

----- ANGER/
ANTAGONISM
18. Development -- 17. Anxiety (Emergency)
20. Production ---- 19. Incompletions (Normal)

----- ENTHUSIASM

GREEN ZONE:

22. Success Breakout 21. Reluctance
24. Abundance ---- 23. Scarcity (Affluence)
26. Power - - - - - 25. Weakness (Power) ----- SPIRIT OF PLAY

----- GAME OWNING -----

28. Empowerment -- 27. Repression
30. Expansion ---- 29. Contraction (Power Change)
32. Mastery - - - - - 31. Incompetence

----- GAMES

GOLD ZONE: ----- GAME MAKING -----

34. Influencing --- 33. Conforming
36. Matricing ---- 35. Formless
38. Vision/Image -- 37. Image Fusing ----- POSTULATES
Projecting

40. Holographic --- 39. Blocking
Envisioning

42. Knowing - - - - - 41. Unknowing

44. Create - - - - - 43. Cease to Create

46. Source - - - - - 45. No Source

48. Perception by -- 47. Blackout
Permeation

49. ----- Total Presence -----

----- SERENITY