

HARVEST: The Book of Patterns

By Wepwawet Vvulff



Using the ROTA Keys

Second Edition

Excerpts From:

Mindgames

ROTA™

The Book of Fire

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Using the ROTA Keys
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This booklet contains excerpts from:

HARVEST: The Book of Patterns
Mindgames: ROTA: The Book of Fire

The complete text of this booklet and a low-resolution, printable version of the ROTA Pack of Keys are available online for free download at:

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Additional packs of ***ROTA: Keys to the Mind*** (including ***Using the ROTA Keys***) can be ordered from:

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The ROTA Mindgame

One object of the Book of Fire is to teach you the ROTA Mindgame. The ROTA Mindgame will allow you to see the inner workings of the world. If you can maintain objectivity, you can become one of the playwrights and shape your own destiny.



DANGER!

The ROTA Mindgame is a dangerous game. Understanding how you became may cause you to relive the past. There may be serious consequences if you trigger repressed memories in your mind using these techniques.¹

¹ This warning applies to all similar techniques involving the use of tarot cards, fortune telling cards or runes, or divination systems such as the I Ching. It also applies to some of the more common psychological evaluation techniques including the Thematic Apperception Test (TAT), and many hypnotic and bio-energetic therapy techniques.

What This Book is All About

*Break the chain that passes dysfunction
spiraling,
link-by-link
forever down the ages.*

We're all part of *some* dysfunctional family.
All families are dysfunctional in some way or another.
It all depends on who's looking at whose family.
(*My mommy does it **this** way!*)

But what if we could do a little brain surgery on ourselves and stop the dysfunction (that we hide from ourselves) from propagating? You might be just in time to help your children, or your grandchildren — or your parents — or even yourself.

- It's up to you to decide how important it is to stop the dysfunction.
- It's up to you to decide when it's time to stop the dysfunction.
- It's up to you to decide the method to stop the dysfunction.

Perhaps you think *your* family isn't dysfunctional?
Perhaps you think this book is not the right path for you?
Perhaps, you're right.
One size does not fit all.

This book is about doing a little brain surgery on ourselves, so we can see ourselves a little bit more clearly.

When we can see our selves truly,
we can see others more clearly.
When we can see others more clearly,
we can interact with them
instead of interacting with shadows of ourselves.
When we can interact more fully with others,
we can teach them by our being.
Where we can teach others by our being,
we can break the chain.

*Break the chain that passes dysfunction
spiraling,
link-by-link
forever down the ages.*

*Besides, it's fun to play with the ROTA Keys at parties,
and they make a great excuse for holding a party.*

ROTA: The Book of Fire is a Do-It-Yourself Brain Surgery instruction manual.

- You will learn how you were programmed by your parents and by your society.
- You will learn how to change your own programming.
- You will learn how to avoid programming your children as the next generation of a perpetuated dysfunctional family.
- You will learn how to change yourself, and therefore how to change the world.

To accomplish these goals, *ROTA* uses an associated pack of ROTA Keys. This set of visual symbols represents six dimensions of mind space.

If you want to break the chains, you've got to learn to see the links.

This booklet provides an introduction to the ROTA Keys. *It is the starting place on a journey to self-knowledge.* When you become comfortable with the Keys and the model of the mind that they represent, you will be ready to go on to read the full text of *Mindgames: ROTA: The Book of Fire*.

There is no way to describe what using these techniques does. Each reader has a unique experience. Your experience has already begun.

The ROTA Keys

The pack of ROTA Keys is a sufficient set of symbols to enable us to share a story-dream. It is also sufficient to enable the description or simulation of any dream that includes time, people, places, and motives.

Architecture and Archetypal Mapping of the Mind.

The symbols in the pack of ROTA Keys correspond roughly to traditional tarot cards, but are used quite differently. Some of the traditional tarot keys have been moved or reassigned to form a more convenient coordinate system for navigation in mind space.

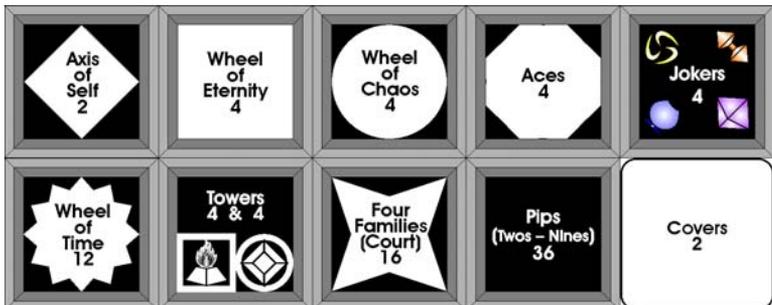
This booklet contains basic instructions for using the ROTA Keys to map the Mind. The ROTA Keys are the measuring stick that gives meaning to the map. The ROTA Keys open the blocks of the mind and wind the clockwork of imagination.

The ROTA Keys include:

- The Four Aces (Elemental Categorization)
- The Axis of Self (Naive to Sophisticated)
- The Wheel of Eternity (Parental Archetypes)
- The Wheel of Time (Cycle of Life)
- The Four Families (Dramatis Personae)
- The Wheel of Chaos (Random Chance)
- The Pips (Events on the playing field)

Get It Sorted Out

Begin by opening the pack of ROTA Keys. If you look at the keys while you're reading this, you'll have bigger and better color pictures than the pictures in this booklet. (Which might be in black and white.) Remove the cover cards and sort the ROTA Keys into the following subcategories so that you can view them as you read:



The Aces

The Aces have octagonal inner borders. They represent the forces of Love, Will, Mind, and Body. These are the elemental forces that surround the Axis of Self.

This is a general categorization scheme. These four points give you the foundations of a coordinate space for finding places in the mind.

By definition, *everything* fits into one or more of these broad categories: *Water, Fire, Air, and Earth*.

Some things fit into more than one category.

By being clever, and selecting things that are very hard to describe because they have so many different aspects, there will be lots of wiggle-room so that this coordinate system can be used to describe almost anything.



WATER:

Liquid.

Anything that flows or reflects, from a raindrop spreading ripples in a pond to a tidal wave of irresistible force.



FIRE:

Energy.

Everything of light and heat, from the gentle light of a candle to the fiery magma of a volcano erupting.



AIR:

Gas.

All the invisible forces that act upon us from a gentle breeze to a roaring hurricane to a sudden coldness.



EARTH:

Solid.

The physical that surrounds and includes us. Earth is a pleasant meadow and a deadly landslide.

These are the four broad roots of the World of the Mind. By using these Keys as the base for a coordinate system, we can divide the multiple dimensions of the mind into manageable pieces.

Then, we can map the World of the Mind to find out who we are.

Arrange the Aces in a cross as shown. If you place the Aces around you, and sit in the center square, you can think of them as an angel to the left, an angel to the right, an angel above, and an angel below. We'll meet the angels in front and behind later



For convenience,
 Fire is spinwise² in the East,
 Water is antispinwise in the West,
 Air is polewise in the North, and
 Earth is antipolewise in the South.

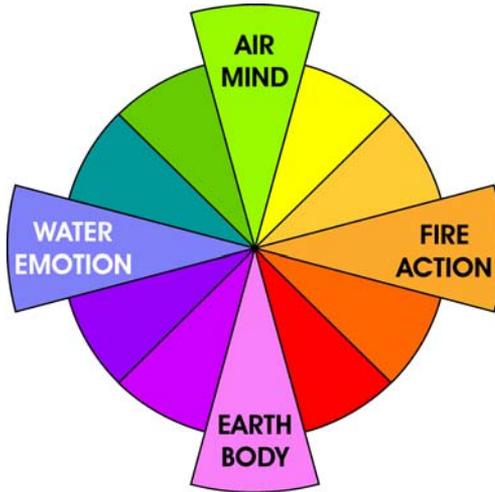
When you are more familiar with the Keys, you will learn how to program your mind to form a protected place using the Aces as the Roots of the World. This will allow you to safely explore the World of the Mind.

² Towards the rising Sun.

You don't have to memorize a lot of stuff.

There are words and pictures on each Key to remind you how to use them. The only thing you need to remember is fairly obvious when you look at the Keys:

- Water (Emotion) is Blue
- Fire (Action) is Orange
- Air (Mind) is Yellow-Green (Chartreuse)
- Earth (Body) is Red-Violet (Magenta)



The color wheel provides two additional pieces of information:

- Water is across from Fire. (They don't mix very well.)
- Air is across from Earth. (They don't mix very well.)

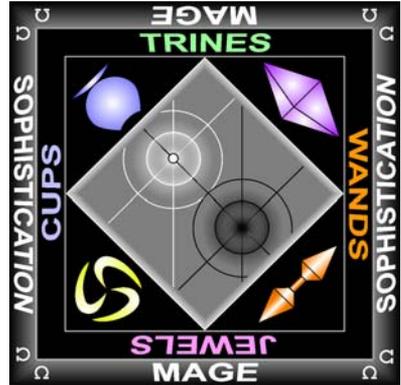
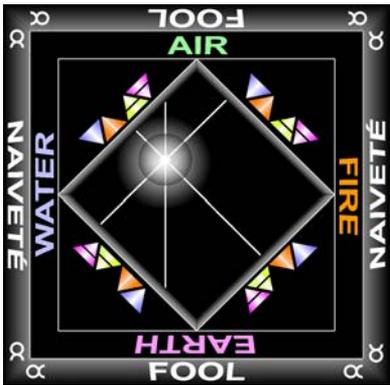
From this simple beginning, we build the framework for mapping the mind. When you are more familiar with the Keys, you can use the Keys to explore your own mind:

- You can learn how you were programmed by your parents and by your society.
- You can learn how to change your own programming.
- You can learn how to avoid programming your children as the next generation of a perpetuated dysfunctional family.
- You can learn how to change yourself, and therefore how to change the world.

The Axis of Self

The Axis of Self runs between the two Keys with rotated square inner borders. These Keys represent you (yourself) at varying stages of sophistication.

- At the beginning (alpha) point are the colored cones of the elements and the newly glowing dimensional light with limits.
- At the ending (omega) point are the classic tools of the elements and the duality of light and dark. The world of a beginner is far simpler than the world of a long-distance voyager.



$\alpha \rightarrow \Omega$

For those of you who must have such things, you'll find the Sun, the Moon, Venus, Mars, Jupiter, and Saturn marked on various Keys. Mercury isn't marked, but it goes with both ends of the Axis of Self.

The Wheel of Eternity

The Wheel of Eternity has four Keys with square inner borders. They represent Archetype Mom and Pop and real pop and mom.

Mom and Pop — Society, Culture, Religion



The High Priestess and The Guardian Keys are used to give voice to the archetypes, role models, expectation models, and covenants promoted by your society, culture, and religion. The High Priestess is the Moon. The Guardian is the Sun.

pop and mom — in loco parentis



The Emperor and Empress Keys are used to give voice to the archetypes, role models, expectation models, and covenants promoted by your “family,” such as it was. The Emperor is Mars. The Empress is Venus.

The Wheel of Time

The Wheel of Time has twelve Keys with 12-sided inner borders. These Keys correspond to the signs of the Zodiac. They are used to specify time, stage in life, or an aspect of life that stretches across time. The words on the outside edges of the Keys are all you need to know for now. *(Please use the Keys for larger images.* The pictures in this booklet may be too small to see.)

Childhood



Adolescence



Adulthood



Maturity



The Four Families

The Four Families are a four-by-four matrix of symbols representing human personality traits. Each family has a Queen, a Knight, a Prince, and a Princess.

- Each Family has a motivated behavior pattern. Identify the family by the background color of the Key.
- Each rank has a motivated behavior pattern. Identify the rank by the inner color of the Key.

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 around the edges of the Keys will help you remember the characteristics of each actor.

When you consider the ‘maleness’ and ‘femaleness’ of each suit, and the ‘maleness’ and ‘femaleness’ of each rank, it looks like this:

	Cups Family	Wands Family	Trines Family	Jewels Family	
Queen Water					Queen Water
Knight Fire					Knight Fire
Prince Air					Prince Air
Princess Earth					Princess Earth
	Cups Family	Wands Family	Trines Family	Jewels Family	

- Where the female families and ranks (Water and Earth) meet in the corners (double rings), the personality is most likely to belong to a female character.
- Where the male families and ranks (Fire and Air) meet in the middle (double rods), the personality is most likely to belong to a male character.
- Where the family and the rank are opposite sexes on the sides (ring and bar), the personality could easily belong to either a male or female character.

This is not to say that the personalities are always the sex presented, but that's probably true often enough to be convenient. The important point is that by creating a 4 X 4 grid, there are sixteen easy-to-remember categories for personalities.

The relative age of the speaker is more predictable than the actual sex of the speaker.

- The Queens and the Knights usually present the viewpoint of the parental generation.
- The Prince and the Princess usually present the viewpoint of the child generation.

	Water	Fire	Air	Earth
Queen				
Knight				
Generation Gap				
Prince				
Princess				

(Please use the Keys for larger images. The pictures in this booklet may be too small to see.)

	(Cups) Female Family	(Wands) Male Family	(Trines) Mind Family	(Jewels) Body Family
Alpha Female (Queen) (Love)	Queen of the Throne of Tears	Queen of the Throne of Embers	Queen of the Throne of Storms	Queen of the Throne of Fear
	Our Lady of the Lake	Our Lady of the Hunt	Our Lady of Darkness	Our Lady of the Hearth
	Water within Water	Water within Fire	Water within Air	Water within Earth
	Emotion Imperative	Emotion tempers Action	Thought expresses Emotion	Practicality tempers Emotion
Alpha Male (Knight) (Will)	Knight of the House of Water	Knight of the House of Fire	Knight of the House of Air	Knight of the House of Earth
	Lord of Cycles	Lord of Lightning	Lord of Patterns	Lord of Tribes
	Fire within Water	Fire within Fire	Fire within Air	Fire within Earth
	Emotion controls Action	Action Imperative	Thought controls Action	Practicality controls Action
Generation Gap				
Imaginative Child (Mind)	Prince of Whirlpools	Prince of Dawn	Prince of Engineers	Prince of Jewels
	Lord of the Chariot of the Waves	Lord of the Chariot of Flames	Lord of the Chariot of the Winds	Lord of the Chariot of Steel
	Air within Water	Air within Fire	Air within Air	Air within Earth
	Emotion colors Thought	Action colors Thought	Thought tangles Thought	Practicality tempers Thought
Practical Child (Body)	Princess of Dreams	Princess of Mirrors	Princess of Sword and Shield	Princess of Charms
	Flower of the Sea	Flower of the Desert	Flower of the Wind	Flower of the Garden
	Earth within Water	Earth within Fire	Earth within Air	Earth within Earth
	Emotion limits practicality	Action limits practicality	Thought rules Body	Practicality Imperative

Any real person has aspects of one or more of these categories. The personality aspects expressed will change over time and with each situation.

The Wheel of Chaos

The Wheel of Chaos has four Keys with circular inner borders. These are the Wild cards. These Keys represent random chance in different ways. They are also known as the Fates or the Furies or the Ecstasies.

		
	<p>Jupiter is sometimes Grandpapa.</p>	
	<p>Pars Fortune</p> <p>← ⊗ →</p> <p>Planet Terra (Random Chance) as opposed to the Element Earth.</p>	
		
	<p>Saturn is sometimes Grandmamma.</p>	

There are four possibilities:

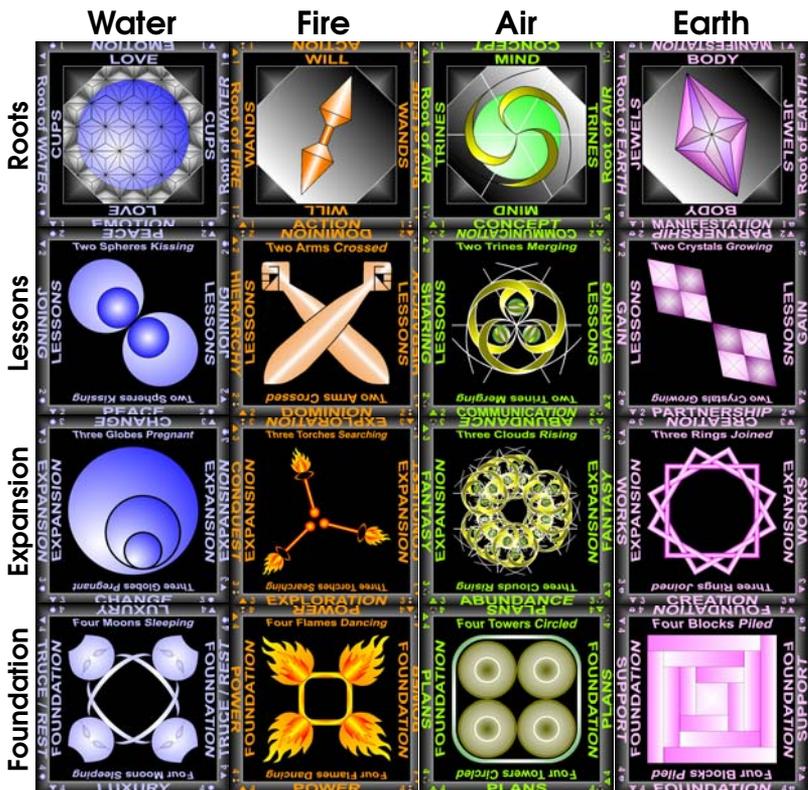
- Win Some — sometimes a character in the story wins.
- Lose Some — sometimes a character in the story loses.
- Opportunity Seized — sometimes a character in the story has a chance to seize an opportunity to win, or seize an opportunity to lose.
- Opportunity Made — sometimes a character in the story has a chance to create an opportunity to win, or to create an opportunity to lose.

There are any number of possibilities as to what win and lose mean.

The Pips

The 36 Keys with no borders represent cusp events that change our lives, or rooms that we must pass through. The Pips are the playing field or game board of the ROTA Mindgame. There are Four Paths (elemental suits) and Forty Rooms (including the Aces).

The word at the beginning of each group of four Keys with the same number tells the theme of the group. The theme, the path or element (color), and the words and pictures on the cards tell a story — sometimes very different aspects of the same story.



(Please use the Keys for larger images. The pictures in this booklet may be too small to see.)

	Water	Fire	Air	Earth
Apperception	 <p>Five Tears Falling</p>	 <p>Five Brands Burning</p>	 <p>Five Knives Stabbing</p>	 <p>Five Coins Lost</p>
Balance	 <p>Six Eggs Spinning</p>	 <p>Six Camps Watching</p>	 <p>Six Scales Balanced</p>	 <p>Six Jewels Flashing</p>
Orcinceoquin	 <p>Seven Cups Spilled</p>	 <p>Seven Arrows Broken</p>	 <p>Seven Winds Blowing</p>	 <p>Seven Chains Linked</p>
Projection	 <p>Eight Moons Dancing</p>	 <p>Eight Spears Guarding</p>	 <p>Eight Swords Clashing</p>	 <p>Eight Shields Hiding</p>
Reflection	 <p>Nine Bowls Full</p>	 <p>Nine Drums Muffled</p>	 <p>Nine Scalpels Slicing</p>	 <p>Nine Hands Clapping</p>
Obsession	 <p>Ten Joys Hidden</p>	 <p>Ten Bars Jailing</p>	 <p>Ten Doors Closed</p>	 <p>Ten Coins Counted</p>

For the Pips, the only things you need to remember is the meaning of some of the words if you're not already familiar with them:

1	Roots	Basis or cause. (Or lack of basis or cause.)
2	Lessons	What you learn (or don't learn) in encounters with others. (For better or worse.)
3	Expansion	Changes as a result of encounters with others. (For better or worse.)
4	Foundation	An infrastructure to build upon. (Sound or unsound.)
5	Apperception	Seeing what you <i>want to see</i> . (Or not seeing what you <i>don't want to see</i> .)
6	Balance	When all things come together. (Or when all things fall apart.)
7	Preconception	Seeing what you <i>expect</i> to see. (Or not seeing what you don't expect to see.)
8	Projection	Assuming others see and feel the same way that you see and feel. (Or confusing sympathy with how others see and feel.)
9	Reflection	Perfection with a mirror'd twist. (Or fun-house mirror'd distortion.)
10	Obsession	Loop-locked behavior — inability to move on. (Or failure to persist.)

Each Pip can be interpreted across the entire range from the primary meaning to its opposite.

House of Cards

Think of it as a clockwork universe. By playing structured games with the ROTA Keys, we can explore the universe of the Mind.

- The Axis of Self represents you at various levels of naiveté or sophistication.
- The Wheel of Eternity represents your society, your religion, your culture, and your parental influences.
- The Four Families are actors in the drama.
- The Wheel of Time represents stages of life or the sequence of events.
- The Wheel of Chaos represents chance events and opportunities made or seized.
- The four Aces and the thirty-six Pips represent events on the playing field.

As you read through the book, handle the Keys. They will help make your experience multi-dimensional.

You don't have to memorize!

The colors, pictures, and words on each Key will help you learn to use them.

The Rock Around the Clock Windmill

Here's an example of what you can do with the Keys. This layout answers the general questions:

- Who am I?
- Why am I here?
- What is my relationship to this place?
- Where am I going?
- When will things change?

The answers, of course, are all in terms of *mind space* and *mind time*, and are kind of vague on the practical side.

In short, typical ambiguous questions get typical ambiguous answers.

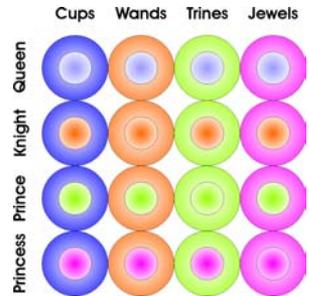
Except that, for some reason,
the answers seem to have meaning for us.

Reading

Start at Aries (The Shattered Tower, 1 O'clock marker Key) and read each position around the clock.

Turn over the Keys at the marker (Wheel of Time) Key you are reading and spread them out.

- The Fool Key in the center of the clock restricts the reading to your personal universe.
- The Wheel of Time marker Key restricts the subject area to match its stage of the cycle (described in the words around the edges of the Key). The Time Key places the events in perspective. It may apply to the question, the speaker, or to one or more events.
- The Court Key is the speaker.
 - The background color is the family characteristic:
 - Water — emotional — blue
 - Fire — active — orange
 - Air — thoughtful — yellow-green
 - Earth — practical — red-violet
 - The inner color is the rank or mindset within the family:
 - Queen — mother — blue
 - Knight — father — orange
 - Prince — Imaginative child — yellow-green
 - Princess — practical child — red-violet
 - The words around the edges of the Keys describe the dominant personality characteristic. The words and the inner and background colors are all the information you need.
- The three Pip Keys (including the Aces) are events or qualifiers. (Use the words or pictures on the Pip.)



Make up a story using the Keys at each marker. Your story can use any element of any Key positively, neutrally, or negatively — in any imaginative way. You don't have to use all of the words or all of the Keys. You can use them in expected or unusual ways.

See what you learn about yourself.

Complete instructions for the Rock Around the Clock Windmill are given in the "Do-It-Yourself" section after the sample.

Sample

Here's a standard Thematic Apperception Test set of Keys and how I read them.

■ Aries (1 O'clock)

- Context

Fool — It's all about me.

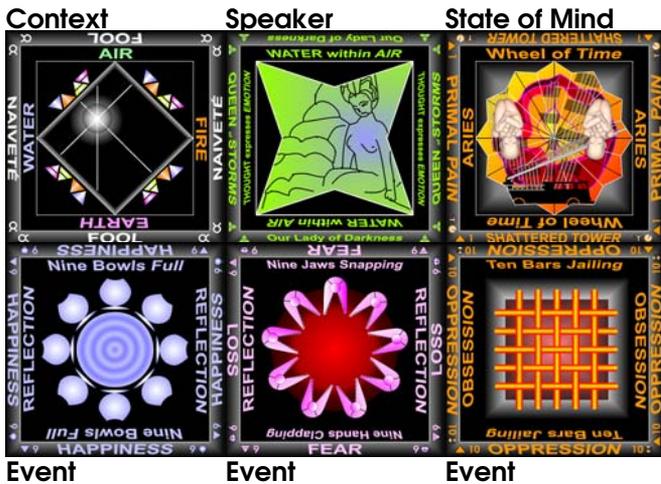
- Who?

Queen of Air — an emotional mother figure in a calculating family. (Around the edges of the Key: THOUGHT expresses EMOTION, QUEEN of STORMS, Our Lady of Darkness.)

- When?

Aries (Primal Pain) — *starting over again* because of a disastrous end, or a wonderful promotion, or just because it's time for a new cycle.

- What?



“You are born into a world that has great potential for happiness and great potential for mindless oppression. If you have to live with fear of oppression in your childhood, you will self-impose the oppression of hiding your body or hiding your mind upon your adult self. A childhood without fear of oppression leaves open the possibility for adult happiness.”

- Where does that lead me?
People are not aware of the hidden agenda they absorb from their childhood relationships with others.
- Why?
Abused children are being deprived not only of their childhood, but of their adulthood too. When the body breaks, the mind breaks too. Things learned in childhood are never forgotten and are always expressed somehow in adulthood. Usually, the behavior is different, but the attitude is the same.

■ Taurus (2 O'clock)

- Context
Fool — It's all about me.
- Who?
Queen of Water — an emotional mother figure in an emotional family. (Around the edges of the Key: EMOTION IMPERATIVE, QUEEN of TEARS, Our Lady of the Lake.)
- When?
Taurus (Society) — toilet training (how to avoid offending anyone, how to be anal retentive, and how to please everyone).
- What?

Context	Speaker	State of Mind
Event	Event	Event

“You must be very careful to do the things that I tell you and get along with other people and in the world. If you do not do these things, your life will be wasted, and you will be lonely. If you follow my plan, you will be successful beyond your wildest dreams.”

- Where does that lead me?

As the world turns, it changes. Societies change, religions change, values change, — courtesies change. Give others the values they need to keep themselves whole. Give others the tools they need to adapt to available goals rather than tools to meet a specific goal. Give others what they need to follow their own direction. In life, if you don't change, you're dead.

- Why?

The world is turning too fast to predict. You can't plan somebody else's life — either the skill-sets in vogue or the specific details in vogue will change in ways that you can't anticipate.

Attitude

One thing that should be clear from this example is that *my* “attitude” shows through. (Since I wrote the example.) The Book of Patterns is a book about how the mind works. That shows in *my* attitude. The way that the Keys fall just determines which aspect of *my* attitude I will express. The layout of the symbols (marker Keys) determines the range and sequence of the reading. The random characters and events give me something to work with to make up a story in my mind. *The story helps me understand where I'm coming from and how I think about the subject.*

The basic technique is to keep the “subject” you want to explore in mind while you do the exercise. Then the result of the exercise will relate to your own observations or attitude towards the subject.

Stacking the Deck

You absolutely have to understand:

It doesn't matter how the Keys fall.

The topic is pre-defined. All the Keys do is provide a focus on what aspect of the topic you will explore. If different Keys had fallen, you would talk about different aspects of the same subject.

The Keys of the ROTA won't help you see the Future; they will help you understand the Present and where it may lead.

If you understand the problem, maybe you can do something about it and change the Future.

Do It Yourself

Try the do-it-yourself example below once or twice. If reading the Keys comes easily to you, proceed at your own pace. If you find yourself tongue-tied (even if it came easily at first), just skip the exercise and keep reading. *You have to be comfortable with the Keys and with the model of the Mind they encompass before the Keys will work for you.* The Rock Around the Clock Windmill is just one simple exercise. If you're interested in exploring this subject, you'll come back and read this section again.

- Being tongue-tied may be your mind telling you it doesn't want to go to a place where it expects discomfort or pain.
- Switch to a less painful subject until you get used to the technique.
- Some subjects are easier to talk about than others.
- The easiest subject is sometimes no subject at all because then your mind has the most freedom to roam and tell you what it wants to talk about.

Collect the Keys and deal your own windmill. These are the Keys to wind the clockwork of your own imagination.

The combination of the subject, the layout (marker Keys), and the random fall of the dealt Keys forces you to a particular mental state unique to yourself. It never repeats, so a different approach is always available. It is an easy way for you to peek inside your own mind. What you're doing now is peeking inside my mind.

Read each marker on the Wheel of Time:

1. Hold the “Subject” or “Question” in your mind.
2. Remind yourself of the “Context:”

The Fool: It’s all about me.

3. Next, ask yourself: “Who is the Speaker?”

The color is the family characteristic: Water — emotional, Fire — active, Air — thoughtful or calculating, Earth — practical.

The rank is the mindset within the family: Queen — mother, Knight — father, Prince — Imaginative child, Princess — practical child.

Characterize the speaker. Example: “Queen of Air — an emotional mother figure in a calculating family.” You can use the words on the speaker’s Key. They will give you some idea of how this particular speaker sees the world. As they become familiar enough, the colors will give you a clue about how this character speaks.

4. When? What is the State of Mind or time aspect indicated by the Zodiac or Time Key?

Example: “Aries (Primal Pain) — starting over again because of a disastrous end, a wonderful promotion, or just because it’s time for a new cycle.”

5. What? What are the events? What is happening?

Keeping the Subject, the Context, the Speaker, and the Time Aspect in your mind, use the words on any of the Keys to make one or more sentences. You can use the words positively, neutrally, or negatively.

6. Where does that lead?

The sentence(s) you come up with may spark new ideas on the subject that you can follow. They suggest a direction to explore.

7. Why?

You might even find out something about yourself.

You may find that sometimes the answers come in the wrong order. That’s okay too.

That gives you Subject, Context, Who, When, What, Where, and Why. Whatever story you come up with will be valuable information. Why you chose that particular story out of all the possible stories is also valuable information. It gives you a peek at how you face the world.

Here are the basic meanings of the Zodiac Keys. The words around the edges of the keys give you enough information to use them. You don't need to memorize.

1. *Aries* (1 O'clock) — Starting over again because of a disastrous end, a wonderful promotion, or just because it's time for a new cycle.
2. *Taurus* — Toilet training (how to avoid offending anyone, how to be anal retentive, and how to please everyone).
3. *Gemini* — The discovery of other people; friends and enemies, cooperation and competition.
4. *Cancer* — The quest for a comfortable and understandable belief system that allows you to cope with the world.
5. *Leo* — The quest for physical limitations and sex. Adventure.
6. *Virgo* — The realization of essential human loneliness. The limits of communication, even among "friends," forces estrangement.
7. *Libra* — Learning to balance your time and yourself. Finding your own center.
8. *Scorpio* — Harvest. Reaping what has been sown. Having children as hostages to the future. Having children who will reap what you have sown.
9. *Sagittarius* — Art. Blending together the things you have learned.
10. *Capricorn* — Self-imposed bondage. The inability to see yourself as you are. The inability to learn again when the situation changes. Making the wrong response for the right reasons.
11. *Aquarius* — Learning to love yourself. Washing away the past.
12. *Pisces* — The Crossroads. Choices. A new path.

Have a Tatting Party

The Thematic Apperception Test (TAT) is a set of ambiguous pictures showing a variety of social and interpersonal situations. It is one of the most widely used psychological tests. The subject is asked to make up a story about each picture. The way in which the subject resolves the ambiguity (or doesn't) tells the examiner (and hopefully the subject) something about the subject's inner control matrix. It shows the subject's attitudes, thought patterns, observational ability, and emotional responses.

ROTA works in a similar way, except that instead of having fixed pictures of ambiguous situations, it creates them dynamically by the fall of the Keys. The group of Keys at each marker forms an ambiguous multi-part picture. For example, the Aries and Taurus readings above are ambiguous in the sense that everyone will get a different reading from them, based on each person's individual history.

There are several ways using the Keys at a tatting party:

- 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.
- 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.
- Do a group meditation using a story built on a sequence of Keys.

Playing with the ROTA 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 booklet or make up your own. More information about making up your own layouts is given later in this booklet.

What a Tangled Web We Weave

The first volume of the *ROTA: The Book of Fire* (Psychles 0 & 1) will familiarize you with the ROTA Keys. In the second volume (Psychles 3 & 4) you will learn more about how to use them to change your life.

Examining Aces

Let's take another look at those Aces:



The Aces are:

- The Ones of each elemental suit of Pips.
- Elemental forces or categories /
Pillars of the World of the Mind /
Towers of the Guardians around you.

The first function (as Ones) is different from the last function (as Categories/Pillars/Guardians). It is desirable to have both of these functions simultaneously. You'd like to keep the Guardians around you, to anchor yourself to the Pillars of the World, while you explore the World of the Mind using the Aces as Ones of each elemental suit of Pips.

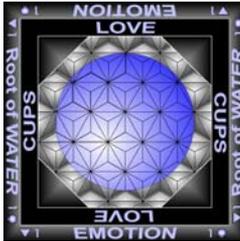
But, Which Way Should I Face?

To begin, lie down on your back, on the ground, and try to line everything up so that:

Toward the cool pole.
Air, Mind, Conception, HEAD.



East
Spinwise,
toward the rising sun.
Fire, Will, Action, HAND



HAND
Water, Love, Emotion
West
Anti-spinwise, in the direction of the setting sun.



Toward the warm equator.
Earth, Body, Materialization, FEET

Now these directions are completely arbitrary,³ but I find them convenient. If you don't like where your left and right hands are, turn over and face down, or move to the other hemisphere.

Now, whichever way you're laying there, think of the future in front of you, and the past behind you.

You now have your Four Guardians around you as you travel into the future.

³ These directions only make sense for the northern hemisphere of a planet whose axis of rotation is more or less perpendicular to the plane of its revolution. If your planet isn't spinning that way, come up with an appropriate set of directions for local conditions.

Let's Give Them Little Houses and Names

The solution to unloading the Aces is fairly simple.

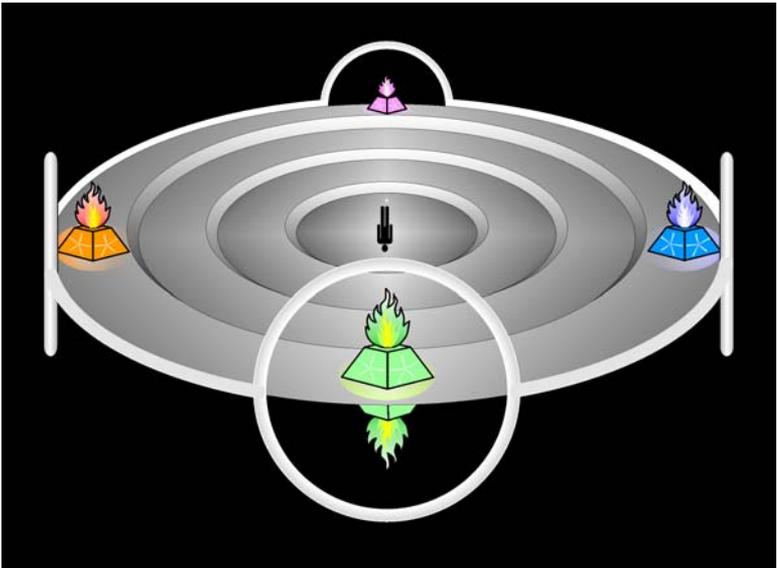
- For casting a windmill, we use the Aces as the Ones of Pips (Roots of the Elements).
- We use different Keys to represent the protection function (an angel above me, an angel below me, ...), the “fortification” function (the Pillars of the World of the Mind), and the “categorization” function (Water, Fire, Air, Earth). These are the Keys we use as marker Keys for the Elements.

We'll associate the Guardians of the Elements with little truncated pyramid houses called Towers. The Towers sit on top of each of the four Pillars of the World of the Mind.



These are four-sided towers, with the corners aligned in the four cardinal directions, North, South, East, and West. They have five pointed stars on each side to represent the head, arms, and legs of the Guardian of the Portal for each Element. They have flames at the top, which is very handy if we want to use candles to represent them sometimes.

We're going to create a special, protected place to work with the Keys — a Temple of the Mind. The ritual of creating this protected place, and of charging the Guardians of the Portals to protect us, gives us all a common place to begin our explorations of the World of the Mind. Since you are entering this protected place in your mind, you will use the Portal of the Mind. It is the portal shown closest to you in this image:



You've probably noticed that it's inconvenient to talk about the Portal of the Mind in the Temple of the Mind. So, instead of calling this place the "Temple of the Mind," we're going to call it the "Temple of the Phoenix." It saves wear and tear on the tongue.

Think of yourself entering through the gold-green Portal of the Mind, walking inward, across the three outer circles, and into the first (center) circle. Then lie down with your head towards the Portal of the Mind and your feet toward the Portal of the Body. The Portal of the Day is at your left where the Sun rises and the Portal of the Night is at your right where the Sun sets. You are looking upward into a vast starry night.

- In the North, above your head, at the Portal of the Mind, is the Tower of Air. Each side of the tower has a five-pointed star for the head, arms, and legs of the Guardian of Air.



The Tower of Air crowns the Pillar of Air that anchors the World of the Mind.

Rafael is the Guardian of the Portal of Air.

- In the South, below your feet, at the Portal of the Body, is the Tower of Earth. Each side of the tower has a five-pointed star for the head, arms, and legs of the Guardian of Earth.



The Tower of Earth crowns the Pillar of Earth that anchors the World of the Mind.

Aurielle is the Guardian of the Portal of Earth.

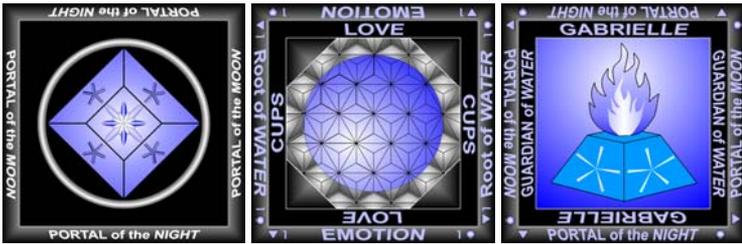
- In the East, to your left, at the Portal of the Day, is the Tower of Fire. Each side of the tower has a five-pointed star for the head, arms, and legs of the Guardian of Fire.



The Tower of Fire crowns the Pillar of Fire that anchors the World of the Mind.

Mikhael is the Guardian of the Portal of the Day.

- In the West, to your right, at the Portal of the Night, is the Tower of Water. Each side of the tower has a five-pointed star for the head, arms, and legs of the Guardian of Water.



The Tower of Water tops the Pillar of Water that anchors the World of the Mind.

Gabrielle is the Guardian of the Portal of the Night.

You can use either the top view Portals, or the side view Portals. (The top view is abstract; the side view is concrete.) Think of them as coasters to put under your imaginary votive candles at the edges of the room. Use an imaginary single white candle in the center of the circle to light them.

Now let the Aces completely fade away so that only the Towers remain. Each Tower capping one of the Pillars of the World of the Mind:



You are now protected in four directions. You are surrounded by the Pillars of the World and guarded by the Guardians of the Portals — even when the Aces are used for something else.

But what of the past behind you?

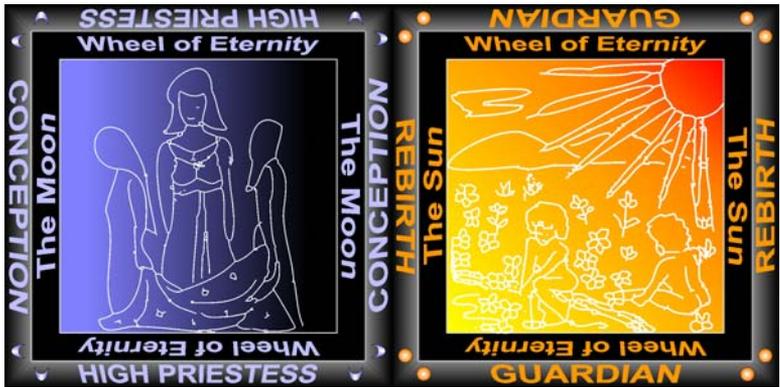
Too late.

The damage is already done.

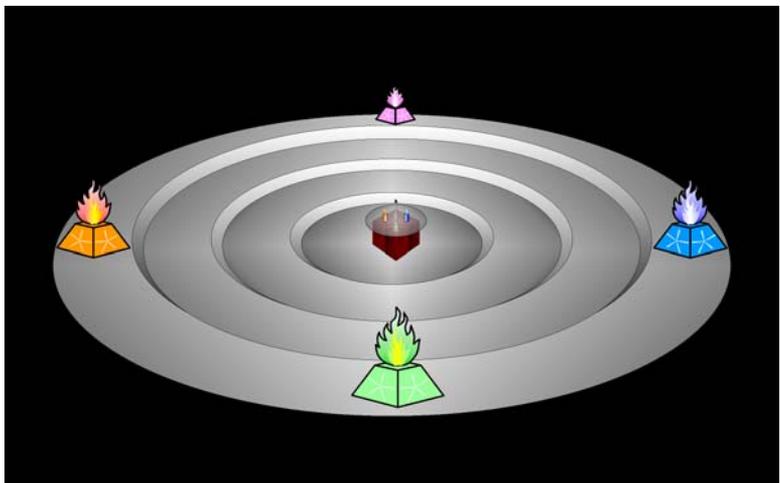
The Guardians of the Portal of the Past were your parents, such as they were.



And towards the future in front of you,
 are the Sun and the Moon.
 They have only the names you give them.
 They represent the guiding principles
 of Male and Female,
 not as your parents were,
 but as perfect as they could have been.
 The Lady in Blue is First Woman;
 The Lord in Orange is First Man.



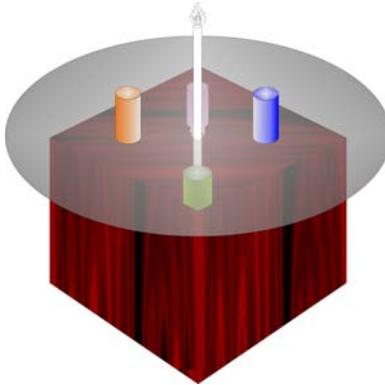
When we need the Lady in Blue and the Lord in Orange as Guardians of the Future, we can light the blue and orange candles on the table at the center of the circle.



This simplicity of description makes it easy for voyagers to find the Temple. The image that voyagers build in their heads will be similar enough that everyone will be in the same place as a starting point.

*...within the crossed circle
of the Temple of the Mind
in the Pavilion of Silence
at the Crossroads of the Universe.*

*There is a round glass table,
on a square wooden base.
A tall, white candle burns in the center.
Two shorter, wider, unlit candles at the sides.
The glass shows reflections of other places.*



The white candle is called the Source, and it is always lit. The Source lights all other candles.⁴

The blue and orange candles are on the table, and the yellow-green and red-violet candles are reflections.⁵

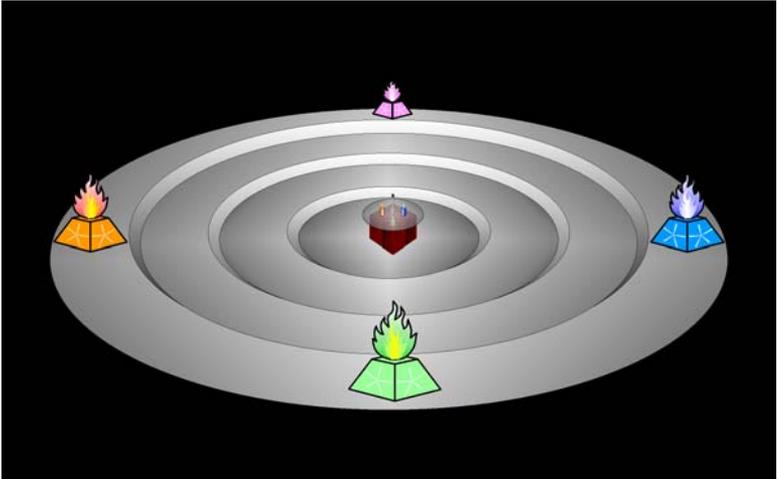
When we feel the need, we will light the blue and orange candles so that Mommy (the High Priestess) and Daddy (the Guardian) can assist us. They are the Guardians of the Portal of the Future.

⁴ A cordless, flameless electric candle (flashlight) is sufficient. Turn it on before you start, and leave it on until after you finish. Light the other flashlights as you touch them with the Source. It saves wear and tear on your oil lamps.

⁵ I leave this problem to the technologists to solve so the rest of can just use our imaginations and not cause any fires.

The Guardians of the Towers

Before we begin working in the Temple of the Mind, we will set guardians or wards at each of the portals. We will give these wards specific instructions on what we do and do not want to enter. It is their job to ring the alarms and get us out if something goes wrong.



The Guardians of the Portals are each addressed by the name of their portal, the colors of the portal, and the character of the portal:

*Guardian of the Portal of the Night,
Guardian of the Blue Cord,
Silent Sentinel of the Waters of Love,
I salute You.*

*Guardian of the Portal of the Day,
Guardian of the Orange Cord,
Silent Sentinel of the Fires of Will,
I salute You.*

*Guardian of the Portal of the Self,
Guardian of the Golden-Green Cord,
Silent Sentinel of the Mists of Mind,
I salute You.*

*Guardian of the Portal of the Flesh,
Guardian of the Red-Violet Cord,
Silent Sentinel of the Flesh and Bones,
I salute You.*

After each salute, the beacon lights to signify the presence of the Guardian of the Portal.

The Guardians of the Portals are all charged with the same general instructions to be interpreted as appropriate:

*Guard well the Portal,
That no distrust may enter herein,
nor harm those who seek sanctuary
in the Temple of the Phoenix;
yet, Guard well the Portal,
that the Truth be not turned away with the False.*

How does this work?

Remember that the “Temple of the Phoenix” is less confusing to talk about than the Tower of Mind in the Temple of the Mind.

Each Guardian has specific instructions not to allow distrust to enter. This simple charge can be interpreted by each of the Guardians as follows:

- Water — alarm if anything provokes a strong emotional reaction. (Don't have the strong emotional reaction, just raise the alarm.)
- Fire — alarm if anything requests an action in the real world, or if any request is made to forget something that happened or was heard.
- Air — alarm if anything conflicts with known information or belief.
- Earth — alarm if body becomes uncomfortable.

Of course, the threshold level for each ward will adjust as you become used to their assistance.

Each Guardian also has specific instructions not to let distrust harm those who seek sanctuary in the Temple. If you use the Temple to take trips onto the Mindgame playing field, you will take the four Guardians with you. They will help you distinguish truth from distrust.

Crossing the Circle

The circle is the shape of the Temple of the Phoenix.

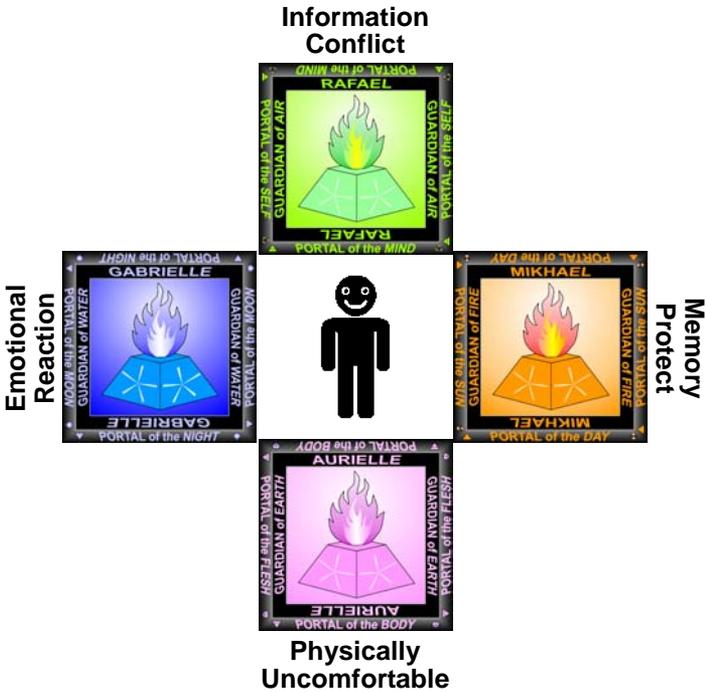
The order of charging the Guardians of the Portals draws an equal-armed cross in the Circle of Protection:

1. Start with the Source candle in the center of the Temple. Go to the Portal of the Night and charge the Guardian of Water in the West.
2. Go directly across to the Portal of the Day and charge the Guardian of Fire in the East. Then go back to the center.

3. From the center, go to the Portal of the Mind and charge the Guardian of Air in the North.
4. Go directly across to the Portal of the Body and charge the Guardian of Earth in the South. Then finish in the center.

Full-Time Protection

Think of them as surrounding you at all times.



Lastly, the Guardians are instructed not to turn away the Truth with the False. They are told to pay a little attention and learn to discriminate finely. In short, they grow with you.

You don't have to leave the Temple when an alarm goes off. Just engage enough of your mental censor to see what the alarm means. Unless somebody's messing with you, an alarm usually means that you have learned something new that you think conflicts with what you think you already know. You need to look at both the old and the new information and decide which is correct. If you do this, you will also improve your estimation of the reliability of the old and new sources. If you find the new source unreliable, don't listen to it. That's what the alarm was all about.

Why Two Views?

There are two views because there are two things you can do with the Portals and the Guardians:

- Think of one set of them as coasters to put under your imaginary votive candles at the edges of the room. Use an imaginary single white candle in the center of the circle to light them.
- Think of the other set as active participants in the ROTA Mindgame. When they come into play, they can be used two ways:
 - As marker Keys for the Elements (either set).
 - When included in casting the windmill, either a doorway to one of the elements, or an angel of the element. (Same thing, different viewpoint.)



The top view is abstract.
It represents doorways
to the elements.
(The Wheel of Doorways)

The side view is concrete.
It represents Guardians
of the elements.
(The Wheel of Angels)

Use one set as coasters; use the other set as Element markers, the Wheel of Doorways, or the Wheel of Angels when you feel you need it.

Dating Games

You just knew I wasn't going to end the book without giving you a method for reading compatibility factors in partners and/or adventures.

Compatibility

This same layout will be used for both the Compatibility and the Autopsy⁶ readings. Please give some thought to that before you decide for yourself how useful or accurate these kinds of readings are.

The layout nine squares. Around the outside are the four Keys of the Wheel of Chaos (in their corresponding element position), and the four Keys of the Wheel of Eternity in the corner squares as shown.

	<p>When you get to this square, deal on the Court Keys below, instead.</p>	
<p><i>Put one Court Key for each participant in a row here.</i></p>		

⁶

Cut up the dead body and try to figure out what went wrong.

Think of one Court Key for each participant. Pick (or let each participant pick) the most suitable Court Key. Since you must have at least two participant Keys, it's not really convenient to put them in the center. Spread the selected Court Keys in a row below the layout.

Collect the remaining Keys and shuffle them.

Deal the remaining Keys on each of the eight marker squares, and on each of the selected Court Keys by any consistent method. Deal onto the Court Keys when you reach the center square.

The participants take turns reading the Keys on the outside markers. Each participant starts anywhere and goes around the circle one step at a time. Each individual decides where to start and which direction to go. Other participants may be going the other direction, and/or start from a different point.

When all participants have read one marker, the next round begins. When all participants have read all eight markers, the participants read the final group of Keys dealt to the Court Key. Each individual reads only his or her own Court Key group.

It is critical to keep in mind that this reading is being used to determine **compatibility**, and to also keep in mind which marker Key is at the center of each part of the reading.

Now, by doing this exercise, you will find out how you feel about the joint venture, and you will find out how the other participants feel. There are four corollary points:

- The more you do this, the better it works because it exposes more of the control matrix.
- A fixed set of (dealt) Keys becomes a standardized way of searching for matches.
- A fixed set of (dealt) Keys is similar to a Thematic Apperception Test and can be used the same way.
- You can discuss when readings of the same keys differ, or you can repeat the whole exercise a second time to see what's changed as a result of what's been heard.

Autopsy

Autopsy is similar to Compatibility. The difference is that Autopsy is used for analyzing what went wrong with a partnership and/or adventure.

It is critical to keep in mind that Autopsy is used to determine **what went wrong**, and to also keep in mind which marker Key is at the center of each part of the reading.

The directions are exactly the same as for Compatibility; *the only difference is your attitude.*

Casting Windmills

The basic principles of casting a windmill are:

1. Select a Key to represent the Subject of the reading (any Key including one of the Pips). You should have some rationale for selecting the particular Key you choose.
2. Relate or anchor the Subject to a coordinate base: The Wheel of Eternity, The Wheel of Time, The Wheel of Chaos, The Aces, The Sphere of Court, the Axis of Self. This defines the marker Keys and how you will cycle the remaining Keys.

If you've chosen an event (Pip) for the Subject, add any related events as markers in the coordinate base. For example, arrange related events (Pips) along the Wheel of Time according to when they occurred. This keeps known events in sequence so that the mind can connect them.

3. Add actors from The Wheel of Eternity, The Wheel of Chaos, The Aces, and/or The Sphere of the Court. (Usually, whichever you are not anchored to.)
4. Add events from The Pips.
5. Add complications with whatever Keys are left if you feel like it.
6. The layout should have some easily understood geometry and symmetry. The layout defines the clockwork, or order of reading.
7. The deal should have some easily understood geometry and symmetry. The deal determines whether the reading is symmetrical — Key groups shuffled separately and dealt by-group on each marker; or random — all Keys are shuffled together and dealt around in any consistent manner.
8. Make clear the intended use of the windmill, and relate how the Subject Key, the layout (marker Keys), the deal, and the reader's attitude contribute to making the windmill.⁷

Additional layouts are discussed in *Mindgames: ROTA: The Book of Fire*.

⁷ Sometimes these factors interact. For example, some layouts are completely dealt, all Keys on all markers showing, and then are read as associated groups. For other layouts, a single marker may be dealt at a time and interpreted before the next marker is dealt. In that case, you might deal only the remaining Keys, or collect the used ones and reshuffle so that they could appear again. Any consistent and explainable layout and deal will give you some result.

Why Read *ROTA*?

Your mental space is a web woven of many strands and knotted at many points. It's huge. It's like a miles-long ocean fishing net or like a circus safety net.

The circus safety net is where the daring young woman on the flying trapeze lands when her partner misses the catch.

Every here and there, the net stretches out to hooks around the edges of your mind. The hooks keep the net stretched.

The Keys and the knowledge contained in *ROTA* will help you locate the hooks around the edges of your mind.

The Keys and the knowledge contained in *ROTA* will let you make maps from the hooks around the edges of your mind to the knots that hold the web together and the tangles that tear the web asunder.

The Keys and the knowledge contained in *ROTA* will let you unravel the knots, reweave the tangles, and repair the web.

When the web is whole, you can escape from the flying trapeze without falling through the holes anymore.

When you are ready to learn more, read:

HARVEST: The Book of Patterns
Mindgames: ROTA: The Book of Fire

Available at:

WeaverOfWebs.Com

Harvest: The Book of Patterns
ROTA: The Book of Fire

A Novel in Four PopPsychles

Part 1:

Psychle 0	Introduction
Psychle 1	Tools and Methods

Part 2:

Psychle 2	Advanced Tools, Principles, and Consequences
Psychle 3	Conclusion



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