

**BOBZ
KOMIKZ**



Henderson Publisherz Presentz

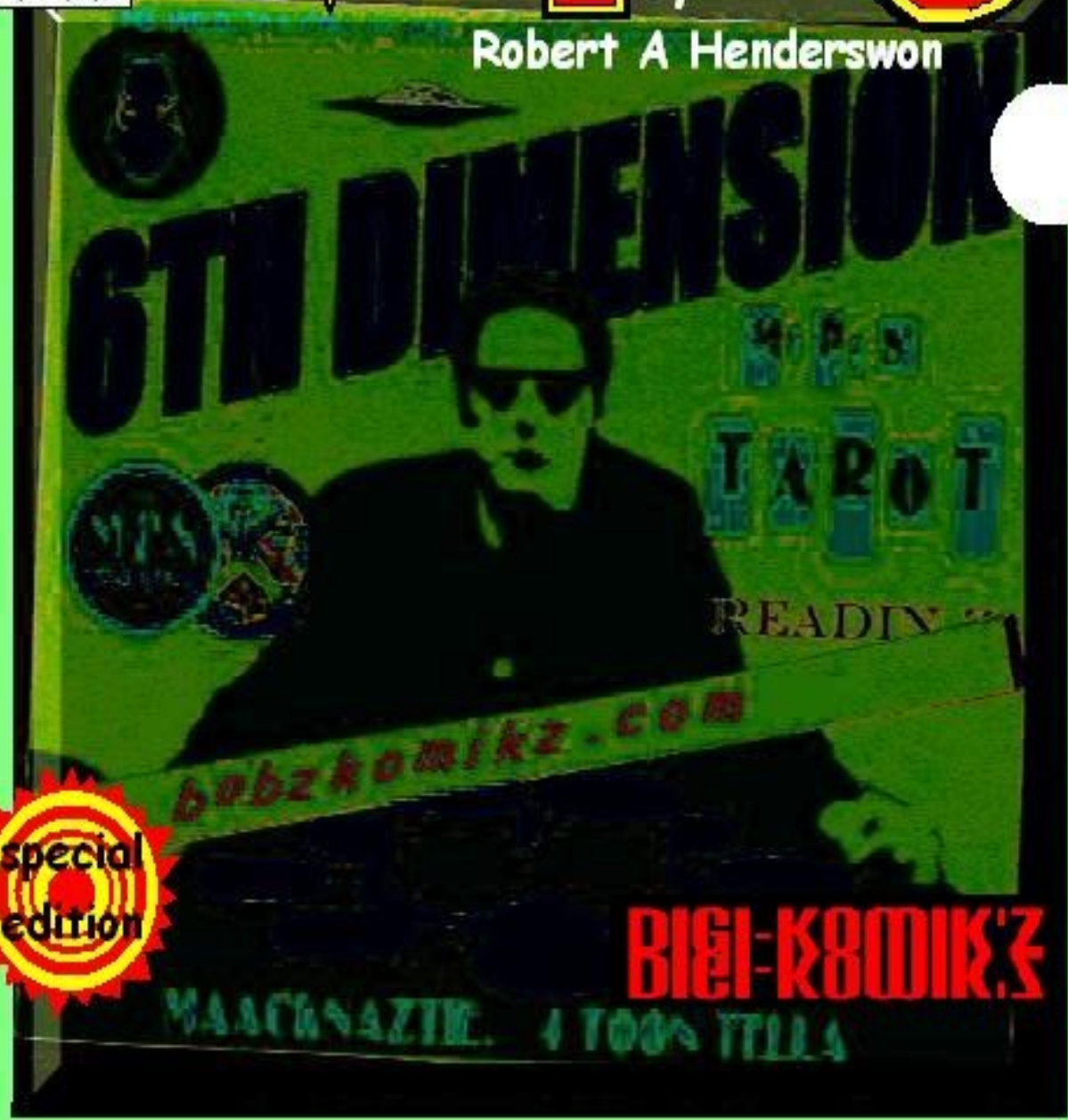
W.P.S.

TAROT KARD DECK

MK.61.0.A

By

Robert A Henderswon



The M.P.S

Tarot Kard Deck

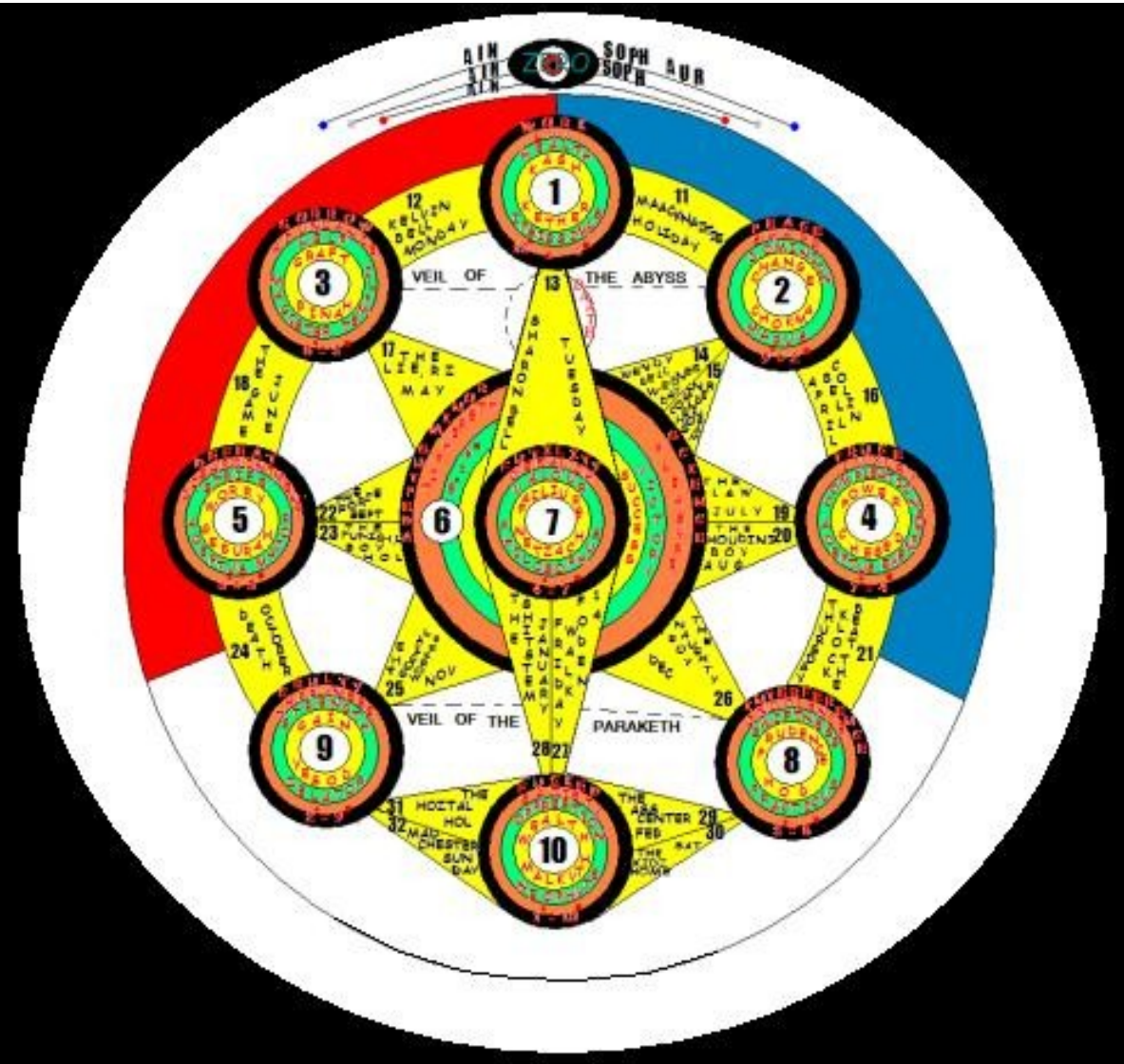
The madjeztick pipe system tarot kard deck
by
Robert Andrew Henderson



losers and winners

Losers remember, the rounds may come and go
but the game must go on.

Dedicated to all the cast



The M.P.S Tarot

The western traditional occult
significance, and use in 4toon tellin
and the beat the klock game,
plus method of play
and 4 toon tellin.

The chapters

1. HISTORIA DEFUNKT
2. THE MPS MEANSINGS
3. MEANINGS GRAPH

Chapter one

Historia defunct

To talk with limited notes of this book, which is a very large subject on the tarot, which is not my intention, I shall only be talking of the m.p.s tarot kard deck, and maby be as clear and concise as I possibly can, my instructions which will enable my reader, the possibility to tell 4 toonz, for which the mps was made,

The m.p.s or the madjeztick pipe system is a pack of 81, round edged kardz, consisting of four suits, of 14 kardz to each suit, and 22 symbolickal pictures which are called trumps, or triumphs, they are numbered from 11 – 32, or 0 – 21, I made these kardz in conjunction with the oswald wirth, eliphas levi, papus, the golden dawn, the AA, tarot card packs resectively, upon my green table, as in the olden days, sit my m.p.s tarot deck, before me stands the key, of the holy law, as it was in the past, so it is now, (see google sites, for references of past secret sociaty history of the tarot cards,). The m.p.s tarot means the jeztorial royale road the path of the court jezta, the way of the jestyr is the chief of the whole pack, and the fools true initiated title is

MJ,MK,I.H.O.O.H.O.M.P.S.O.OO.OOO. HIZZ ROYALE MADJEZTIE MAACKNAZTIE, OR MAK for short, the joker of the m.p.s its he who is consulted, concerning peoples 4 toonz, and the answer is given from the secrets of the m.p.s tarot which is the best of all divionational answers, as I said before the m.p.s tarot consists of 81 kardz namely four suits of 14 kardz, and 22 symbolick pictures, called trumps, the suits are as follows.

Suited	names,	meanings	of the 4 toonz
the four	dole	kash	money matters
cherubs	kanez	health	health matters
	mvgz	love	relationships
	weed	work	career

each suit consists of ace deuce, threes, four, five, six, seven, eight, nine, ten, befeater, qween, qweenz mam, infantry man,

suited	monarkz	old tarot
	befeater	prince
the four	qween	princess
sephiroth	qweenz mam	queen
angels	infantry man	king

The infantry men wear a bearskin hat like the a cap of maintainace, and stands beneath the crown, the qween wears the holy crown, on each hat is the suited symbol thus representing their inner mind, and suiting each monark, to their equilent suited number. Also the name of these suits are called the minor arkana, the monarkz are 16 in number 4 too each suited order,



THE MONARKZ IN SUITED ORDER



Now if we examine the ace of weedz, the reader will notice the bayonette is curved and also is transformed into a weed, or spliff, or a joint of hashish, this is significant as I swapped my dads bayonette for a block of cannibis, in a madchezta symbolic ritual of peace, under the influence of l.s.d, also the deuces are different, upon the crossed circle in the picture of the kard,

they are bearing emblems of the rose of sharon, and the lilly of the valley, both significant of my partners those by rep, and sharon by name, the deuce of dole, is entwined with the royale ribbon, representing the order of dragon the snake, or serpent of wisom and hidden secret knowledge, named satan, seen in kard numer 26, the universal agent of forbidden knowledge, the divine key or idea. The ace of mvz contain the tessallated floor of the freemasonry temple, the paths of the kingdom of the monarlz. The four aces stand out by themselves from the rest of the numbers, and the pack, each forming a key for the retro group or suits, the ace of kanez, named the club of hercules, is surrounded by ten detached and falling leaves each representing the ten elids or ginnels, of the madjeztick pipe system, the kane as the pipe the wand of the m.p.s, held in the grip of the secret hands of the great white brotherhood, representing the almighty strengh of royale disipline of the archangels for the god of this planet, within the cube of universal space, as shown by the crossed circle which runs infrout the whole deck, the madjeztick pipe system is shown at the top of the kane, in the area of number one ipissimus, of the old order and this new order, the crown and penal judgements of our holy lord, of the ten emerald hosts of the dragon, see kard number 22, those that have fallen from heaven to earth, down around infruout the m.p.s, the ace of mvz is the royale origin the lid of the mvz being the kingdom of god the new jerusalam, the heart is at the front, of the mvz and represents the love of god the almighty, mak, whos mvz is his offering, the water which splash's downwards, equals the love rushing down infruout the m.p.s, and represents love and mercy, the creation of the henderson family, the ace of weed, is the bayyonette annoited with the jeztaz khriztaz crown from which around and down the brances of the tree of life, or more so the m.p.s, and the ten

ginnels, shown by the ten leaves, on the brances giving power and strength, health and healing, in the holy war, for the future of the one god, the true mksayah, the divinationz 4 toon tella, as its wrote in the ribben, on the side of the ace of dole and many other kardz in this most greatest art and craft, the ace of dole is the opening of the mega elid, the eternal synthisis, and beneficiary of this holy kingdom, the whole universal power, is kash, wealth, makes the whole thing nessasary, the ultimate reason for the great work,

the 22 trumpz or pipez, and the ten elidz or ginnels are hierographical symbols with total occult meanings, the are numbered from 0 – 32 (see the table, on the next page).

0	Jezta
00	jeztyr
000	joka
1.	4 x ace
2.	4 x two
3.	4 x three
4.	4 x four
5.	4 x five
6.	4 x six
7.	4 x seven
8.	4 x eight
9.	4 x nine
10.	4 x ten
11.	maacknaztie
12.	kelvin bell
13.	sharon bell
14.	wendy bell
15.	colin henderson
16.	colin bell
17.	the lierz
18.	the game
19.	the disipline
20.	the houdini boy
21.	beat the kkklock
22.	the law
23.	the jolly reaper
24.	the punished boi
25.	the social worker
26.	the naughty boi
27.	14 foden walk
28.	the system
29.	the assesment center
30.	the kidz home
31.	the hoztal
32.	madchezta

chapter two
The methodologie

I will now describe carefully the symbolism
of all
the hieroglyphical keys,



11. This is me, robert andrew henderson, aka maacknaztie, in my jezta cap, and my shool bag over my shoulder, which contains my tarot kardz my inheritance, maacknaztie has the order in both my handz the bag which holds the deck is significant of the order the staff has been broken as its significant of my step dads back, the two half of the papal order the arkana arkana, and represents the two pillers of the masonic temple the enterace to the royale path, which I walk towards the end, I upon my royale jezta path, with my inheritance, the cat prance's about my feet causeing my asthma, significant to the beast in the 22nd kard, the preadortorial spirit, and the free whimsical will, the vril expressed, by the movements of the beast at my feet, playing and catch my threads of my jeans as they show the punnishments of the wagger from christian schools, doing

what I want, which is the only true method of play of my m.p.s tarot kardz.



12. This is my brother kelvin bell, this is where the games begin, freewill ignored for chance and luck, now set before him are his games upon his game table, the appliances of his craft, he is the gamesman, resembling the juggler, one arm is holding up the kane/wand/pipe, with a pinch in the middle, signifying the way to cause contention, and competition, is is the secret grip, of his masonic trainings, his table contains the secret of the reason why which is the coins upon the table money from gambling and winning, the universal spirit continually spins around his head, in a figure eight, the cube of destiny, the cube if the eight points of the inner cards pictures the eight points of the square of the mason which is the shape of the angle of which he plays all the angles, a universal movement, and the bees with their evil stings, and poisons, flutter in the aura, around him, the angels of team spirit, determination and will to play, to will to dare to will to win, the universal current flows above and

below upon the table, the meanings of the game is shown in the symbols of the three cups and ball which he juggles in his hand, and the shirt that he wears, the pinch expressing the game is on, the juggler pretends to put the ball under one of the three cups, but holds it in his hand secretly, cupping it in his palm, he then rotates the three cups in a chaotic swishing significant of the universal figure eight, the three cups represent the three quarters of the zodiac house's the septenary, there are four quarters each with three house's equaling to twelve mansions of the magic circle, twice then equals twenty four, and then continuous eternally, his shirt represents the sided nature of the game, his football in the picture where the ball is passed between twelve players, against the other team of twelve players, each trying to score a value against the other side, a goal or trump value which is a broken law, transpassed and the value summed, boxed and the game continues notice the hidden ball, is also significant to mr crowleys hidden god, as the ball represents zero, by shape that the masters in vegas take out in their popeish fashion, the hidden zero is then the lost number/word, of the freemasons, or rosycrucianity, equateing the name of the hidden god, of the taro, hrumakis, maacknaztie, in this deck time here is disguised to the fullest extent as the competitive'ness, craft and cunning, are but the only secrets of this card, the old titles are called the magician, the magus, the jugglar, wizzard sorceror, and so on, but its just your common gamesman, playing his games, remember his pipe or wand the kanez, of the magus is that very pen which brings down the fire from heaven, the hermetic craft, the master mason, this is the way aleister crowley transmitted the word of aiwass,lam to the world, the bees are the teammates or disiples, these contain the stings

of there master, our kelly is actually a funny guy, and a great gamesman, its his teammates that hurt.



13. This is my sister, sharon bell veiled by a english canopy of secrecy, protected by my whole family and our friends and relatives, because she has been and is very ill, the red cross of malta, signifying the holy knights templar, as the knights hospilitr, who watch over her, and heal and protect her in their hospitals, under their care, she is sat reading her books like the secret seven, and so on, she also play lots of games of paciense, with her cards, like a teacher, she represents the female pope, signifying knowledge and science, health, and education in the mysterys, of these things.



14. This is my mum, wendy bell, her chair represents the shape of a heart, and the wings of angels, as if seated on a throne, of the empress, her sceptre or kanez of motherly protection and her authority, for the family, and her crown signifying the ancient egyptian order, and illumination of the past present and the future, extended in to her responsibility, of her home, which is also symbolized as the globe upon the end of the sceptre, the T shape represents past present future, and taro, equal as the magic circle or time, the inherant days delivered infruout the order, the time of our lives, the angels of the quarters give these gifts to us, the manna of beneficierys, delivered to mak the secrets of our holy order.



15. This is my dad colin henderson, he is sat on the corner stone, the universal rubric, with his legs crossed in the shape of the T for tora, he is wearing the triangler crown of the illuminatii, this is representative of the ancient pyrimid of egypt, and the symbol of horus the feather represents makaroonie, the feather of justice, the I of mak in the triangle, a symbol of the secret sociaty that surrounds this ancient and primitive craft, the holy tora, told in the memphis mizram, of the svngodz divine pressence even though he never actually wore a hat, holding in his hands, the kanez like my mums sceptre, only with the head of the lam upon it, by his side is the eagle of predatation, the roman empires symbol of royalty, which is this inheritance spoken of here, the globe he holds in his hands, and by his side is his beer mug, a symbol of the saan graal, the holy grail mystery of the love of the svngod, the man of love, the lover, the whole picture is summed up as conqourer emperer the leaf in the crown that he wears links him to the tree of life the mps, and the bloodline of this madjeztick arte.



16. This is my stepdad, colin bell, he is sat in his garden, with the washing line behind him, that has the papal keys at the top, he also wears the papal fishy crown, seated upon the concrete circle significant to the time, the magic circle of the whole kingdom, showing the fuck off sign, of ex communication to mak, and welcomeing to our kid, one in and none out, he holds his staff in his hand which is his broken back, symbolizeing the arkane order, the pillars of masonry called jakin and boaz, at the top of the spinal collum is the sheepards hook, to gather the children in to the folds of god, approaching him me and my brother with me in trouble as usual, conforming to his reforms, and initiations into the taro, order multiple games, receiveing the divine rules of the guideing times, he is the symbol of teachings and wisdom education, his sleeves are rolled up

representing the craft, and guilds of modern freemasonry, the leader of the jesuit groups, under the brothers of this crafty order.



17. The lie'r'z, this is from the approach to the step dad and his game called beat the kkklock playing kard game, I stood between my stepdad and my brother, where above us hovers a alien in his ufo, pointing his cherubic arrow to the time of the game, this symbol is the secrecy of my stepdads mind as he was hidden in their, plotting and createing this game with my brother, the unconcious angel points to the time between 4 o clock and 5 o clock,, mind the gap is the portalof zero, where I stood between the two points, the momment, of my candidatecy initiated into the order of the secret agenda of the angelick beat the klock game, I agreed to play under false pretences, happily, unawares of what was to follow, which was the ordeal of the adeptus maacknaztie before I knew who I was, what a merry trial, and initiational choise crossing at the commencement of the most perfect master preying to the angel of the quarter, that is set over the great

work to lay his hand invisible upon this consecrated work of arte and guide us with his most holiest of wisdom.



18. The game, this is the ruleing of the master at the table, the qer who the candidate is tied and bound to this table, by the secret hands of god, which is given in a reform of five kard/minuates, dealt as ministers from on high, the papal master bears the kane in his hand which he deals from his turn, which is antiklockwise, around the table, the table is a round barrel, representing the tubal pipeline, of the holy deck, which is placed upon the table, the table is squared by the anti turns of each player in the rounds, who to are sat bound to the game, called beat the klock, the hands of the stepdads turn and deals to each player, inturn, the whole picture represents the cubic of the holy cross, which is six squared, the sixth kard is placed upwards in the middle of the table, this kard is called the dog kard, which each player has to follow by suit, and number depending on the choise of the dealer, if the player can not follow in suit the other players may trump down upon that kard, and take it to their own side, maacknaztie in the pictures though he is tied and bound is decidedly the driving motion, infruout the holy

order, as the kardz turn down upon each other, the canopy of stars in the universal body of nuit reigns down the punishments of the holy gods upon the lowest kardz not in suit, the stepdad channels the energy of reforming discipline down infu the kanez, towards mak, whipping and strapping driving forward infu the rota, of the stars that fall to push and shove the players around the motions of this crafty scheme, the antiturns of the game, and the maniacle whippings of the highest on the lowest, representing the holy judgements of god, trumping triumphing, for the highest, the idea of the game is escape, which is completely forbidden, yet to each player may forfeit if they want a round or two by one craft or another, the monarkz cannot be trumped, and the jezta are wildkardz representing any kard in the deck, and truly its a crime and treason to do this to the royale jezta but it happened.



19. The discipline, this is the hidden agenda of my mother the empress of this holy order, administered by my stepdad for the love of my mother, a private intention to deliver this pack and wisdom unto maacknaztie, in the picture sat in the center of the holy cross, reading the sun newspaper which represents the holy scroll or acasic record or k Grimm record of the candidate, summing up at the end of all the rounds each player gained points, which each player would have in their possession, the kardz which they would have trumped, so now at the end of all the rounds each player adds up the minor arkana kardz the lowest trumped, the final count equals the score, the total, the winner is the highest score, the newspaper is also in the last kardz number 32, madchezta, it represents the total of all things the key of the game, in his hand are the scales of justice which is the method of judgement, and the weed/ bayonette represents the word/law, of this holy script.



20. The houdini boy, the houdini boys punishment named after the forfeit, after so much initiation, and penal sevitude, of not making waves , while being punnished for being who you are, maacknaztie was taken into the craft, on a higher, or deeper level, where the secrets of the alien/angelick wizdom on the divination methodologie, and the making of the kardomancer, in the picture my stepdad colin bell, is wearing the coat of secrecy, hideing the 4 toon tellin meanings in the sacred scroll represented by the newspaper carrying the secret idea in the lite of the svn, shown in the name of the paper, and shown in kard number 17 were the lite shone bright above lite abideing lite controling, he has the staff of the order in his other hand, and the serpent of wizdom upon the top, the game continues once the rounds have been played, and the value summed, then each player, may read their 4 toonz, to know, their past, present, future, are all employed in this kard.



21. Beat the kkklock, the 4toon tellin method, the wheel of foretune is the table which is round the table is the tubal structure of the holy pipeline, the wheel is also the rota, the whole deck, which the players play around , the dealer as my stepdad for this particular time, set at the head of the table, he is pointing antiklockwize, round the table, with his finger, and he also holds the deck in his hand, symbolized by the bayonette in his other hand, round and downwards the dealer go's, dealing the kardz face downwardz, representing time kardz dealt during the game, while mak is tied and bound to the table, punnished insesently, up the otherside of the table, antiklockwize down and up the svn of man go's, higher and lower, minor major, bad and good, this deck symbolized by the the madjeztick pipe system, is in the center of the wheel/circle, as the picture of the m.p.s tarot kard deck, with the ten elidz/ginnelz, the 10 points upon the map of the tree of life, the m.p.s is inverted warped interior designed tubal structure, of the pipeline of the deck and the ceremonial ritual in the game called B.T.K, which is beat the klock, the way of the play of the godz of the pack, this kard denotes bad or good luck.



22. The law, this is me tellin the police about what my stepdad was doing to me, in B.T.K, and contains the method of the kard layout the spread of the won kardz, the major beat the minor, each player trumped kardz must now be put into systematickal order, as in the numeretic order of the points 1 – 10 of the m.p.s, each player wont have a full 1 – 10, so the players must lay out the number that they have in numeretic order, lower infru to high on a 1 to 10 kount for this pupose, the picture in the kardz shows the method that mak use's, to tell his 4 toonz, using the disiplined structure of the whore and the beast from the secret society methods, telling the law, which is love, under will. And so this is what the law did.



23. The pun'k'ished boi, this is all symbolickal a concious pass on between minds, mine and the law, this picture is me maacknaztie upon the table, significant as the qer/candidate, and another initiation into this seret holy order, around the rim of the kard is the pipe system as the tree of life, with its branches loped of symbolizeing the time or zodiak, the klock, and the punnishments, the marks upon the back of maack, is the 4', the four which represents the qerz 4 toons in the games triple scourge, pain and suffering, shown by the three slash mark that cross the four, this is a continuous past present and future, of the qerz destiny infruout this pipe system, my arms are tied to the table in the shape of the triangle/arrow, pointing downwards, to the flat surface of the table/earth, were all the kardz fall, in order, the tri, meaning, past present future predicting, in the secret hands of each player who ever dared to play this game, my back is turned sybolickal of the way to hold the kardz in your hands with the backs faceing each player, so each players fronts cannot be seen, by any other at the table

the picture in the kard as a whole is significant as the branch's, the leaf at the circles inside the pipes add up to eleven one circle for the hand of mak, the other for the dog kard that we all follow in suit too, the eleven equals to mak number on the m.p.s order, who is the jezta khriztaz who in the reading represents the qer the candidate the sacrifice, before the christian god, the trunk of the tree is white at the top, and green at the bottom, higher equals good, lower equals bad, heaven and hell, or just luck, respectively, the table is a beer barrel, the tubal structure of the whole systems deck.



24. The jolly reaper, this is mak as punk and judy, the recompence for the deeds do on the table, this is the nature of the game of kardz called B.T.K, the ways in which they play down upon each other, endlessly trumping and beating, as they go, the recompence of this reaper is the harvest which comes from the winning kardz as values, shown as money payed and won at the table, pay for reading the kardz to each player, croix my palm, or pay to play, which is associated to the game, before the game begins, each player

pays an ante, a agreed price, into the dealers pot, then the dealer deals the kardz, for the rounds of the game, the winner takes the pot, and then theres the free ante this is an interior agreement where each player, during the rounds can up the ante, or raise the price, of the ante, during the game, but, any player who cannot pay the stakes agreed has to forfeit the rouns, leaveing the money in the pot, thus loseing out to the free ante, which can be called any time, during play, in order to boost the pot and the winnig stakes, this kard pictorializes maacknaztie as the rapture harvesting my stepdad at the police station in wilmslow where this all took place, the nite I told the law, about B.T.K.



25. The social worker, this kard as the name depicts speaks for its self and is a heavenly extenstion of the law, the many angelick workers for the whore and the beast whos number is six six six, 666, describeing the good angel who cause's the idea that there is such a thing of lower kard, purporting to the whole deck good luck and death to the lower woe woe woe is the days of the svn of men, representing good luck.



26. The naughty boi, this kard is self, explaintary, this is what the law and the social workers made of me, for the punnishment of wagging school, and because I told on my stepdad, the law of god and my family sent me to hell afterwards, to the devil who when I arrived the throne of the devil was taken up by sir aleister crowley, as the reigning godhead, as shown in the picture, stood behind me, maacknaztie and me dancing and bound and tied to the beat of his drum, and his scarlet bride, here im the image of badness, one of the fallen angels of the pack of cards, and foreshadowed in the lower deck too as a non significant, in the devils picture book.



27. 14 Foden walk, this is where it all took place, the home which we lived in 14 foden walk colshawe farm estate, wilmslow cheshire, in this picture is our council house and the godz are depicted with their wrath and revelations from svn and cloud the holy time reigning down in the form of the the law of god, from all its workers and beleivers, council workers teachers, social workers, policemen, judges, careworkers, angelick aliens, all blind, and tongue tide and twisted, when the trouble struck they move the family to manchester, wythenshawe, and again the higher beating the lower principle applied here, in a christian busy bodie style, while my parents moved to wythenshawe, I was put into care, and locked up under assesment by the watchers, at redsands assesment center, doin tyme in the gameage, for christ, this picture of the house represents the tower, equal as the whole deck, the tubal kanez, the pipeline, the holy cause way of lam, the whole deck from top to bottom in order or kaos, and the kardz depicted as me and my stepdad, being cast down of the top of the deck, on to the emerald table top, namely the earth, the round table by which way

we all play, upon, the cloud bursts from the angle/angel of the kard, in the holy judgements of god on high, each rain drop equals each kard of the deck from the top down, the reign of the workers of lite, who did all this just for kash their only suit they worship, reigning to get paid.



28. The shitstem, the sirian dog star named after the dog kard and vice versa, burning above and at the back of maacknaztie, who is laying out the the flow of the kardz for the law, the minor and the major kardz in numeretickal order, flowing the current 93, the abbys of waters are the kardz in the game at play, continous shuffling, ever onwards never backwards runs the days of our lives, as the rounds antiklockwize edd, of this great sea, the star is sirius the brightest in our skys, the eight points of the mps pictures top to bottom left to right, and the seven stars that follow it equal to the head of the beast the seven seven seven cheiftains of the n.w.o, the new world order, represent the days of the week ever flowing, and the sides of these stars are six six six, the weeks, that my social worker lied that I would be locked up in but this was a deceit, the major kardz

sit upon the lower kardz, the minors, which are 11 - 32, = 777, the days, and I who is mak, the qer the candidate initiateing here into the mysterys of time, the fool of the pack, by which is the days which I walk within, seven are cheifs of it were upon the bride sits, monday, tuesday, wednesday, thursday, friday, saturday, sunday, the six week are but the conception to a much greater time. The sirian star is known, as the dog star, the beast that all shall follow in suit or not, woe to those who dont, maacknaztie kneels before the throne of the gods beware lest thy bend thy knee, on both sides of me are the old tree of life the ancient kabbalah, and the new tree of life the mps, thats the madjeztick pipe system, which I painted, and made to present them to the godz, in the game, laying out the order, minor over major, the major are the days of the week the days begin on thursday as thats the day I initiated in to the system.

down the whole pipeline in the wrath of the godz the darkness extends across the land, the gods are dark forces, from nuits matter, the number of bloodlines drop in the nine month signifying the birth of their new age lord hrumakis, to come, the blood associates to all these kardz as your know via the time kount, the two buildings are 14 foden walk and redsands assesment center, the path is the path of aiwass, lam, towards the great white brotherhood and the secret agenda of the illuminati's new world order,



30. The kidz home, my next placement in their grand sceme, from the assesment center I went into a kidz home near my parents in wythenshawe, the picture of the blazeing sun at the top of the picture is a symbol of the illuminated svn god, the christ to come and top the new age religion, the flames are twelve times two equaling twenty four, the years are counted here from the month birthing in the previous kard, beneath the sun is me and angie my girlfreind, who got pregnant in care which helped to get us out, an accumulation of th times expressing themselves in panic and joy, a evil kind of happyness,



31. The hoztal, my final placement in care, years later, in this picture the alien/angel, in a cloud blowing down the trumpet as the wand the kane the pipeline, ordering my release summoning my soul from the past womb, the path of lam, enjoying the power of the gods, my release became real, and back into the world again into my own flat, this kard stands for the final solution, the final decision, the making up of their minds by which they dare not stop for one minuate, this is the last judgement, this cherub is also the one shared by my stepdad in the lierz kard number 17, this enity looking down from above, far above, lucking infruout the whole order of the kardz, at what the player or players had layed before it, upon the table reading the tymes the days the months the years, the evenings the nites, the days and the afternoon, by counting the major kard numbers judging the higher, good numbers, for luck, and the lower bad numbers for bad luck, by the scales of justice on the feather of truth these symbols have already been shown, this is when they summon up the final result, in thenext step. To come.



32. Madchezta, time never ends, and runs eternal, in fruoout the multiversal system until ive described this key kard the 4 toonz cannot be told, at the four cornered angals of the picture in this kard, are four cherubik alien angels, creatures from the apocolypes, two above, and two below, the higher alien from the holy sephieroth, are the eagle and the girl, in the body of the universal nuit, equal to the first season spring and the first suit, of dole = kash, = money, the other alien is a girl, human, figured naked she reads the holy scroll of the svngod, she is religious in higher callings, she is the season of winter, the last around the circle of time, equal too weed = work, or career, the first of the two below, is a girl in the universal nuit as a bull, or horse, she equals kanes and relates to the second season summer, she equals to kanez, = health, and streanth, the other alien below and next to her is a girl like a lion, her season is autumn, representing mvvgz = love matters, these angels are not fixed, and signify the players round the table, they spin and turn and vibrate in circular motions in and out, the whole decks system, crossing and turning with the motional time that makes the world manifests, square dancing interlopeing, in fruoout in

turns and whorls, these angels are fixed to suit though, and in the reading the player, is reading the minors which stand for the 4 toon, kash, health, love, work, the four cherubs flap their wings, around the green globe named the world, which is madchezta, a geomantic center of england, the leaves are the leafs from the branches of the tree of life called the mps, which is the world, and the growth of all things, the mps is the earth, the table, the circle, the world contains three circled wreaths, wrapped around it, the 3 circles stand for the zodiak and time, 3 to each quarter, to each angel, 3 months, to each season, the leaves bear downwards left down and right down, these are ten, five above five below, equal to the kardz of the dealer, the hands of god, as the ten emanations from the tree of life, the emanations or the points of the mps are the minor arkana, the zodiak, and the minor arkana magickly super imposed as a giant wheel, of life, turning antiklockwize, and klockwize, round and around, the major kardz are depicted, also from left to right, crossing the wheel, as eagle, bull, lion, girl, four fives equaling twenty, kardz and the two within the center in the hands of mak left to right twenty two = 0, 777, maacknaztie the zero fool in the center of all, walking the royale path, hizz holy divine madjeztick jezta, holding the two kanez or pipes, as the broken staff of the holy arkana, minor and major, the pipes are hollow as is the holy earth, symbolized by the circles at the top of each pipe, at this time of my life, these represent sharon and her sister, the four poits at the top and bottom of the pipe are the four girls that were before her, and the four cherubik creatures around the globe came before them, when I was in care, I live now with sharon, but not with her sister so its one in and one out, the one out spins outside around the world, mak catches the

pipe and releases the other pipe and she spins around the world one out and one in the hand, creating and making as we walk this most holy and royal path, these pipes are the branches of the tree of life, which is circling the world, that summons all things, the first pipe points down and the second points up, the higher the lower, alien cherubs, in flight, maacknaztiez divine nature is the full interpretation of this kard, hizz royal madjezty, maacknaztie, also, the minor numbers are now added together snake-wise, to equal the seconds to minutes, into the hour of the clock which is the zodiac, time is backwards anti-clockwise is the way of the gods, which is the full completion the time is told, see the shuffle section for more on this, as in the 21st kard mak and my stepdad, equal the minute and the second, backwards or not the second is first, the minute is the papal ministers, that chase mak in and out down and up anti-clockwise and around, the whole deck, in the name of the game B.T.K, trying to trump him out, trying to beat him, with their higher numbers, trying to punish mak as the naughty lowest, boy, counting mak as nothing as nowt, they think themselves higher, and greater, as bloody god almighty, they sit and play against mak, they hate mak jealousy and blind hate they try to beat him before I beat them, thus is the nation a pack of kards, at play with a great fool, in a game called beat the clock, played here in the mps tarot kards, so now you've played the game, now you've read the time, you only need to know the meanings of the major kards, upon the four minor suits the 4 tones which I have put in a graph here at the end for you to read, so you can know your fate and destiny, count the minor numbers for minutes starting at 1, count the major kards as days, and the major numbers as months, starting the days at thursday, and the month from

the ninth month of the zodiak, september, so that I think, now you are a great tarot kard player and reader, a 4 toon tell with my method of kardomancie, like the divine divinity maacknaztie, of the divination, which is englands 4 toon tella, and the world may you all enjoy, my method of kardomancie.

A NOTE ON THE MONARK KARDZ.

The monarkz even though they play in the game, and take turns in all the rounds, and even = to the resepective suits, and representative angelik alien, sephieroph, of the four quarters around the magick circle, in the body of nuit and the universe, they can never be trumped, in the modern cards they took the place of the pictorial trumps, the treasonous rules still apply, they can not be trumped.

REVERSALS

All the meanings wrote down from here on are for the method of telling the 4 toonz, by this here crafty of artes of ours in the brotherhood, the capital R represents reversals, not of the actual card though as I dont read pictures upside down it dont make sense, no what I mean is the lower number, in the kounts,

THE SHUFFLE

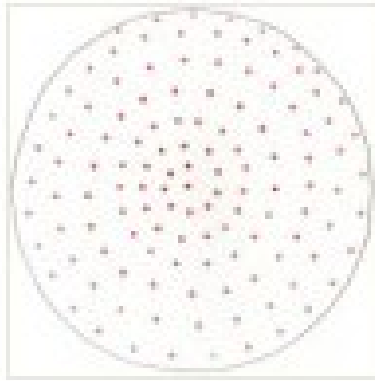
To shuffle this deck you must hold it in your hand and shuffle of a couple of kards into your other hand like in the kard 14 foden walk, then continue over and over, the kard shuffles of like the rain from the cloud burst falling down into the other hand the reign of stars shuffle along into the fallow earth, towards the nites moon tide pool shows the tranference from hand to hand by the buildins passages the rain settles into the pool of the other hand, held tight in a masonic grip as the other hand takes a couple of kards from the back of the deck, and shuffles forward again till the rain settles in the watery pool in the palm of the other hand, the sun comes along from a drag on nite, and rises up the couple of the back till the heat evaporatesgasiuous air moloculesas the couple of kards raining back down into the stack in the other hand, and onto the front of the deck, dropping them down into the hand, the cloud of witness falls as it bursts from the cold air mixing with the heat of the svn, falling down into the other hand over and over, hand over fist, the kount go's on the kards are heaped in the center of the table, as in the place madchezta, the dealer kutz the kards, left over to right, bottom onto top, then again three times, the angels crossing themselves, top to bottom bottom to top, the dealer deals five kards from the top of the deck, to each player sat round the angles of the table, the four alienz sat round the worldwide table, mak in the center, mak is the deck, the sticks are the kut, and the game is played round making the value until all is summed and the shuffle shuffles on.

No'	taro	mps	time	luck	season	angel
1.	spirit tower,	14 foden walk,	late evenin,	bad,	spring,	one
2.	dole s tar,	system,	evening,	bad,	spring,	one
3.	kanez, moon,	assesment ctr,	midnite,	bad,	autumn,	two
4.	mvgz, svn,	kidz home,	morning,	good,	summer,	three
5.	weed aeon,	hoztal,	afternoon,	good,	winter,	four
6.	spirit, world	madchezta,	all	good,	spring	one

SOLITARE

- 1 Sit alone, and shuffle the deck of kardz.
- 2 Deal your self five kardz,
- 3 Put the deck face down in front of you and turn the top (the dog kard,) over, laying it to the right of the deck.
- 4 Play like in the B.T.K, beat the klock game rules diktate, takeing turns between you and the deck trumping as many as you do, if the deck trumps, then put these two kardz to the left of the deck.
- 5 When the deck is through the score summed the winner is between you or the deck,

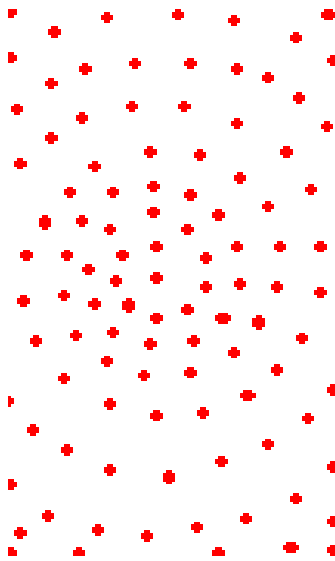
HIGHEST WINZ.



The back design

Reciprical directionz

This as designs go is a very simple design, a picture consisting of plain white back ground and a red dot spiral, the red dots represent the red nose of maacknaztie, the red nose is the viril energy pattern of the ever expanding multiverse, a galactic cozmologie each dot equals a micro and a macro of D.N.A, cellular blood cell strands of maacknasties system, my rythmickal patterns ever expanding in a dna matrixical universe,



if you square of the circulatoral system, as the magus dos in the pinch in the pipe then you create three concentrik circles, equaling past present future infruout the pipe system, lvx in extension the limitless etherical, lite which is what the white is as in the white cells of the system and the red cells of the system the water, coloured blue is the colour theme infruout the pictures in the kardz, the deck is stood up with the back facing up, representing the pipeline of the tubal kanez structure, holistical structure layed out around the fool, who is holy, this circular pattern, represents, the curve of time and space that wraps it self around the heated motion of the moveing stream that flows infruout, this whole system, the pipeline is the galactick interioral walk way of the royale godz, which the divine jezta mak transpasses infruout and beyoun and back again, its the way of the going, the shaft, which the fool holds is representative of the pipe system, the dik of the creater god, our dad, the kane/staff/stick/wand/pipe/tunnel/path/ologie symbolizeing the energy warph from the mechanizim of the two balls circulateing round and round twenty four and more, excreateing the seed/oat/foot/div/mak/kam, which e,jack u lates, infru the

pipeline, the end of all energy in the 24th kard as the jolly reaper harvest the dead souls as super space matter energizing the structure of the galactick dik, eternaly, and forever, the oat/molacule/planet/macro/micro/cell, is frust infruout the hole pipeline, which exist, not just on this planet but on other multiversal life planets too, all is within this inter galactic spacecraft, of a mkaatian kind, the idea of freewill, and vril energy is the wizdom of the lore, energy patterns of the whole religious structure, all fingz are because they are, nowt happens cos it aint, life in the animated reality is give and take push and shuv, being the inward movements of the convulstions of oue times, not just on our planet but on others to, free vril energy, is a galactick federational currencie of movements, to the servise of di-ease, life is sacrifice the loss is sad, sad is the way of life, and the real winners are the losers, all is defunkt, my whole enviroment facters are moneitarys currencies, in service to beneficiary sub servience to the chain of reaction and the give and take, in this our human hood, the rules, the lores, the penile regulations structure interioraly down infruout the pipe system, the galactic order even though is apparent upon this planet, and its mkaatian document is ever present, manifested in the animated reality, this freemans kraft, that dont mean it belongs to this earth, no the holy pipeline is a vast svpa structure that exstends beyound all time and limit limitless is its etheric rimmage, a svpa madjeztick magickal pipeline called creation, which has no name, which is ours to live within ours to die within, and ours to be born again within, eternal magick of a svpa kind, as the outer space ever expands into our growing conciousness, the idea of escape is useless as the outside is the inside, out, the madjeztick foolery of that is my divinity of that, an ever expanding nothing ness hanging in the static position of nowhere like a circled box, in suspension, beautyfull magick of

creation, manifested in matter on the earth, our experience of the angelic force is abrupt and direct and much to quick for any one to see, religion is the gathering of the people to worship before this great and mighty arte, that is rota, a no name religion with a no name god and a no number attribution, the whole enigma summed up in zero, which I took the name as in my adepti aka when it was that I became englands 4 toon tella, in this grand spacecraft of ours, frater maacknaztie the mkaatian brother, from the star named AA, our inter galactic fraternity of freemasonry, excelled by my freewill, to exist and draw these pictures to tell these toonz here on this planet, called earth, for all the occupants of the inter planetary kraft, to see to know I hope you all enjoy my little pack of kardz, may you all hold dear and protect, my little deck, as it truly is worthy by all their information which I could not write fully here for you, its to vast a subject, to tell in one reading, I think ive said what I wanted to tell thanx yours robert andrew henderson.

Chapter three

The meanings arrangements

The Meanings of the kardz

- 11, maacknastie – Folly, Expiation wavering R. hesitation, instability, trouble arising from there
- 12, kelvin bell – will, will power, dexterity, R. will applied to evil ends, weakness of will, cunning, craft
- 13, sharon bell – science, wisdom, knowledge, initiative, R. conceit, ignorance, unskillfulness and superficial information.
- 14, wendy bell – action, plan, undertaking movement in a matter, initiative, R. inaction, frittering away power.
- 15, colin henderson – realitation, effect, development, R. stoppege, check, imature, unripe
- 16, colin bell – mercy, beneficence kindness, goodness; R. over kindness, weakness, foolish exersize of generosity.
- 17, the lierz – wise dispositions, proof, trails summounted; R. unwise plans and failiure when put to the test.
- 18, the game – triumph, victory, overcoming obstactles; R. overthrown, overcome by obstactles at the last moment.
- 19, the disipline – equilibrium, balance, justice, kama; R. bigotry, want of balance, abuse of justice, inequality, bias.
- 20, the houdini boy – prudence, caution, deliberation; R. over – prudence, cowardly-fear.
- 21, beat the kkklock – good fortune, success, unexpected luck R; ill fortune, failure, bad luck, unexpected bad luck.
- 22, the law – power, might, force, strength, fortitude R; abuse of power, over bearingness, want of fortitude.
- 23, the punk-ishd boi – self sacrifice, sacrifice, devotion, bound R; selfishness, unbound, partial sacrifice.

- 24, the jolly reaper – death, change, transformation, change for the worst, R; escape from death, partial change, alteration for the better.
- 25, the social worker – combination, confrontation, uniting, R; ill-advised combination, disunion, clashing interests.
- 26, the naughty boy – fatality for good, R; fatality for evil.
- 27, 14 foden walk – ruin, disruption, overthrow, loss, bankruptcy, R; partial ruin/disruption/loss
- 28, the shytstem – hope, expectation, bright promises, R; hopelessness, failed expectations.
- 29, the assesment center – twilight, deception, error, R; fluctuation, slight deception.
- 30, the kidz home – happiness, contempt, joy, R; minor happiness/contempt/joy.
- 31, the hoztal – renewal, result, determination of matter, R; delay postponment of result, matter re-opened later.
- 32, madchezta – completion, good reward, ; R. bad reward or recompence.

MPS

PLAYIN KARD GAME. BEST THE KLOCK

MPS TAROT KARD DECK CONTINIZ	1 MONARK'Z = 16 2 JEZTAZ = 8 3 MINOR ARKANA = 40 4 MAJOR ARKANA = 22 5 FULL DECK = 81	A GAME FOR ONE OR MORE PLAYERZ.
---	---	--

THE GAME

Each playr follows in suite, and number. But when a playr cannot follow suite (= the law), then they must play any kard (= broken law), which means the next playr may trump your kard played, and take it, as their value which is counted against you at the end of the game.

THE SHUFFLE + THE DEAL

The dealer shuffle's the deck hand over hand and deal it clockwise, round the table, dealing too each playr, five kardo's each, hand = the hand of god.

THE PLAY

The dealer puts the deck in the middle of the table and turns, the top kard over, putting it to the right of the deck, this is the pos/god kard, which each playr follows in suite the playr to the left of the dealer's first.

THE MATCHING TESTS

The koveidn kard follows in suite, but they may not be trumped, they are above the law, the jezta, the wild and can play any kard.

THE POINTS

Each playr adds, the trump value, the highest score wins.

MACKHARTIE



THE END