

MD Time Cards Deck

Manual

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Greetings

Congratulations!

A real alchemical philosopher's stone is in your hand. It is a precision tool that turns EVERYTHING into TIME. And with Time, you can do whatever you want. Time is the most valuable resource. And you are holding Monada Dominion Time Cards Deck (MDTCD).

This is the model of the universe. It has all levels of organization of matter from the grossest to the most subtle. The deck is a catalyst. With its help, you can speed up and slow down the reactions in your life. Reduce and increase the number, strength and impact of reactions' results. Become a real metamodern alchemist.

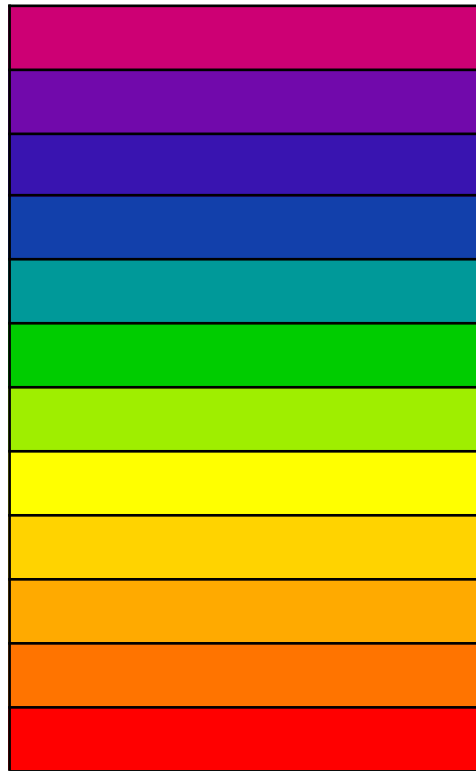
Do not take this tool as something separate from yourself. A genuine philosopher's stone and a real perpetual motion machine can only be created within oneself or from oneself, just as the states and qualities of the inner world are created. Inside a person, rough metal turns into gold, and the spirit and soul of a person live much longer and produce extensive energy. MD Time Cards Deck is a mirror of a human who operates it and an individual machine with its own character. **Remember that the cards are for the man, not the man for the cards.** Work with yourself, not with cards, and you will succeed.

And most importantly, don't take things too seriously. Everything should be treated with a good sense of humor. No matter what cards show, remember that you always have a chance to correct the situation and influence the course of events in your life. Trust nothing, strive for what is called a direct perception or vision of things and clear understanding.

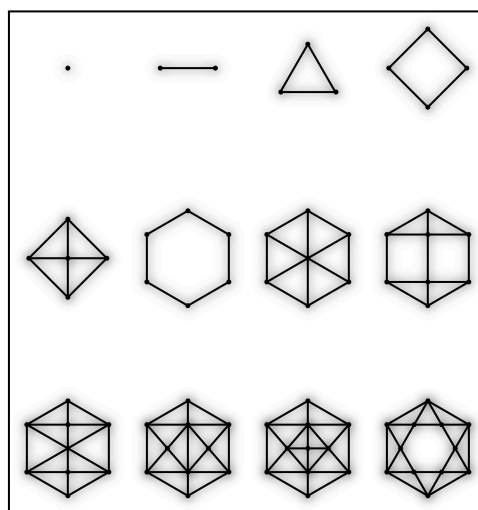
MD Time Cards Deck design



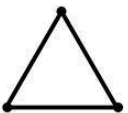
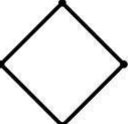

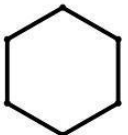
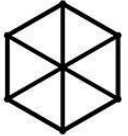
There are 72 unique cards in the deck. No recurring.

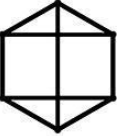
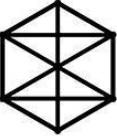
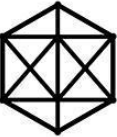
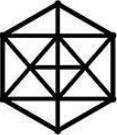
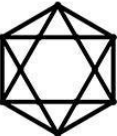
There are 12 levels represented by 12 colors. Colors are primary. From them we determine the level of intensity of vibrations. Red is the lowest vibration. Pink is the highest. Think of it as abstract vibrations.



And there are 12 more figures. They reflect the level of implementation of the process. The dot is the beginning. A hexagonal star in a hexagon is a logical conclusion.

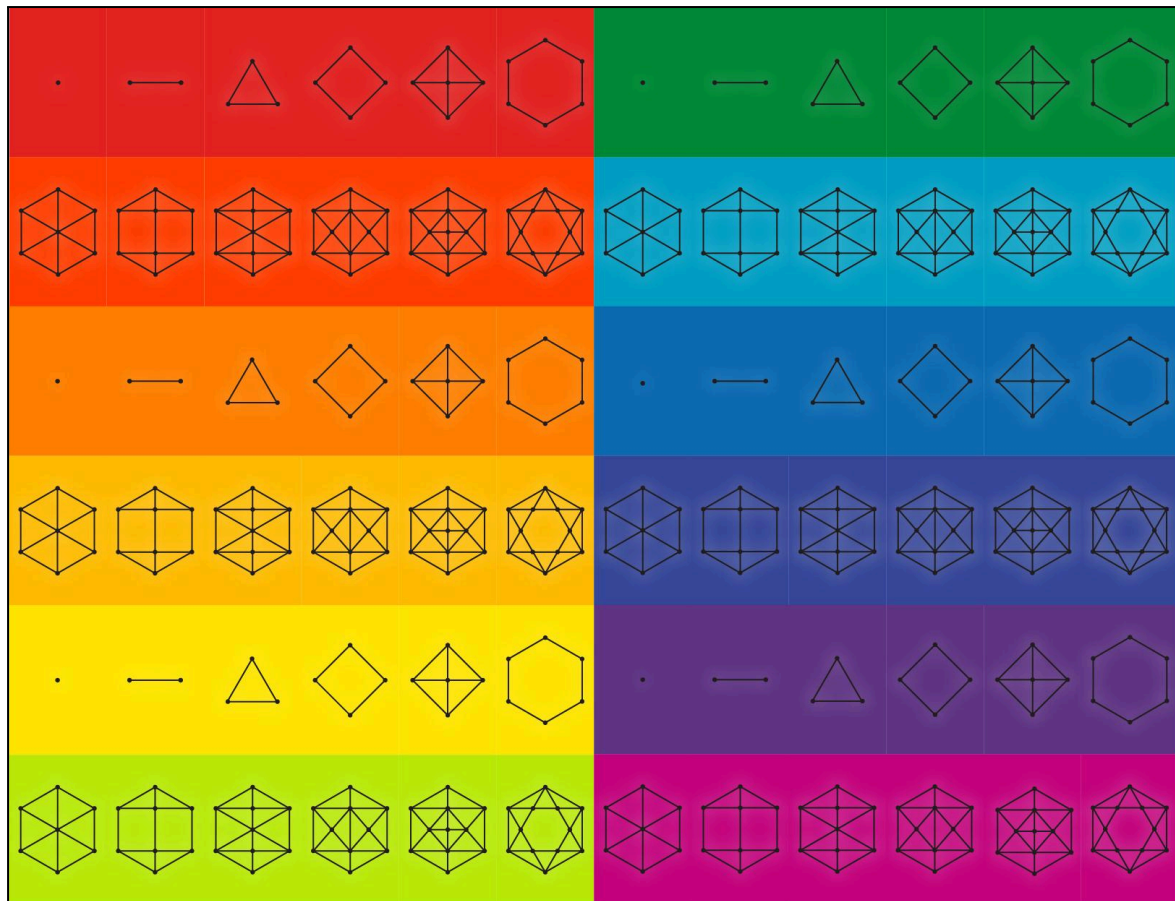


Description		
Nº	Figure	Abstract meanings
1		The point is the beginning of the process, the first atom. Also a state or a presence of something. Also the possibility of existence of anything. Single, short pulse. Appearance.
2		The line is the life of a point, consisting of many points, as well as many parallel states of one point. Two points are enough for the appearance of a line. Also, the presence of the awareness of one's own presence. The possibility of the existence of something and the likelihood of the existence of this possibility.
3		The triangle is the angle, the result of the relationship between possibility and probability. It is the factor that determines the probability. Also a state other than presence and awareness of it. A state of understanding the difference between the two. Also a triad of forces (active/passive/neutral or resultive), the emergence of a third force in the process.
4		The square, the rhombus, the quadrangle is the manifested result of the interaction of three forces. Also a plane, consisting of many lines, reflecting different possibilities for the development of events.
5		The rhombus with the intersection of diagonals, with a cross - the center of the plane, the source, the stage of vector formation, the true motive. Also, the choice of an effective direction of movement, the one that best brings others closer to the goal, to the true motive.
6		The hexagon is a completed outer border, a limitation of space, a limitation of the possible spread of energy, the probabilities and possibilities of the realization of events within a border.
7		The hexagon with the intersection of diagonals, three axes of the coordinate system - the emergence of a new center and a more solid vector of movement within the emerging boundaries, based on essential desire. The new center is the center of the coordinate system inside the formed space, at the same time indicating the vector of the direction of movement towards the goal - towards the central idea of the essential desire that forms the entire system and allows the process to be.

8		The hexagon and two intersections of the central axis - a stage similar to the second stage (line), reflecting the appearance of a second center, the appearance of a reflection of probability, only at a higher level. Here the probability appears as a result of development and work within the space and coordinate system, this is movement in the direction of the vector along the axis. This probability reflects the strengthening of the realization of one or another quality required for the development of the final goal.
9		The nine, the appearance of the result of a new quality is a stage similar to the third one (triangle). Movement in the chosen direction, which appeared within the boundaries as a result of 7 and 8 stages, gives the result in the form of a new centrality, which determines which particular opportunity is realized at a new level.
10		The emergence of a new plane within the existing boundaries is a manifestation of the result of the interaction of the last three stages, giving rise to the possibility for the existence of a complete state.
11		The appearance of a new center of the plane is a stage as close as possible to the final result in this cycle. It is a reflection of the most correct direction of movement in the plane of variants of the development of events within the formed boundaries.
12		The realization of the ultimate goal of this cycle is the last stage, reflecting the complete logical and multi-level completion, the development of all stages. The existence of internal and external boundaries for the realization of all possibilities and probabilities in the existing system.

Cards combine these two scales. And together they form a deck. The 12-step system reflects the equal temperament scale of musical harmony. We will not delve deeply into why this is so, there is an explanation for this, but here we will tell you briefly. This means that 7 musical notes are divided into 12 semitones - this can be seen in the white and black keys of the piano. And each note or each semitone gets its expression in the form of a color.

According to the law of octaves, an additional division into 7 notes is hidden inside each note. And inside the semitone, respectively, there should be half an octave. And so, if 12 colors is an octave, then only half of one color is 6 figures. Therefore, there are only six red cards and in red there are only figures from 1 to 6, and the next from 7 to 12 are in red-orange.



The Game

Before we get into the serious stuff and practices, let's first take a look at the playability of the deck. The game is the product of the imagination. And imagination is the basis of life.

It is the game component that allows you to begin to truly work with yourself and your states. It all starts with the game and an assumption.

The Integral Fool

MD Time Card Deck game for 2-6 players.

The essence of the game: the deck is a symbolic model of the universe - playing with it, a player learns the laws of the universe.

Integral Fool Rules

Notorious card game The Fool converted into MD Time Cards game. The hierarchy of colors is purple and pink at the top, red and orange at the bottom, and rainbow colors in between. 12 colors - 7 primary plus 5 intermediate.

And there are 12 figures - they bring a sub-hierarchy inside the colors. The trump card is a color, that is, the color of the trump card covers all the others.

Cards closer to purple and pink are high. Closer to red - low. The figures, respectively, are closer to 12 - complex and higher in value, closer to the point are simple and lower in value.

What's special?

It is necessary to perform a function atypical for everyday life - to logically comprehend colors and find their hierarchical position. Colors are an area of intuitive perception, and hierarchy is a logical one. Connecting two operations through the game develops a special state of concentration.

Ultimately, players must begin to perceive the game as something more, revealing the essence of the universe in a card game. The very process of the game is now a symbolic expression of the change in the archetypes of the passage of time, and the players are not outside the process, but inside it. The game is a portal.

The integral fool is the sum of all values of the game function. In this case, the function is to reveal who is the fool. It turns out that the sum of all values of the function is the sum of all possible outcomes in which there is a fool. A person does not want to be a fool, but one should not strive to be ahead. Only by surrendering to the process of the game is it fully possible to stop being a fool. There are no fools in a real game, only players and observers.

The more a person plays with the deck, the more he learns to intuitively feel how archetypes change at a particular moment and which one prevails, which one is on the rise, and which one is decreasing. The game expresses time.

There is a formula:

$$X \equiv t * m^2$$

$$Y \equiv m * t^2$$

This is a system of identical equations describing the relationship of two coordinates of the time flow archetype x and y.

X is a figure on the map

Y is the color

They are the external and internal attention of a person. Mass squared and time squared are the same mass and time, but in the aggregate of all their components. The whole mass, the mass of all components, all parts of the whole. All the time, the time of all individual units.

While concentrating on the formula and playing, a person goes into a meditative state, where he receives answers to any of his questions in the game. The cards and moves of other players are the answers to his internal questions. It is only necessary to fine-tune to the process - to direct attention to the desired point or area of the "single crystal of time". The deck is a crystal of time. In it, time received a "crystal lattice" and acquired integrity. But the deck is a model or a symbol. The real crystal is the Absolute.

As a result of practice, the deck loses its significance. Now a person sees a change of archetypes around him in everything that surrounds him. The whole world is a game, it is a change in the archetypes of the flow of time, manifested in forms.

With a deck, you can create and design games yourself. It easily adapts to existing card games and changes them thanks to its device.

The Solitaires: Updraft and Downdraft

Two solitaire games that allow you to tune in to the updrafts and downdrafts. What are these streams? This is natural evolution and devolution, complication and simplification.

The ascending flow is a movement towards refinement, towards an ascent to higher levels of matter organization. This is a movement towards something light, towards God, towards the universe.

A downward flow is a reverse flow, a movement towards matter. He creates matter, creates firmament. It is the flow that creates material events.

In fact, both of these streams exist simultaneously. Every moment of time something materializes and dematerializes. Ideas come and turn into actions, and actions give birth to new thoughts. This creates two threads.

Two solitaire games help to tune in to the wave of one or another flow, as well as arrange the cards in the deck and structure it correctly.

The goal of solitaire games is to tune in to the wave, structure the deck, and return it to its original state.

Updraft Solitaire Rules

1. Shuffle the deck.

2. Take the top card and place it on the table to your left.
3. Take the second card and place it to the right of the first if it is smaller. Lay it perpendicular on top of the first one if it is higher in value.
4. Take the third card and determine if it is larger than the largest card on the table. The largest card is the first one, or the one that lies on top of it. If the third card is larger, then place it perpendicularly on top. If it is smaller, then put it on top of the one that it is larger. For example, if the second card was smaller than the first, it would lie to the right of it. Then the third, being less than the first but greater than the second, would lie on top of the second. If the third is smaller than both the second and the first, then it is placed next to each other.
5. Keep taking out cards and placing them on top of the largest one they cover. If the new cards turn out to be the smallest of all that are already on the table, then put them next to each other. Lay out the matrix.
6. When all the cards are laid out and laid out, find the pink card with the hexagonal star in the hexagon - the largest card in the deck. It should be on the surface, in the upper left corner, where the first card once was. Remove it and lay it aside, face up.
7. Next, remove the next one in order and place it perpendicularly on top of the pink one. It should be a pink card with figure number 11.
8. Remove all the cards one by one and place them in the deck. There shouldn't be any problems. If you did everything carefully, then each next card will lie in front of you, or open in time. The last card will be a red dot.
9. Now straighten the cards so that they lie flat in the deck and turn it face down. You have a perfectly structured updraft in your hands.
10. Tune in to the wave of this deck. Feel the order you just created. You can literally feel the deck vibrate with the updraft you created.
11. Dive deeper into this stream. Enter the deck. Mentally remember all the shapes of the universal matrix and focus on their evolving movement within the colors. This is the symbolism of the passage of time, which reflects the structure of the underside of reality.
12. You are in the flow. Remember that the ascending current goes towards refinement. The higher you rise through the levels of organization of matter, the less tangible is everything material. They say that even the highest levels are material, but we have no way to perceive and identify them in our life. We can notice their influence and existence only as effects of their presence, which are grosser and more accessible to us. The updraft can lead you to inspiration, to meditation, to insight and awareness. If you need some more specific material results and tuning to them, then use the "Downflow" solitaire.

Downdraft Solitaire Rules

1. Shuffle the deck.
2. Take the top card and place it on the table to your left.
3. Take the second card and place it to the right of the first, if it is larger. Lay it perpendicular on top of the first one if it is lower in value.
4. Take the third card and determine if it is smaller than the smallest or lowest card on the table. The lowest card is the first one, or the one that lies on top of it. If the third

card is lower, then place it perpendicularly on top. If it is higher, then put it on top of the one to which it is lower. For example, if the second card was larger than the first, it would lie to the right of it. Then the third, being greater than the first but less than the second, would lie on top of the second. If the third is greater than both the second and the first, then it is placed next to each other.

5. Keep taking cards out and putting them on top of the lowest one they cover. If the new cards are larger than all that are already on the table, then put them next to each other. Lay out the matrix.
6. When all the cards are laid out and laid out, find the red card with a dot - the smallest card in value in the deck. It should be on the surface, in the upper left corner, where the first card once was. Remove it and lay it aside, face up.
7. Next, shoot the next one after it in order and place it perpendicularly on top of the red one. It should be a red card with piece number 2.
8. Remove all the cards one by one and place them in the deck. There shouldn't be any problems. If you did everything carefully, then each next card will lie in front of you, or open in time. The last card will be a pink hexagon with a hexagonal star inside.
9. Now straighten the cards so that they lie flat in the deck and turn it face down. You have a perfectly structured downstream in your hands.
10. Tune in to the wave of this deck. Feel the order you just created. You can literally feel the deck vibrate with the downdraft you created. They are different from updraft vibrations. Rather, they do not even radiate, but seem to draw you inward, constricting and focusing.
11. Dive deeper into this stream. Enter the deck. Mentally remember all the shapes of the universal matrix and focus on their evolving movement within the colors, only this time do it in reverse - from pink to red, from 12 to 1. This is the symbolism of the passage of time, which reflects the structure of the underside of reality.
12. You are in the flow. Remember that the downward flow goes to the seal. Thanks to him, you can focus in the present on your affairs, your own presence. If the updraft takes you into space and into other dimensions, then the downdraft takes you into the here and now in the most concrete manifestation.

Layouts

Perhaps the main useful property of a deck of time cards can be called layouts or fortune-telling. Cards, or rather the universe, which is symbolically represented in the form of a deck, can be asked almost any question, if they are correctly formulated. Answers can be extracted by laying out cards in layouts.

This practice can also be defined as the mediation of the unconscious. The cards and the person who interacts with them together are the mediator. They conduct the unconscious. The unconscious is a hidden potential, an area of the collective mind that has not been adequately explored, or simply the collective unconscious.

The operator tunes in to the question, focuses his mind on it and releases it to receive the answer. Then he lays out the cards in a special way and reads the information.

One card

Tune in to the first option and get one card. This card is the consequences of this option and he himself in general. This is the expression of a whole scenario in one card. Conventionally, if the card is weak, both in shape and color, then the option is so-so. It is unlikely that he will bring you joy and help you achieve your goals.

If the figure is large, but the color is weak, then the option is most likely labor-intensive, but with little return. Remember, the figure expresses external development, and the color internal.

If, on the contrary, the color is high, and the figure is weak, then the variant has potential, but it is poorly manifested.

Quite superficially, you can take both options and get two cards. The first card is the first option, the second card is the second. The one that is larger shows the best option for you. But it's better to do a reconciliation. So, it is best to write down the readings of the cards.

They are written in numerical form for convenience or with the help of stamps with images of symbols of the universal time matrix.



Let's say a card with a turquoise figure fell out. This is figure number eight and color number eight. In the record sheet, we write the wording of the option, the question and put the number one - the first layout of one card. We enter the value (8; 8). Keeping record sheets is very convenient and useful - they allow you to compare options and make more informed decisions.

After that, proceed to the layout of the two cards.

Two cards

Continuing to check the same option, shuffle the deck and draw two cards. A two-card spread is a test of the trend.

If this time the first card is lower and the second is higher, then the trend is upward. If the second card is lower than the first, then it is fading. A trend is an opportunity for scenario development. An upward trend is better - that's obvious.

It happens that when checking on one card, a large card came out, which indicated a positive scenario, and when checking on two cards, the trend turned out to be fading. This

creates a contradiction, which needs to be checked further on three and nine cards. As a rule, this means that there are obstacles that can be found and eliminated.

Further checks on three and nine cards will help to find out what is preventing the positive scenario from developing.

Just as in the case of one card, the result of the check must be written down on a sheet. To do this, next to the number one, put the number two and write down the two values in brackets. For example, (12;12) (5;7).

Three cards

Three cards show the development of the scenario in the past, present and future. This alignment allows you to understand how the scenario has developed, is developing and will develop in general terms.

Here you can already see that a good scenario in the present may not develop in the past or will have obstacles in the future.

The results of this layout are also recorded on the sheet under the number three. (8;8) (12;9) (3;6).

Thus, a picture will be visible of how the scenario will develop in different planes and from different points of view after the adoption of a particular decision.

On one card - in general.

Two is a trend.

Three - past, present, future.

After this alignment, it remains only to check in detail what hinders, helps and how everything develops in different planes.

Nine cards

Shuffle the deck and lay out three cards in a row, the next three cards in a row below them, and three more cards in a row below them. Thus, a 3 * 3 matrix should be obtained.

The first row is matter, the material plane, external actions, as well as finances and material well-being.

The second row is energy, emotions, mood, joy, emotional involvement and emotional return.

The third row is information, experience, understanding, mental and intellectual involvement and bestowal.

The first column is the past. The second is real. The third is the future.

Thus, one can see in detail how the scenario developed in the past, present and future according to the three indicators. Here you can already understand why the script is good or bad, what hinders in the present and what helped in the past.

Obviously, if there are weak cards in the present and in the future, then it is likely that weak aspects need to be paid attention to in the present in order to influence the future.

The result is entered in the record sheet in the form of a matrix as follows:

(x; y) (x; y) (x; y)
 (x; y) (x; y) (x; y)
 (x; y) (x; y) (x; y)

Further, all four layouts are compared and conclusions can be drawn about why certain cards were in different layouts.

Conclusion

To draw conclusions and make a decision, you need to consider all the options. In our example, these are two vacancies. Accordingly, you need to repeat the same procedure for the second scenario, and then compare the readings. Readings are recorded and compared already in the sheet.

The best option is the one that has all the cards higher in the future column in the nine-card spread than in the present column, as well as a high card in the one-card spread and an upward trend.

Accordingly, when comparing, the option with the best performance is selected. And you can also understand what to do to make the script better.

When the option is selected, you can make another alignment to achieve the goal.

12 card goal spread

If you do not need to choose between options, but you need to understand in more detail the way to achieve the goal, then the following scenario applies.

State your goal and shuffle the deck. Think about the goal while shuffling the deck.

Lay out 12 cards in a circle in two lines of 6 cards. That is, first lay out 6, and then another 6, only in reverse order.

1	2	3	4	5	6
12	11	10	9	8	7

This is the way to reach the goal. The first card is the starting point. The last card is the moment of realization of the goal.

All cards in this layout symbolize the archetypes of the flow of time and show their degree of manifestation and implementation. Each card is a universal stage on the way to achieving the goal. The first card is the beginning, the second is the end. These two stages are in any process. Accordingly, there should be other similar stages.

The following meanings are given to the cards in this spread.

№	Meaning
1	The beginning, the present moment, the possibility of realizing the goal, the desire of a person to achieve the goal at the present moment.
2	The probability of realizing this goal, the connection of a person with the goal.
3	A factor influencing the probability of achieving the goal, also a logical understanding of the goal and the way to achieve it, a plan, visualization.
4	Primary outcome, the space of options from the possible outcomes of combining the first three elements.
5	The best result achieved.
6	Understanding the limits of one's capabilities, the resources that need to be spent to get the best results, understanding how and how much better results can be obtained.
7	Moving on the best path to achieve the goal, on the path of producing the best result in the best way and with the help of your key skill that produces the most results
8	Improving your key skill along the way, developing to get a new quality result
9	Getting a new quality result.
10	Recognition by the outside world of this new result and new status
11	Life with a new quality result.
12	Achievement of the goal.

When the alignment is completed, the analysis is performed. It is important to identify weak cards - they will indicate those stages that prevent the goal from being realized in the best quality and strengthen them.

The nature of the alignment is such that it shows not only the path to achieve the goal in time from the present moment to its achievement, but also the universal structure of any action directed towards the goal. For example, if to achieve the goal you need to sew jackets, then this alignment will show the whole path and structure of this particular action - sewing jackets.

The benefit of the layout is in its visual component. Concentrating on the idea of a universal matrix and the archetypal stages of the development of the process and working with the cards, it turns out to penetrate the essence of the actions performed. Watching the alignment of life events find themselves in the cards. And through the cards you see life.

After the alignment is worked out, you can replace weak cards with strong ones and create an intention.

V.I.N.O.

Vertical Integral Narrative Overview (V.I.N.O.) - is a technique or an approach to making spreads. It is different from all other ways to interpret spreads because it uses a vineyard metaphor to explain meanings of steps within a 12 card spread.

Creating an Intent

Both in scenario layouts and in layouts for achieving the goal, you can replace weak cards with strong ones. This allows you to understand what is the frequency of the best scenario and how to properly tune the subconscious.

To do this, one by one, take out the cards from the deck after the layout and put them where you want to replace the card. Lay the cards in turn one on top of the other until a card that satisfies you appears. The more cards come out, the more difficult it is to work out one or another element. Place cards one after the other in sequence, even if there are smaller cards. Feel the moment when the right card appears.

Creating an intention is the desire to achieve a goal and get a clue in a card layout.

Questions

How to understand what questions can be asked to cards?

Take your intuition as the basis for the determining algorithm.

Do you like the question or not?

Would you like to reformulate it? How would you ask it?

What else do you want to draw the attention of the questioner?

How would you answer this question?

Which scenario do you think best expresses the answer to the question?

Experiment, try new things, create your own layouts and develop your own style of finding answers. Very soon you will create your own style and perhaps come up with your own spreads and techniques for finding answers using time cards.

Remember that the deck is a model of the universe. Look around - what do you see? The answers to your questions are all around you. Bring the messages of the universe to your deck experience.

Subconscious attitude

Work with your subconscious regularly - give yourself a mental / subconscious / karmic setting.

Convince your subconscious that it is closely connected with a deck of cards, that cards and your subconscious are one. Let the deck become self-sufficient, let the universe open up and live its own life. Then this deck will become a true friend and ally for you. Your philosopher's stone and perpetual motion machine will work for you with the highest precision and maximum efficiency.

The deck comes to life as you interact with it. Moreover, its creator put his experience and his concentration into it. After a while, the deck will take on a life of its own. Listen to it, but remember - the source of all this "magic" is within you. Peer into the depths - the deck is only an assistant. The real knowledge and real talent of a soothsayer is the ability not to use any tools, even a deck. If you master the divination techniques and technologies offered with a deck of time cards, you can do it without it.

Credit

Idea, initial design: Artur Kraskov