Alternative Names: Boost Me Up; Who Am I?; Inner Compass / GPI; Wise Advices;


## Card Game Results: Who Am I ?

Even short game can yield plenty of results that have to be sorted out and sold very skillfully


Add here: Jeffrey Young Schemas and Schema Modes
12 archetype characters

## Dungeons and Dragons characters

Greatest Movie Characters
Archetypes and Stock Characters for Screenwriters


If "neutral" emoji is touched (expansion algorithm on other pages)


## Roadmap

Convert Faith to Confidence through: Humility - Doubt Dedication

Make Faithfulness more stable through: Invincibility - Nobleness - Openness - Uniting Naturalness - Knowing Fawlessness



## Card Game - "Medium" Level

## Standard card with emojis




Same mood can have many emojis

Self-Esteem


Words from the same cell may have different emojis

| - Encourag. | (3) 44 |
| :---: | :---: |
| $\square$ Excessiven. | (i) 4 |
| - Faith | [17 4 |
| Who Am I? | Boost Me Up! |
|  |  |



Continue until new options cease to appear

Don't show cells that appear for the 2 nd time. If the same word comes from a different cell, change it to synonym
$\qquad$

## Expanded First Screen

## Check my traits

| Atlas of Feelings |  |
| :---: | :---: |
| Meyrs Briggs | Need Subscription |
| Big 5 |  |
| Disc |  |
| 24 Strengths |  |
| Enneagram |  |
| Schema Therapy |  |
| .. |  |
| Check IQ |  |
| Check EQ |  |
| Upgrade |  |

Card no, name, expry,

Fill in payment info if any paid subscriptions are selected

Card Game variations


Preferred, as gives even distribution and starts with positive

| Check what: | How deep: |
| :--- | :--- |
| O Mood ? | ○ Quick ? |
| O Character ? | ○ Medium ? |
| Problems ? | O Deep ? |
| Wishes ? |  |

## Quick Selection

Spiral / random<br>Stealing (18-j)<br>Encouragement (9-d)<br>Surveillance (4-f)<br>Reliability (13-b)<br>Frustration (23-h)

Does not work for character checkup

Check What
How Deep How Deep
Cards

Random (1-240):
Attentiveness (11-c)
Encourage (9-d)
Nobleness (23-a)
Cruelty (7-j)
Tenderness (9-a)

1 st card could be random. 2 nd card opposite ( +12 segments). 3rd orthogonal (+/-6). etc


## Card Game Results: Wise Links

List all cells from the most problematic to the least

## Wise Links Sentimental Gifs would be useful!

V Excessiveness: Everything in excess is opposed to nature Excessive sorrow laughs. Excessive joy weeps. Excessive desires create excessive poverties. More
V Indifference: The opposite of love is not hate, it's indifference. The opposite of art is not ugliness, it's indifference. More
... other selected moods in the order of decreasing problematicy (distance to the center of special index...


## Order of listing:

(i) For the Original word
(ii) For ther Synonyms from the same cell
(iii) For one Up and one Down cells from the same segment (1st word only?)
(iv) For the "Related to" words (check these words first, maybe move to the end of list?)
(v) For the "Incompatible with" words (ONLY for grey/red cells!)
(vi) For the Four Cells from the Healing Quartet (Daily Healing only?) Balancing from opposites not included ...

## Wise Quotes



V Excessiveness. Everything in excess is opposed to nature. Excessive sorrow laughs. Excessive joy weeps. Excessive desires create excessive poverties. More
V Unhealthy. No food will ever hurt you as much as an unhealthy mind. Limit your exposure to unhealthy and unsupportive people. Doctors tend to know a lot More


## Fee-Links Order Window

V Help transforming Excessiveness (15-h) to Restrain (15-d) and Mindfulness (15-e) by sending daily Wise Links from the following cells:


When touching a mood:
"You will now get daily quotes \& videos for this mood as well"

$$
\begin{aligned}
& \text { quotes } \\
& \text { s well" }
\end{aligned}
$$

|  | Excessiveness (15-h) |
| :---: | :---: |
| V | Addiction (15-g) |
|  | Habituation (15-f) |
| V | Routine (15-e) |
| V | Restrain (15-d) |
| V | Mindfulness (15-e) |
| V | Simplicity (3-d) |
| V | Sincerity (3-c) |
| V | Encouragement (9-d) |
| V | Respect (9-c) |
|  | Independence (21-d) |
| V | Self-Respect (21-c) |
|  | Self-Control (10-c) |

## Order of Listing cells:

(i) Problemic cell
(ii) Healing quartet (white / yellow only)
(iii) Incompatible (white / yellow only)


Click cells to:

- see contents
$O$ change the list


$$
\begin{aligned}
& \checkmark \text { Help transforming Indifference (14-i) More }<\text { All checked } \\
& \text { Help transforming Acceptance (11-d) More } \leftarrow \text { Wise Links } \\
& \text { window }
\end{aligned}
$$

Send daily emails to typical.person@gmail.com

Each email should include no more than:


Quotes / aphorisms
Links to videoclips, popular articles, stories, books Practical advices Schedule next test in $7 \nabla$ days ?
Dilemma testing for the initial and target states

Select assets:
© Randomly ?
O Sequentially?
O By popularity ?

In case of shortage use:

v Adjacent cells ?
v Related cells ?
$\square$ Repetitions ?
Languages ? VLT $\nabla$ RU $\nabla$ EN
LT in short in supply Change selections at any time


After specified time prompt to go through the Dilemma testing for the initial and target cells. In case of many such dilemmas, ask to mark their testing in calendar?
After each test generate a new order window
Calculate numbers of maximum assets per link from the available information in all marked cells

## Card Game - Medium Level



Before marking the cell, check validity of surrounding and opposite cells again?
Ask if it is really a permanent state, current reality, or just desired state?

## What is it?

- Permanent state

Desired state

## Solve Dilemma




Fight should be related to Persistence (7-c)


## Make a list of the most common dilemmas and relate their words to the Atlas' cells!

For any word consider:

1) same segments (up, down),
2) adjacent segments (left, right),
3) opposite segment (balancing)
4) opposite's neighbors
5) Related to
6) Confused with
7) Incompatible with
8) Other suitable ...

Insightful or Eccentric?
Calm of Indifferent?
Doubt or Mistrust?
Safe or Suspicious?
Educating or Punishing?
Insighted or Lost?
Knowing or Dogmatic?
Sincere or Formal?
Brave or Foolhard?
Friendly or Controlling?

## Other Dilemma questions:

Stability - Pastovumas - patikimumas ar kasdienis pilkumas ir rutina? Žinojimas - patikimumas ar šabloniškumas ir dogmatizmas?
Atjauta - pasiruošimas kartu išspręst problemą ir išgyvent sunkumus, ar gailestis ir savigrauža su tik trumpalaikia pagalba?
Tikėjimas - Žinojimas - Supratimas - Suvokimas

Expand list of dilemmas by using other atlases
(Maturity, MBTI, Big 5)

Solve Dilemma


Since most dilemma words will be in the middle of their segments, we may limit diagnostical selections to say $b-h$ layers

## Step 3 of 6

Select how you feel:
$\bigcirc$ Uniting (14-a) ?
O Enthusiasm (14-?)
$\bigcirc$ Interest (14-c) ?
© Analysis (14-d) ?
O Overanalyzing (14-e) ?
O Anticipation (14-f) ?
O Irritation (14-g) ?
O Being Stuck (14-h)?
O Fornalism (14-i)?
O Paranoia (14-j) ?
O Uncertain (2-e) ?


List synonyms, explanations, and maybe first citation
Analysis, Deduction, Reasoning, Considering, Defining, Generalizing, Concluding, Presentiment, Decision Making, Thinking "Outside the box". Ability to analyze, divide in parts, raise hypotheses, approach decision making. Analysis does not transform consciousness

## Select the closest

 feelings from segments $\longrightarrow$ rotated by $90^{\circ}$ to each of previous segmentSelect the closest feelings from 2 adjacent segments to the original and opposite segments, then to orthogonal segments - each time the number of segments doubles


## Expand FEE-LINKS and Dilemmas with other Atlases



Generate new cards and assets for new cells
All schemes complement the Atlas, as their segments correlate

| Desired Atlas* | $180^{\circ}$ | $90^{\circ}$ | Big 5 traits |
| :---: | :---: | :---: | :---: |
| Tough $<_{\text {New }}^{\text {Old }}$ | Resolute <br> Caring | Caring \& Enduring Smart \& Inspiring | Low Agreeabl + Opt. <br> (Neurot \& Openness) |
| $\text { Smart }<{ }_{\text {New }}^{\text {Old }}$ | Joyful Inspiring | Playful \& Creative <br> Tough \& Caring | High Conscient + Opt. (Extravert \& Openness) |
| $\text { Caring }<\begin{aligned} & \text { Old } \\ & \text { New } \end{aligned}$ | Enduring Tough | Tough \& Resolute Smart \& Inspiring | High Agreeabl + Opt. (Neurot \& Openness) |
| $\begin{aligned} & \text { Inspiring }- \text { Old } \\ & -\mathrm{New} \end{aligned}$ | Brilliant Smart | Profound \& Fulfilled Tough \& Caring | High Neurotic + Opt. (Extravert \& Agreeabl) |
| $\text { Leader }<\begin{aligned} & \text { Old } \\ & \text { New } \end{aligned}$ | Insightful Competent | Fair \& Resilient Sharp \& Admiring | High Extravers + Opt. (Neurotic \& Consient) |
| ... etc. ... |  |  |  |

* Old - Classic atlas from Plutchi'k's wheel, New - Maturity scheme from P-A-C and DiSC profiles

| Alternative names |  |
| :---: | :---: |
| What's Up With Me | Boost Me Up |
| Who Am I | Delicate Me |
| Mood Booster | Make Me Wise |
| Fix My Mood | Am I Wise? |
| Fix Me Up | Wise Links Booster |
| Lift Me Up |  |



When clicking a mood:
"Now you will (not) get daily quotes
\& videos for this mood (as well)"

## Old 1st Screen

## What's Up With Me <br> Check my mood <br> Transform mood Solve dilemma <br> Check my traits Check IQ / EQ Register

See my progress

Complimentary Mood: Chat Meet


Alternative names:
Who am I today?
Quick fix
Solution please
My character
......

## Subscriptions

Send your links to the 'Soul-Pedia'

After
registering
People with complimentary moods will be able to chat or meet (using instant geolocation)

... you don't have to play a new card game, if you played it at least two times before, or if you tested your character with 3rd party algorithms

Each role will have to be linked to the atlas' cells. Once you play the card game, it will advice you what to watch in yourself


Start typing to get the closest problem from alphabetical drop-down list

