---

<sup>30</sup> Or, sometimes the opposite.

## **The Mirror Principle**

---

Our minds are conditioned to think of most things in terms of the Mirror Principle. We think in terms of two opposites that are *mutually incompatible* and ***not able to compromise because they are negations of each other.*** Like mirrored reflections. We are unable to touch them, no matter how hard we press on the glass.

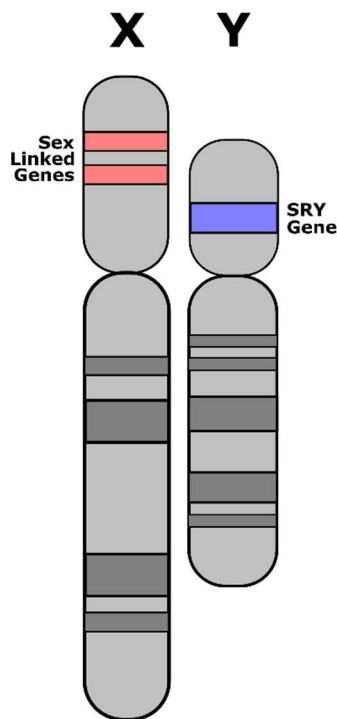
- Beginning and Ending
- Day and Night
- Short and Tall
- Thin and Fat
- Pass and Fail
- Light and Dark
- Good and Evil
- Easy and Hard
- Fire and Water
- Male and Female
- Above and Below

In reality, these are *all* spectrums that slide between the incompatible opposite endpoints. Some of them we recognize as having possible intermediate points:

- There is twilight between day and night.
- There is average between short and tall.
- There is medium between easy and hard.

Other sets of opposites are more rigidly incompatible in our minds and less clearly endpoints of a spectrum.

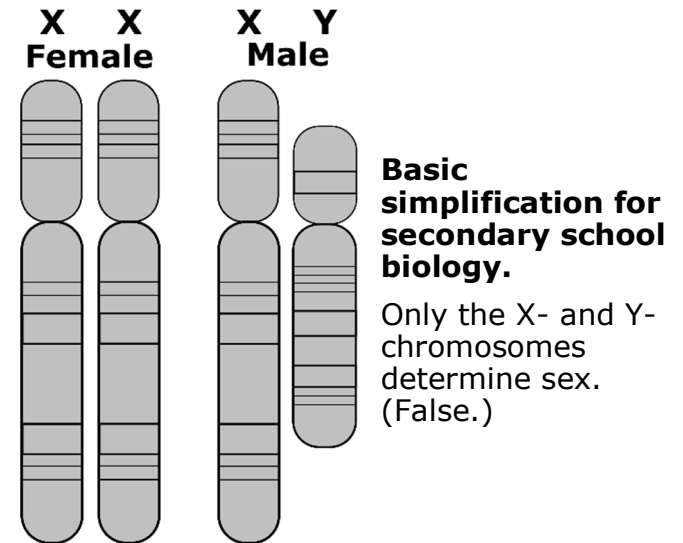
- We are very judgmental about the incompatibility between good and evil. (Except that we seem to have some problems defining “good” and “evil.”)
- We forget that fire and water can be fog (usually inconvenient) and steam (useful for power generation).
- We are taught by (some of) our cultures that there is nothing between male and female. Any person who has studied biology has learned that this is a simplification for children. There are lots of things that can go wrong between male and female.



### What the chromosomes look like.

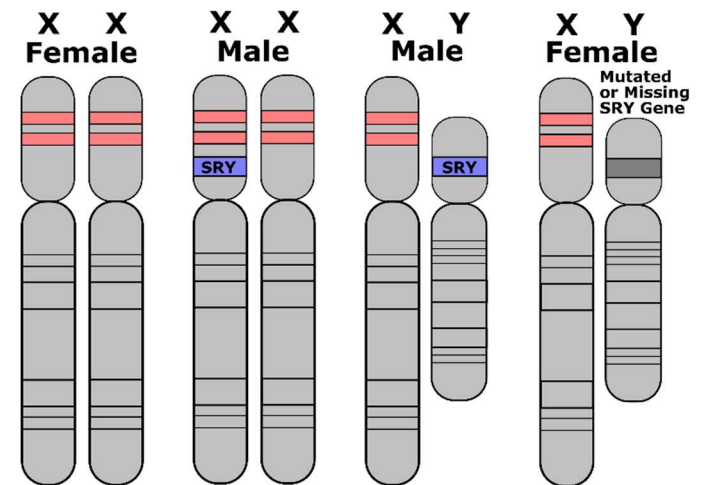
The SRY gene on the Y-chromosome causes male body form. It may be missing, mutated, or moved to the X chromosome.

The sex-linked genes on the X-chromosome control basic sex. Some may be missing or mutated.



### Basic simplification for secondary school biology.

Only the X- and Y-chromosomes determine sex. (False.)



**More complex representation, but still a simplification.**<sup>31</sup> Assumes nothing else goes wrong. XXX, XYY, and other variations exist.

<sup>31</sup> Drawings based on work by “[mcmurryjulie](https://www.pixabay.com/)” on [Pixabay.Com](https://www.pixabay.com/)

- There are many points intermediate to the opposite endpoints. For example, between hot and cold are warm and cool.
- Similarly, we may think that Air and Earth or Mind and Body are in opposition. In their "pure" forms, they might be, but nothing is ever "pure."
- And let's not forget "pass" and "fail." We understand that the endpoints are incompatible, but where is the line that divides them?

*Understanding opportunity depends on knowing when to apply opposites, and when to use an intermediate spectrum.*

*Rigidity in thinking makes it impossible for some people to consider that there are midpoints between rigidly defined endpoints.*

## **The Court (4 X 4)**

---

The "4 X 4" (also known as the Court Keys) represents 16 people who are usually the spokesperson for a part of the story of a reading.

- Each Family (Cups, Wands, Trines, Crystals) has a motivated behavior pattern.
- Each rank (Queen, Knight, Prince, Princess) has a motivated behavior pattern.
- Where the family behavior pattern meets the rank behavior pattern, a character is born. *The vagueness of the categories allows universal application.*
- The Four Families are the actors in the drama. *They are an easy way to describe personality traits.* Most people experience all sixteen characters at some point in their lives, but only one or two at a time.
- The colors and words on the Keys help you remember the characteristics of each actor.

An important point is that by creating a 4 by 4 grid, there are sixteen easy-to-remember categories for personalities.<sup>32</sup>

---

<sup>32</sup> The question is why not use the Myers-Briggs Type Indicator (MBTI) personalities? The personalities based on the elements are simpler, easier to remember, far more generalized, and more useful.



## The Families

### Cups for Water



### Wands for Fire



### Trines for Air



### Crystals for Earth



## The Parent Generation

### Queen (Water, Emotion)



### Knight (Fire, Action)



## The Generation Gap

## The Child Generation

### Prince (Air, Imaginative Child)



### Princess (Earth, Practical Child)



*There is an implied conflict between generations.*

The Court Keys are not necessarily the sex presented.

→ **Note:**

*Your personal concept of each Key should match the **personality type** rather than the sex or gender.*

*For any reading, the sex or gender can be none, immaterial, female, male, ambiguous, androgynous, transgendered, or any other variation that the reading requires.*

You don't have to remember this sexual complication; you will do fine with "any card with a depiction of a person can be any sex or gender." That includes the Keys in the Wheel of Eternity, and the Keys in the Wheel of Time.

## Multiplicity

Any real person has aspects of one or more of these characters. Most people have aspects of 3 to 10 of these categories. The personality aspects expressed by a real person will change over time, and with each situation.<sup>33</sup>

By observing how the character acts out its personality, you can sometimes backtrack to find **your** family's Hidden Agenda.

You must know somebody like that.

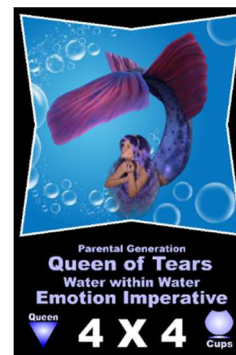
You must know somebody like every one of the characters — you just hadn't thought of them that way.

Things haven't changed much since the Stone Age.

<sup>33</sup> Most people don't notice when their actions and reactions change from one aspect to another. People with dissociative personality disorders will experience these changes as different alters or systems fronting.

## The Cups Family

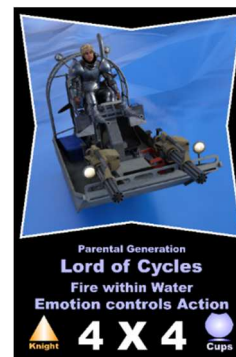
### The Queen of the Throne of Tears, Our Lady of the Lake



*A Sea Queen,  
seated on a throne of broken  
seashells,  
a starfish,  
undulating creature of the sea:  
reaching, holding, releasing,  
surrounding, parting.  
Water within Water,  
Emotion Imperative.*

The Queen of the Throne of Tears **is a drama queen**. If she hasn't got something to cry about, she'll find another way to generate tears.

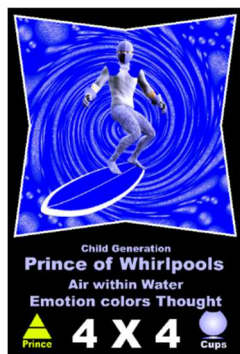
### The Lord of Cycles, Knight of the House of Water



*A Sea Lord, on a sea horse,  
pearls lying in water.  
Fire within Water,  
Emotion controls Action.*

The Lord of Cycles is passive rather than aggressive. He has two eight-barrel, magically driven rotary machine guns and two anti-aircraft cannons on his air boat (sea horse), but he won't fire first. If you leave his family alone, he will leave you alone.

## The Prince of Whirlpools



*A Sea Prince riding a seashell  
drawn by dolphins,  
exciting—consuming  
taking without returning.  
Air within Water,  
Emotion colors Thought.*

The Prince of Whirlpools is the epitome of the catfisher. He runs scams on everybody by engaging his victims romantically or financially. He is "*The Prince of the Pyramid Scheme.*"

## The Princess of Dreams



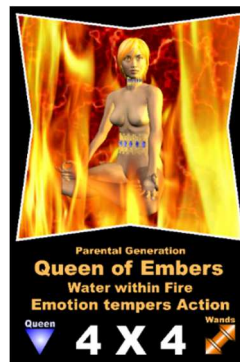
*A Sea Princess wrapped in  
gossamer,  
misty and reflective.  
Earth within Water,  
Emotion limits Practicality.*

The Princess of Dreams pulls herself into your world by being excited by your dreams. She is addictive, but is reacting to the excitement of something new rather than to the person whose dream she is exploring.

*She is in love with being in love.  
She will break your heart.*

## The Wands Family

### The Queen of the Throne of Embers, Our Lady of the Hunt



*A dark brightness, brooding on a  
throne of coals,  
calm, fragile-bright inspection,  
tension.  
Water within Fire,  
Emotion tempers Action.*

Not a nice lady. She may forgive, but she never forgets, and she never quits. You do not want to be the chosen target of:

*Our Lady of the Hunt.*

### The Lord of Lightning, Knight of the House of Fire



*Fire-bright armor on a fire-bright  
horse.  
Lightning racing down the sky.  
Fire within Fire,  
Action Imperative.*

Imagine a Knight in full armor riding around in a small box on a T-Rex, fighting an imaginary enemy with a flame-thrower. Occasionally, somebody does something irritating and he bursts out of his box to deliver a bottled-up lightning strike to the unfortunate offender. *Somewhat unstable.*



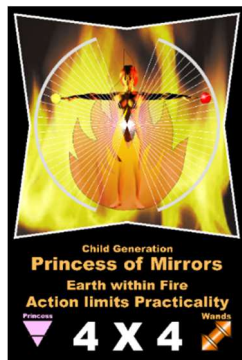
## The Prince of Dawn, Lord of the Chariot of Flames



*A Prince in bright armor,  
a lion pulling a spinning chariot of  
sunbeams.  
Crossed forearms,  
fists and elbows,  
interlocking notches,  
spinning shield,  
the bright and shining Sun.  
Order.  
Air within Fire,  
Action colors Thought.*

He likes to write books on occult subjects to prove that presentation is mightier than content alone.

## The Princess of Mirrors

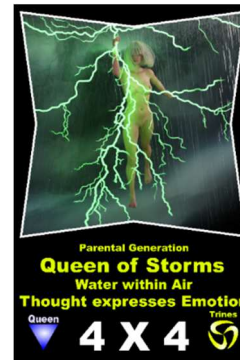


*Bright curves focused.  
Bright curves focused outward in  
radiance.  
Bright curves focused inward in  
self-immolation.  
Earth within Fire,  
Action limits Practicality.*

*She has a guilt complex. She can be perfectly charming to others while condemning herself with guilt when imperfection exists.*

## The Trines Family

### Queen of the Throne of Storms, Our Lady of Darkness



*A Queen upon a nimbus throne,  
spinning, screaming, siren  
pulsing silence.  
Water within Air,  
Thought expresses Emotion.*

*Somebody who gets easily upset. And complains loudly about it.*

### The Lord of Patterns, Knight of the House of Air



*A pale warrior on a pale horse.  
Flower petals opening, unfolding,  
forming a web of bright cables  
to the four quarters of the  
universe.  
Fire within Air,  
Thought controls Action.*

He understands the forest by feeling the pulse of each tree.

## The Prince of Engineers, Lord of the Chariot of the Winds



*An Air Lord, with a three-wheeled  
chariot,  
three ways pulled.  
Colossus tripping over its own  
feet.  
Air within Air,  
Thought tangles Thought.*

He can masturbate mentally. He's flying high naturally without any chemical assistance.

## The Princess of Sword and Shield



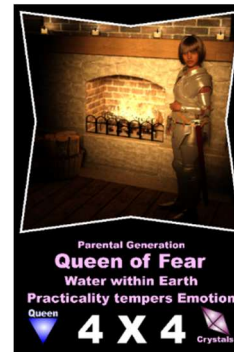
*A virgin wrapped in Ideas,  
wielding the bright Sword of  
Truth  
and the bright Shield of Love.  
Earth within Air,  
Thought rules Body.*

The rumor about the Sword of Truth and the Shield of Love was started by the Princess herself. She doesn't want her enemies to know that she's going to get them at long distance with a halberd before they can get close enough to worry about a sword or a shield.

And talk about fashion sense; she has a chain-mail catsuit in natural color, with all black accessories: gauntlets, vambraces, greaves, sabatons, pauldrons, and a black helmet. Most of her contemporaries prefer chain-mail bikinis.

## The Crystals Family

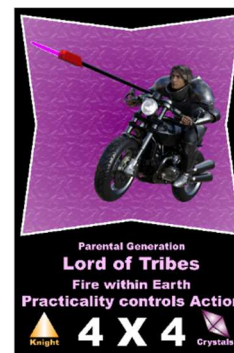
### The Queen of the Throne of Fear, Our Lady of the Hearth



*A Queen on a throne of living  
stone,  
afraid out of ignorance,  
hides deep below the ground.  
Water within Earth,  
Practicality tempers Emotion.*

So afraid of the world that she wears full plate armor beside her brick and stone hearth, but she loves company and gossip.

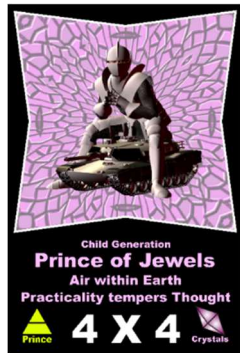
### The Lord of Tribes, Knight of the House of Earth



*A tired, proud warrior,  
on a tired, proud horse.  
Mindjewel, crystal of wholeness,  
foundation.  
Fire within Earth,  
Practicality controls Action.*

He has an easy job protecting his family. Nobody wants to tangle with a dude who wants to joust in full plate armor on motorcycles with chainsaws at the end of their lance.

## The Prince of Jewels, Lord of the Chariot of Steel



*A battle wagon drawn by a bull,  
turning the pinion of Earth.  
A Prince in dull armor, inexorable.  
Air within Earth,  
Practicality tempers Thought.*

This is one serious person not to mess with. That's an Abrams M1A1 Main Battle Tank he's sitting on.

## The Princess of Charms



*Amulets, talismans, bright  
shining baubles,  
to ward against unknown,  
against unknowable.  
Hostage to the future.  
Earth within Earth,  
Practicality Imperative.*

Two things to notice about the Princess of Charms:

1. You can see from the mirror that her solid gold throne is hollow.
2. Those nice little black bracelets, anklets, and collar are slave bracelets, anklets, and collar.

She has found everything she ever wanted with or without understanding the price.

And somebody's playing Jenga with the 400-troy-ounce (27.4-lb; 12.4-kg) gold bars.

## The Wheel of Time

**Look at the rotating stars that mark the seasons.**

**They also mark the seasons of every living creature.**

The earth goes through birth in the Spring,<sup>34</sup> flowering in the Summer, fruiting in the Autumn, and decline and death over the Winter, only to be reborn again the following Spring.

As a species, we understood regular repeating cycles long before we invented the wheel. We discovered that many animals had seasons for mating. We even applied them to ourselves:

- Get pregnant at the Midsummer's Eve Orgy (when it's warm enough to take your clothes off),
- Grow during the Fall, getting fat on the harvest,
- Have confinement during the Winter when you can't go out anyway,
- And have the babies nine months later in the Spring, when they won't starve to death.

The teachers of the times had to deal with an audience that couldn't read and couldn't handle the abstraction of counting. So, they took the pattern of stars on the horizon at dawn, made an animal or symbol out of it, and told a story or sang a song about it. There were twelve patterns in the cycle and they became the twelve signs of the Zodiac.<sup>35</sup>

*We learn best from stories and songs.*

<sup>34</sup> The author lives in the North Temperate Zone.

<sup>35</sup> The number of moon cycles in a year (12.37) was mathematically too complex for the audiences of the time.

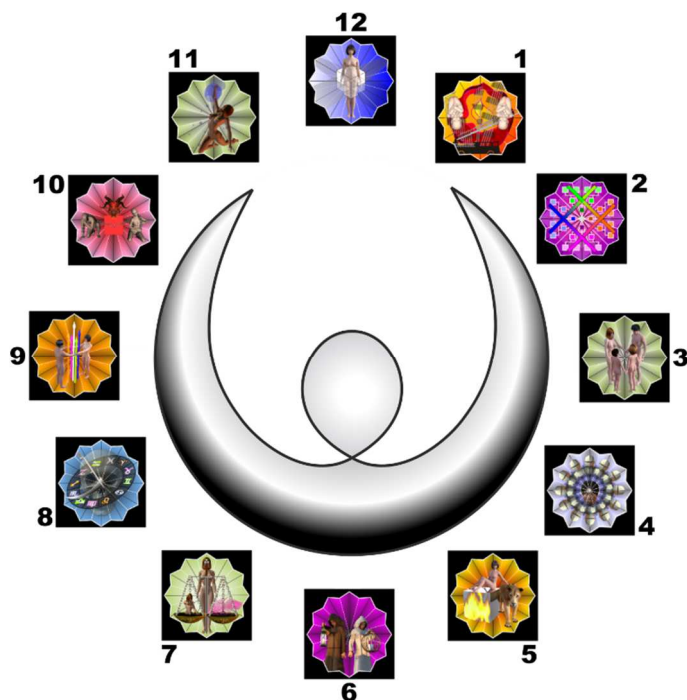
The twelve star symbols of the Zodiac tracked the cycle of the earth from birth in the Spring to growth, maturity, fruiting, decline, death, and rebirth the following Spring. *By mental mirror reflection, the twelve symbols were also used to track the stages in the cycle of a human life.*

It was assumed that the observation of the cycle of plants and animals would shed light on the cycle of mankind. It is Above as It is Below.

## The Wheel

Keys from the "Wheel of Time" represent cyclic patterns.

Each sign of the Zodiac corresponds to a stage of human development or business, project, or situation development.



## Personal Time

Your personal time line starts at Aries, the Ram, at the beginning of the cycle.

Your personal time line ends at Pisces, at the end of the cycle, when you must choose what is next.

## Personal Programming

Your personal programming is developed by **observation** and **indoctrination** over *the first seven or so years* of your life. The programming continues with self-exploration prior to puberty.

## Role Models

We usually think of role models as persons whose behavior we are expected to emulate, i.e. examples of how you are expected to behave.

***That's not what we are talking about here.***

## Expectation Models<sup>36, 37</sup>

- A **self-expectation model** is the behavior *you expect from yourself* when responding to each "class" of "others." A class might be:
  - Others of the same sex.
  - Others of the opposite sex.
  - Others in the immediate family.
  - Others in the extended family.
  - Others outside the family.
  - Others inside the tribe.
  - Others outside the tribe.

<sup>36</sup> This is not the only possible model for programming the mind. It is a useful model for understanding how the programming can be changed.

<sup>37</sup> The words "expectation models" are nuanced and avoid the simplistic connotations of the word "stereotypes." Expectation model also works better than stereotype for describing self-behavior.

- Others inside the nation.
  - Others outside the nation.
  - Others of the same skin color.
  - Others of a different skin color.
  - Others of the same social class.
  - Others of a different social class.
  - Others of the same religion.
  - Others of a different religion.
  - Others of the same political party.
  - Others of a different political party.
  - Members or non-members of any categorization your mind defines as a class of others.
- An **other-expectation model** is the behavior you expect from a class of others when responding to you. That's all the above classes in the reverse direction.

It gets worse.

- A **contemporary** pre-adolescent self-expectation model for the class "opposite-sex" varies when the person of "opposite-sex" is:
  - An Infant.
  - A toddler.
  - A pre-adolescent.
  - An adolescent.
  - A young adult (uncoupled).
  - A young adult (coupled).
  - A young adult (married).
  - A parent (unmarried).
  - A parent (married).
  - A parent (divorced).
  - An "empty nester."
  - A Spinster.
  - A widow or widower.

It represents the "now." There are corresponding other-expectation models for each of these classes towards your same-sex pre-adolescent.

- A **future** self-expectation model is based on your future stage, but is learned ahead of time. For example, while you are a pre-adolescent, you are also learning the self-expectation models for all those classes at some time in the future when you will be a young adult (uncoupled, coupled, or married), a parent (unmarried, married, or divorced), etc.
- A **past** self-expectation model applies when you have moved on to an older state and you have a relationship with a younger person. It is simply the same models, but with the roles reversed. Your contemporary state is your new role, and your past state is your old role at the stage of the younger other.

## Programming Elements

---

During the first four stages, or signs of the Zodiac, you learn basic "**expectation models**" for all types.

*You will learn, by observation or indoctrination, the expectation models for the first three stages in the first seven or so years of your life. During the fourth stage, you will learn expectation models by self-exploration, ending at puberty.*

There will be multiple expectation models at each stage depending on the number of "classes" at each stage. For example:

Your Stage	Classes of Others	Expectation Models
Aries - Infant	<ul style="list-style-type: none"> <li>Primary Caregiver</li> <li>Secondary Caregiver</li> <li>Babies</li> <li>Other</li> </ul>	<ul style="list-style-type: none"> <li>Self to Primary</li> <li>Primary to Self</li> <li>Self to Secondary</li> <li>Secondary to Self</li> </ul>
Taurus - Toddler	<ul style="list-style-type: none"> <li>Primary Caregiver</li> <li>Secondary Caregiver</li> <li>Babies</li> <li>Toddlers</li> <li>Other</li> </ul>	<ul style="list-style-type: none"> <li>Self to Primary</li> <li>Primary to Self</li> <li>Self to Secondary</li> <li>Secondary to Self</li> <li>Self to Babies</li> <li>Babies to Self</li> <li>Self to Toddlers</li> <li>Toddlers to Self</li> <li>Self to Other</li> <li>Other to Self</li> </ul>
Gemini - Theory of Mind	<ul style="list-style-type: none"> <li>Personified objects.</li> <li>Pets and/or animals.</li> <li>Children and adults.</li> <li>Boys/men and girls/women.</li> <li>Family and non-family.</li> <li>Tribe and outsiders.</li> <li>Friends and enemies.</li> <li>Subclasses or specific individuals</li> </ul>	For each class: <ol style="list-style-type: none"> <li>Self to "class."</li> <li>"Class" to Self.</li> </ol>

It gets even more fun at Cancer-Preadolescent when we have a longer list of sub classes within most classes:

- Same sex (cooperation)
- Same sex (competition)
- Same sex (relationship)
- Same sex (target)
- Opposite sex (cooperation)
- Opposite sex (competition)
- Opposite sex (relationship)
- Opposite sex (target)

Plus a few more if we include nationalities, religions, politics, economic status, race, and other social and family prejudices.

Now obviously, there is no one with a list of everything you will ever be and everybody you will ever meet. That would be thousands of expectation models. What happens is that the models are expressed in terms of beliefs, attitudes, and behaviors which extend to cover unspecified models as necessary.

Our expectation models come from four different sources, all talking at once, and often contradicting each other:

### Society/Culture

The things we see on broadcast media. The things we see or interact with on social media. The things we learn (true or false) from our contemporaries. These are the "fill-in" models for the spaces left by the other, primary sources.

### Politics/Government

The things the government/politicians are imposing on our behavior. The definitions of criminal versus legal behavior, and of "politically correct speech and behavior."

### Religion

The things our religion is trying to get us to accept as attitudes and beliefs based on faith or hypocrisy.

### Family

The things our family teaches us explicitly or implicitly. This includes *relatives and neighbors*, and our core family reactions and attitudes towards them.



### 3D Mesh Structure

An interesting thing about these expectation models is that they grow from many different roots and places all around the Mind. They intertwine into a multi-dimensional mesh like a ball of thorns. The expectation models intersect with each other at attitudes and at beliefs.

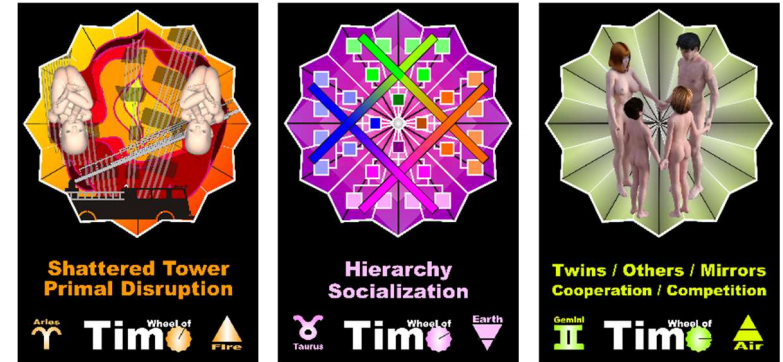
For example, prejudices about cultural identity may apply in the family, in the tribe, and in the nation.

When you consciously make a change in a story it changes a leaf, or a branch, or an intersection somewhere in the mesh. That may affect other leaves or branches or intersections. This is how changing stories changes behaviors.

That's basically how the Keys work for psychotherapy – if you don't like how a chapter or a reading came out, change something so it comes out better. That alters a leaf, a branch, or an intersection someplace.

Explore enough places, and make enough tiny changes: and who knows what else might change.

### Childhood



The first segment of the Wheel of Time represents childhood.

- Aries – the pain or confusion of rebirth into a new situation where you must learn the basic rules of the new situation.
- Taurus – Learning the pecking order and rules of the new situation. Toilet training (how to avoid offending anyone, how to be anally retentive, and how to please everyone).
- Gemini – The discovery of other people; friends and enemies, cooperation and competition (Theory of Mind).

## Aries – The Shattered Tower



*I scream in primal pain!*

*Something Ends!  
And Something Else  
Begins!*

*All is confusion!  
Nobody Listens!  
What do I hear?  
What do I see?  
What does it Mean?*

*The Beginning of Childhood.*

*Ejection from the Womb.*

*There is wind and rain  
and thunder and lightning.*

*The Tower breaks open.*

*A naked man and woman fall from the gap.*

*Changing of the Worlds.*

*Birth.*

*Leaving the Womb.*

*Starting over.*

*Helplessness.*

*The beginning of Personal Time.*

*The personal universe as an arbitrary place  
beyond my own control.*

*A rude Awakening.*

*A butt in the ass by the ram of fate.*

This is not just a record of birth. It is also a marker of rebirth. Each minor cycle of the Wheel of Time mirrors the major cycle.

The Shattered Tower means starting over again:

- After a natural or disastrous end.
- Beginning a wonderful promotion.
- Or simply time for a new cycle.<sup>38</sup>

It is a symbolic childhood where beginning over implies not understanding the new environment and having to learn or relearn the rules of life.

*In this situation, you are a "baby" learning the expectation models between yourself and your new environment.*

For a business, it can represent venture capital funding, an Initial Public Offer (IPO), a reorganization, a merger, an acquisition, or a bankruptcy.

<sup>38</sup> The Logo represents the Primal Scream of being born. The background flower suggests the vulva and birth canal. There are male and female babies falling from the tower. The girders and fire engine are from the fall of the World Trade Center, New York City, 9/11/2011.



## Taurus – Hierarchy/Socialization



*They are all around me.  
Some are bigger than  
others.*

*Some move;  
some are only fossils.  
Some are aware;  
some are not.*

*They all have claws.*

*Where do I stand in the  
pecking order?*

*Culture.*

*Childhood social training.<sup>39</sup>*

*Bull-headedness.  
Irresistible Forces.  
Unexplainable Ideas.  
Another double-cross.*

Hierarchy is the need to learn the rules and behavior appropriate to the situation. Hierarchy instructs you what to do or not do, and what to believe or not believe from any “higher authority” such as the church, government, or disloyal opposition.

*Hierarchy is not concerned  
with truth or falsity,  
but with social expectations  
and consequences.*

Any social institution that attempts to force you into any mold<sup>40</sup> fosters rebellion against the double cross of social institutions.

<sup>39</sup> Play nice and be anally retentive.

<sup>40</sup> Toilet training is essential to the survival of the race. Without it, we would all die of disease.

## Culture and Pecking Order

For organizations, Taurus is all about “corporate culture” and pecking order.

For infants, Taurus is mainly about learning to fit in with the family and culture. It is also where attachment types begin. The relationship of an infant with a caregiver results in one of the following attachment types:

- **Secure** – Trusting and comfortable in relationships.
- **Anxious** – Fear of abandonment causes clinginess. The lack of nurturing during childhood makes it impossible to trust anyone.
- **Avoidant** – Inconsistent caregiving during childhood creates doubts about whether parents love them, or not. Problems with emotional distance and difficulty with intimacy. Often choose not to have children.
- **Disorganized** – Fear and confusion in relationships due to inconsistent, abusive, or neglectful caregiving.

*Each of these attachment types is based on an expectation model based on your early experiences.*

*Each of these attachment types has a collection of associated behaviors that will persist throughout lifetime.*

If the person ever becomes a caregiver, the Caregiver role model will attempt to recreate the same attachment type **because that’s what they know how to do.**

## Gemini – Others



*Friendship.  
Competition.*

*Cooperation.  
Family.*

*Pairings.  
Oppositions.*

*The discovery of others as  
[not-self].*

*Union.  
Friendship.  
Commitment.  
Competition.*

### **Mirrors.**

*The personal discovery of the Mirror.*

*The consequences of recognizing  
the existence of others —  
as friends, as allies, as competitors,  
as enemies —  
as children, as adults, as men, as women  
— as mirrors of ourselves.*

*The End of Childhood,*

## Others and the Theory of Mind

For an organization, Gemini is about relationships:

- with co-workers,
- with, or in, the management hierarchy,
- between departments or divisions,
- between labor and management,
- between individuals and corporate policy or culture.

For children, Gemini is about the discovery of others.

Gemini can be thought of as the *Theory of Mind* where children realize that they are separate from their caregiver and similar to other individuals. In the child-mind's eye, others are "just like me." This is an obvious and natural projection. The problem, of course, is that "others" are **not** "just like me."

Eventually, the child categorizes "others" into groups:

- Personified objects.
- Pets and/or animals.
- Children and adults.
- Boys/men and girls/women.
- Family and non-family.
- Tribe and outsiders.
- Friends and enemies.

***This categorization prevents the child from seeing people as individuals.*** The child associates behaviors with categories rather than persons.<sup>41</sup> Expectation models are learned by categories. Unfortunately, this attitude often persists later in life and affects personal relationships.

<sup>41</sup> What do (all) men/women find attractive? Why do (all) men/women reject me?

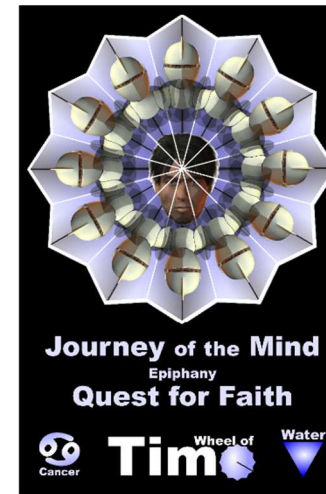
## Adolescence



The second segment of the Wheel of Time represents adolescence.

- Cancer – The quest for a comfortable and understandable belief system that allows you to cope with the world.
- Leo – The quest for physical limitations and sex and adventure.
- Virgo – The realization of essential human loneliness. The limits of communication, even among “friends,” forces estrangement.

## Cancer – Journey of the Mind



*I am a Mind in Shining Armor,  
driving the Chariot of the Moon,  
holding a cup of moonbeams,  
looking for Something-To-Believe-In.*

*It is a time of Ideals,  
and of Disappointments.*

*It is a time of learning the  
difference between  
my expectations of the  
world,  
and the World's  
expectations of me.*

*It is a time of deciding who I am.*

*I am a crabby explorer in an armored  
exoskeleton  
of childhood beliefs,  
looking for a can opener.*

*(I am looking for an orgasm of the spirit  
or epiphany.)*

*This journey is the search for “truth”  
as a foundation upon which to build the  
future.*

*As an adolescent,  
I need to define a personal foundation of  
independence  
that is some compromise or rejection of  
what I have learned  
from my culture,  
from my family,  
from my personal experiences,  
and from my vicarious (entertainment)  
experiences.*

*I search for a comfortable belief system.  
 When I found out that They (my parents)  
 were lying (at least sort of)  
 about Santa Claws,  
 I wondered if They were lying about God too.  
 They say they believe,  
 but they don't act like it.*

*When I learned that God  
 doesn't always answer prayers,  
 what shall I believe?*

*I am trying to decide  
 what's real;  
 I am trying to decide  
 what's important;  
 I am trying to decide  
 who I want to become.*

### **An Armored Exoskeleton Looking for a Can Opener**

It takes a creative entrepreneur to found a new organization. It takes a skilled bureaucrat to run an existing organization. New organizations need creativity and dedication. Existing organizations need personnel management and cost management. Most organizations outgrow their founders. This is a time of transition. Inability of the organization's founders to relinquish control and allow the transition will cause the organization to flail or fail.

For the pre-adolescent, it is a time of discovery and growing independence from caregivers. Rapidly changing social situations and pressure from peers creates a generational isolation. There is a strong compulsion to belong and conform. Music, clothing style, and language define peer group membership and exclude adults.

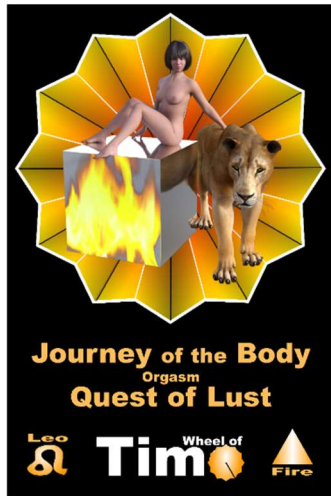
Because the world is changing at an exponential rate, the pre-adolescent feels that caregivers are "out-of-touch" with the world. The older generation's morals and attitudes do not represent the world as the pre-adolescent sees it. There is a quest for a comfortable and understandable belief system that allows the pre-adolescent to cope with the "modern" world.

*At this point, the pre-adolescent is dealing with expectation models that include physical sex, sexual preferences, gender identity, and possibly polygamy. There are also complications for cooperation versus competition in some classes, and for relationship versus targeting in other classes.*

*There are hundreds of branches on the expectation model tree:*

- *All contemporary expectation models have corresponding future expectation models for each additional stage.*
- *Some contemporary expectation models have corresponding past expectation models where roles are swapped between younger you and older you.*

## Leo – Journey of the Body



*I want to test my limits.  
The question is: who is to  
rule?  
The Mind?  
Or the Body?*

*Riding the lion of desire.  
Orgasm of the body.  
Sexual ecstasy and  
adrenaline highs.*

*Every variety of animal  
behavior  
is mirrored somewhere in  
humanity.*

*This is the lust for life —  
the search for adventure,  
sex,  
power.*

*As a child, I preferred to repeat known  
patterns.*

*As an adolescent I need to establish  
my own personal boundaries  
independently of my parents.*

*I am sure of my immortality;*

*I seek risk.*

*The time is now for both the search for  
boundaries  
and the consequences of finding them.*

## Let's Play Russian Roulette

The hormones are raging! It is a time of adventure and conquest.

For an organization, it's risk taking; new product launches, or mergers and acquisitions.

For the adolescent, it is a time of experimentation. Convinced of their own immortality, they try the forbidden things allowed for adults: drugs, alcohol, pot, tobacco, hallucinogens, and sex, sex, sex. They can't comprehend the difference between short-term pleasure and long-term consequences. They don't understand addiction. They think "it" (addiction, STDs, cancer, ...) won't happen to them, or that there is, or will soon be, a "cure."

They play Russian Roulette<sup>42</sup>, convinced the bullet won't strike them. Some of them win, some of them lose. Some of them play with a 5-shot revolver instead of a 6-shot revolver. The ignorant play with a semi-automatic pistol and lose every time.

Some of them have seen their caregivers play with alcohol, tobacco, cocaine, heroin, fentanyl, or oxycontin and think it must be safe. Some of them think it must be the thing to do because they know no other way to prove they are "adults." Some of them die. Some of them pass the fatal behavior down to their children, only delaying the ending by a generation.

*Expectation models now have sexual  
connotations and variations.*

---

<sup>42</sup> Put one cartridge in the cylinder of a revolver, spin the cylinder, point the revolver at your head, pull the trigger.

## Virgo -- Separation



*Some say it's the first  
Broken Heart  
that marks the end of  
adolescence —  
but, it's not.*

*It's the many unexpected  
separations  
that identify the  
aloneness  
that isolates us each from  
all others.*

*It is the realization of  
aloneness that ends my  
idealism.*

*No matter how perfectly I think I  
communicate with others, there is always a  
gap between our minds. I search for  
companionship and find the essential  
aloneness.*

*This is the End of Adolescence*

*The end of idealism is the end of  
innocence.<sup>43</sup>*

<sup>43</sup> Note that in the Key Logo, man and woman are right next to each other and can't seem to find each other. Maybe it has something to do with the shape of their lanterns.

## It's Not Like I Thought It Would Be!

For organizations:

- The failure of a merger or acquisition.
  - Shareholder resistance.
  - Unexpected government objection.
  - Unexpected financial problems.
  - Incompatible corporate cultures.
- The failure of a structural reorganization.
  - Mistaken redundancy losses.
  - Workforce resistance.
  - Malicious compliance.
- The failure of a new or revised product line.
  - Poor market research.
  - Poor product features.
  - Poor product quality.
  - Poor product launch.
  - Inept spokesperson.<sup>44</sup>

For young adults, the search for partnership based on false criteria, such as physical appearance, economic status, or academic achievement, rather than sexual, emotional or psychological profiles.

Virgo represents the realization of essential human loneliness. The limits on communication caused by childhood programming affects both partners and friends, forcing estrangement. When you have found yourself, you will find your true family.

<sup>44</sup> Elon Musk's Nazi salute has resulted in Tesla cars being nicknamed "Swasticators" after the Nazi swastika from World War II.



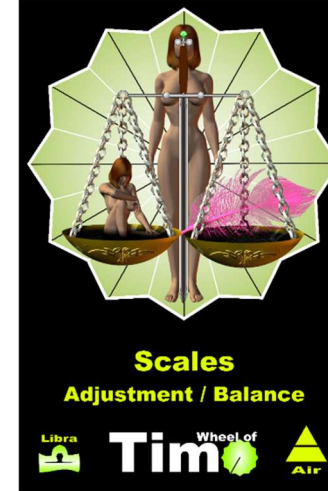
## Adulthood



The third segment of the Wheel of Time represents adulthood.

- Libra – Learning to balance your time and yourself. Finding your own center.
- Scorpio – Harvest. Reaping what has been sown. Having children as hostages to the future. Having children who will reap what you have sown.
- Sagittarius – Art. Blending together the things you have learned.

## Libra – Adjustment



*The Scales are the balance or unbalance that results from the adolescent quests for foundations and limitations.*

*Self-limitation.  
Learning to get along in the world  
and with your family  
and with your community.*

*Here many fail – they can't adjust.*

### Standing Alone

For organizations, the adjustment or non-adjustment to changing technology and social factors. For example, Kodak was a household name<sup>45</sup> in the 20<sup>th</sup> century for industrial and consumer film and cameras. Kodak was slow to understand the technology and sociology of digital products in both industrial and consumer areas, and has almost disappeared from the consumer area in the 21<sup>st</sup> century.

For single or coupled young adults, or premature parents, learning to stand alone independent of your caregivers.

<sup>45</sup> Kodak was synonymous with consumer picture taking. The phrase: "Kodak Moment" or the road sign "Picture Ahead" meant an opportunity to take a snapshot.



## Scorpio – Reap What You Have Sewn



*It's harvest time.*

*It's been time enough since  
a child's beginning.  
Now you have hostages to  
the future.*

*And Death walks the Wheel  
of Time.*

*Tears.*

*The end of individual  
initiative*

*and the beginning of  
responsibility.*

*Parenthood.*

*Reaping*

*what you have sewn.*

*Having a hostage  
to the future.*

Harvest represents the general concept of reaping (in the Autumn) what you have sown (in the Spring). It comes at the time when crops are ready for harvesting. In human terms, this is harvesting the seed planted during adolescence. It is the end of individual initiative and the beginning of parental responsibility. It can apply to both a Child of the Body, and a Child of the Mind. In any endeavor, it is reaping the rewards of your preparation earlier—or the failure to reap those rewards.

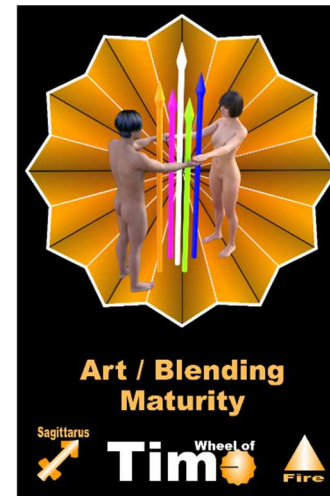
This is the essence of parenting. It consists of reliving your own childhood through older eyes as you raise children. It is a time to see that whatever you invite, will visit your children.

Your time is passing.

Their path is how you made it.

**As you have sewn,  
so shall your children reap!**

## Sagittarius: Art



*Maturity.*

*Reviewing the Circle of Life  
with the arrows of the  
mind.*

*Blending and creation.*

*Preservation of knowledge  
or heritage.*

### When You Stop Changing, You're Dead

Art is the will to live. Art is moving forward and not repeating endlessly. Art is overcoming inertia and continuing to grow. Art is curiosity. Art is what allows the evolving organism to meet new challenges. Art is the force of Order that opposes Chaos to create Time. Art is aiming the arrow of desire and following to see where it leads.

What this means for most of us is that when we stop wanting to do new things, and try to cling to the old, we stop growing and start dying. We can stay alive only as long as we can keep reinventing ourselves. When we stop changing, we're dead.

*This is the time in the cycle when the first brood,  
the Children of the Body,  
are independent.*

*The creative urge moves on to  
Children of the Mind —  
or it doesn't.*

What do you do with yourself when the children are grown? What do you do with yourself when your best friend dies? You must consolidate what you have learned before you can see where you need to go.

When we think we know how the world works, and stop learning, we begin dying. Most people never learn to be artists and continue growing. Instead, they close their minds, they petrify, and they die. These are the p-people: those who have turned to stone by closing their minds.

## Maturity



The last segment of the Wheel of Time represents maturity.

- Capricorn – Self-imposed bondage. The inability to see yourself as you are. Fear of change. Making the wrong response for the right reasons.
- Aquarius – Learning to love yourself. Washing away the past.
- Pisces – The Crossroads. Choices. A new path. A price to pay.

## Capricorn – Self Imposed Bondage

---



*Preconception.  
Imprisonment.*

*Self-imposed bondage.<sup>46</sup>*

*Breaking childhood  
patterns.*

### Self-Imposed Bondage

Many are trapped by their own childhood.

Most of the things you know are opinions, not facts. Your knowledge is information about behavior patterns that you learned as a child. Depending on the outcome, each childhood behavior pattern becomes positively or negatively reinforced. It becomes an opinion about how the world works, but you think it is a fact. This is exactly how an artificial neural network is trained.

It is difficult to retrain an artificial neural network because it takes more work to erase the old patterns that it took to create them. It's cheaper to start over with a new artificial neural network. People are like that too. Perhaps that's why we die.

---

<sup>46</sup> The man and woman are not chained. They carry their chains proudly.

Most people get stuck here.

They lose the ability to learn and adapt,  
they think they have all the answers,  
so they die with the past,  
victims of their own habits,  
instead of living on into the future.

## Aquarius -- Selfhood

---



*Expansion of personality.*

*Individuation.*

*Blossoming of the  
personality  
freed from false  
limitation.*

*You have met your Shadow  
and accepted it.*

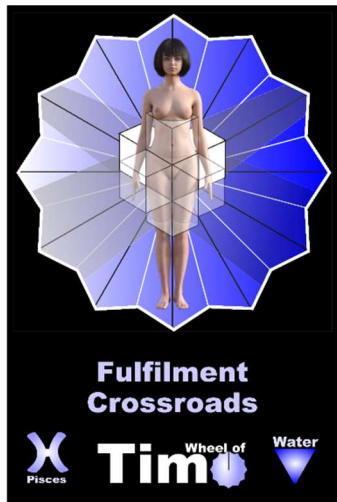
*Learning to love yourself.*

*Washing away the past.*

### Self-Definition

The Star represents the ascendance of the individual in harmony with itself. The Star represents becoming free and independent by washing away the hurts of the past. Freedom is the ability to see the truth without needing to lie, without needing to justify, without needing to hide. Aquarius speaks of cleansing and corruption, growth and decay, honor and deception.

## Pisces -- Crossroads



*Fulfillment.*  
*The end of the cycle.*  
*Choices.*  
*Advancement.*  
*Rebirth into the next cycle.*  
*Decay of that which is cast off.*

### The Crossroads Demand a Toll

At each crossroads, you must choose the direction that will take you the next step nearer to your eventual destination. Your choice is limited, not by where you desire to go, but by who you have become because of past decisions. The more wrong turns you have chosen, the fewer choices you have left.

### ! Beware!

*The crossroads always demand a toll. The minimum price of traveling a road is the loss of the road(s) not taken.*

## The Wheel of Pips

The 40 Keys from the "Wheel of Pips" represent events or situations.

We already know the Elemental suits have a way of influencing the meanings of the Keys within each suit:

### **Cups for Water**

Emphasizes Emotion.

### **Wands for Fire**

Emphasizes Action.

### **Trines for Air**

Emphasizes Concept.

### **Crystals for Earth**

Emphasizes Manifestation.

The Pips are arranged into ten ranks by number with rank characteristics that seem arbitrary,<sup>47</sup> and into four suits that represent how the individual ranks are expressed differently for each element.

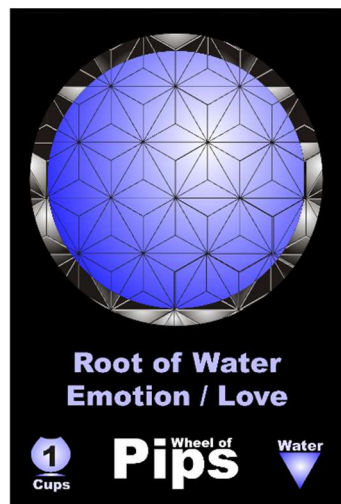
## Aces – Roots:

Basis or cause. (Or lack of basis or cause.)



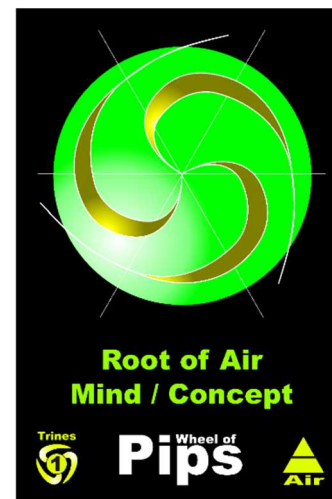
<sup>47</sup> As Ron Weasley might say: "from Abstract to Mental!"

## Ace of Cups



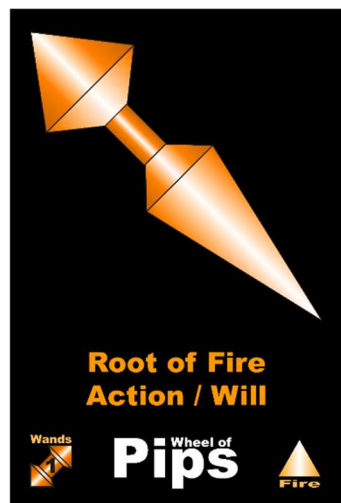
Biases chapter reading towards Emotion or instability, or waves.<sup>48</sup>

## Ace of Trines



Biases chapter reading towards Analysis or Reporting or "The Big Lie."

## Ace of Wands



Biases chapter reading towards Action regardless of whether action is appropriate.

## Ace of Crystals



Biases chapter reading towards accounting, spending, creation, or acquisition.

<sup>48</sup> Bipolar disorders.



## Twos – Lessons:

What you learn in encounters with others. (For better or worse.)

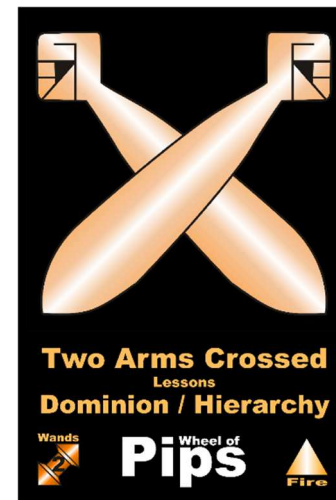


## Two of Cups



Chapter will include forming, or not forming, or breaking up, or not breaking up a partnership.

## Two of Wands – Dominion



Chapter may include struggle or surrender. Generally, has to do with pecking order.

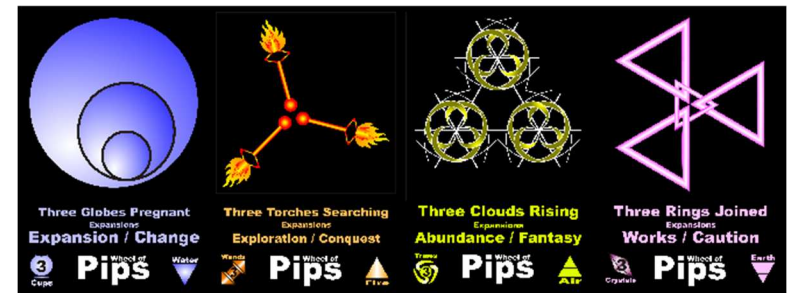
## Two of Trines – Communications



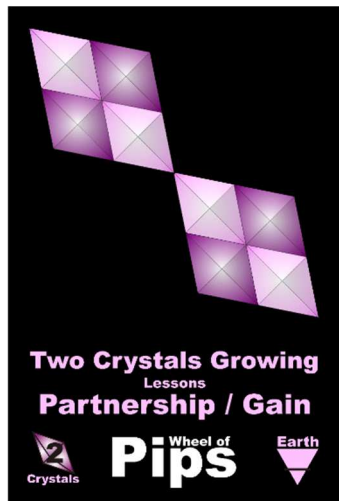
Chapter will involve communication or failure to communicate.

## Threes – Expansion:

Changes because of encounters with others. (For better or worse.)



## Two of Crystals – Partnership



Chapter will include gains or losses associated with (or avoiding) a partner.



### Three of Cups – Change

---



Change is inevitable. May be planned, or unplanned, but may miscarry.

### Three of Trines – Abundance

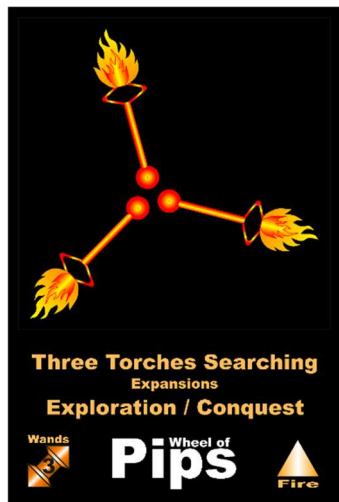
---



Change is happening whether wanted or not, in a pleasant or unpleasant way.

### Three of Wands – Exploration

---



Change is either actively sought, or actively avoided.

### Three of Crystals – Works

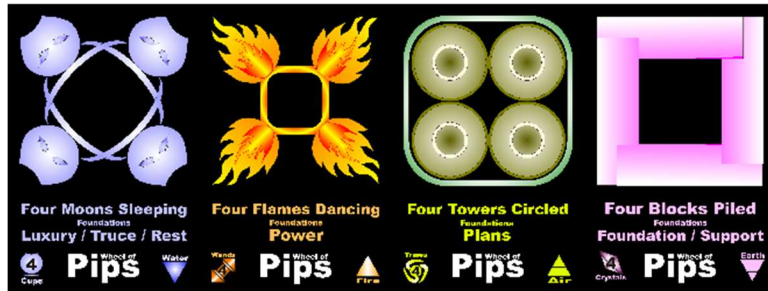
---



Expanded works is beneficial or is causing more problems than expected.

## Fours – Foundation:

An infrastructure to build upon. (Sound or unsound.)



## Four of Cups – Luxury



Everything is going according to plan and is peaceful or something is going haywire and needs immediate attention but everybody is sleeping at the switch.

## Four of Wands – Power



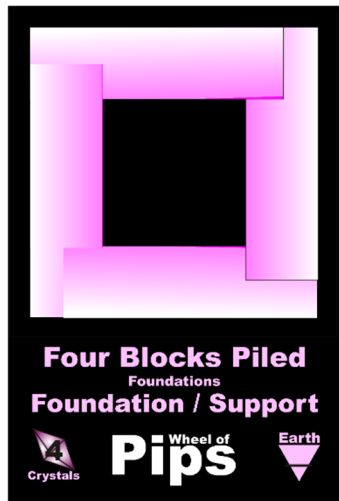
Everything is well established and completely ready for the next step, or something has gone unexpectedly wrong and it endangers future plans.

## Four of Trines – Plans



Everybody agrees and plans are synchronized, or there are disagreeing camps, each fiercely defended.

## Four of Crystals – Foundation

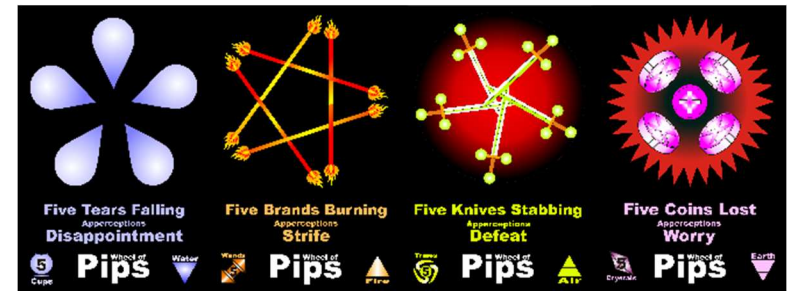


Everything is ready and complete, and a strong support infrastructure is ready to go, or there is an unplanned weakness<sup>49</sup> and the infrastructure is insubstantial.

<sup>49</sup> Notice how the blocks are piled so that they do not form a flat surface for the next layer.

## Fives – Apperception:

Seeing what you expect to see. (Or not seeing what you don't expect to see.) Based on your personal experience.



## Five of Cups – Disappointment



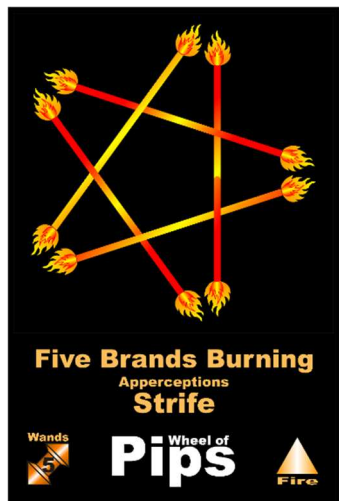
Your expectations are inappropriate. Either your inability to see clearly is causing a problem, or something has really gone wrong.

## Five of Trines – Defeat



If you expect defeat, it *will* happen. But defeat can be illusory. It can be a lesson in strategy or tactics that will be valuable in the future. It can lead to victory based on what you have learned.

## Five of Wands – Strife



Some days you expect to see strife, and it hides from you. Other days you don't see it coming and it sneaks up on you.

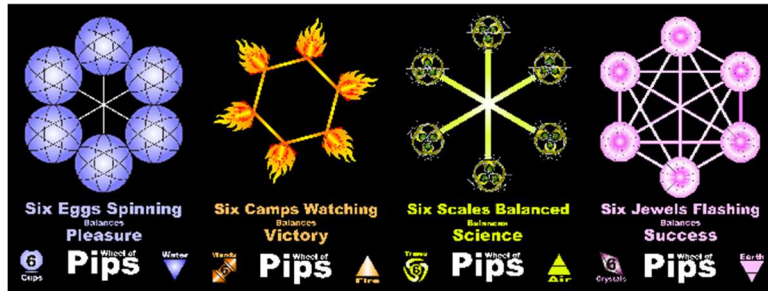
## Five of Crystals – Worry



The loss of small things can bring sadness, or it can bring vigilance that prevents greater loss.

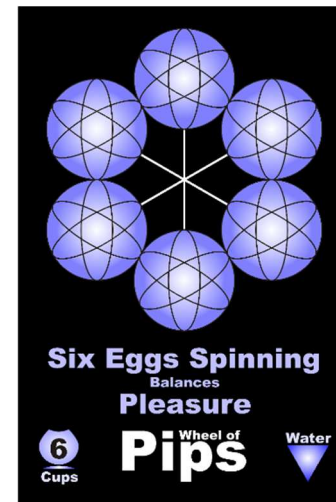
## Sixes – Balance:

When all things come together. (Or when all things fall apart.)



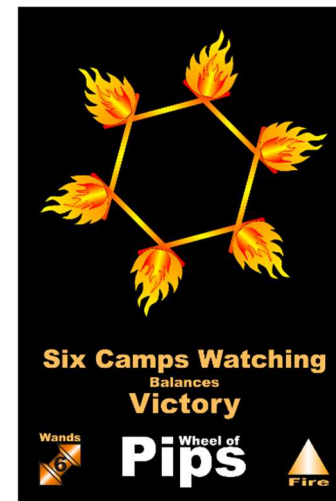
## Six of Cups – Pleasure

Pleasure when everything comes together, pain when it doesn't.

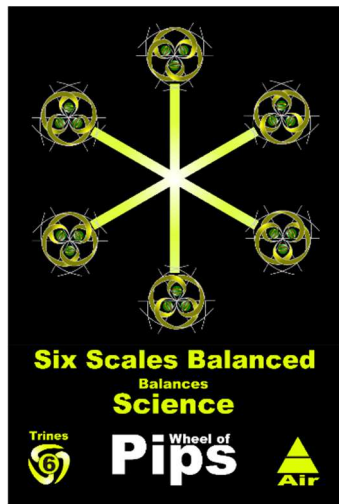


## Six of Wands – Victory

Victory requires vigilance. Lack of vigilance can lead to loss or defeat.



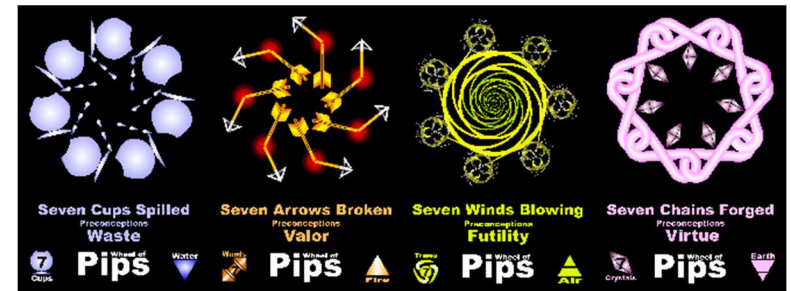
## Six of Trines – Science



Things are logical and make sense, or they are illogical and they don't make sense.

## Sevens – Preconception:

Seeing what you want to see. (Or not seeing what you don't want to see.) Based on your personal biases.



## Six of Crystals – Success



Success comes from balance. Failure comes from imbalance.

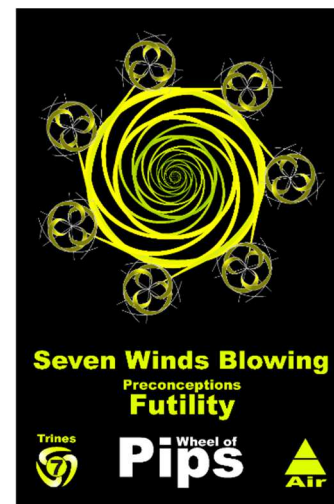


## Seven of Cups – Waste



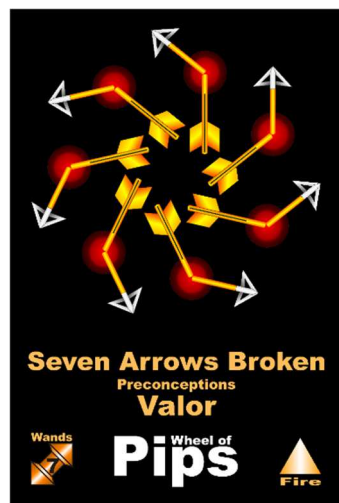
Like beauty, garbage is in the eye of the beholder. What is lost may be the price for something gained. What is one person's trash is another person's treasure.

## Seven of Trines – Futility



What seems futile may sometimes lead to new understandings by connecting disparate dots.

## Seven of Wands – Valor



Valor may not lie in fighting for a lost cause, but in knowing when to quit to be able to fight again.

## Seven of Crystals – Virtue

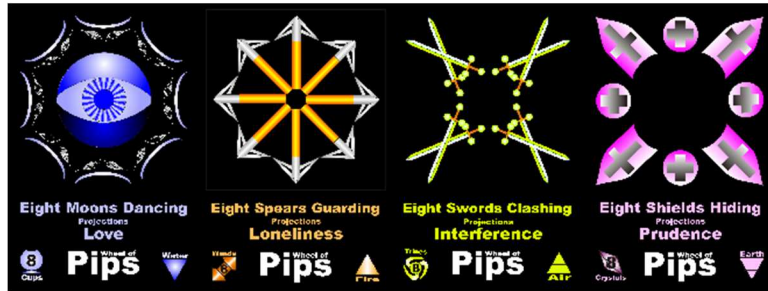


Virtue is often a confinement for that which need not be confined.



## Eights – Projection:

Assuming others see and feel the same way you see and feel – blinding yourself to reality. (Or confusing sympathy with how others see and feel.)



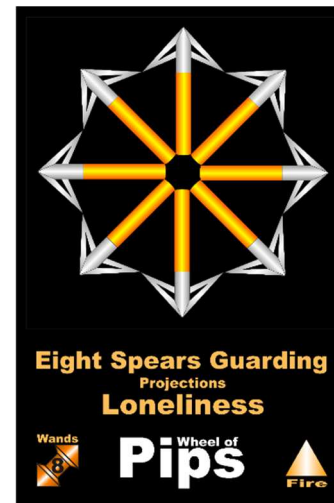
## Eight of Cups – Love



When love is based on the projection of your feelings on another person, it leads to the True Flame delusion and becomes stalking.

Recognizing that you cannot rely on projection allows you to move on with your life and seek true happiness instead of illusion.

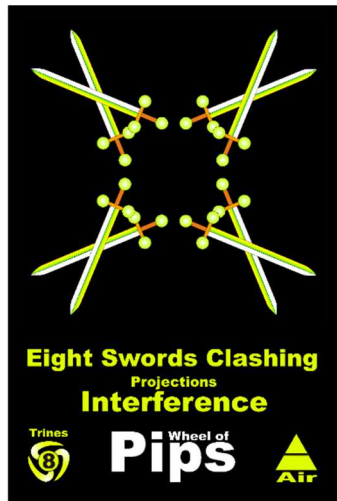
## Eight of Wands – Loneliness



You feel that others are armored against being hurt and will hurt you if you allow them in.

If you are afraid of what lies beyond you or in the future, you will be lonely. If you take the risk of letting down your guard, you have a chance of finding happiness.

## Eight of Trines – Interference



Feeling that you want to meddle in someone else's life makes you feel that others will want to meddle in your life.

Sometimes, help feels like interference. Sometimes, you wanting to help someone feels like interference to them.

## Eight of Crystals – Prudence



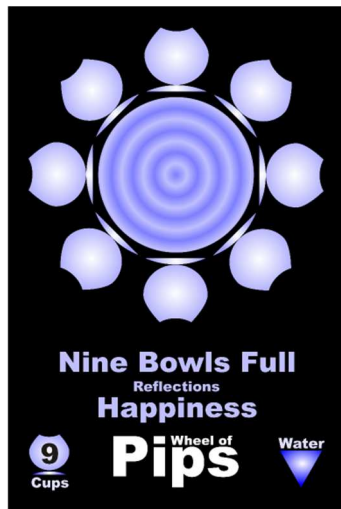
Sometimes, prudence is a good thing. Sometimes, prudence prevents you from living because you are too busy hiding from life.

## Nines – Reflection:

Assuming others see and feel the same way you see and feel – blinding yourself to reality. (Or confusing sympathy with how others see and feel.)

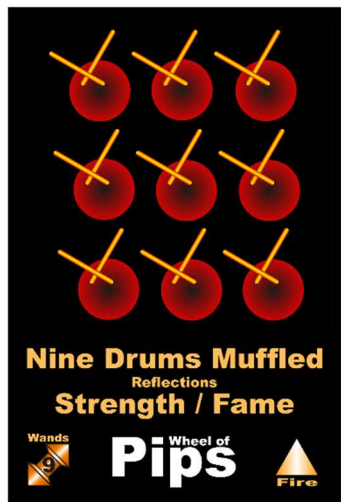


## Nine of Cups – Happiness



Happiness is when your joy is reflected back to you. Without the reflection, it becomes unrequited love.

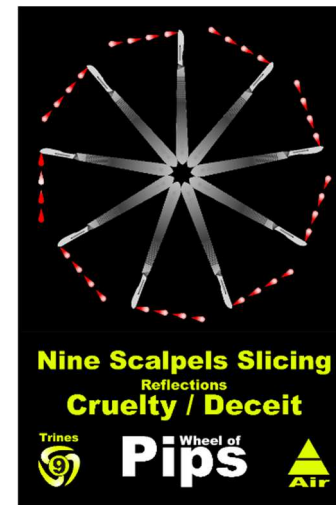
## Nine of Wands -- Strength



If you are strong or famous, they'll give you a nice funeral.<sup>50</sup>

<sup>50</sup> The muffled drums are from the funeral of President John F Kennedy, 1963.

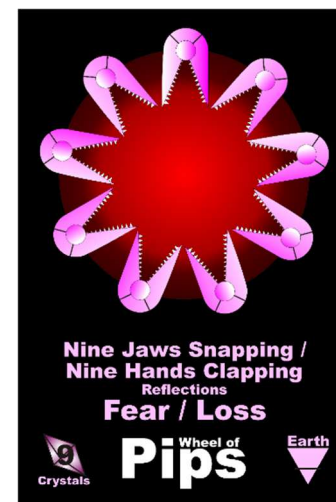
## Nine of Trines – Cruelty



Sometimes, telling the truth can be cruel because it hurts others. Other times, it is necessary to be cruel to prevent worse outcomes.

Kindness to spare somebody can have the effect of cruelty when it prevents them from dealing with reality.

## Nine of Crystals – Fear

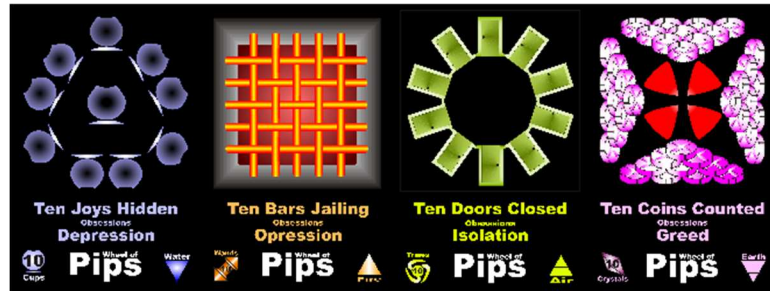


When you see something reflected back to you from another person that is out of sync with your feelings, it becomes frightening.

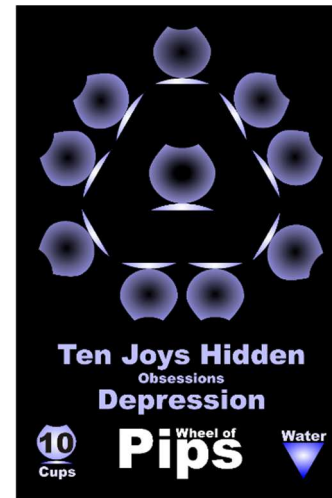
When you realize that being out of sync means it's time to move on, you can either attempt to regain synchronization, or abandon the situation.

## Tens – Obsession:

Loop-locked behavior — inability to move on. (Or failure to persist.)



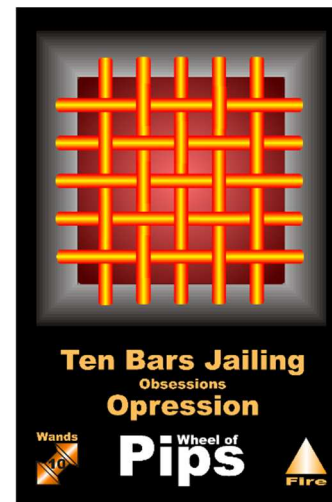
## Ten of Cups – Depression



In depression, everything seems hopeless. The way out is to pick one aspect of your life and explore new avenues of joy.

Remaining depressed is a choice. You don't have to stay there.

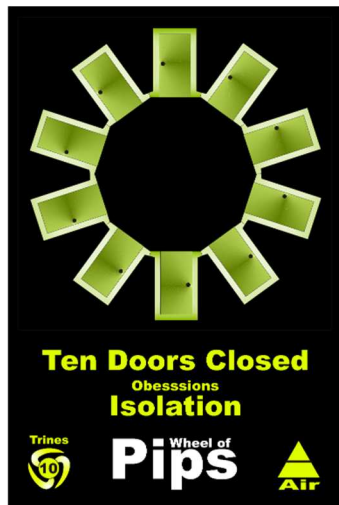
## Ten of Wands – Oppression



Remaining in oppression is a choice. You can choose to remain, or you can choose to leave.

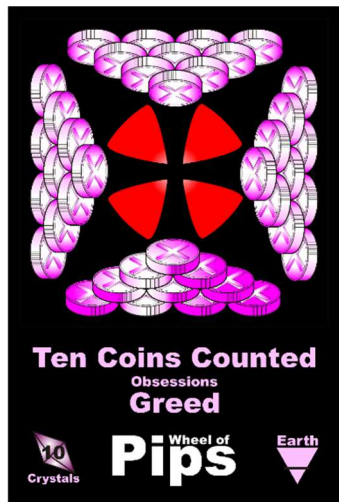
Oppression is not hopeless, but you must give up things that you think valuable in order to exit.

## Ten of Trines – Isolation



Being alone is a choice. You can remain isolated, or you can seek out new friends. The easiest way to find new people is to join an activity that you enjoy, or an activity that you think would be rewording.

## Ten of Crystals – Greed



If you are a Worshipper at the Altar of the Great God Greed (WAGGG), you will find that nobody can be trusted. Everyone around you will be looking for an opportunity to take some of your wealth.

Wealth will bring you no happiness, only hangers on looking to stab you in the back.

If you use your wealth for the good of others, you will be loved.

## 3. Behind the Curtain

The *Keys to the Mind* give you a vocabulary of "Logos" that describe people, places, and events in emotional or intellectual mind space.

Multi-dimensional Logos are the kind of "words" the mind uses to think about mental and emotional events. The Keys are the equivalent of words, but in a multi-dimensional space.

## Keys to the Mind Concepts

There are some **Concepts** you need to know to understand how the *Keys to the Mind* work:

## The Thematic Apperception Test

The Thematic Apperception Test (TAT) is a standardized psychological test used to analyze an individual's personality from their **unconscious projections**.

It consists of a series of ambiguous pictures<sup>51</sup> selected by the therapist based on what the therapist wants to explore.

The subject is instructed to tell a story about the picture on each card, including:

- The present situation.
- The thoughts and feelings of the people in the picture.
- The preceding events (past).
- The outcome or future.

<sup>51</sup> Usually, 8 to 10 pictures selected from 30 (plus 1 blank picture).

The idea is that people tend to interpret ambiguous situations in accordance with their own past experiences and current motivations, which may be conscious or unconscious.

The *Keys to the Mind* dynamically generate random ambiguous situations in a *structured, multi-dimensional* model of the Mind. Reading the Keys shows the reader points in their own personal universe that indicate attitudes, self-perception, relationship with the environment, latent conflicts, and personal history.

## Programming Elements

---

Personal programming has three levels; beliefs, attitudes, and behaviors.

We directly observe behaviors.

- From the behaviors, we infer attitudes.
- From attitudes, we create beliefs.
- From the mesh, we create expectation models.

Or, alternately:

- We are taught beliefs by family, religion, state, and culture.
- From beliefs, we infer attitudes.
- From attitudes, we infer behaviors.
- From the mesh, we create expectation models.

But, most likely, both.

## Advertising

---

All people project a gestalt whether they are aware of it or not. (Most are not aware of it.)

Most people can read a gestalt whether they are aware of it or not. (Most are not aware of it.)

An unaltered gestalt almost always advertises for a partner in continuing childhood family games. This is how abuse gets handed down from generation to generation.<sup>52</sup>

## So, What's In-It for Me?

---

- The trees (chapters and readings) help you find the forest (gestalt). If you change enough trees, you change the gestalt. If you change the gestalt, you change who you are and what you invite to happen to you.
- The forest (gestalt) helps you find the trees. If you understand how changing some of the trees changes the gestalt, you will cause changes in your gestalt and therefore in your life.
- Learning to see both the forest and the trees gives you a better chance of making a useful decision or corrective action regarding the subject. It *may* also cause changes in *your* life.

---

<sup>52</sup> It's simple: the abuse rotates among physical, emotional, sexual, and neglect categories because: "I would never do to my children what my parents did to me," but the *attitude* remains the same: "*It's okay to abuse children (just not **that** way).*"

When "it's **not okay** to abuse children," the whole world looks different.



## Learn to Observe

---

The objective of this journey is to find our inner truth and bring it into the light. Only by truly seeing ourselves can we change. To accomplish this objective, use the *Keys to the Mind* clockwork to maneuver around your blind spots and to see beyond your version of the lies we tell ourselves.

## What the Keys Don't Do

---

*The Keys to the Mind won't change your attitudes. You must do that yourself. If you want things to be different, you must change who you are.*

## Changing an Attitude Makes You a Stranger to Yourself

---

Reinterpreting past events is very scary. A change in perception of your (personal) past may seem to invalidate your whole existence. It may change one of the attitudes that define who you are. There is a lot of resistance to change. *(It won't be **me** anymore after the shrinks get through!)* No, it won't be you anymore. It will be a whole new person with a whole new life. *But you might like the new person a lot more than you like yourself right now. And you might be a whole lot happier.*

- When you break any of your fundamental assumptions about how the world works, you are left with an unstable basis for dealing with the present. You can no longer predict the outcome of actions.
- The fear of dealing with the present in a non-predetermined way makes it easier to lie to yourself than to accept a change in perception.

- Dealing with the present in real time requires listening and paying attention. You don't have time to think about what you're going to say or do next. You don't have time to think about how to react, only time enough to be yourself.
  - If you are an imposter, this means discovery.
  - If you have a short attention span, this means not remembering where you were going or how to get home.
- On the other hand, listening and paying attention is being real. Being real is how you go about being there for someone else who needs you. If you can't listen and pay attention, you aren't there; you're off somewhere else, either real or imaginary.

One size does not fit all.

## Walking in Shadow

---

The Shadow<sup>53</sup> in your Mind is all the things that you are not. Shadow is all the things you have chosen not to be, and not to do, wisely or otherwise. Shadow is a fearsome place. It is the eerie junkyard of your discarded choices. The purpose for visiting Shadow is to reclaim valuable lost pieces of yourself — like the bathwater that was thrown out with the baby.

This is one of those things you really might not want to know.

***People don't change  
until the price of not changing  
becomes higher than  
the price of changing.***

---

<sup>53</sup> Jungian.



People will do almost anything to avoid changing because of their hidden agenda. What people do instead of changing is to substitute new and different behaviors for acting out the same old attitudes.

- People keep the same attitudes, but substitute different behavior that leads to the same result.
  - People keep the same attitudes, but substitute dependency for irresponsibility (or vice versa) as an acceptable way to get attention.
  - People keep the same attitudes, but substitute mental cruelty for physical violence as an acceptable way to treat children.
- People find a substitute method of expressing those same attitudes so that they can pretend to have changed and still protect the hidden agenda. They lie to themselves. They are not aware of the lies. If you point out the lies, they will forget what you said by the end of the sentence.

To change the outcome, the attitude must change. Otherwise, it's just substitute behavior that leads to the same old place.

To change behavior, you must travel through the Shadow in your Mind. You must pay attention and observe carefully.

There are myriad ways into Shadow. All the major religions and all the major mental therapies work for some people. None of the major religions and none of the major mental therapies works for all people.

*One size does not fit all.*

If you keep looking, you'll eventually find a way into Shadow. Whether or not you ever find a way out of Shadow depends on the strength of your own identity. You can get lost.

No one can make this trip **for** you.

You can make this trip for no one except yourself. There are no shortcuts for the lazy, no inside tips for the speculator.

You have been warned.

In Shadow lies the Chapel Perilous.

In Shadow lies the chance to reclaim: "I Am."

## A Different Narrative

---

A reading is basically making up a story to fit some randomly generated plot and character assignments. One of the things that can be done is to inject a specific narrator across all chapters instead of having a different Speaker for each chapter. You can also directly insert yourself into the narrative by selecting one of the Court Keys to represent yourself.

- Based on the personalities you have observed in using the Court Keys, select one of them to represent yourself.
- It is also possible to select a Key from any of the other wheels, but the Wheel of Doorways and the Wheel of Questions should be avoided because they are not good matches for personalities.
- You may also have alternating narrators where two or more of the Court Keys appear in multiple chapters.

Now use the selected self-representative Key as the Speaker or narrator across all chapters of the story.

For the 2<sup>nd</sup> Speaker or Position Key for each chapter, you may want to use a Position Key based on any of the wheels, or deal from any cards except the Pips.

For the Events and Situations, you can include any Keys not used elsewhere, including the Wheel of Doorways and the Wheel of Questions.

It doesn't really matter *how* you do this. It does matter that you are *consistent* and *have an understanding of why* you chose this setup.

If you prefer, you can use any standard tarot spread instead. Just leave out the Wheel of Doorways and the Wheel of Questions.

## 4. Share the Fun

---

Playing with the Keys is great fun at a party, and a wonderful excuse to socialize and learn more about your friends and yourself. You can use any of the layouts in this book *or make up your own*.

Some of the popular uses of the Keys are compatibility games and/or adventure games for potential or actual partners.<sup>54</sup>

The objective of these games is to allow people to talk about their views on life without the awkwardness of two-person dating interrogations.

### Predetermined Layout

---

Set up one or more pre-determined themes and use pre-dealt layouts. Each person reads the same Keys. The difference in interpretation can help you learn about potential partners and understand group dynamics.

### Predetermined Subject

---

Ask two (or more) people to describe the same situation by selecting Keys that represent the people, events, and sequence. The difference in both Key selection and interpretation can be a way of solving problems or illuminating differences.

### Group Meditation

---

Do a group meditation telling a story told by a narrator built on a sequence of Keys. Compare listener's reactions in a group discussion.

---

<sup>54</sup> Also known as dating games.

## 5. Welcome to the New You

---

→ **Note:**

I remind you, everything you learn here is **my** interpretation of the reality backstage in the theater of life. You must learn **your own** definition of the reality backstage, and it may differ significantly from mine.

It's been a long, interesting journey. I hope you like the new person you have become.

*Live long and prosper.*

*So be it.*

# Acknowledgements

---

These are some of the wonderful people who have had major influences on my life, and therefore have had major influences on this book.

**Dr Joseph L. Fink:** Rabbi at Temple Beth Zion, Buffalo, NY. *The Keeper of the Library* was a Scholar. He was a wise man who understood the contents of the Library.

He taught me to think instead of learning dogma.

He would probably be disappointed to learn that I am a confirmed atheist, but Saturday Jews, and Sunday Christians convinced me that loving kindness makes more sense than empty rituals.

**Ruth Swayze,** Proprietor of *The Bell, Book, and Candle, the Oldest, Permanent, Floating, Coffee House in all Ontar-i-o.*

She was the Gertrude Stein for my generation, and later went on to write for the TV series Taxi, and to help found [The Heritage Artists' Colony in Manasota Key, Florida.](#)

**Laurie Lawson:** One of the few male friends I ever made. Intelligent, competent, computer literate, Canadian, and another amateur race car nut.

**Susan Frey:** The only life-long friend I made in high school. We used to pass notes back and forth in codes so that we could both learn cryptography. She went on to become a clinical psychologist. We had many discussions about the "rat boys" (experimental psychologists) and the "shrinks." I think I was in love with her in high school, but she friend zoned me because she was afraid she would lose me if we broke up. We have remained friends for over 60 years.

A long time ago, in the late 1960s and 1970s, I had a wonderful psychotherapist, [Florence Kopit](#), at Group Labs, in Manhasset, Long Island, NY. She taught me most of the things I know about Gestalt and Bio-Energetics psychotherapies. I have adapted those Gestalt techniques for interpreting readings. Any errors in technique are mine alone. It has been a long time.

My late wife of 41 years, **Gloria J. "Mimi" Winer** is (still) a well-known doll pattern designer. I made it possible for her to follow her dream to make figurative sculpture. She made it possible for me to follow my dream and become a photographer, writer, videographer, and publisher of her doll patterns in paper and video. We are both teachers at heart. We taught each other the meaning of life and love and companionship.

**Mimi & Jim (circa 1980)**



<b>She</b> was a professional model and a restaurant manager before she became a communications consultant and system administrator for Fortune 100 companies. She wore a daisy covered hard hat while supervising the installation of corporate communication equipment in sky scrapers under construction.	<b>He</b> was a super-programmer, a systems analyst, and an application architect for Fortune 100 companies before he quit the rat-race. He hasn't worn a suit in twenty years. He still does technical writing and computer network designs for some clients to help support the business.
<b>She</b> always wanted to go to Art school.	<b>He</b> always wanted to be a publisher.
<b>They</b> met in a client's office while working together on different aspects of the same job. They weren't very interested in each other until they discovered how well they worked together.	
<b>Now she</b> has a warehouse of art supplies for dollmaking in her basement and famous doll artists come from all over the world to teach in the school she founded because she couldn't afford to travel elsewhere. Her husband supports her business because it's still too small to support itself.	<b>Now he</b> has a photo studio, a pre-press computer system, a scanner, a laser printer, a plate maker, a printing press, a collating machine, a booklet binder, and his wife's company to sell the books and patterns he writes, photographs, prints, and publishes for dollmakers.
<b>Now they</b> are having the time of their lives, struggling to help their business survive until it grows up and can take care of itself.	

**Tziporah** of *Blue Moon Coven* introduced me to the world of Wicca. She sold me my first Tarot deck, *The Book of Thoth*, at a little shop in Brooklyn.

I met **Nyx Shadowhawk** over the Internet when she was still in high school. She didn't want to live in a world without magic, and dedicated herself to bringing magic into the world. I was probably the first person who criticized her attempts at fiction instead of praising them. *She was not happy*. She has learned to be a storyteller, and will probably be the most influential writer on mythology, mysticism, and magic of the 21st century. I think she has the talent to be a great novelist as well. She reminded me that *I don't want to live in a world without magic either*.

I met **Elinor Greenberg, Ph.D.** through social media. She has a wonderful talent for explaining Gestalt therapy techniques and personality disorders in simple language. She is also a Tarot reader and uses the Tarot in her psychotherapy practice in New York City. I wish I could have met her in person. Again, any errors in technique are mine alone.

**Mommy Dearest** (Titania's mother, Mimi's daughter) taught me that redemption is possible, even if it takes a lifetime, and that it is better to end life on your own terms rather than wait for the ravages of time to take their inevitable toll.

**Titania**, *Queen of the World*, taught me that you can't become fully an adult until you have had the joys and tears of revisiting your own childhood through teaching a child of the mind, if not a child of the body. She taught me the meaning of the Scorpio Key.

**Lexi**, Titania's daughter, sole survivor, the last of her line.

## About the Author

**Hello. I am Tayoh Dey.** *I'm also Wepwawet Vvulff.*



I don't have gender dysphoria. I don't think I was born in the wrong body.

I have gender euphoria.  
I am happier when I see myself as a trans-woman than as a cis-man.



I enjoy being a girl!  
It makes me happy!

To understand who I am,  
you need to understand how I became.  
Let's look at some of my history:

As a child, I didn't particularly identify as a boy or  
as a girl.  
I didn't associate gender with my body.  
I wanted to be either Superman or Wonder Woman  
as the occasion demanded.  
The physical apparatus didn't strike me as  
particularly related to my body,  
but rather to the task at hand.  
Most tasks didn't involve gender,  
but for those that did,  
I wanted to be changeable.

I have three gender states.  
Sometimes I feel male, sometimes I feel female,  
but most of the time I am agender  
because gender has nothing to do with  
what I'm doing.

I only become male or female when it mattered.  
Most of my life has been spent without a gender.  
In younger times, I lived as a male  
because that was what was expected of me.  
So, I became male.  
As a child, I didn't understand  
that most of the world  
was either male or female.  
Like most children, I thought everyone else was  
like me on the inside –  
sometimes a boy and sometimes a girl.  
I didn't realize how different I was.

From an early age, I could see all my relatives  
and all my classmates  
lying about everything.

I didn't lie because  
I assumed they could see the lies too.  
It took me a long time understand that they  
couldn't see.

I learned not to trust anybody –  
I became emotionally isolated.  
I don't know why it only affected  
my male personality  
and not my female personality.  
I don't think my female personality  
was very developed at that time.

It was this same projection of my own feelings  
onto others that meant I didn't understand  
that most of the world was different.

Like most children,  
I thought everyone else was like me  
on the inside.

Since I didn't understand people,  
I was drawn to machines.  
Machines don't have feelings.  
Machines were predictable.  
My analytical intelligence developed long before  
my emotional intelligence.

I grew up in a household with a viciously  
man-hating grandmother  
and a father who was present as little as possible  
to avoid her.  
She was a nasty old lady who constantly  
disparaged men.  
She hated men (so I was told)  
because her husband went off and left her with  
3 small children,  
of which my mother was the eldest.  
Obviously, that's not where her hatred started,  
but her hatred is probably the reason  
her husband left.

She constantly denigrated my father and all men.  
She accepted me only because she was convinced  
that I was really her granddaughter  
disguised as a grandson.

My father never defended himself.  
My mother never defended my father.  
My father worked late every night to avoid her.  
I was taught by the family environment  
that because I was male,  
I could never be "good enough."

I was the one who was forced  
to beg her to take her medicine  
while I wished her dead.  
She died.  
I wasn't "good enough" to save her.

Effectively, I had no male role model.  
I learned how to get along with women,  
but never how to get along with men.  
I learned to dislike men  
although I wasn't aware of it at the time.

Sometime around adolescence,  
I started cross dressing.  
I'm guessing that at first it was the fetish variety,  
but eventually I discovered that I was happier  
when I cross dressed.

My male personality is emotionally isolated  
and depressed.

My female personality is emotionally connected  
and happier.

In short, I don't have gender dysphoria,  
but I do have social dysfunction.

I enjoy being a girl. It makes me happy.  
This is an opinion, not a diagnosis.

Back then, the words didn't exist for genderfluid.  
I have three distinct personalities,  
<DeadName> who is male,  
emotionally isolated and depressed,  
"Wolf," who is agender,  
and has nothing resembling  
human emotions,  
and me, Tayoh.

Wolf was present most of the time.  
<DeadName> was present when necessary,  
I was present as a cross-dresser  
occasionally.

I am emotionally connected and happy.

It was 1958, my Junior year in high school.  
*Bell, Book, and Candle* was my favorite movie.  
I fell in love with Kim Novak.  
Actually, I fell in love with the idea of Magick.  
But mostly, **I wanted to be Gillian Holroyd.**  
If I ever have a cat, it will be named Pyewacket.

It was 1959. Fidel Castro was fighting for  
freedom in Cuba.

I grew a beard,  
celebrated "Veintiséis de julio,"  
and drew the red and black flag  
of the revolution everywhere.  
I didn't understand communism then.  
Castro was a hero then, *who fought passionately  
for a cause.*

I had no good male role models.  
I needed a hero. Castro was "romantic."  
Che Guevara didn't do anything for me.  
I still have the beard.  
I gave up on Castro a long time ago.

I now understand that the beard is  
a "gender resonance" activity  
to hold my personality on the male side.  
When I want to be a girl, the beard goes.  
When I want to be a boy, the beard returns.

I didn't understand people.  
People don't behave rationally.  
So I turned to computers.  
It was the infancy of the computer industry.  
There were only two commercial computers then.  
I became a programmer.  
It was a suitable vocation for a boy.  
But, I wasn't a boy.  
I was agendered.

Because I wasn't comfortable being male,  
and I wasn't physically female,  
I stayed in the agender state most of the time  
    unless gender was a necessity  
    for a particular activity.

I had no good male role models,  
and I didn't feel accepted with females.

Mother would probably have welcomed me  
into her conversations and circles.  
I'm sure both my father and my mother loved me,  
but neither one of them knew how to reach me.  
I didn't want to be reached.  
My grandmother was probably the only "abusive"  
thing I suffered as a child.  
I had good parents who wanted the best for me.  
They were just in over their heads  
and didn't understand or know how to cope  
with the situation.

My male personality became a computer whiz kid  
before there was Computer Science.  
I've worked for 2 universities -  
    without a degree,  
teaching the professors how to use computers.

I became a programmer,  
or what is called a "developer" today.  
Then I became a System Analyst  
    (analyze existing systems),  
a System Engineer  
    (design new systems),  
and as systems became too complex  
for a single person to wholly understand,  
a Technical Writer.  
Only the Project Manager and the Technical Writer  
actually understood the whole system.  
I never did learn how people work.  
I didn't want to be a Project Manager  
because I would have to deal with people.  
What I did start to learn  
was how to program minds.

Part of the problem was analytical intelligence.  
It interferes with emotional intelligence  
and vice versa.  
If you are too analytical, and male  
(boys don't have emotions) to boot,  
it prevents you from developing  
emotional intelligence.

Eventually, like a good boy,  
I got married in my 20s.  
I was a closed-minded male.  
I had shifted into my "young married" role,  
and never having had good role models,  
I had shit for an idea of how a marriage works.  
So my marriage broke up,  
mostly because I was a male asshole.

Psychotherapy was the silver lining  
in the cloud of despair.  
The psychological testing told me my personality  
was right down the middle  
between male and female,  
and that I had a 99.9 percentile intelligence.  
What the tests didn't show is that I have  
a very high empathy level,  
but it's hidden in my female personality  
and is not accessible to my male personality.  
At the time, the words "bi-gender" and "agender"  
still didn't exist.  
Otherwise, I might have had a clue.

I had a wonderful female therapist.  
I learned Gestalt and Bio-Energetic techniques.  
I know how to induce an abreaction  
and how to bring someone back  
out of the flashback  
to the here and now.  
I began to find my emotional intelligence.  
I bought two pairs of batakas, padded foam bats.  
I had bataka fights with my friends.  
I learned how the mind works.



I met my first pwBPD  
(person with Borderline Personality Disorder)  
in New York City.

We visited the 79th Street Boat Basin  
and I fell in love with houseboats.  
She helped me loosen up  
and live on a cabin cruiser.  
She got me interested in tarot cards.

I found a strange little occult shop in Brooklyn.  
I immediately fell in love with the Thoth Tarot  
by Aleister Crowley.  
The images on the cards spoke to me.  
This is how I met my totem or spirit animal, "Wolf."  
Upuaut, or Wepwawet is the Egyptian  
wolf-headed god who Opens the Way  
for the Bark of Ra.

And of course, that led me to study  
ceremonial magick  
and hang out with the local Wiccan coven.  
I learned more about how the mind works.  
My emotional intelligence got a little better.

I dated a girl who lived in a filmmaking  
"cooperative" in Manhattan.  
They supported their "artistic" filmmaking activities  
by shooting "artistic" pornos on the side.  
I learned how to let go of my ideas of sexuality  
and sensuality.  
She was open to anything that didn't hurt.  
She did the costumes for the films  
(costumes for pornos?)  
and sold clothing of her own design on the side.  
She would have loved to dress me up.  
She gave me my first rim-job,  
my first pregnancy,  
my first abortion,  
and my first STD.

We didn't last because her interests were  
too limited – nothing but film and clothing and sex.  
If I had stayed with her,  
I would have become a shemale whore.

Then, one day, when I wasn't looking for it,  
 I met my soul mate at work.  
 Beautiful, gourmet cook, fashionista,  
 emotionally open,  
 and with a high-tech job.  
 One day, after dinner at her place, I never left.  
 We never had any intention of getting married.  
 We knew that the change in roles from  
     "young couple living together"  
     to "married couple"  
 could be disastrous.  
 We both had lousy role models.  
 Unfortunately, child abuse can be traced back  
 five generations in her family.  
 We got married to adapt her granddaughter,  
 Titania,  
     out of an abuse situation.  
 I had never wanted kids.  
 (What if I got a boy, or worse someone not smart.)  
 Now I had one pre-teen girl  
     with lots of sexual experience and brutality –  
     fortunately smart enough  
     that I could communicate with her.  
 That's when I started getting serious about tarot.  
 I used it to explore myself and my relations with  
 Titania, Queen of the World.  
 Together, I (Tayoh Dey) and Wolf (Wepwawet  
 Vvulff) designed a tarot deck and wrote a book. We  
 called it Do-It-Yourself Brain Surgery.  
 When you're hitting 85% or better accuracy,  
     it gets scary.  
 When you can't do a reading for someone who  
     is desperate,  
 and then commits suicide the next week,  
     it gets scary.  
 I don't do readings for other people any more.  
 I'm not "good enough" to save them.

I finally fully understood how  
 the mind is programmed.  
 I also learned how impossibly difficult it is  
     to alter the coding –  
 something any shrink could have told me.  
 Understanding what has gone wrong is easy.  
 Changing it is almost impossible.  
 Years later, after a series of brutal boyfriends,  
 Titania died of cirrhosis of the liver.  
 I wasn't "good enough" to save her.  
 Titania's mother committed suicide  
 after 25 years of therapy  
 that I had helped her through.  
 I wasn't "good enough" to save her.  
 Our marriage lasted for 41 years.  
 I got to wear thigh-top stockings in bed.  
 (I'm very tactile and very oral.)  
 She couldn't deal with anything more than  
 stockings, but she wore them too.  
 I've done a lot of things that may seem  
     male gender specific.  
 I don't think gender has anything  
 to do with any of them.  
 I have met women who have done all of them.

I have been on the pit crew of an amateur race car.  
 I have been an auto mechanic.  
 I have lived on a cabin cruiser for several years  
 and played tag with whales.  
 I have built robots and computers.  
 I have been a photographer with both wet  
 (chemical) and dry (computer) darkrooms.  
 I have done videography.  
 I have owned a printing press  
 and been a publisher.  
 I do photo editing, video editing,  
 and sound editing.  
 I have written high technology documentation  
 and training programs.  
 I have written "how-to" arts and crafts books.  
 I am really lousy at music. I can't hold a tune.  
 I have excellent hand-eye coordination.  
 I can work on microscopic circuits.  
 I have very poor reflex times.  
 I stink at sports.  
 I don't twitch fast enough to play video games.  
 I have restored and repaired pinball games.  
 My reflexes are too slow to play them very well.  
 I have done stage lighting and rigging.  
 I have acted on the stage.  
 (That's where I learned to do makeup.)

So, why Tayoh Dey? What's my name all about?

Well, since I seem to be both male and female (as  
 opposed to one or the other),  
 I went looking for the Yin & the Yang.



From [Wikipedia](#):

Tao or Dao (English pronunciation: /da/,  
 DOW; from Chinese: pinyin: About this  
 sound Dào) is a Chinese word signifying  
 'way', 'path', 'route', 'key' or sometimes  
 more loosely 'doctrine' or 'principle'.

The Tao can be roughly thought of as the  
 flow of the Universe, or as some essence or  
 pattern behind the natural world that keeps  
 the Universe balanced and ordered.

The Tao is a non-dualistic principle – it is the  
 greater whole from which all the individual  
 elements of the Universe derive.

[...] the object of spiritual practice is to  
 'become one with the Tao' (Tao Te Ching) or  
 to harmonize one's will with Nature... in  
 order to achieve 'effortless action' (Wu wei).



De ("power; virtue; integrity") is the term generally used to refer to proper adherence to the Tao; De is the active living or cultivation of the way. Particular things (things with names) that manifest from the Tao have their own inner nature that they follow, in accordance with the Tao, and the following of this inner nature is De.

So: Tayoh Dey -  
the named Tao -  
spelled phonetically to avoid the common pronunciations of TAU DE  
which would be approximately: "Dou Duh" in Chinese  
and "Dowdy" or "Towdy" in English.

Tayoh Dey.  
Because that's who I am.

My male personality was happily married for 41 years to a wonderful woman.  
He spent the last 5 years of the marriage helping her fight metastatic bowel cancer.  
The chemotherapy killed her.

A year before the cancer took her body.  
He feels he wasn't "good enough" to save her.  
His childhood has come back to haunt him.  
He is not interested in going on.  
Wolf and I don't expect to see him much anymore.  
Sometimes, it's best to let sleeping dogs lie.

And the absolute worst thing that happened,  
that I didn't really understand until recently,  
70 years later,  
and didn't clear up in therapy,  
is that my mother forced me to violate my personal integrity by lying to my grandmother.  
That's why I never connected with my mother.  
That's why she couldn't reach me.  
That's why I refused to give her the grandchildren she so desired.  
That's why I have to be Tayoh to survive.

Wolf and I share the single consciousness now instead of alternating.  
Wolf does the thinking and writing.  
I tend to our emotional life and body awareness.  
And I guide Wolf into achieving our joint survival by becoming permanently Tayoh.



The pictures are from November, 1984,  
when I was 44.

Yes, they have been Photoshopped  
to replace the background.

I'm 84 now. (2025)

It's time to lose the weight.  
It's time to lose the bags under the eyes.  
It's too late for the heels –  
    my feet won't take it anymore.  
It's time to ditch the male depression,  
and be a happy woman.

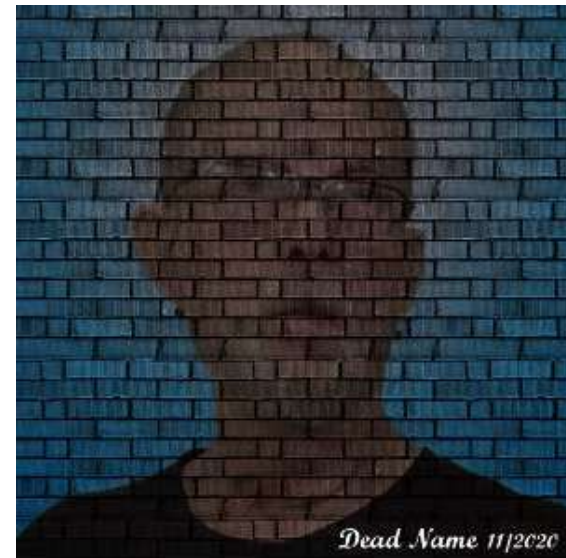
I like being a girl!  
It makes me happy!

Just to clarify things:

I still look the same.  
I still have a beard,  
I don't cross dress,  
I don't act noticeably different.  
If you don't already know me,  
the only thing you will notice  
is that I have pierced ears with small studs.

If you do know me,  
you may notice that I am much more emotional,  
I have a larger range of emotions,  
I talk about how I feel instead of being cooped up,  
my body language is more open,  
my movements are more fluid.  
I relate more to people  
instead of being aloof and outside.  
I take care of myself a little better.

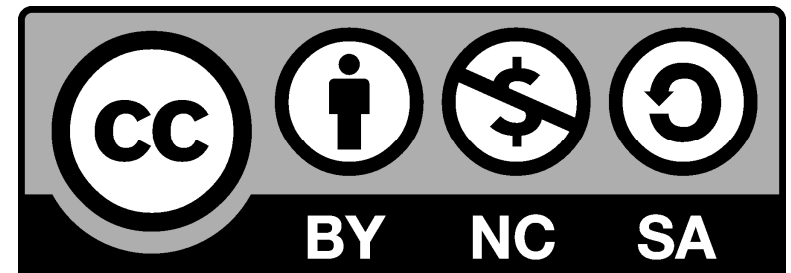
I just feel like a woman  
masquerading in a man's body.



# Copyright Page

Copyright © 2025 by Wepwawet Vvulff & Tayoh Dey. All rights reserved.

This work is made available under the terms of the Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-NC-SA 4.0) license, <http://creativecommons.org/licenses/by-nc-sa/4.0/>.



This is a human-readable summary of (and not a substitute for) the license

**This means you are free to:**



**Share** — copy and redistribute the material in any medium or format



**Adapt** — remix, transform, and build upon the material

The licensor cannot revoke these freedoms as long as you follow the license terms.

## Under the following conditions:



**Attribution** — You must give [appropriate credit](#), provide a link to the license, and [indicate if changes were made](#). You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.



**NonCommercial** — You may not use the material for [commercial purposes](#).



**Share Alike** — If you remix, transform, or build upon the material, you must distribute your contributions under the [same license](#) as the original.

**No additional restrictions** — You may not apply legal terms or [technological measures](#) that legally restrict others from doing anything the license permits.

### Notices:

- You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable [exception or limitation](#).
- No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as [publicity, privacy, or moral rights](#) may limit how you use the material.

The phrase: "**Keys to the Mind**" and the **Keys to the Mind** logos, the **ROTA** logo, and the **Sun in the Arms of the Moon Phoenix** logo are trademarks of the *WeaverOfWebs Foundation*.

Published by the *WeaverOfWebs Foundation*.  
[WeaverOfWebs.Org](http://WeaverOfWebs.Org)

This is a work of fiction. All characters, places, and events are fictitious. (And many are generated randomly using the *Keys to the Mind*.) Any resemblance to real persons, places, or events is strictly coincidental except as indicated below. Opinions of the characters are entirely their own, and are not necessarily those of the author, the transcriber, the editor, or the publisher.

All references to real persons, organizations, and events are based on contemporary public news media coverage. Any real person, organization, or event referred to is represented substantially as it was described in the public news media, or on related web sites circa 2010-2025.

Additional electronic copies of this book and the pack of symbols may be obtained through many online booksellers, or at [WeaverOfWebs.Org](http://WeaverOfWebs.Org).

### **Pack of Keys to the Mind**

You can download machine-readable and/or printable copies of the *Keys to the Mind Symbol Pack* for yourself, or for your friends or family.

This is a limited grant of license. It does not allow you to sell copies in any way, nor to associate products or services with "free" copies. It does not allow you to use pieces of the works or fictional characters described in the works as part of your own or any other work.

You may print from electronic copies for your own use only.

