THE PERSONALITY GAME BOARD

	EXPRESSION		INSF	PIRATION	AC.	TION	ASSIMILATION
	Internal (2) (Narrow Focus)	External (5) (Wide Focus)	Internal (1) (Narrow Focus)	External (6) (Wide Focus)	Internal (3) (Narrow Focus)	External (7) (Wide Focus)	Neutral (4)
ROLE (Beingness) (Percent of U.S./	+ Creation ARTISAN - Self-Deception (20%, 25%)	+ Dissemination SAGE - Verbosity (15%, 5 - 7%)	+ Service SERVER - Bondage (10%, 30%)	+ Compassion PRIEST - Zeal (3-5%, 2-3%)	+ Persuasion WARRIOR - Coercion (30%, 25%)	+ Mastery KING - Tyranny (1-2%, 1%)	+ Knowledge SCHOLAR - Theory (15 - 20%, 9 - 10%)
world population)	+ Sophistication	+ Agape	+ Simplicity	+ Evolution	+ Devotion	+ Leadership	+ Free-Flowing
GOAL (Life	DISCRIMINATION - Rejection	ACCEPTANCE - Ingratiation	RE-EVALUATION - Withdrawal	GROWTH - Confusion	SUBMISSION - Exploited	DOMINANCE - Dictatorship	RELAXATION - Inertia
Objective)	(2%)	(30%)	(1%)	(40%)	(10%)	(10%)	(7%)
	+ Investigation	+ Coalescence	+ Tranquillity	+ Verification	+ Contradiction	+ Objective	+ Practical
ATTITUDE (Viewpoint)	SKEPTIC - Suspicion	IDEALIST - Naiveté	STOIC - Resignation	SPIRITUALIST - Beliefs	CYNIC - Denigration	REALIST - Subjective	PRAGMATIST - Dogmatic
(Viewpoint)	(5%)	(30%)	(5%)	(15%)	(5%)	(20%)	(20%)
MODE	+ Deliberation CAUTION	+ Authority POWER	+ Restraint RESERVED	+ Self-Actualization PASSION	+ Persistence PERSEVERANCE	+ Dynamism AGGRESSION	+ Clarity OBSERVATION
(Method)	- Phobia	- Oppression	- Inhibition	- Identification	- Unchanging	- Belligerence	- Surveillance
	(20%)	(10%)	(2%)	(10%)	(4%)	(4%)	(50%)
DD4 CON /	+ Sacrifice	+ Appetite	+ Humility	+ Pride	+ Selflessness	+ Daring	+ Determination
DRAGON / OBSTACLE	SELF- DESTRUCTION	GREED	SELF- DEPRECATION	ARROGANCE	MARTYRDOM	IMPATIENCE	STUBBORNNESS
(Negative	- Suicidal	- Voracity	- Abasement	- Vanity	- Victimization	- Intolerance	- Obstinacy
Feature)	(10%)	(15%)	(10%)	(15%)	(15%)	(15%)	(20%)
PRIMARY	+ Insight INTELLECTUAL	+ Truth HIGHER	+ Perception EMOTIONAL	+ Love HIGHER	+ Productive MOVING	+ Beauty/Ecstasy HIGHER	+ Aware INSTINCTIVE
REACTIVE	INTELLECTUAL	INTELLECTUAL	EWICTIONAL	EMOTIONAL	WOVING	MOVING	INSTINCTIVE
CENTER	- Reasoning	- Telepathy	- Sentimentality	- Intuition	- Frenetic	- Desire	- Mechanical
1	(50%)	10.	(40%)		(10%)		
TRAP	Emotional Part	ual Center Moving Part	Emotional Intellectual Part	Moving Part	Moving Intellectual Part	Emotional Part	
PERSPECTIV	_						
(How the world looks)		+ Philosophical, Wise, Mentoring	+ Survival, Innocent		+ Productive, Competent		+ Insightful, Teamwork
,	STRUCTURING	TEACHING	SURVIVING	GURU	COMPETING	SPIRITUAL	RELATING
	- Controlling, Inflexible	- Superiority, Uninvolved	- Ruthless		- Cut-throat, Selfish	MASTER	- Confused, Symbiotic
	(15%)	(35%)	(5%)	very rare	(35%)	very rare	(35%)
	+ Trust	+ Presence	+ Independence	+ Disseminate,	+ Authority	+ Prosperity,	+ Open, Friendly
NEEDO	SECURITY	ADVENTURE	FREEDOM	Absorb EXCHANGE	POWER	Growth EXPANSION	ACCEPTANCE
NEEDS	- Fear	- Drama	- Fear of Commitment	- Slander, Gossip	- Authoritarian,	- Indiscrimate	- Manipulative, Ingratiation
				•	Oppression	Growth	
i	+ Sharing	+ Creative					
NEEDS	COMMUNITY	EXPRESSION					
(cont.)	- Indiscriminate Contact	- Lies, Falseness					
Casting Order		Age	Level	Frequency		Balance — Female: %	% Male: %
Life Task Essence Twin:				Family Icon Task Companion:			
Needs:				Support Circle:			

THE PERSONALITY GAME BOARD

	EXPRESSION		INSPIRATION		ACTION		ASSIMILATION
	Internal (2) (Narrow Focus)	External (5) (Wide Focus)	Internal (1) (Narrow Focus)	External (6) (Wide Focus)	Internal (3) (Narrow Focus)	External (7) (Wide Focus)	Neutral (4)
ROLE (Beingness)	+ Creation ARTISAN - Self-Deception	+ Dissemination SAGE - Verbosity	+ Service SERVER - Bondage	+ Compassion PRIEST - Zeal	+ Persuasion WARRIOR - Coercion	+ Mastery KING - Tyranny	+ Knowledge SCHOLAR - Theory
(Percent of U.S./ world population)	(20%, 25%)	(15%, 5 - 7%)	(10%, 30%)	(3-5%, 2-3%)	(30%, 25%)	(1-2%, 1%)	(15 - 20%, 9 - 10%)
GOAL (Life Objective)	+ Sophistication DISCRIMINATION - Rejection (2%)	+ Agape ACCEPTANCE - Ingratiation (30%)	+ Simplicity RE-EVALUATION - Withdrawal	+ Evolution GROWTH - Confusion (40%)	+ Devotion SUBMISSION - Exploited (10%)	+ Leadership DOMINANCE - Dictatorship (10%)	+ Free-Flowing RELAXATION - Inertia (7%)
ATTITUDE (Viewpoint)	+ Investigation SKEPTIC - Suspicion	+ Coalescence IDEALIST - Naiveté	+ Tranquillity STOIC - Resignation	+ Verification SPIRITUALIST - Beliefs	+ Contradiction CYNIC - Denigration	+ Objective REALIST - Subjective	+ Practical PRAGMATIST - Dogmatic
MODE (Method)	(5%) + Deliberation CAUTION - Phobia	(30%) + Authority POWER - Oppression	(5%) + Restraint RESERVED - Inhibition	(15%) + Self-Actualization PASSION - Identification	(5%) + Persistence PERSEVERANCE - Unchanging	(20%) + Dynamism AGGRESSION - Belligerence	(20%) + Clarity OBSERVATION - Surveillance
()	(20%)	(10%)	(2%)	(10%)	(4%)	(4%)	(50%)
DRAGON / OBSTACLE	+ Sacrifice SELF- DESTRUCTION	+ Appetite GREED	+ Humility SELF- DEPRECATION	+ Pride ARROGANCE	+ Selflessness MARTYRDOM	+ Daring IMPATIENCE	+ Determination STUBBORNNESS
(Negative Feature)	- Suicidal (10%)	- Voracity (15%)	- Abasement (10%)	- Vanity (15%)	- Victimization (15%)	- Intolerance (15%)	- Obstinacy (20%)
PRIMARY REACTIVE	+ Insight INTELLECTUAL	+ Truth HIGHER INTELLECTUAL	+ Perception EMOTIONAL	+ Love HIGHER EMOTIONAL	+ Productive MOVING	+ Beauty/Ecstasy HIGHER MOVING	+ Aware INSTINCTIVE
CENTER	- Reasoning (50%)	- Telepathy	- Sentimentality (40%)	- Intuition	- Frenetic (10%)	- Desire	- Mechanical
TRAP	Intellect Emotional Part	tual Center Moving Part	Emotiona Intellectual Part	al Center Moving Part	Moving Intellectual Part	Center Emotional Part	
PERSPECTIV	\						
(How the world looks)		+ Philosophical, Wise, Mentoring TEACHING - Superiority, Uninvolved	+ Survival, Innocent SURVIVING - Ruthless	GURU	+ Productive, Competent COMPETING - Cut-throat, Selfish	SPIRITUAL MASTER	+ Insightful, Teamwork RELATING - Confused, Symbiotic
	(5%)	(15%)	(35%)	(35%)	(10%)		
NEEDS	+ Trust SECURITY - Fear	+ Presence ADVENTURE - Drama	+ Independence FREEDOM - Fear of Commitment	+ Disseminate, Absorb EXCHANGE - Slander, Gossip	+ Authority POWER - Authoritarian,	+ Prosperity, Growth EXPANSION - Indiscrimate	+ Open, Friendly ACCEPTANCE - Manipulative, Ingratiation
	<u></u>				Oppression	Growth	
NEEDS (cont.)	+ Sharing COMMUNITY - Indiscriminate Contact	+ Creative EXPRESSION - Lies, Falseness					
Casting Order Life Task Essence Twin:	_	Age	Level	Frequency Family Icon Task Companion:		Balance — Female:	% Male: %
Needs: Family Imprintin	ng:			Support Circle: Other Imprinting:			

Role/Energy Relationships

	Internal (2) (Ordinal)	External (5) (Exalted)	Internal (1) (Ordinal)	External (6) (Exalted)	Internal (3) (Ordinal)	External (7) (Exalted)	Neutral (4)
ROLE	ARTISAN	SAGE	SERVER	PRIEST	WARRIOR	KING	SCHOLAR
LIGHT/ COLOR SPECTRUM	Indigo	Blue	Green	Violet	Red	Orange (or Gold)	Yellow
RELATED CHAKRA	2 Sexuality Abdomen	5 Throat	4 Heart	7 Crown	3 Solar Plexus	1 Root	6 Third Eye, Forehead
FUNCTIONS OF CHAKRA	Sex, Vitality, Creativity	Self-Expression, Communication	Compassion, Agape, Acceptance	Spiritual Wisdom, Connectedness	Power, Control Competition	Survival, Instinct, Past Life Information	Perceptivity, Intuition
RELATED CENTER	Higher Moving	Intellectual	Emotional	Higher Emotional	Moving	Instinctive	Higher Intellectual

Perspectives/Levels

PERSPECTIVE Surviving 2 Rule-Making 3 Competing 4 Relating Teaching **Spiritual Master** PERSPECTIVE LEVELS Transition/ 4 Emotions; Teaching; share Examine new Introspection; New Knowledge; exemplifies perspective; creation; adapt to change consolidate, self-karma; internally stage prepare for explore plunge in next stage

NOTES:

Role/Energy Relationships

	Internal (2) (Ordinal)	External (5) (Exalted)	Internal (1) (Ordinal)	External (6) (Exalted)	Internal (3) (Ordinal)	External (7) (Exalted)	Neutral (4)
ROLE	ARTISAN	SAGE	SERVER	PRIEST	WARRIOR	KING	SCHOLAR
LIGHT/ COLOR SPECTRUM	Indigo	Blue	Green	Violet	Red	Orange (or Gold)	Yellow
RELATED CHAKRA	2 Sexuality Abdomen	5 Throat	4 Heart	7 Crown	3 Solar Plexus	1 Root	6 Third Eye, Forehead
FUNCTIONS OF CHAKRA	Sex, Vitality, Creativity	Self-Expression, Communication	•	Spiritual Wisdom, Connectedness	Power, Control Competition	Survival, Instinct, Past Life Information	Perceptivity, Intuition
RELATED CENTER	Higher Moving	Intellectual	Emotional	Higher Emotional	Moving	Instinctive	Higher Intellectual

Perspectives/Levels

PERSPECTIVE

1 Surviving 2 Rule-Mak	g 3 Competing	4 Relating	5 Teaching	6 Guru	7 Spiritual Master
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PERSPECTIVE LEVELS

1 Examine new perspective; explore	2 Transition/ creation; self-karma; plunge in	3 Introspection; adapt to change internally	4 Emotions; exemplifies stage	5 New Knowledge; eccentricity	6 Karmic completion; intense and busy	7 Teaching; share consolidate, prepare for next stage
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