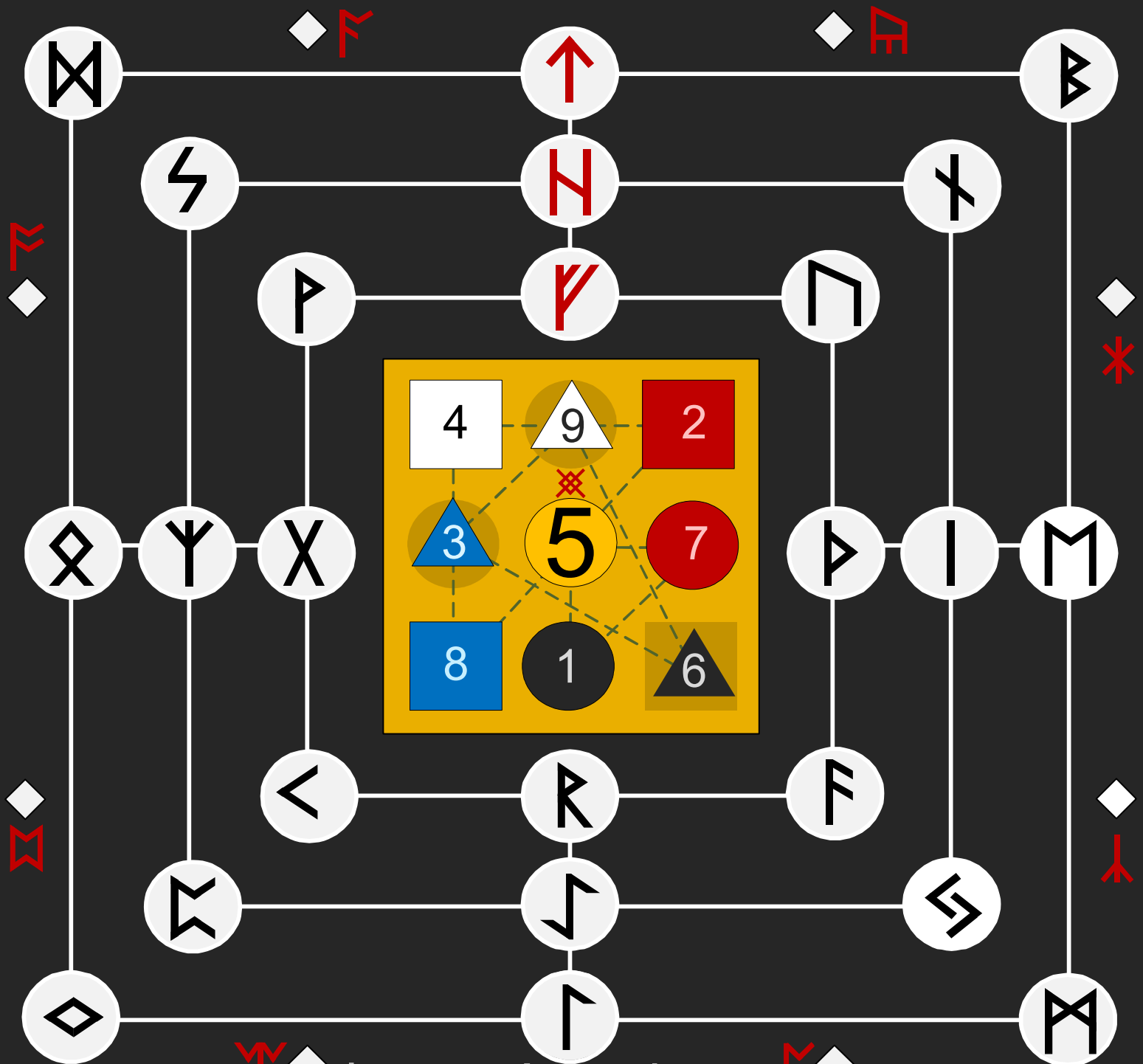


QUICK START BOOKLET

"A NOTICER'S GUIDE TO THE RUNES!"

RUNIC DIVINATION AND CONTEMPLATION



by an American

Is it OK to be White?

It's the only question worth asking today, isn't it? Here's how you can safely and economically, once-and-for-all-time discover the answer to the most important question of our modern age! Better still... if you learn that the answer is, "Yes!" here's how **you** may learn what you should do about it, including what you actually will be able to do about it so you don't waste precious time, energy, and resources! From strategy to tactics, you will learn about it here!

You wonder how this can be true? Easy:

Formulate and ask the above questions and seek Knowledge about similar queries (or make your own important inquiries) using a new, improved -- and REVEALED by the higher gods and powers -- ancient Runic Oracle, similar in ways to that used by many of our ancestors and by ever greater numbers of Our Folk world-wide today!

How is this Runic Oracle improved?

The Runic Divination and Contemplation system features powerful enhancements, some of which were probably known in the past. Others are obviously innovative. Are they "authentic?" As **you** practice, you will make them authentic! Is there one word that separates this Runic Divination and Contemplation system from all the others? Yes, "Context!"

QUICK START BOOKLET

“A NOTICER’S GUIDE TO THE RUNES”

RUNIC DIVINATION AND CONTEMPLATION

Published by GAR Republic, 2025
Lethal Fiord Technical University Press

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All illustrations, photographs, and text
by an American, unless otherwise noted.

by an American

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- (186) Last Minute Announcement
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This book is not like your other books!

This little Booklet will show you something useful!

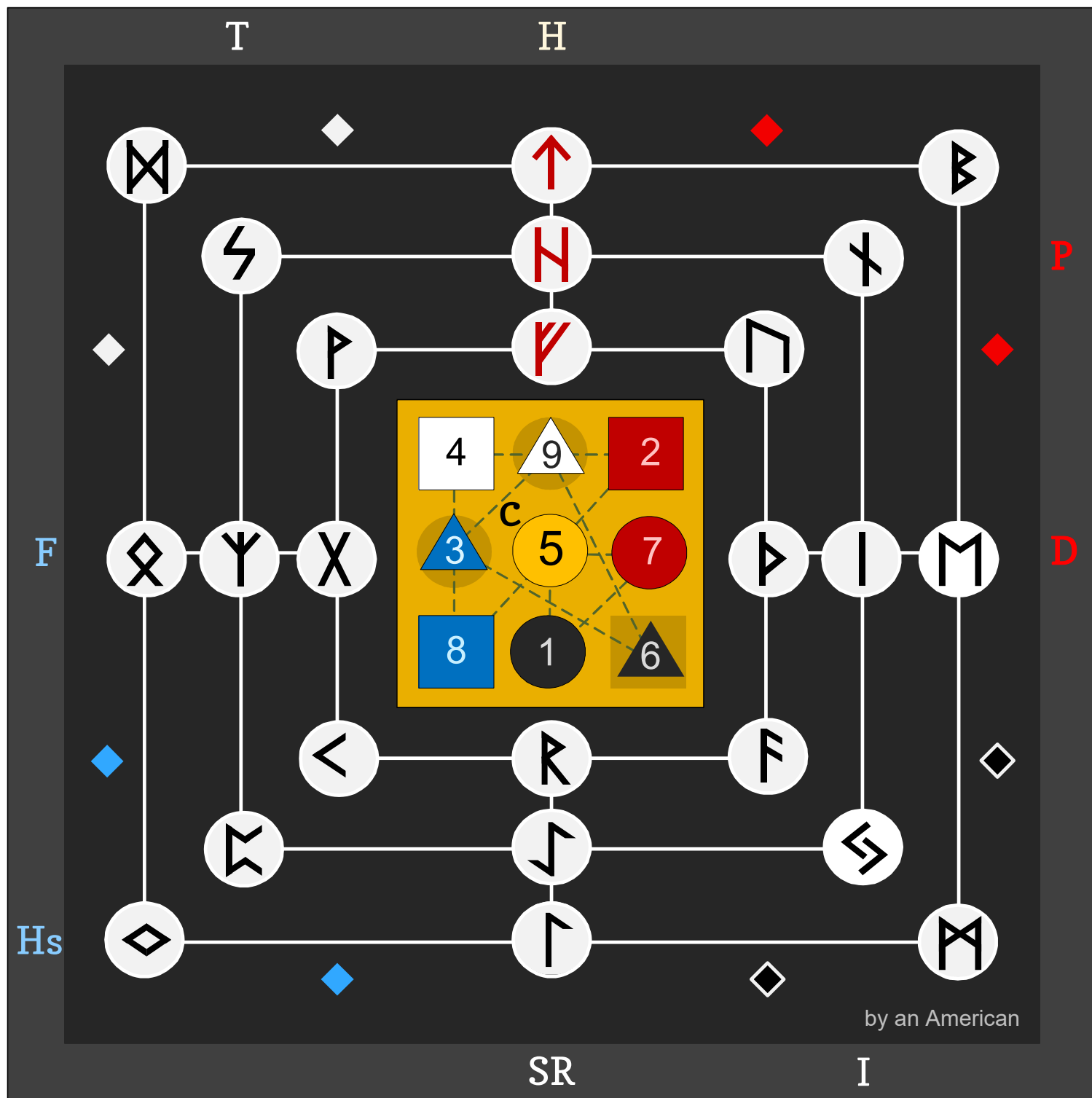
If you are a member of the Teutonic/Anglo-Celtic/sometimes Slavic World-Wide Diaspora, also called ‘White People,’ this book is yours at no monetary charge, but it is not ‘free.’ Three ‘costs’ are attached. You will attribute the book to ‘an American.’ If somebody asks you where it came from, tell them, ‘From an American.’

You will give the book away, offering it to every single member of our world-wide White Diaspora. Whether or not you think they might want it or benefit from it, let them see it; let them decide for themselves. Mass email?

You will also carefully read and consider a simple Action-Plan shared at the book’s end: it is called The GAR Republic. This will help solve many problems for the Race. If you agree, you’ll help out. If not, so be it!

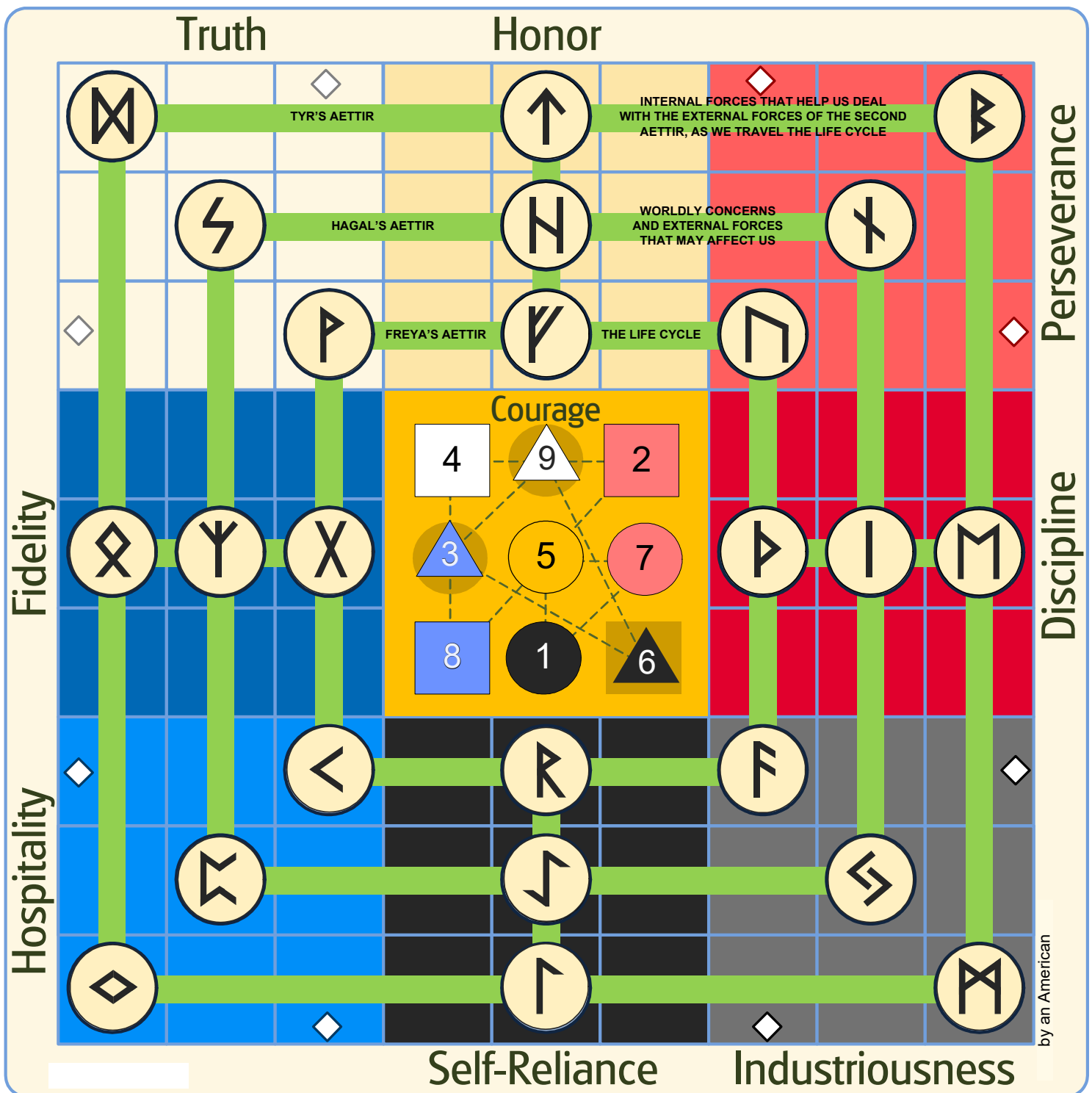
Runic Divination and Contemplation? What is that? Examine the five Orlog Board layouts illustrated on the next pages. Decide which you like the best. Print a letter-sized copy in color. Later, have one printed at 20” by 20,” the perfect size for serious work and hand crafted pieces. ‘Style’ greatly aids the intuitive mind.

I.



Orlog Board: Quick Start Version. Print at 20" x 20" for the best experience.
 Tabloid size is acceptable. Letter-Size works for practice.

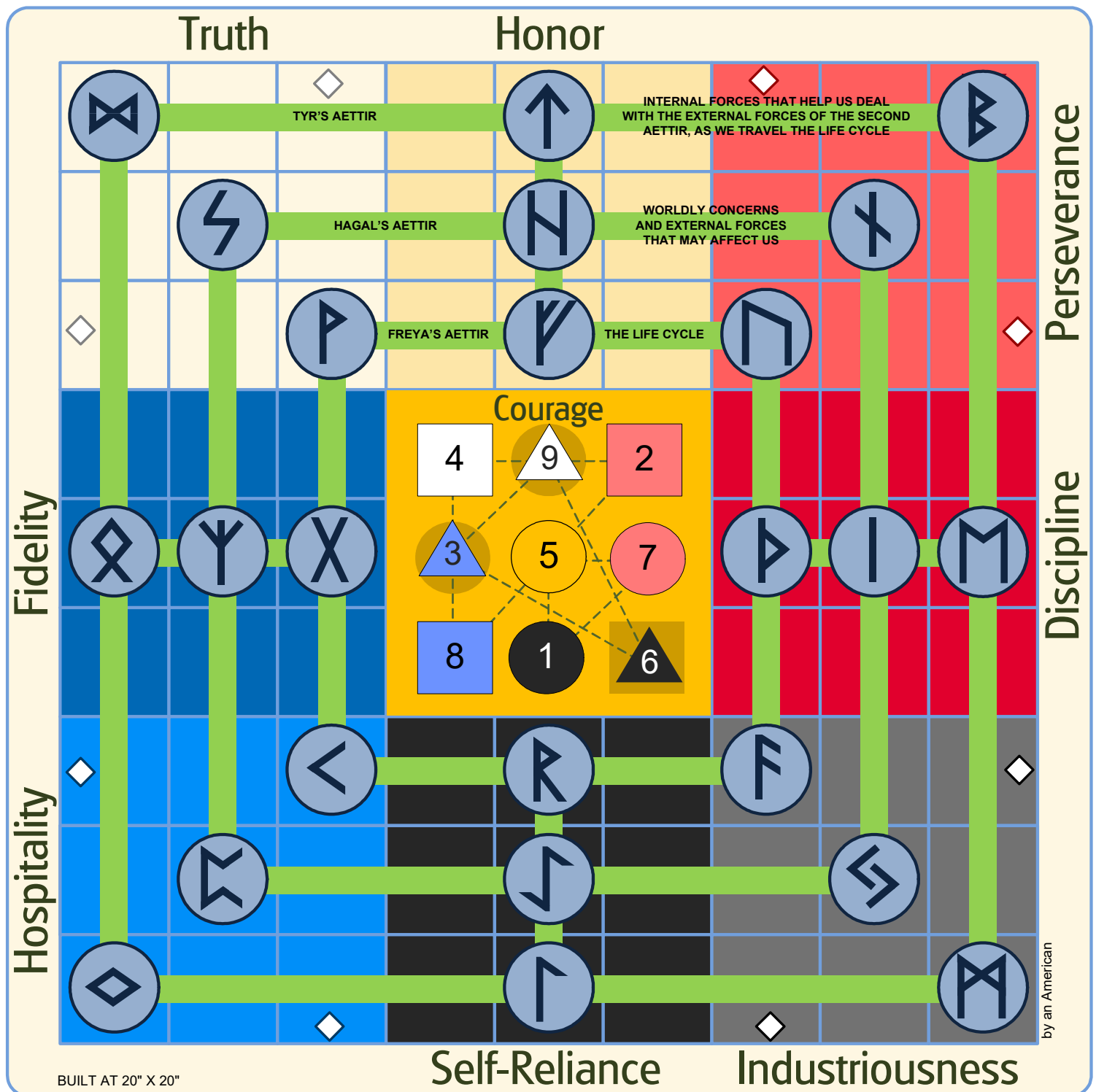
II



Orlog Board: Ornate Lite Version. Print at 20" x 20" for the best experience.

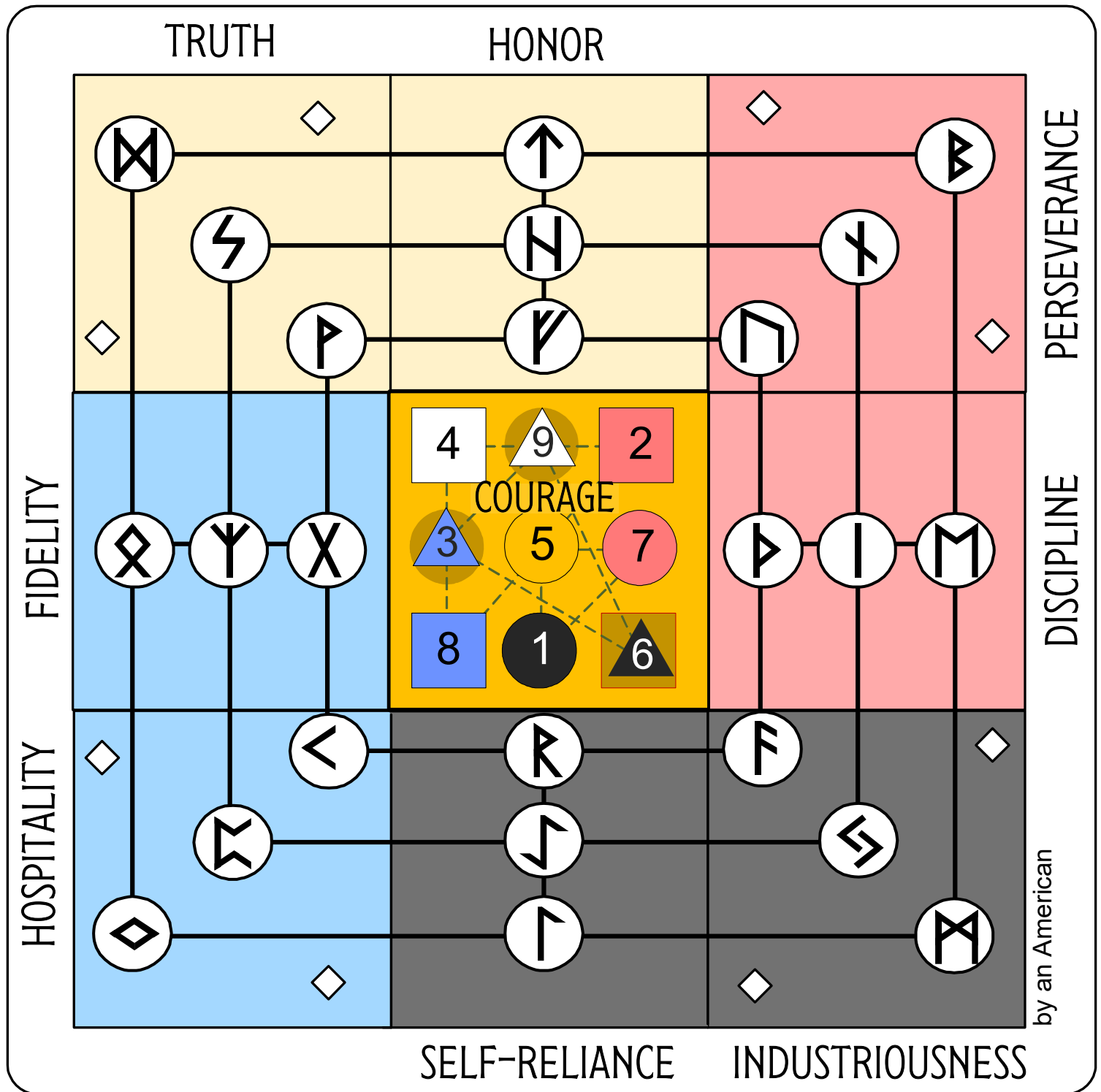
Tabloid size is acceptable. Letter-Size works for practice.

III.



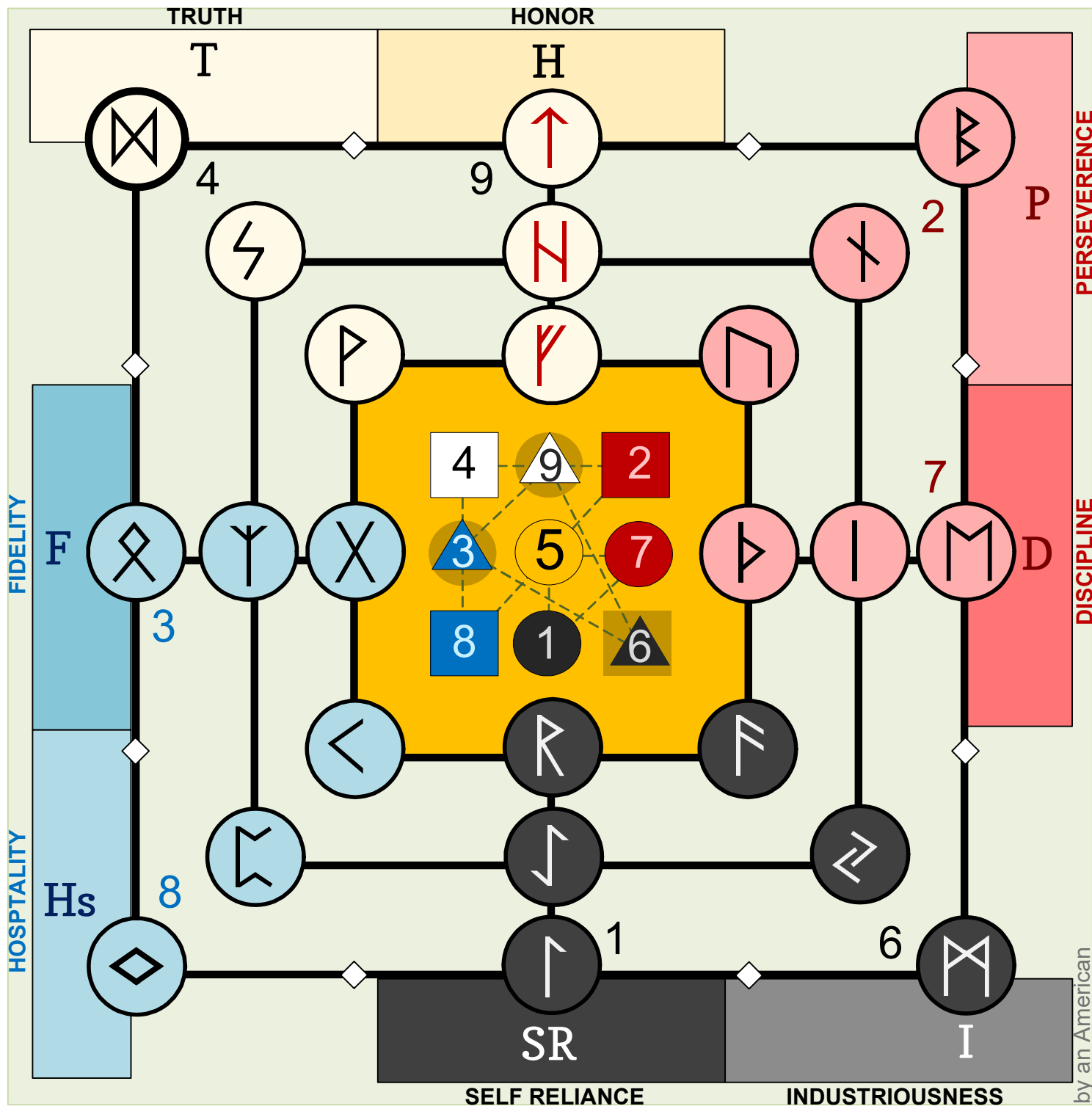
Orlog Board: Ornate Version. Print at 20" x 20" for the best experience.
 Tabloid size is acceptable. Letter-Size works for practice.

VI.



Orlog Board: Plain/Simple Version. Print at 20" x 20" for the best experience.
 Tabloid size is acceptable. Letter-Size works for practice.

V.



Orlog Board: Random-Access Version. Print at 20"x20" for the best experience. Tabloid size is acceptable. Letter-Size works for practice.

Let's Begin!

You'll begin with a brief reading, selecting some random runes on a printed Orlog Board. If you like that, you will attempt a more complex reading. Finally, we'll discuss what you've accomplished and answer questions. Deal?

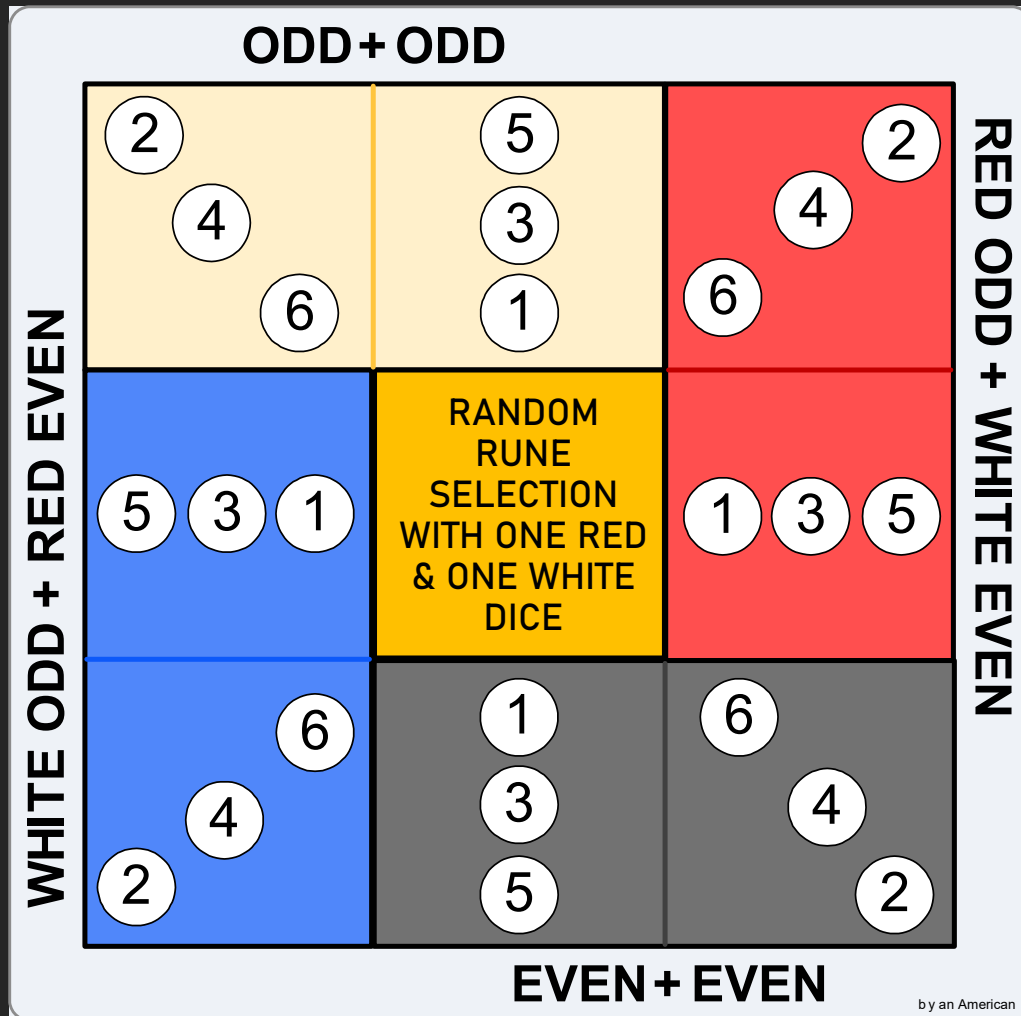
If you have printed at least a letter-size¹ copy of your favorite Orlog Board image from the previous pages, then assemble a pair of red and white dice and some Markers/Men.² Decide upon a Query for your first reading.

Place your printed board where it won't be disturbed. A special quiet place will be best. If you have camera, get ready to take at least two photos of the reading results, assuring legible visibility of the entire board and all of its text or symbols, plus final locations of your pieces. Know that you may record readings on paper -- it's even a good idea, but to limit exasperation with errors, you will probably find it best to create your written records after the reading, from either the still-loaded board or from your photographs. Photos and written records are important when you have an historic reading, or have put in time and effort. Don't practice frivolous 'trial' readings or you will disrespect the runes and your developing talent. Now pick up the dice and turn the page.

¹ **Tabloid-size paper** would be better: trim a square board, from 11" x 17" paper.

² **Markers:** begin with three Norns -- identical pieces painted differently. You will then need nine White and nine Black "Morris Men." If you printed a small board, don't 'splurge' on the pieces; when you print a large board, you will need larger pieces, which may be nicer.

SELECT A RANDOM RUNE w/ DICE



MAKE TWO CASTS PER RUNE

FIRST: Cast **both** dice to select the color quarter

NEXT: Cast **White only** to select your rune

ODD : Numbers run from center outwards

EVEN : Numbers run from outside inwards

Important 'Bounce' Note:

When randomly placing markers onto spots on a layout board, there is one confusing event that may befall you! What if your random dice casts send markers to already occupied spots?

Here's how that works.

When a marker is sent to an occupied rune spot, it automatically 'Bounces' into the golden center area or 'Sub-Grid,' there to stand upon the inner square that corresponds to the Outer Sub-Grid from whence it came.

If other markers are randomly sent to the same already occupied spot, they also 'Bounce' to the inside Grid, which may be called the 'Pound' or 'Cauldron' or 'Mill.'

However, since that inner square is now occupied, all latter 'Bounced' markers are 'Bounced' again, to line up just beyond the outside border of the Outer Sub-Grid from whence they came.

What significance do these 'Bounced' markers have?

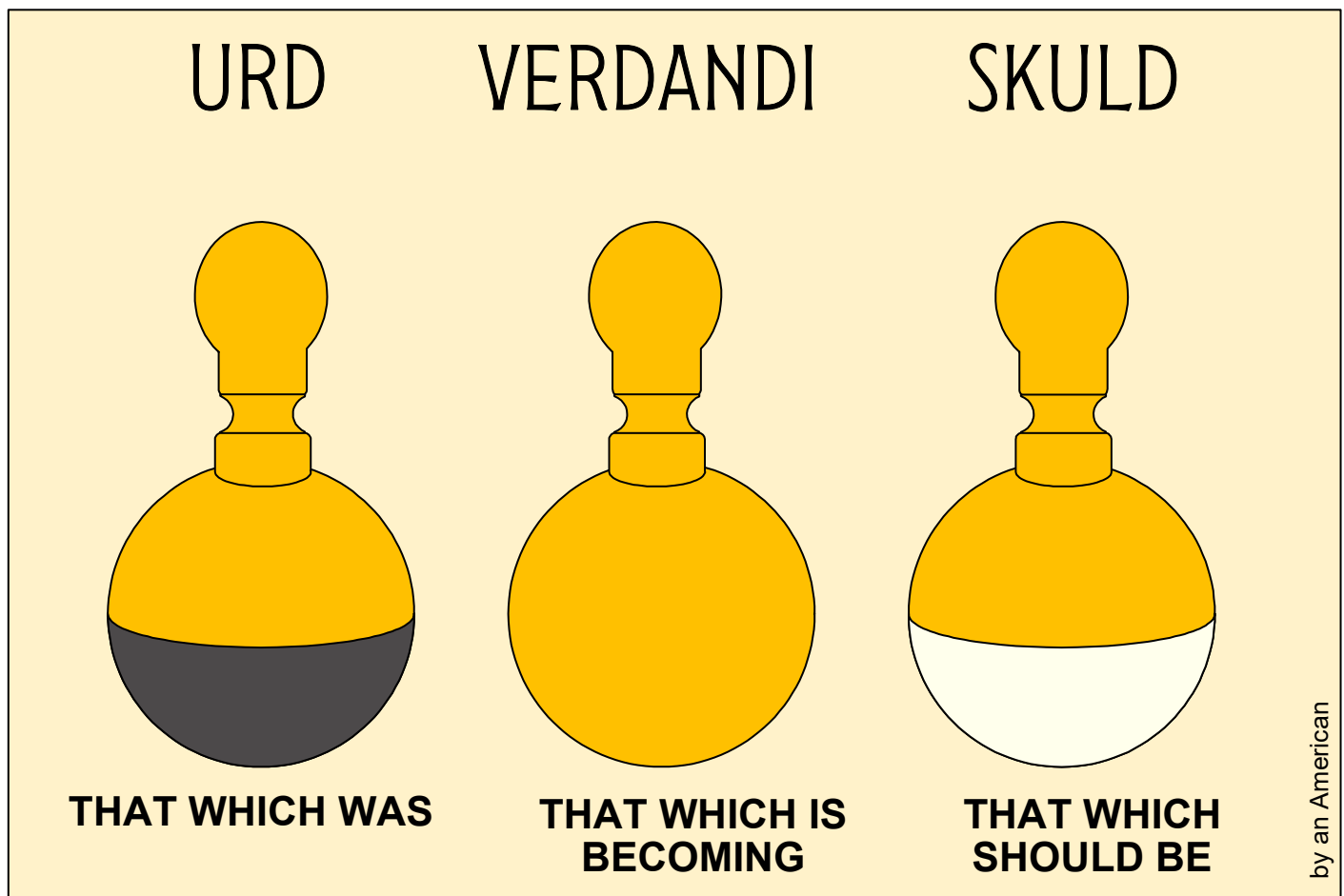
They may have a fair amount of influence; they may have very little significance, depending upon circumstances. If you encounter a 'Bounced' Norn, it will end up in the golden center, on the square adjacent to its source Sub-Grid. That Norn should be interpreted as influencing or representing the quality or virtue of that originating Grid.

Casting Your Three-Norn Reading

This initial reading, known as ‘The Three-Norns,’ will place the three Norns onto the Orlog Board. Your query may deal with a serious issue, but don’t use this simple reading for tracking complex, earth-shaking events.

Write your query neatly on a strip of decent bond paper and tape it adjacent to the lower edge of the board.

Examine the simple Random Rune Picker above and be sure that you understand it before you cast the dice. You might print the page, but you will quickly internalize the very simple process of using two dice casts to select



each random rune spot on the Orlog Board as a destination for each Marker and Man.

The three Norns will be placed like this:

- 1.) Urd - representing, 'What has been.'
- 2.) Verdandi - representing, 'What is becoming.'
- 3.) Skuld - representing, 'What should become.'

Notice that Skuld does **not** represent what **will** become. **Should** is an important word that will teach you much about divination. If you have learned what has been, including the reasons for it and other possible options that may not have materialized... then, if you have learned what is possible, learned what you might do to set the stage and help it materialize; if you have seen to all of that with some success, 'what should become,' may actually Become. Otherwise, don't hold your breath!

The Orlog Board and the Runic Divination and Contemplation that you will learn to perform is going to help you discover and 'dowse' the conditions mentioned above, also essential in framing productive Queries.

Runic Divination, combined with Runic Contemplation will, with the aid of 'Random-Access Thinking,' supercharge and streamline your Noticing, making everything more clear and well-defined because this system allows for much denser context and 'unit count' of all those weird (Wyrd) little 'bits' and pieces that are in-

volved in the ongoing dance of unfolding 'Reality.' Now, contemplate your Query, cast the dice, place the three Norns, one-at-a-time, and take legible photos.

I hope the reading went smoothly for you!

Now, if you have not done so, it will be useful to analyze or interpret the reading. I will share one of my own existing readings below, to help novice rune casters get up to speed.

If you are new to the runes, there are many books for sale and many pages and web sites on line. It is always useful to examine many people's take's on a topic. Even if some of them are wrong (or deceitful), you may still learn much, as long as you know about the others! If you are a novice I can point you at two books, one of them freely available and one not expensive. There is also a pdf file that you may download at no charge, provided it is still intact at the storage site. This file you should definitely have, because it deals with the Northumbrian Runes, which contain all of the runes that we will eventually be working with.

The First Resource:

Oswald the Runemaker's Pocket Guide to Rune Meanings ("The images show both the Elder Futhark and Anglo-Saxon Futhorc") Free PDF, 246 Kb.

<https://pdfcoffee.com/rune-pocket-guide-pdf-free.html>

People will quibble about anything, but you should find this little guide very thorough for the 24 Elder Futhark runes, which grace the three concentric squares of the Orlog Board. There is a bit of ‘new age’ slant in Oswald’s guide: colors and stones, plants, and trees. An American’s view on ‘Authenticity’ is to remember that the Vikings threw out literally one third of the Elder Futhark rune set. You can’t get more authentic than that! It’s not always wise to limit oneself in cases that may not really matter. Do what your ancestors would do if they were here with you today. Would that include showing up with a knife at a gun fight?

Second resource:

Nigel Pennick: *Runic Lore and Legend: Wyrdstaves of Old Northumbria* - Destiny Books; 2nd edition (January 15, 2019)

A practical guide that explores the 33 Northumbrian runes of the Anglo-Saxon Futhark, detailing their meanings, historical uses, symbolism, and related tree and plant for each rune. [works for the Elder Futhark, too!]

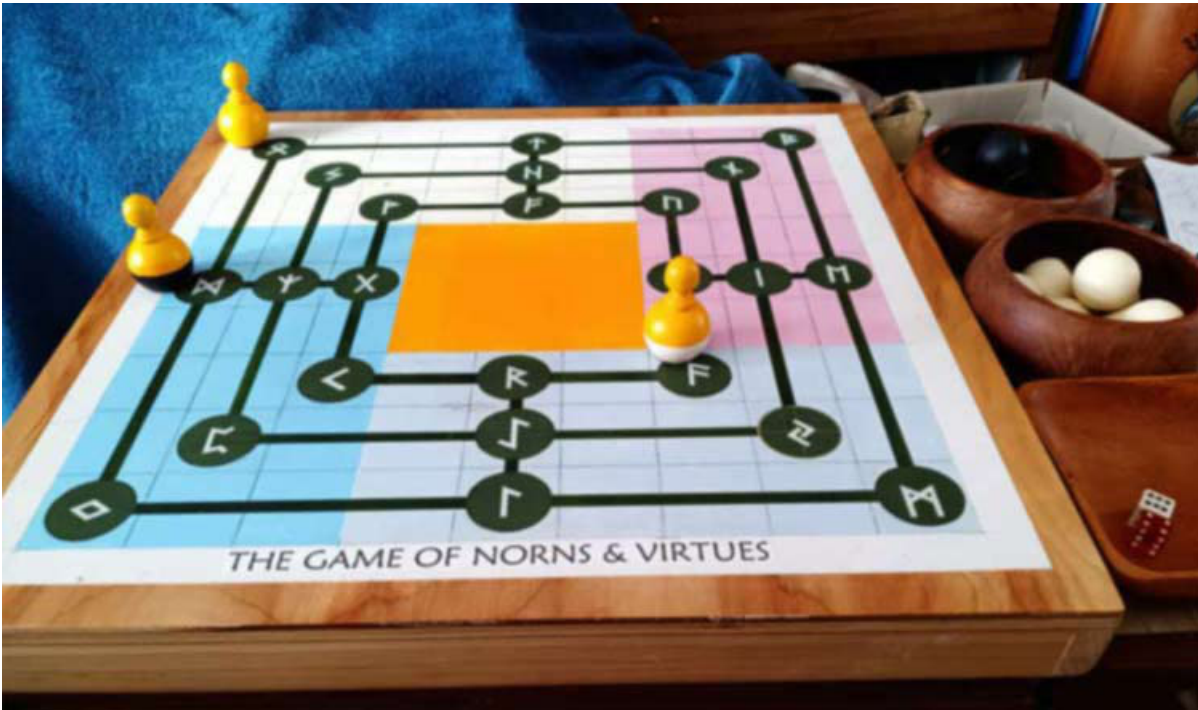
Additionally, the book highlights how traditional spirituality is closely tied to the landscape and the cycle of the seasons. Decent review here: <https://scriptus.gyd-ja.com/runic-lore-legend-wyrdstaves-of-old-northumbria/>

Mr. Pennick's book convinced an American that the final or fourth 'god's Aett' runes must be incorporated into the Runic Divination and Contemplation system, an upgrade that greatly increased its coherence and context options. The method by which those runes are used here, was Revealed to an American via the same source of the several earlier Revelations. The ebook version of Pennick's scholarly tome is only 12 dollars or so. If you can put it on your phone, and use any reader app, you should do that. If it only works with 'Kindle,' you might want to pass on the 'e-version' and get a hard copy -- maybe even used, for six dollars. This is an outstanding resource for use with this system, though it is not quite a 'stand alone' resource.

The Third Resource:

About the Northumbrian Runes, by 'florell' (Includes Elder Futhark names as well). A Russian going by the moniker, 'florell,' assembled this monograph over twenty years ago and left it on an abandoned web site. I saved and auto-translated it, printing to PDF with some notes. An American has found the rune definitions and interpretations useful and so will you. Again, not quite a 'stand-alone' resource, but nothing to sneeze at! Used *without* permission, as who the hell knows 'florell,' but if you do, please send them a copy of this Runic Divination and Contemplation system. Download here at catbox: <https://files.catbox.moe/9jdlqt.pdf>

Interpreting A Three-Norn Reading



“What might I expect if I take on some side-work, namely, the ‘ABC’ contract with ‘XYZ’ firm?”

Let’s examine and interpret a simple reading using just the three Norns. You may use the Northumbrian rune disks in a Three-Norn reading, if you learn how to install them on the Orlog Board; I did not.

We’ll cover what the Northumbrian rune disks do a bit later.

1. Norn Urd, is placed first, representing ‘What has been.’
2. Norn Verdandi, is placed second, ‘What is becoming.’
3. Norn Skuld is placed last: ‘What should become,’ not ‘What will become.’
4. The Norns are not quite like Three Fates, because nothing is exactly fated; life is more complicated than that. Books have been written about this subject. Read one soon!³
5. The Norns reading above was done regarding whether or not I should take on some ‘side work,’ and to gain insight into potential ‘pros,’ ‘cons,’ and issues that I may have been overlooking. Rune readings are especially useful for placing many possibilities in front of you: a type of ‘Living Mind Map.’

³ Try this collection: <https://files.catbox.moe/al33at.zip>

6.If you know about Mind Maps,⁴ a mind map would certainly be a fine option when you have a complicated reading to analyze or interpret (the terms are not quite synonyms). Mind Maps provide a powerful method of ‘Random-Access Thinking.’ The Orlog Board is a powerful tool for Random-Access Divination and Contemplation. You cannot go wrong if you combine them. Three Mind Map books are linked in the footnote below.

7.Let’s look at the Three-Norn Reading shown above.

8.Urd, ‘that which was,’ occupies the seventh rune in Tyr’s AEtt, the outer track on the Orlog Board.

9.The board shown dates from 2013. At the time, I had the two final runes in Tyr’s AEtt reversed, as some people do. Thanks to Ms. C. E. for explaining about

⁴ Collection of Books about Mind Mapping: <https://files.catbox.moe/xfuwf4.zip>

that on one of her livestreams!

10. The rune really occupied by Urd here is Othala: 'Homeland,' or 'Clan Land,' land that can never (rightfully) be taken away (and we're going to fix that in our homelands, aren't we!)
11. Verdandi, 'that which is becoming,' occupies Dagaz, or Daylight, the final rune in Tyr's AEtt.
12. While each rune's meaning can be much more complex than the simple 'nicknames' given in charts like the one a couple of pages down, those nicknames serve well as memory 'pegs.' Runes may be relevant on more than one level, but this is a way to begin.
13. The final Norn, Skuld, 'That which should become,' sits upon Ansuz, the 'Odin' rune, fourth in Freyr's AEtt.
14. Pages could be written about this sim-

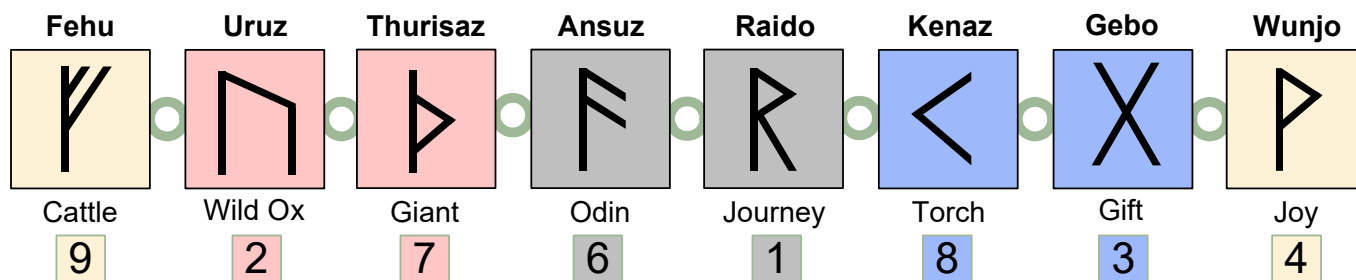
ple reading alone, but this QuickStart Guide is not the place! I will add that each A Ett has a specific relevance, which you will find written on the A Ett Tracks of the 'Ornate' board at the beginning of the book.

15. The first two Norns are on the third A Ett; the final Norn occupied the God Rune of the first A Ett, so one interpretation of this reading is that there have been home problems that need addressing, possibly bills and repair costs, which have been rising of late. The new side work will bring 'a new dawn' to your life in that regard and the gods will bless it, though you must actually do the work to benefit, so proceed and see what you can accomplish! Note that no runes of the second A Ett were involved.

Here is a helpful list of the three A Etts and their runes, found in the Elder Futhark. You might print this.

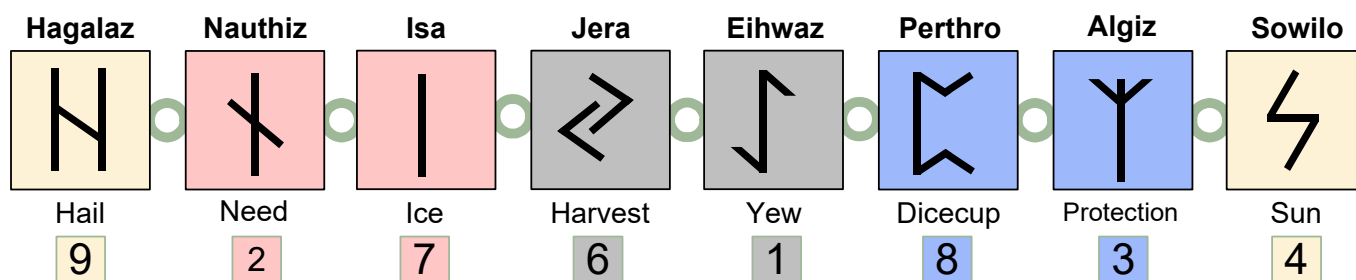
Freyr's Ættir

The First Ættir represents the Life Cycle.



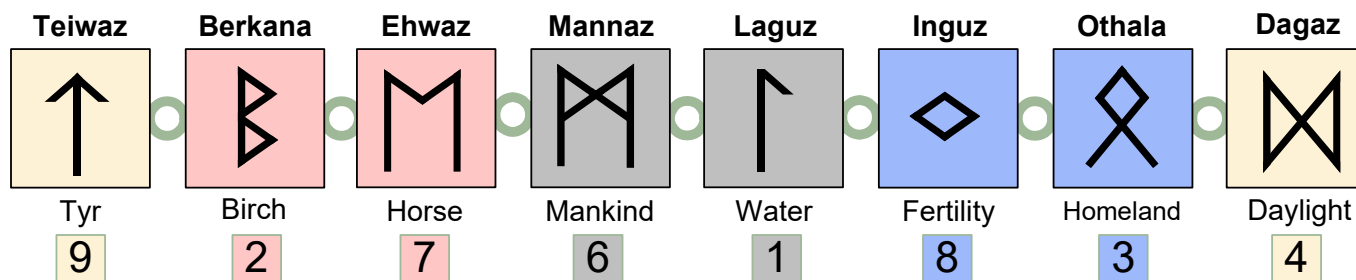
Hagal's Ættir

The Second Ættir represents external forces that may oppose or influence us during our lives; they are forces of nature, not intelligence.



Tyr's Ættir

The Third Ættir's runes correspond to internal forces. As we travel the cycle outlined in the First Ættir, these offer help in dealing with the external forces of the Second Ættir.





Review Time 1

1. You have encountered a mysterious⁵ graphic rune layout, known as the Orlog Board, that can aid your study of reality in each of its three manifestations and the woven threads of attitudes, events, and desires that intertwine and bind them together.
2. You have encountered a mysteriously Revealed⁶ system for using the ancient runes of Our People to interact with Reality in its three stages of becoming.
3. This material is offered to all White People who are interested in learning Runic Divination, which is to a great degree based upon your willingness and ability to discern and contemplate what is important. If you will do that -- and if enough of your friends, family, and neighbors will do that -- this simple activity will bring wisdom, knowledge, and a 'cultural element' that will help free you all from Hebrew Vision and all the harmful and culture-distorting attendant b.s.
4. This system places the runes on spots upon an ordered layout board, while dice are used to randomly select the runes in each reading by placing special marker pieces on the selected runes on the board.

⁵ The word, 'rune' means 'secret' or 'mystery:' <https://www.etymonline.com/word/rune>

⁶ 'Revealed:' to make known through Divine inspiration: <https://www.merriam-webster.com/dictionary/reveal>

5. The board is known as the ‘Orlog Board,’ because it offers you a way to examine and work with your own Orlog: “the relationship between actions and outcomes. The outcomes of the past inform our present reality; present reality informs our present actions; present actions inform future outcomes; future outcomes manifest and become outcomes of the past. The cycle continues ever onward. However, this process isn’t linear and isolated; the actions of others can also affect us and our actions can affect them. The outcomes of those actions can in turn affect other people, provoking more actions, and so on. Actions and outcomes weave in and out of one another to create the Web of Wyrð. Orlog can be thought of as the threads.”⁷ In one sense, ‘divination’ is ‘noticing.’
6. If you think the concept of Orlog is complicated, it is, yet it might become just as easy to understand as looking between two mirrors and getting the view: two infinite layers of reflections of those mirrors reflecting into one another unto infinity. In other words, don’t worry about the seemingly incomprehensible. Try to discern what you may comprehend and make comprehensible. The Orlog Board and Runic Divination and Contemplation will help you do that.
7. Several Orlog Board graphic versions are included for you to print and use. In case you don’t have a home or

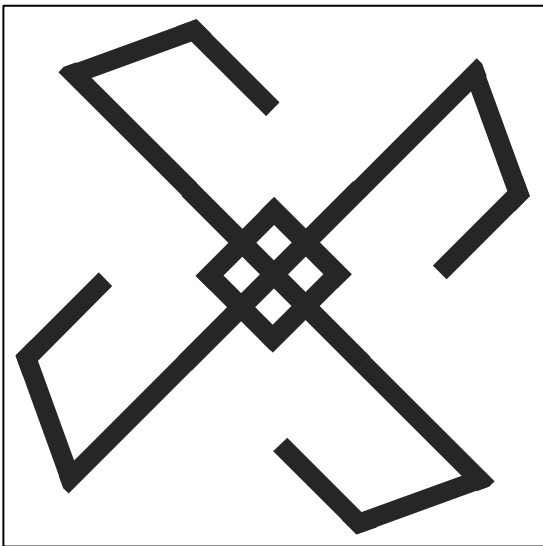
⁷ <https://skaldskeep.com/norse/wyrd/> One of countless explanations you might find and still not quite understand. Don’t be discouraged. Stick with it and you will get it!

office printer capable of this job, you probably don't want to give this ebook to a print shop, so here is a link to a five-page PDF containing only the five Orlog Boards. I recently emailed this file to my local quick print of choice, with the fancy printer, and paid to have twenty-inch square copy of the board on the first page printed upon photo glossy paper. It cost me \$35 and some change. Five Orlog Board Designs here:

8. <https://files.catbox.moe/4ysm0d.pdf>
9. It is best to just 'jump in' rather than produce frivolous trial readings. You have learned the very simple method used to select random runes with two dice, by rolling both dice to pick one of the four Color Quarters, followed by casting just the White Die to choose one of the six runes in that color quarter.
10. Recording your readings with notes or camera is wise practice, because it let's you track your results over time. Cameras produce less error than note taking.
11. There is one odd thing that can and does happen when you begin putting multiple markers on a fixed number of static runes. This potential problem is mediated by 'Bouncing.'
12. The names of the Norns are Urd, Verdandi, and Skuld: 'That which has been; That which is becoming; and What should be.'
13. You have Cast the dice to place all three Norns on

your Orlog Board and you have learned the proper way to look at or consider this type of rune reading, including what it can and is likely to reveal to you.

- 14. Three good resources for interpreting the results of your rune readings have been pointed out, including one free online book; an old Monograph on the Northumbrian Runes; and a very helpful book by Nigel Pennick one of the acknowledged experts in the field, which may be purchased for a reasonable fee, including used. You have also been given sage advice: read everything you can find from everybody with an opinion, then practice and make up your own mind.**
- 15. You have learned how this author interpreted one simple Three-Norn reading that produced what seemed to be a very clear oracle.**
- 16. You have received a helpful graphic chart of the twenty-four Elder Futhark runes divided into their three classic 'AEtts' or groups of eight characters each, with nicknames to serve as 'memory pegs' and the knowledge that each of these twenty-four simple words might easily be expanded into a full page or even a chapter; you have been notified that it will be your task to do just that by learning as you progress and your talent and ability grows.**
- 17. Next we are going to look at a much more complex Orlog Board Rune Reading and you are going to formulate a Query and perform this reading. Ready?**



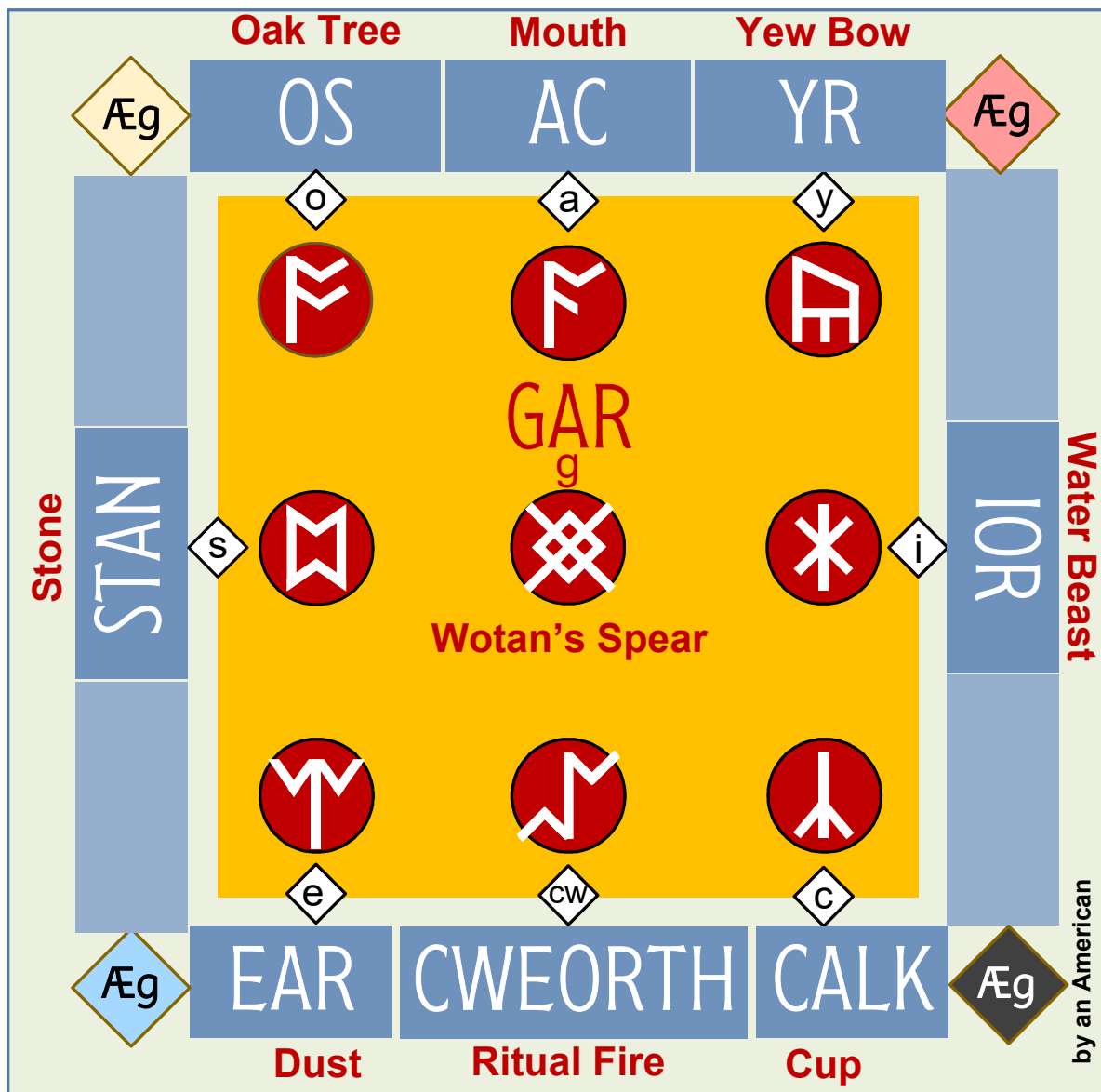
The Full Morris Reading

The Full Morris Rune Reading is the reading that the Orlog Board was devised for, though it will also accommodate other readings from simple to complex. In keeping with the ‘jump right in’ philosophy, here is what you must know to begin one of these powerful readings.

1. Have your Orlog Board and the pieces you will need ready, along with your red and white dice and a quiet state of mind. Wash your face and hands first, if you wish. Have your query question ready. This should best be about something important and at least a bit complex, possibly something you will be involved with over time, so you may track results and continue to focus over that time.
2. The pieces you will need are the three Norns: Urd, Verdandi, and Skuld, plus nine White and nine Black Morris Men, which may be fashioned from slices of tree branch, small wooden or ceramic tiles, or whatever. Hardwood craft pieces known as ‘Doll Heads’ work well. For Norns, you use a ‘Doll Head’ with a hole bored full through it holding a ‘Dowel Cap’ piece.

Paint the pieces: nine Black and nine White, then paint labels on the nine pieces of each set: the first nine runes of the Elder Futhark, one on each Morris Man. This is how you will track the Morris Men as you enter them on the board. Using the first AEtt of the Elder Futhark, plus the god of the second AEtt, Heimdoll, for labels, adds another layer of context to your reading.

- 3. You will also need nine wooden disks, roughly an inch and three quarters in diameter. Upon these you will draw or paint the final AEtt -- the “god’s AEtt” of the Northubrian runes, plus the final Northumbrian rune, GAR.**
- 4. The small image at the head of this chapter is the rune GAR, with extensions of Uruz for strength. This results in a modified hooked-cross, which also resembles the Nine Man’s Morris track with its center intact and the two outer squares ‘untied’ into two double-hooked arms. This is one ‘official’ sigil of the Full Morris Rune Reading.**
- 5. Below are two images.**
- 6. First is a square showing the Northumbrian runes that you need to paint on the nine wooden disks.**
- 7. Second is the entire collection of pieces for the Full Morris Rune Reading. For a twenty inch square Orlog Board, use one and one half inch ‘Doll Heads.’**



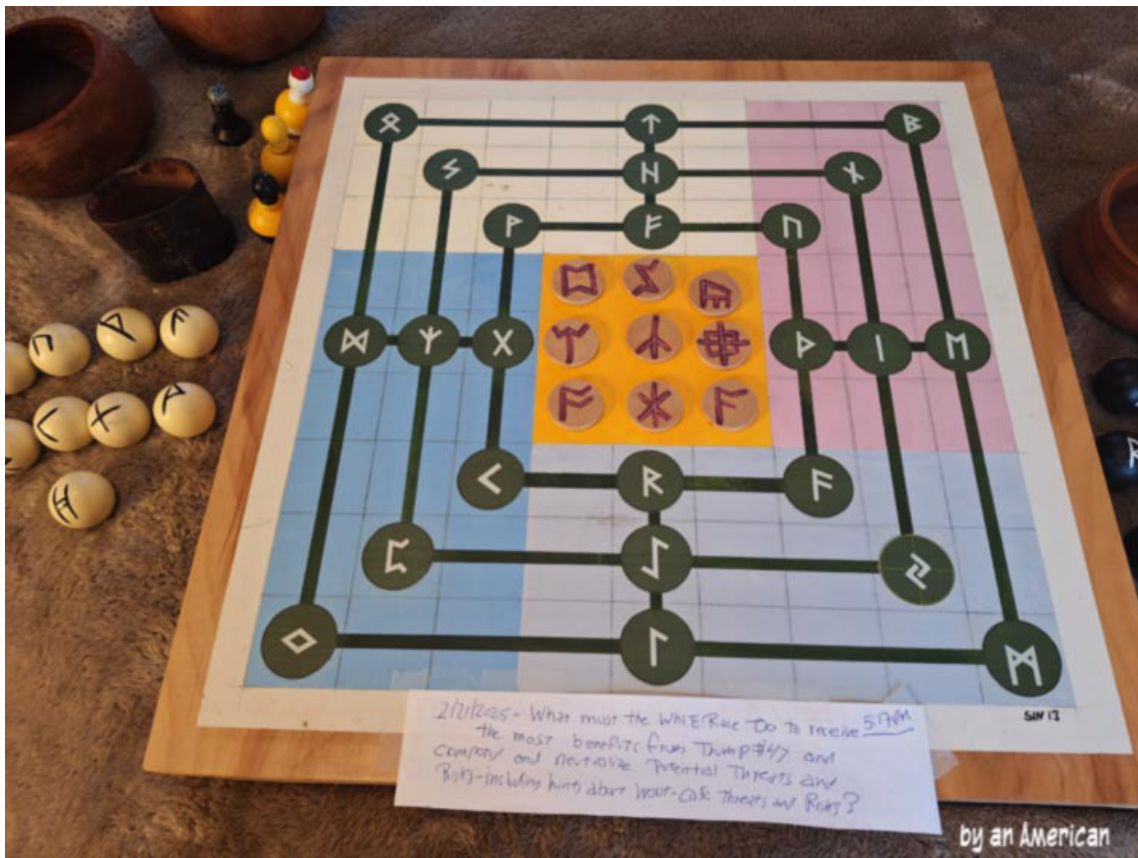
Here are the nine Northumbrian Runes you must paint onto wooden disks for use in the Full Morris Rune Reading.

These nine Northumbrian runes are the fourth A Ett, known as the 'god's A Ett' plus the GAR rune, which represents the Spear of Odin/Woden, the All Father and Eldest Ancestor of all White People. Given also are rune names and notation glyphs (lower case) for use in recording readings.



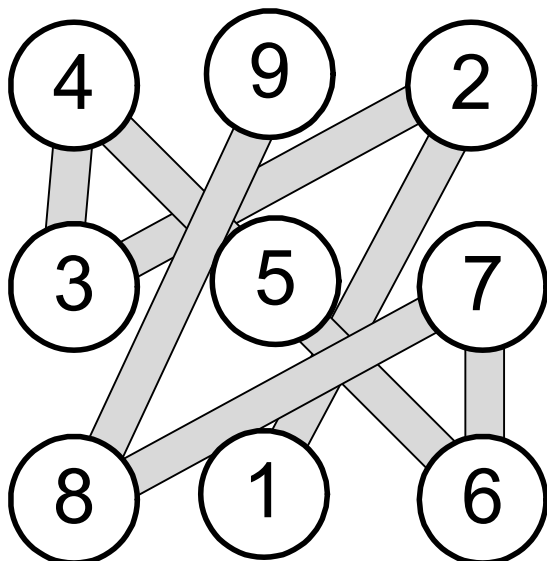
Showing the pieces needed for the Full Morris Rune Reading:
 Nine wooden Northumbrian Rune Disks; Three Norns; Nine
 White Morris Men; Nine Black Morris Men; and (optional) one
 Pointer-Piece, useful for spotting culture distortion and places
 to be on the lookout for it. He's the Toxic Tribalist, Small Hat,
 Super-Schlomo, God's Co-Pilot, or simply, The 'K.'

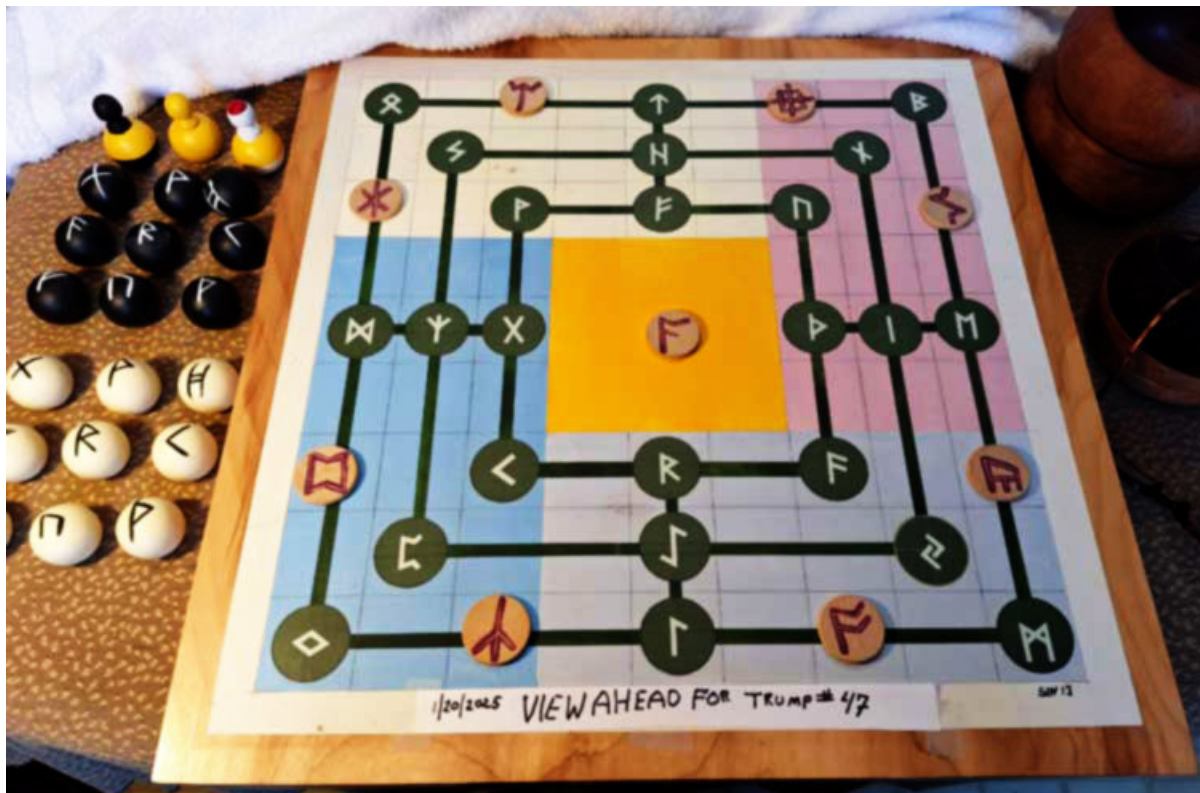
The next image shows how the Wooden Disks are used.



The Nine Northumbrian god's Aett runes, plus the GAR rune, initially entered onto the center Sub-Grid of the Orlog Board, prepared for the Full Morris Reading.

The wooden disks are shuffled or shaken in a box, etc., before being randomly entered onto the golden center of the Orlog Board. Enter them one-by-one, face up, by Magic Square Number (below) for a fool-proof randomization. Contemplate their collective meaning, knowing that with nine rune disks and nine spaces in the center, there are eighty-one (81) possible combinations.





After initial placement (above) and contemplation of results, the center disk stays put on the '5' (center), while the Northumbrian god's Aett rune disks are moved out into the Eight Outer Sub-Grids, to sit upon the eight Wyrd Spots. Two such spots are in the corner Sub-Grid of each of the four Color Quarters. Please see the eight small diamonds on the five printable boards at the beginning of this book.

Wyrd Spots for the Northumbrian Rune Disks are only located in the four corner (even) Sub-Grids. The Disk that was distributed to the '5' spot of the Golden Center stays put. Each Wyrd Spot influences the Sub Grid to its right, in a clockwise cycle. Wyrd spots are 'Wyrd' because they are the only blocks on the Orlog Board's $9 \times 9 = 81$ Grid that are not adjacent to an Elder Rune.

Next: What the NA Runes do to the nine Sub-Grids.

The diagram is a 3x3 grid of symbols and names, surrounded by a blue border. The central square is yellow and contains the name 'GAR' with a 'g' below it, and 'Wotan's Spear' below that. The grid is surrounded by a blue border with names: 'OS', 'AC', 'YR' at the top; 'EAR', 'CWEORTH', 'CALC' at the bottom; 'STAN' on the left; and 'IOR' on the right. The corners are marked with 'Æg'. The entire diagram is set against a light yellow background with a blue border. The text 'by an American' is written vertically on the right side.

	Oak Tree	Mouth	Yew Bow	
Æg	OS	AC	YR	Æg
	o	a	y	
	⚔	⚔	⚔	
		GAR		
		g		
		⚔		
		Wotan's Spear		
	e	cw	c	
	⚔	⚔	⚔	
	EAR	CWEORTH	CALC	Æg
	Dust	Ritual Fire	Cup	

Stone

Water Beast

by an American

THE NINE VIRTUES

	THE NINE VIRTUES	OS	AC	YR	IOR	CALK	CWEORTH	EAR	STAN	GAR
T	4 Truth	T [*] o								
H	9 Honor		H [*] a							
P	2 Persevere			P [*] y						
D	7 Discipline				D [*] r					
I	6 Industry					I [*] c				
SR	1 Self-Reliance						SR [*] cw			
Hs	8 Hospitality							Hs-e		
F	3 Fidelity								F [*] s	

C	5 Courage							
---	-----------	--	--	--	--	--	--	--

C-g

If the prospect of eighty-one possible interactions of the nine Orlog Board Sub-Grids with the god's AEtT runes seems complicated, it is. Yet it really makes things uncomplicated, since it just adds context, which you will understand if it is understandable to you, and you may not understand if it is not comprehensible.

There are many other things to examine when you perform a complex rune reading on the Orlog Board. Before we continue with the Full Morris Reading, let's examine some of the other features of the Orlog Board that add Context to a reading.

The Nine Sub-Grids of the 9x9=81 Macrocosmic Grid of the Orlog Board are named. From Golden Center to Eight Outer Sub-Grids, subdivided into four Color Quarters, the labels are relevant, offering context.

THE NINE NOBLE VIRTUES



While it might have seemed useful to label the nine Sub-Grids for the Nine Worlds of Northern European Ontology, that is not exactly how it worked out, because a much more relevant way to label the Sub-Grids was Revealed. Have you heard of the Nine Noble Virtues?

The Nine Noble Virtues were not handed down from some ancient Vikings or Visagoths, yet they are of vital importance to the lives of all White People, because they form a sort of 'Behavioural Parts of Speech' of the Aryan Race. They appear in all the old tales and stories, legends, plays, and (until recently) films. These are the behaviors that White men and woman were once held to -- nay -- known for, without needing to be held.

The only question is how might the nine elements be organized, to enhance understanding of whatever patterns hide within their unorganized structure -- what black ink on white paper might fail to Reveal.

Something so precious and powerful must surely contain hidden, or unnoticed meaning, and relevance.

LO SHU SQUARE & FOUNDATION VIRTUE

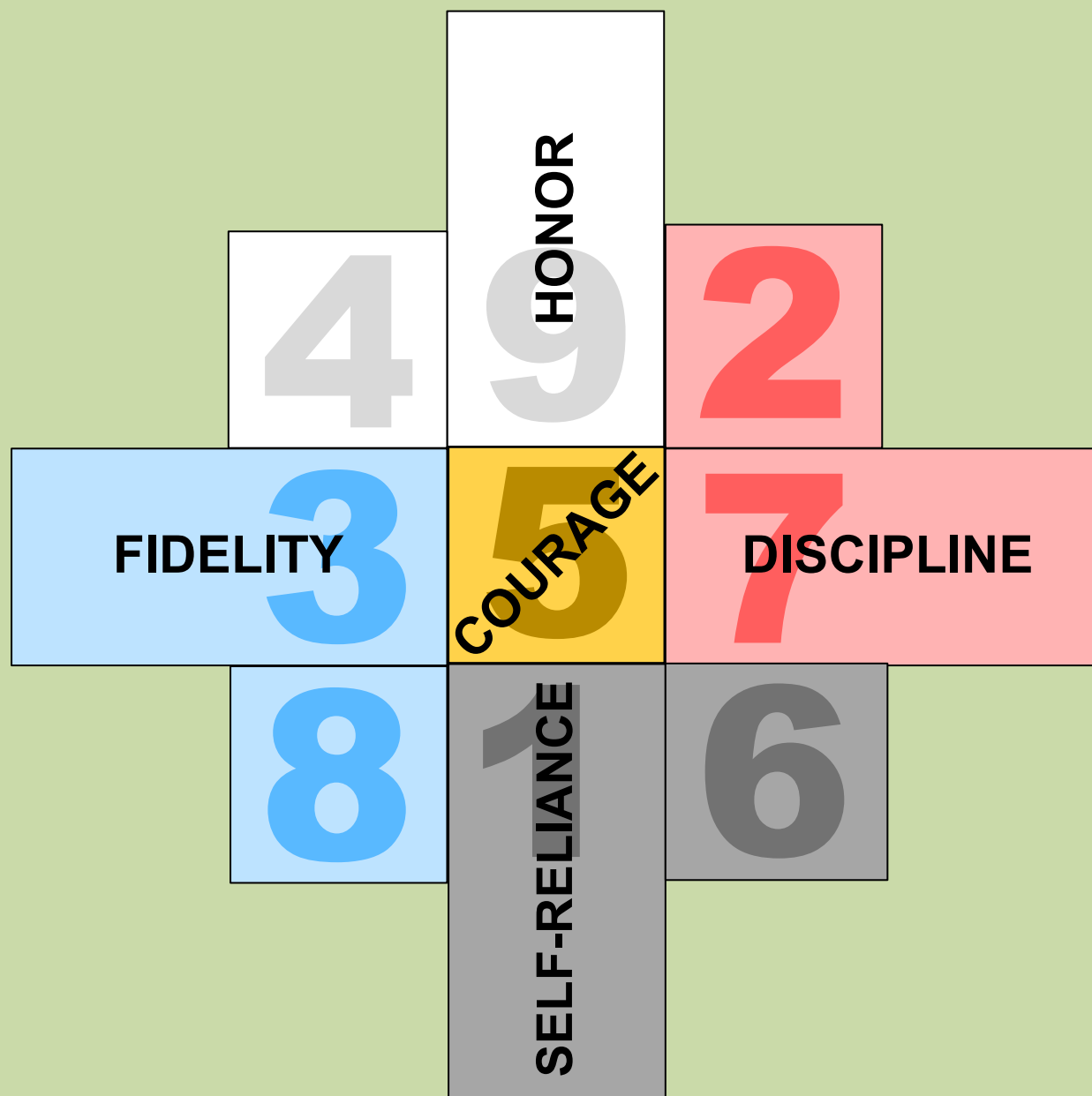
4	9	2
3	5 COURAGE	7
8	1	6

by an American

It has long been known that Courage is the Foundation virtue, without which your attempted practice of all other virtue will lead to wrong doing and slavery.

Obviously, Courage will occupy our center Sub-Grid. What next?

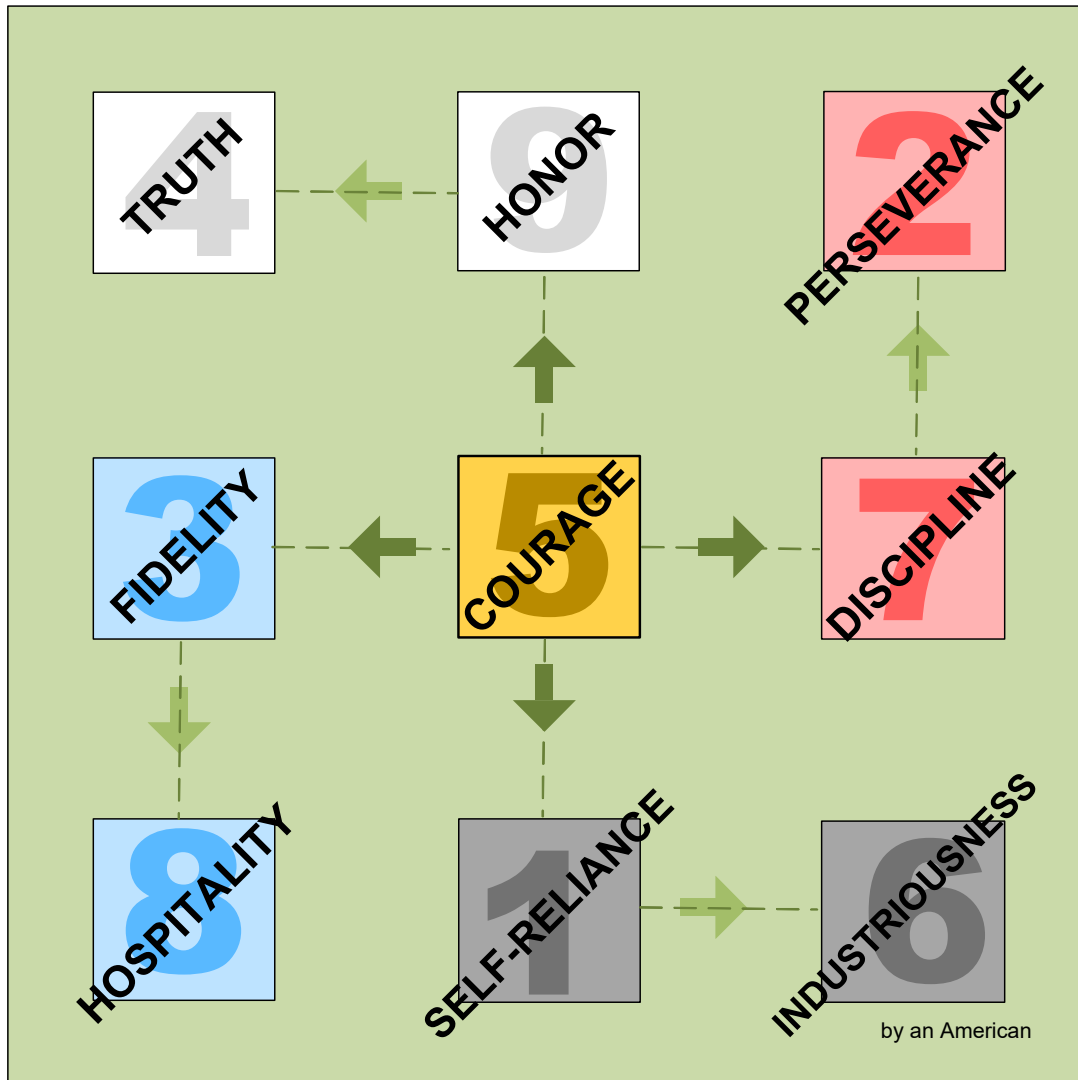
LO SHU SQUARE & CORE VIRTUES



by an American

Now, after thousands of years the puzzle has been solved!
 From Courage, the foundation or 'Trunk,' grows four branch
 Virtues, from each of which will bloom a flower Virtue!

Subtle Hakenkreuz Of The Nine Noble Virtues



Now we must be very careful here, because discretion has much to do with valor, or so we are told!

Looking at the interesting diagram above, knowing the identity of the remaining virtues, it's easy to see that if those four remaining virtues blossom from the four branches that extend from the 'Trunk,' we very well may commit a 'hate' crime by drawing in the same bold and blocky fashion as we have drawn the first two illustrations of Virtue's growth and development. So... Before we get overly confident, let's study this a bit.

OK. Let's be sure about this.

Courage is the Foundation, or 'rooted Trunk' of all Virtue. Absent Courage, any virtue you attempt will be false -- will lead you to probable ruin.

From the Courage Trunk, the eight remaining virtues grow. That seems reasonable, does it not:

Now, when eight things surround a ninth, such that the one in the center supports the others, those other eight must be in some arrangement that permits balance, or else the (unbalanced) system will fall apart and come crashing down. Right?

Does this mean that we might expect four sets of complementary virtues? Each set with one "stem" and one "blossom?" How would that work out? Let's think...

Which remaining virtues belong together more than with the others?

Truth and Honor seem to be an 'item,' don't they?

How about Hospitality and Fidelity? Yes! That was easy!

The other four are more difficult to decide. Think again!

Self-Reliance is not quite an end in itself, is it? Meaning you can't eat it or sell it. So it must be a branch, that will flower, if we can keep being Self-Reliant. Isn't it the same with Discipline? Not the end in itself... you want to be disciplined so that you can achieve something.

So Discipline helps us to Persevere. Right? Just as Self- Reliance allows us to be Industrious?

Once we become Self-Reliant and Disciplined, the Perseverance and Industriousness that ‘blossom’ will allow us to achieve great things. Is that right? Yes!

Thus you have solved the puzzle of how to arrange the Nine Noble Virtues so they will serve us and we won’t just be paying lip service to a lot of falderal and nicey-nice sounding nonsense and word-salad.

That’s it!

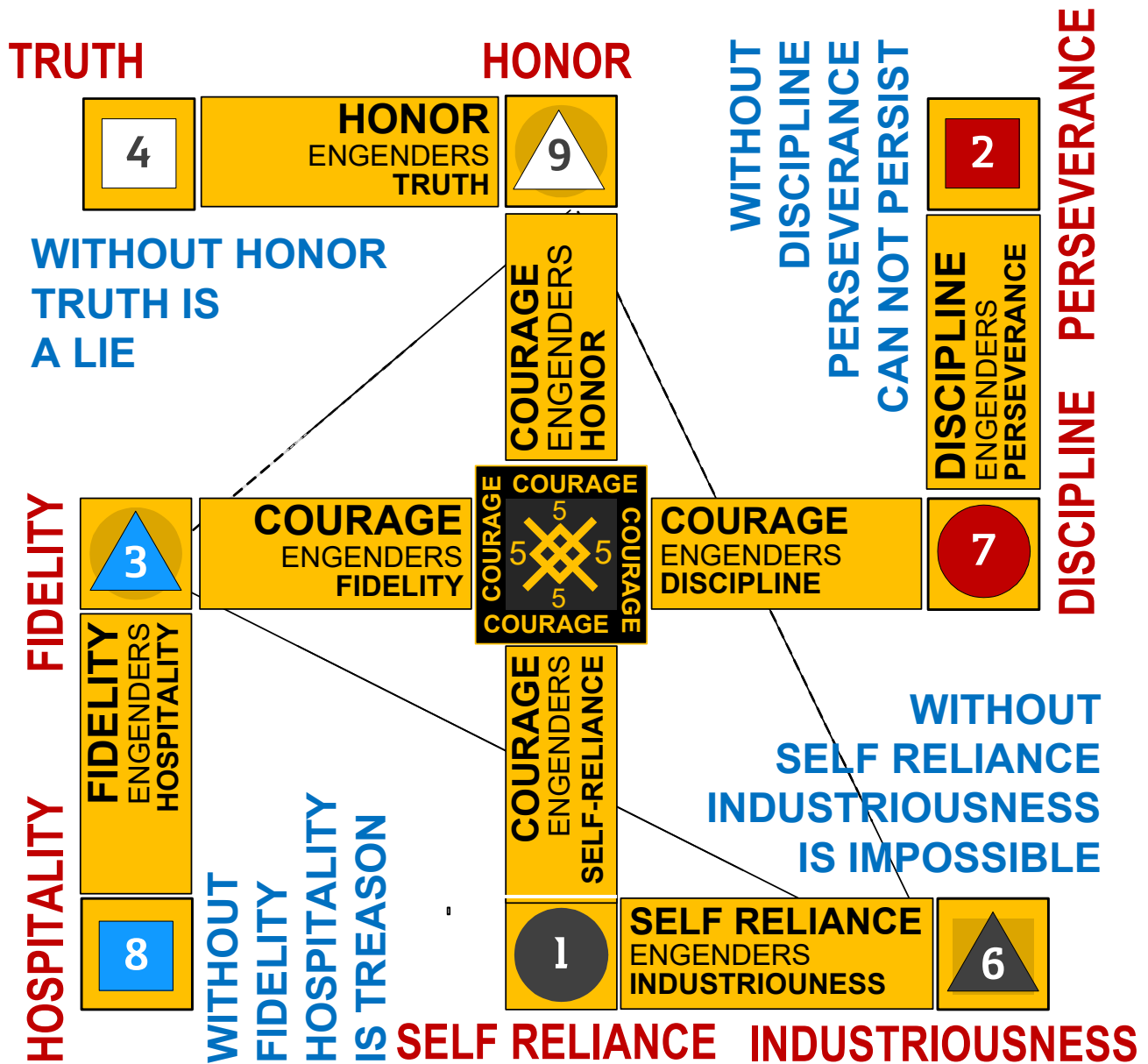
If that’s true...

And it’s all fueled by Courage...

Then what have we to be afraid of?

Put it all together; b.s. and hate crimes be damned!

by an American / Militia of Lethal Fiord/ the GAR Republic

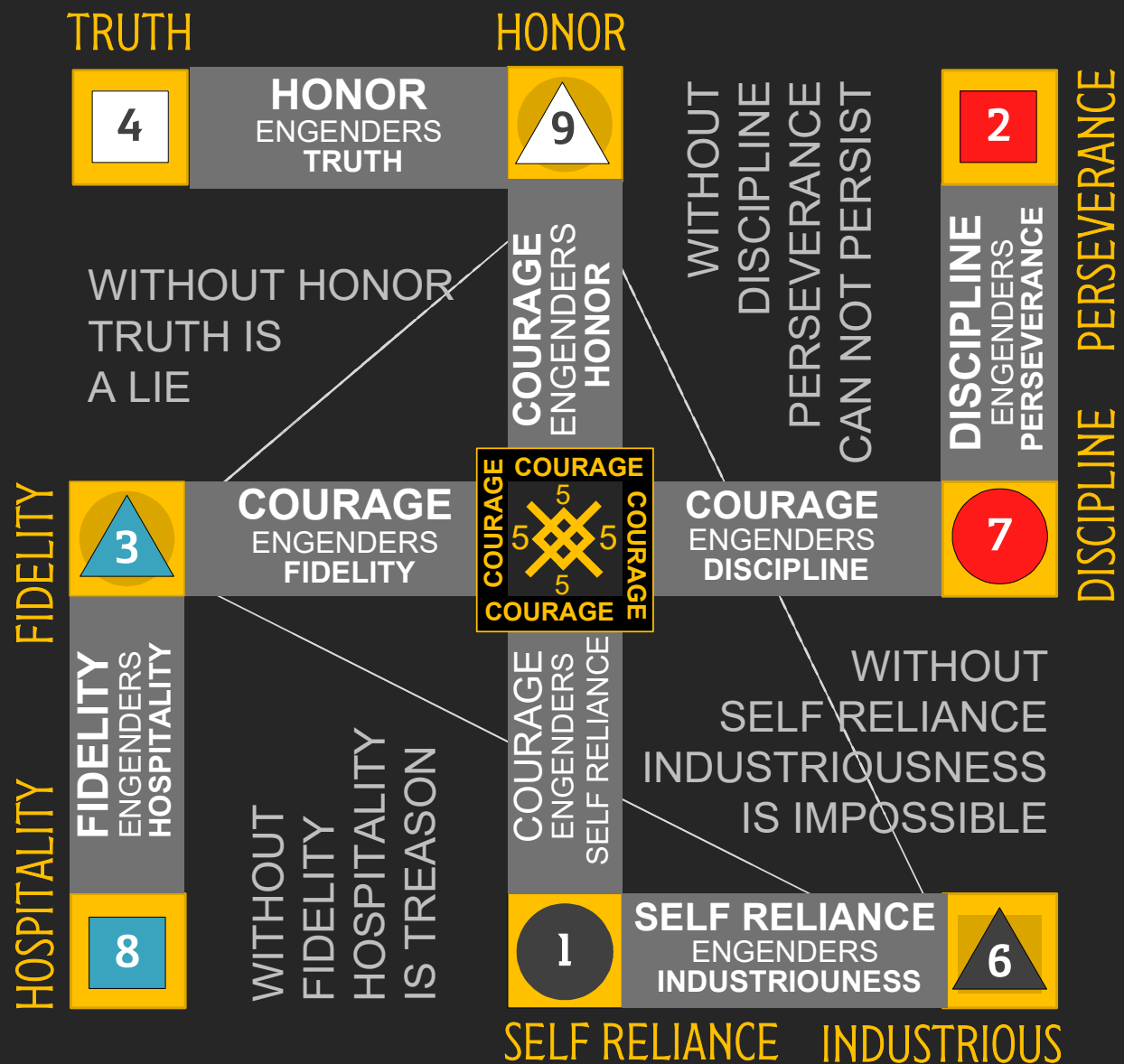


The Nine Noble Virtues are the
'Behavioral Parts of Speech' of the Aryan Race.
Absent Courage, all other supposed
'virtues' will lead you to slavery.

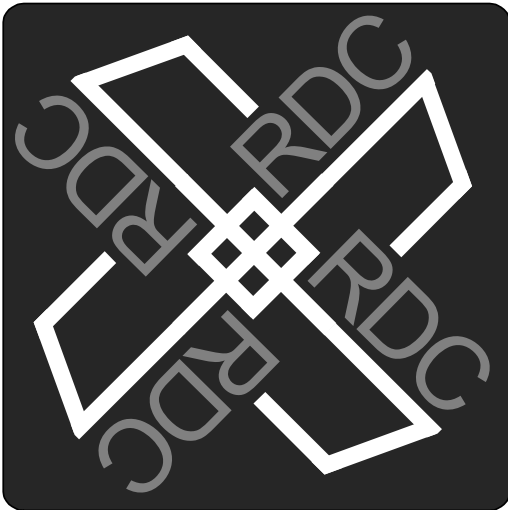
DEVELOPMENT OF THE NINE VIRTUES

Root, Stems, and Blossoms

by an American / Militia of Lethal Fiord



The Nine Noble Virtues are the
 'Behavioral Parts of Speech' of the Aryan Race.
 Absent Courage, all other supposed
 'virtues' will lead you to slavery.



Back to the Full Morris!

Now that you understand the meaning of the Sub-Grids, knowing that they are Virtue Sub-Grids, then you may recognize how for each of them to have ten possible 'States:' one 'natal' or 'default state' and nine other possible states, each influenced by one of the god's Aett runes, introduces a vast level of context that may be encountered in a reading utilizing the Orlog Board.

Each Sub-Grid contains three of the Elder Futhark runes. Meanings and representation of each of those runes is also influenced by whatever is affecting the Sub-Grid. What does that mean? It all depends!

Don't forget that the eighteen Morris Men are each labeled for one of the Elder Futhark's nine initial runes.

Get on with the Reading!

With your Query well-defined and written down, with the Orlog Board printed, the pieces collected or hand-crafted, and the god's Aett Northumbrian Runes properly placed upon the Wyrd Spots of the Orlog Board, with some basic understanding about what you are going to see and how you might interpret and analyze it, you are ready to place the remaining pieces upon the board, with the aid of the two dice casting process.

- 1. First, place Norn Urd, 'What has been.'**
- 2. Second, place Norn Verdandi, 'What is becoming.'**
- 3. Third, place the eighteen Morris Men, beginning with White's initial piece, 'w.1' -- Fehu. Follow with Black's first Morris Man, 'b.1' -- Fehu.**
- 4. Continue using the dice to place the White and Black Morris Men. There are NINE (9) 'Innings,' so to speak. Just like in Baseball!**
- 5. If any Norn or Morris Man is sent to an already occupied spot, that marker 'Bounces' to the Golden Center, to sit upon the square adjacent to the Sub-Grid from whence it came.**
- 6. If subsequent Norns or Morris Men are sent to a center spot that is occupied, they 'Bounce' out to sit outside the border of the Sub-Grid.**
- 7. When all the White and Black Morris Men are placed, Place Toxic Tribalist (if used) and then Norn Skuld.**

READING RECORD

DATE: _____ TIME: _____ VENUE: _____

DIVINER: _____ QUERANT: _____

READING TYPE: **Full Morris Divination**

QUERY: _____

00.	Æ4> _____, Æ9> _____, Æ2> _____,	Place the God's AEt Disks in Lo Shu Order
	Æ3> _____, Æ5> _____, Æ7> _____,	
	Æ8> _____, Æ1> _____, Æ6> _____.	

01. Nu>

02. Nv>

03. w1>

04. b1>

05. w2>

06. b2>

07. w3>

08. b3>

09. w4>

10. b4>

11. w5>

12. b5>

13. w6>

14. b6>

15. w7>

16. b7>

17. w8

18. b8>

19. w9>

20. b9>

21. TT?>

22. Ns>

There are twenty-two Placements in the Full Morris Rune Reading. The Reading Record Sheet shown above, lists the moves in order. There's room to record each move and some metadata at the top: Date, Diviner, Querent, Query, Venue, etc.

It is NOT advised for the Diviner to attempt and keep this written record during placement of the pieces on the Runes, because it is easy to slip into error. Expend all your energy in carrying out the steps of the reading. When all pieces are placed, then take a couple of good photos, from an angle that will show everything clearly.

It is also wise to photograph the initial placement of the god's AEt Northumberland runes when they are in the golden center, before they are moved out to the Wyrd Spots on the Sub-Grids. This gives a good overall view of the Orlog Board's Milieu for each reading.

After taking good photos of your readings, then you may create a written record, including 'official' notation and comments. Some material on useful notation follows.

There is one more uber-powerful feature for finding context in an Orlog Board Reading. After covering a recommended notation system, we'll take a look at this remaining 'super relevant' means of interpreting the results of your readings. Just hang in there. You are going to like it!

Notation for Complex Rune Readings

Now for a topic that bores some, but which others find essential. That's why it must be included! Skip ahead if you wish; you may always return here later.

It's said that 'you can't tell the players, without a program.'

For Chess and Music, notation systems have been worked out that many players may ignore, yet those who become masters usually learn to utilize.

There are two major modes used by the mind, sometimes known as 'Left Brain' and 'Right Brain' thinking. Do you wonder that this influences Intuition and Divination?

If you have ever learned to read music just a bit, and to play 'by ear' as well, you may have noticed that while you can play a musical phrase after hearing it, you are not able to write a very accurate rendition. In similar fashion, after playing from a piece of sheet music, you may not be able to repeat without the 'chart' because you have no real idea what you just played! This always struck me as very odd, back when learning the Flutaphone in elementary school. When focused on one mode and attempting to activate the other, confusion and error is often the result. Thus, in the middle of performing a rune reading is not a good time to attempt to write down the ongoing results. Since you are unlikely to remember the order of all

twenty-two piece placements at the end of the reading, we find it necessary to label all pieces and destinations and to take legible photos after the reading. Most people have camera phones, so what could be easier? From well-labeled, well-photographed Orlog Board, Norns, and Morris Men, you may easily reconstruct any reading on any board, at any time. The notation system given below is a suggestion. If you work out something better or more relevant to your conditions, by all means use it.

Basically speaking:

- 1. Norns, Morris Men, and Northumbrian Rune Disks receive lower case labels.**
- 2. Destinations receive upper case labels.**
- 3. Runes names must be learned, yet each may be described by a label, because that's a useful way to learn, plus it allows you to perform a reading immediately. You will eventually know each rune very well, but if you wait until you do to begin performing rune readings, you may be waiting a long time. Labels add to the the spirit of 'Jump right in!'**

Several diagrams and photographs follow.



This is a spectacularly beautiful photograph, but it doesn't tell you much about the reading. If you tried to take notes, you wouldn't get far, other than the runes involved. Three Norns are color-coded, but not very well. The fourth, or god's AEtth and its runes have not yet been added to the system. The Sub-Grids are not yet labeled. The order of the last two runes in Tyr's AEtth is still not corrected. Great 'art' though!

The Query for the above photo asked for unspecified general information about what to expect for the new year, 2025.

Compare to the photo below, an earlier reading 'rebuilt' upon a color-printed 20 x 20-inch Orlog Board with full labels and labeled Morris Men.



This photo informs in many ways, including the fact that you need to be as specific as possible in constructing queries or you may achieve ambiguous results. Today (3/31/2025) you couldn't be blamed too much for wondering if the question wasn't asked from the perspective of the Mossad! Someone is surely winning, but who! And is it good for us!

My own take on the Queries, is that because this one came from my own mind, it regards my own viewpoint, in other words, what is my/our view ahead. Still, you must be thoughtful when you craft a Query. Now let's look at how this reading could be written down with the Notation System.

NOTATING ORLOG BOARD READINGS

Label the Runes, Pieces and Moves

The 9 Sub-Grids of the Orlog Board; the 24 Elder Futhark Runes; the 3 Aetts of the Elder Futhark; the 9 Northumbrian god's Aetts Rune Disks; the 3 Norns; and the 18 Morris Men (9 White, 9 Black)

LABELS ARE NEEDED FOR BOTH PIECES AND DESTINATION SPOTS

The Nine Sub-Grids:

T	TRUTH	4
H	HONOR	9
P	PERSEVERANCE	2
D	DISCIPLINE	7
I	INDUSTRIOUSNESS	6
SR	SELF RELIANCE	1
Hs	HOSPITALITY	8
F	FIDELITY	3
C	COURAGE	5

COURAGE IS THE CORE VIRTUE

Nine god's Aetts Rune Disks:

O	os	Oak Tree
a	ac	Mouth
y	yr	Yew Bow
i	ior	Water Beast
C	calk	Cup
CW	cweorth	Ritual Fire
e	ear	Dust
S	stan	Stone
g	GAR	Odin's Spear

Three Elder Futhark Aetts:

1. Freyr's Aett – Inner Square: **ÆF**
2. Hagel's Aett – Middle Square: **ÆH**
3. Tyrs Aett – Outer Square: **ÆT**

Twenty-Four Futhark Runes:

Two Options for Labeling The Elder Runes

Label by AETT Order:
or

Label by Sub-Grid Order:

Sub-Grid Order is
usually more convenient.

ÆF-1, ÆF-2, ÆF-3... ÆF-8.

These are the eight Freyer's AETT Runes

F1 = Fidelity Grid / Inner Rune:

T3 = Truth Grid / Outer Rune:

D2 = Discipline Grid / Center Rune:

Three Norns (Wyrd Sisters):

1. **Urd**: That which has been.
2. **Verdandi**: That which is becoming.
3. **Skuld**: That which should become.

Thus:

Urd: **Nu** - Verdandi: **Nv** - Skuld: **Ns**

NOTATING ORLOG BOARD READINGS


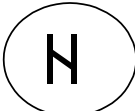

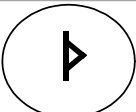

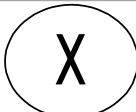

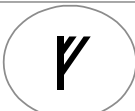

Labeling the Morris Men

BIGGEST FORCE MULTIPLIER FOR RUNIC DIVINATION IN 1000 YEARS

Scribing the twenty- four Elder Futhark Runes onto the twenty-four distribution points of the Nine Man’s Morris layout allows you to see all the runes in their Three AEtT arrangement order. Yes, there are correspondences. Your ancestors knew Nine Man’s Morris well. Do not imagine that they were all so dull that they never noticed. The sigil of the three concentric squares, joined at the four center points was reckoned a very powerful talisman before the “game” played upon it was ever invented. Static, inscribed runes, must be marked when randomly selected. In order to record or keep track of a reading, the markers must be distinguishable, one from another. Placement order is just as important as birth rank or batting order! Labeling the Nine Marker Men of the two rune sets with the first Nine Runes of the Elder Futhark offers more context for Divination. Otherwise, markers (Norns and Morris Men) are named with lower case initial-dot-number, for purposes of recording the readings.










w.6>D3,B!,B!

The placement highlighted above means: Whiter’s sixth Morris Man went to the Discipline Sub-Grid, rune 3, which was occupied, so w.6 Bounced to the Center Grid’s Discipline Square, which was also occupied, so w.6 now Bounced to outside the outer border of the Discipline Sub-Grid, there to stay!

 w.4	 w.9	 w.2
 w.3	 w.5	 w.7
 w.5	 w.1	 w.6

White and
Back set
of Morris
Men for
the Orlog
Board.

by an American

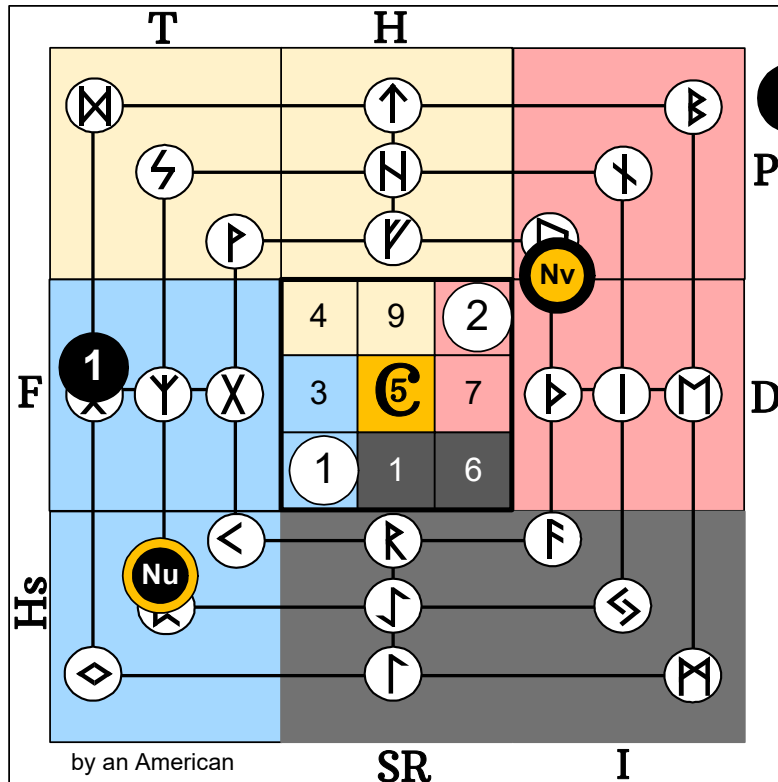
 b.4	 b.9	 b.2
 b.3	 b.5	 b.7
 b.8	 b.1	 b.6

NOTATING ORLOG BOARD READINGS

BOUNCING: to Center Grid & Outer Border

Two types of “Bouncing.” Demonstrated in six (6) moves.

Only one Piece may occupy each destination, because the Runes are fixed in place, graven upon the Orlog Board.



SOLUTION

“Bouncing!”

First to inside the center Golden Grid, aka “The Pound,” to occupy the Lo Shu square adjacent to the sub-grid of origin.

After that, pieces will Double Bounce to outside the border of the sub-grid of origin.

Note the difference in Notation for the two sorts of “Bounces.”

Note: For legibility and comprehension, when Bounces are being notated, it is better to use the Sub-Grid method to write down the moves, because notation of the Bounces always reference the Sub-Grid of origin, which is always adjacent to the place where the move will end.

00. [Didn't use the God's Aett Disks.]

01. Nu>Hs2. [Norm Urd is placed]

02. Nv>P1. [Norm Verdandi is placed]

03. w.1>Hs2, B>C|Hs. [Inside Bounce]

04. b.1>F3. [First Black Man is Placed]

05. w.2>P1, B>C|P. [inside bounce]

06 b.2>P1, B>C|P, B>P|.

[Double Bounce to Outside the Border]

NOTATION DIFFERENCE

INSIDE Bounce to **center C** inside sub-grid border.

OUTSIDE Bounce to **border, P** outside sub-grid border.










If you have examined the three notation pages above, you may have noticed that the way to denote ‘Bouncing’ is not always the same. If you’ve examined the few photos above of the Full Morris reading, you’ve noticed that ‘Bounced’ pieces will make up a significant percent of all pieces at the reading’s end. Thus it would be useful to decide on a standard. Most folks will agree that the least complicated notation that gets the point across is usually best. What point?

For ‘Bouncing,’ it must be shown that two pieces cannot occupy the same spot on the Orlog Board, though if moved outside the border, multiple ‘Bounced’ pieces may be lined up adjacent to the same Sub-Grid.

Thus, ‘B!’ for the first time ‘Bounce’ to a center square and ‘B! B!’ for the second ‘Bounce,’ taking a piece to a center square, which is occupied and then ‘Bouncing’ it past the outside border, to sit outside the Sub-Grid from whence it came.

“Both Sides Now”


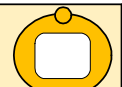

In case you are the Intuitive, Right-Side of the Brain type who couldn’t to save your life sit still to fill out the Written Reading Record encountered a few pages above, with its ledger-style interface, there’s a second Reading Record Sheet just for you. A graphic version that might even allow you to do the complete reading without a large board or even pieces!










 w.4>	 w.9>	 w.2>
 w.3>	 w.5>	 w.7>
 w.8>	 w.1>	 w.6>

RUNIC DIVINATION
& CONTEMPLATION
**FULL MORRIS
RUNE READING**


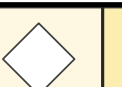
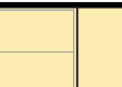
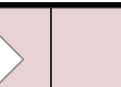

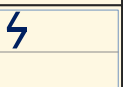
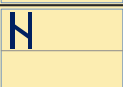


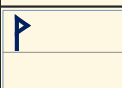
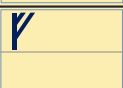
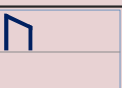
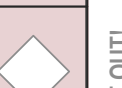



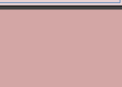








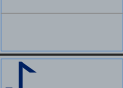



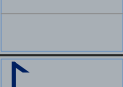


DIVINER: _____

QUERANT: _____

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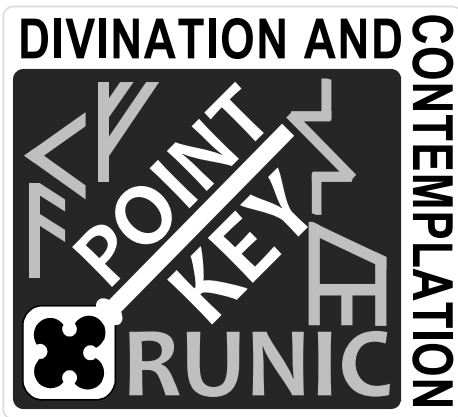
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DATE: _____ **T** TRUTH WITHOUT HONOR IS A LIE **H** VENU: _____

									
									
									
			4	9	2				
			3	5	7				
			8	1	6				
									
									
									

F HOSPITALITY WITHOUT FIDELITY IS TREASON **Hs** **P** YOU FIGURE IT OUT! **D** **SR** YOU FIGURE IT OUT! **I** by an American

QUERY: _____



Key Point 01

Every page of this booklet should be printable from the PDF. They should all print 'as seen on-screen' from a home printer. Most of the color

diagrams should be passable in Black & White. Larger printing is possible with commercial printers, if you need a larger format for a board or a poster. Once you have this PDF, you have all you need, if you will read it! Don't miss the links to other literature stored online. As long as the files remain on the remote server you will be able to download them. These collections are mostly referenced from footnotes, and occasionally, links are in the text itself.



Review Time 2

1. You have begun learning about the Full Morris Rune Reading, the powerful reading that is the Orlog Board's raison d'etre, including: the 'jump right in' philosophy that lets you easily begin from zero knowledge and experience; the pieces you will need for the full reading;
2. how to paint and label the pieces, with a few pointers about construction (more on that later);
3. the nine god's AEttr rune disks of the Northumbrian Runes that exceeded the original twenty-four characters of the Elder Futhark;
4. the special optional 'pointer piece' for rooting out and denouncing culture-distortion and subversion;
5. You have viewed two photos that demonstrate the difference in knowledge-level possible with well labeled and legible boards and pieces vs. a more simple arrangement.
6. This last is vital, because if intelligence is largely a function of being able to recognize (notice) patterns, then it makes sense to make patterns easily recognizable!

- 7. You have examined a photo of the full set of pieces needed for a Full Morris Rune Reading.**
- 8. You have examined a graphic chart introducing the Fourth (or 'god's) AEtt of the Northumbrian Runes, being the set of additional characters that exceeded the Elder Futhark. The chart shows the Rune, it's native name, English name, and meaning; plus an unofficial arrangement pattern (mostly for convenience).**
- 9. You have examined a photo of how the god's AEtt rune disks are randomly distributed to the golden center of the Orlog Board, placed there in numerical order of the magic square.**
- 10. You have learned that once the disks are centered, you will contemplate the milieu of the board by noticing how they relate to each other and to the 'big picture,' before moving the outer eight disks out to the Wyrd spot in the eight outer Sub-Grids.**
- 11. You have seen the dual locations of those Wyrd spots on the corner Sub-Grids of each Color Quarter and how they are assigned to the two Sub-Grids of the color quarter in clockwise order.**
- 12. You now understand that Wyrd Spots are squares in the $9 \times 9 = 81$ large macrocosmic grid that are not occupied by an Elder Rune, nor are they adjacent to one; with the center square of the Golden (microcosmic) Center being home to one of the god's AEtt Runes**

(and Wyrdest Wyrð spot of all)

- 13. You have learned that you are not expected to memorize all of this 'stuff' immediately, but it is being made known to you so when you want it or need it you will have it.**
- 14. You have learned the effect that the nine god's Aett Runes have upon the Golden Center and the Eight Outer Sub-Grids, subtly (or perhaps greatly) altering their significance per the rune meaning.**
- 15. You have seen that there are $9 \times 9 = 81$ separate 'States,' thus available, as well as the original or 'default' states of the so-called “Virtue Sub-Grids.”**
- 16. You have learned why the nine 3×3 Sub-Grids that make up the large $9 \times 9 = 81$ Orlog Board Grid are labeled after the Nine Noble Virtues, rather than the famous Nine Worlds of the World Tree (of which, just so you know, the Orlog Board itself is a model).**
- 17. You have learned that Courage is the foundation or center root virtue, without which attempting to practice any and all other virtues will not turn out well for you.**
- 18. From the above, you should have noticed that the Nine Noble Virtues are just that: Noble virtues, as opposed to lesser/mundane virtues such as faith, hope, charity, and that famous set. To wit: the Nine Noble Virtues are needed to successfully practice the others,**

while the others are merely a list of suggestions without the aid of the Nine Nobles. Contemplate that statement sometime.

- 19. You have seen that from the root and trunk Virtue, Courage, grows four Stem virtues, which label the inner, Odd, male Sub-Grids: Honor, Discipline, Self-Reliance, and Fidelity.**
- 20. You have seen that the blossoms of the four inner stem virtues are Perseverance, Industriousness, Hospitality, and Truth.**
- 21. You have seen why Clown World aka Globo-Homo, aka ZOG so fears and hates a certain ancient Aryan symbol that they love to ban and despise. You have seen light and dark graphic images of this symbol that show the development of the Nine Noble Virtues from Root to Blossom and 'what it all means.'**
- 22. You have then returned to the Full Morris Reading to learn about several final preparations.**
- 23. You have learned how to cast the Full Morris Rune Reading with dice, including the order of piece placement:**
- 24. First: Norn Urd -- What has been.**
- 25. Second: Norn Verdandi -- What is becoming.**
- 26. The Eighteen White and Black Morris Men, all labeled and placed one-by-one upon the Orlog Board.**

27. You have learned that the Norn, Skuld -- That which is becoming -- is placed last.
28. You have learned about an optional, useful pointer piece: the Toxic Tribalist aka Super-Schlomo aka Small Hat aka God's Co-pilot, or merely The 'K,' which will sniff out places where culture distortion and subversion might be observed and discovered.
29. You have learned that this Toxic guy should be placed before the final Norn, though if your gut tells you differently, place the little creep anytime, randomly or otherwise. Your call!
30. You have learned about 'Bouncing,' which is how you will deal with the random attempted placement of multiple pieces upon a rune that is already occupied.
31. You have examined a Written Reading Record with a Ledger Interface, for use by the 'Left Brain.'
32. You have learned about a simple way to notate a reading on the Orlog Board.
33. You have learned that it is not advised for the Diviner to try to keep track on a note or a written reading record while casting the Reading because it breaks the 'Flow,' so perform the reading, take a couple of legible photos, and then rebuild the reading from the photo using text, if you must.
34. You have examined a 'Right Brain' oriented Graphic

Reading Record that may be nicer for Right Brain Folks, but which may also be used to perform any Orlog Board Reading without using a 'real' board or hard copy pieces. All you will need is the Graphic Reading Record Sheet, your dice, and a pencil.

35. You have Noticed that while the Notation System is a bit complex, it basically consists of the following:

36. Piece To Distribution Point; period or semi-colon; plus whatever Bounces of the two types of Bounces:

37. EXAMPLES:

38. w.1>H3.

39. or b.4>H3;B!

40. or w.7>H3;B!;!B. or some *logical* variation that you find useful.

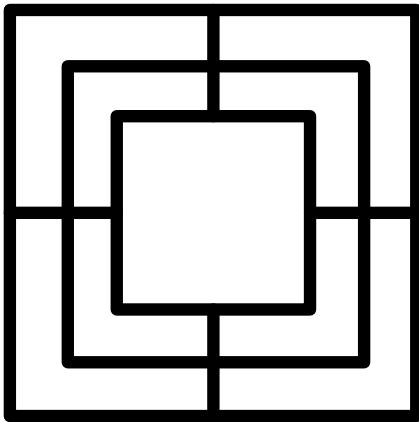
41. You have seen several full-page diagrams explaining a 'simple' way to use a notation system to record a reading, and that important readings (and readings are usually important) deserve a photo, at the very least.

42. That's why you must always place a written Query Question at the bottom of the Orlog Board.

43. Finally, you have been informed that any page and

all the graphic images, photographs, and diagrams in this Runic Divination and Contemplation Quick Start booklet may be printed right from the PDF with a home printer, or with a fancy commercial color printer on acid-free archivable quality paper if you need a board or poster.

- 44. You may have guessed that one reason for this is to aid in using Runic Divination and Contemplation as part of a home schooling regimen. More about that later.**
- 45. Men may have realized that since things like Runes and Divinations are 'Chick-Bait,' it will be useful to spread this booklet far and wide to White Women who need to get with the program and begin to Tribe and Train and organize racially, as do all the other groups in this world, where White People are a ten (or lower) percent minority. White Women were always respected for their Knowledge and Wisdom in the Divination Field, back in the Ancestor Days.**
- 46. Now you are going to take a dive into the Nine Man's Morris aspect of the Orlog Board and the Full Morris Reading. This part really boosts things into the 'stratosphere' on the divination side and will train impeccable strategists and tacticians on the Home Front.**
- 47. Are you ready?**



The Morris Archipelago

WHAT IS THE NINE MAN'S MORRIS 'GAME?'

Nine Man's Morris is said to be the world's oldest continually played board game, appearing in several variants in many times and places over the last two thousand years or longer, for some reason falling mostly out of favor in modern days. Today, it is given wide lip-service, but few of the many expositions you can find present an in-depth treatment, often appearing to be copied, one from the other, at least partially, as if few -- or even none -- of the authors have even played the game enough to understand it well, leaving the impression that it is almost a child's past time and that with so many more 'substantial and interesting, let alone 'fun' games to choose from, why bother with something so ordinary.

The game layout does look ordinary -- enough so that while initially mildly intriguing, it can quickly seem boring, once you realized that there is none of the attendant falderal that lends so many other games an aura of excitement (at least until the novelty wears off). What you get with Nine Man's Morris is simply three concentric squares, connected at their centers, creating twenty-four points of intersection between thirty-two line segments. The layout's appearance is the same from all

four sides, which may lead to confusion and error. The playing pieces are unremarkable; they usually resemble small spheres, gumdrops, or low, checker-like cylinders, mundane save for the fact that half are White, the remainder Black.

Let's look at Nine Man's Morris in a new way, shucking off most of the 'gee whiz' aspect of the usual introduction. But only for a paragraph or so, before getting to the point, because quite a lot really might be otherwise said about the game!

Well, it's not really a game; it's a puzzle, we are told, because now some computer whiz has 'solved' it, though only by developing an algorithm. It seems that given 'best play' by both sides, a draw is guaranteed.⁸ Best play is easier said than done, because as noted above, it is surprisingly easy to become confused and overlook something important; in Nine Man's Morris, everything is important. Given equal players, once one slips up, he's unlikely to recover. Until the other player screws up!

Wait a moment. Let's begin on another tack!

Nine Man's Morris is one of the few board games that is played upon the lines of a grid, rather than the spaces. In fact, without a careful look and some thought, few will even realize that the layout is denoted by a grid. The fact is, that all design may be said to be based upon a grid,⁹ even if unconsciously.

⁸ <https://ics.uci.edu/~eppstein/cgt/morris.html>
and
<https://boardgames.stackexchange.com/questions/15032/how-to-win-at-nine-mens-morris>

⁹ <https://www.eleken.co/blog-posts/grid-layout-design-history-tips-and-best-examples>

What grid is the Nine Man's Morris layout developed over?

Someone who is interested in Aryans, may have a passing interest in Old India (though not in modern Pajeet Land, thank you). So you may consider that what follows was probably developed by ancestors, not phone-scammers. The $9 \times 9 = 81$ -square grid is one of the grids that were used in the design of temples. For the record, the $8 \times 8 = 64$ -square grid was and is also used in temple design. The former is for temples commissioned by the warrior caste; the latter for temples that were commissioned by members of the religious caste -- which could tie it to ancient China (I-Ching), which also has some embarrassing Aryans hiding in the wood pile. These grids are known as Vastaperusha mandalas. The central core, in this case the central $3 \times 3 = 9$ -space grid is known as 'the place of Brahman,' or 'Brahmastana.'

The nine squares of the Brahmastana are surrounded by three layers consisting of 16, 24, and 32 squares, respectively. The outermost layer of 32 squares is assigned to deities associated with the 28 asterisms or "nakshatras" of Hindu astronomy and the four Great Guardians (Lokapalas) of the cardinal directions, while the interior 16 and 24 squares

are reserved for squares the placement of solar deities.¹⁰

Now if you are a Noticer, you will notice that the central 3 x 3 core corresponds to the Aryan Lo Shu on the Orlog Board, which was improved from the old Chinese or Taoist Lo Shu, that did not show knowledge of the tripartite nature of reality, which it was based upon!

Surrounding the central core of the Orlog Board, as well as that of the Vastaperusha, are the three layers[tracks]: “16, 24, and 32 squares respectively.

This ‘Triple Track’ of square has, on the Orlog Board, been subdivided into the eight outer Sub-Grid, each holding three of the Elder Futhark Runes, each named or labeled for one of the Nine Noble Virtues (including the central Courage/Lo Shu/Brahmas-tana Sub-Grid. That sounds like a lot of word salad, doesn’t it?

Well, there’s more. The eight outer Sub-Grids of the Orlog Board contain many empty squares. On the next page, you will see a 9 x 9 grid with an Aryan Lo Shu at its center, surrounded by three different sets of Runes, one in each track or layer, the 16, the 24, and the 32. The Rune set in the outer 32-square layer contains one more rune: GAR, the tip of Odin’s spear, the 33rd and final Northumbrian rune which provides a central point and a stable axis for all the runes. Note the triangle around it.

¹⁰ The Foundations of 8x8 and 9x9 in Hindu Temples

<https://goddesschess.blogspot.com/2010/07/foundations-of-8x8-and-9x9-in-hindu.html>

PDF here: <https://files.catbox.moe/rmjsvl.pdf>

9x9 GRID WITH THREE RUNE SETS

(With Aetts of Each Rune Set Beginning on Darker Squares)



KEY

- SPACE OF THE GODS**
- 16 YOUNGER FUTHARK RUNES**
- 24 ELDER FUTHARK RUNES**
- 32+1 NORTHUMBRIAN RUNES**

Color Note:
The colors of the runes and squares above have no relation to the Lo Shu color system shown in the center grid and are used only for convenience.

GAR, the Final Northumbrian Rune
GAR stands outside the four AETts, "the central point, a stable axis, everywhere and nowhere at once."
—Nigel Pennick

Think of five directions: North, East, South, West, and Here.
That's GAR! — an American

This next illustration is a

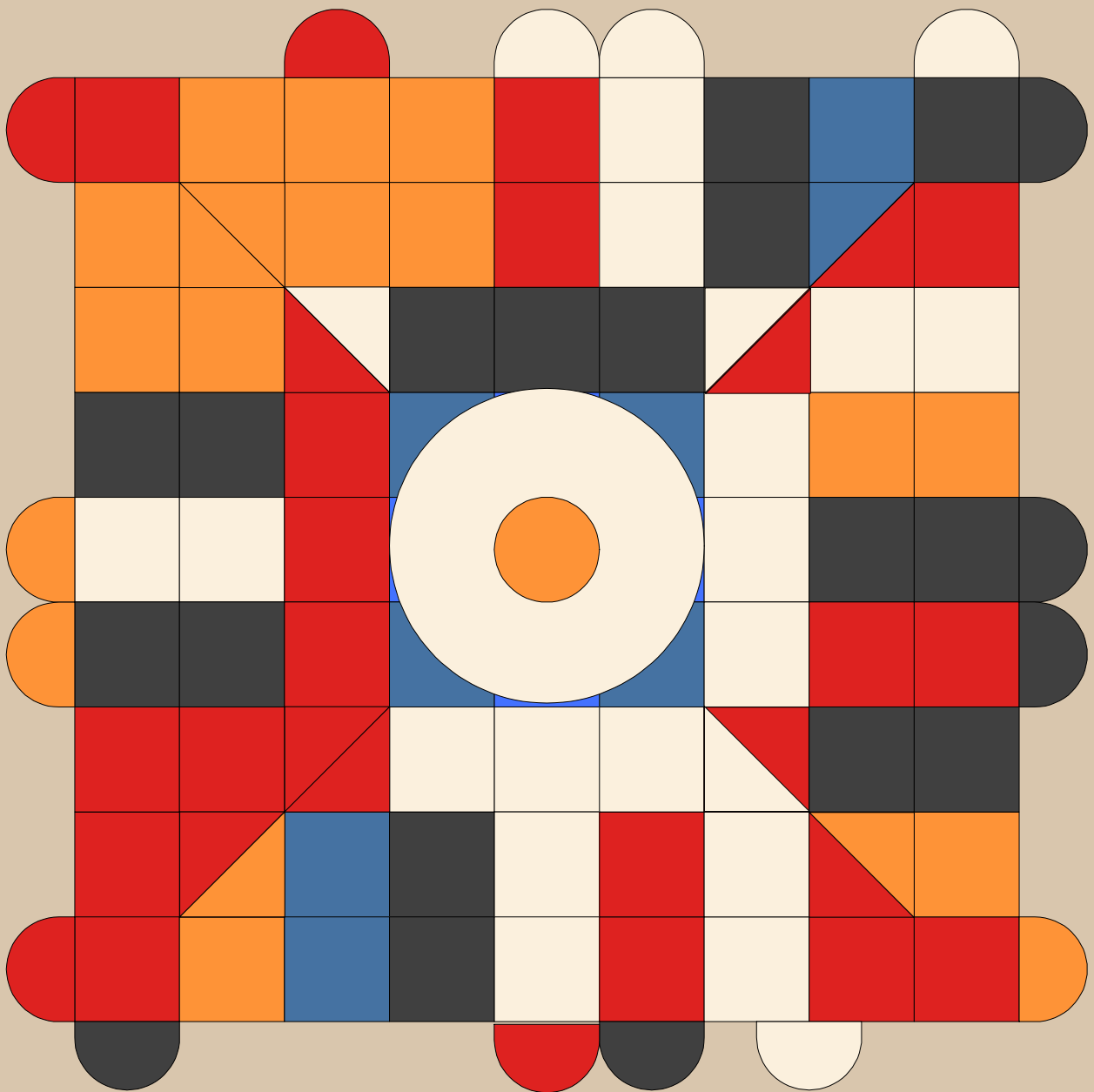
faithful colored reproduction of an 18th Century Tantra Diagram, allegedly used for computing astronomical periods and used for Meditation. Notice the color scheme. These are the same colors used by the New, Improved Aryan Lo Shu, which I first observed in a very-illustrated book about Taoist talismans and secret calligraphy.¹¹ Especially important is the fact that blue used for 3 and 8 is not at all standard (or usually seen) in modern illustrated material about The Five Element sequence or other Chinese topics. They all seem to use green now.

Following that is a set

illustrating properties of the $9 \times 9 = 81$ -square grid, also known to hold The Magic Square of the Moon, which is the macrocosm to the Magic Square of Saturn's $3 \times 3 = 9$ -square Lo Shu microcosm. You may know that there has always been a strange -- even sinister -- relationship between the Moon and Saturn (that may not be relevant here, but it is worth knowing about).

None of this was probably discussed by Vikings (or even Goths) in their mead-drinking bouts, but you can be sure that some of their ancestors knew about it. (!)

¹¹ See chart on pg 11, *Tao Magic The Secret Language Of Diagrams And Calligraphy* by Legeza, Laszlo; London, 1975. <https://archive.org/details/in.gov.ignca.60348/page/n12/mode/lup>



by an American – Faithfull copy of very old “vedic” diagram.

Notice the ‘Lo Shu Color Scheme.’

9x9 MAGIC SQUARE OF THE MOON

With Lo Shu Color Scheme

37	78	29	70	21	62	13	54	5
6	38	79	30	71	22	63	14	46
47	7	39	80	31	72	23	55	15
16	48	8	40	END 81	32	64	24	56
57	17	49	9	41	73	33	65	25
26	58	18	50	1 BEGIN	42	74	34	66
67	27	59	10	51	2	43	75	35
36	68	19	60	11	52	3	44	76
77	28	69	20	61	12	53	4	45

by an American

There are many ways to construct a 9x9 Magic Square. This seems to be a classical example. The Chinese devised one that had nine Sub-Grids. I have not constructed that yet.

9x9 MAGIC SQUARE OF THE MOON

DIGIT ROOTS VERSION

1	6	2	7	3	8	4	9	5
6	2	7	3	8	4	9	5	1
2	7	3	8	4	9	5	1	6
7	3	8	4	END 9	5	1	6	2
3	8	4	9	5	1	6	2	7
8	4	9	5	1 BEGIN	6	2	7	3
4	9	5	1	6	2	7	3	8
9	5	1	6	2	7	3	8	4
5	1	6	2	7	3	8	4	9

by an American

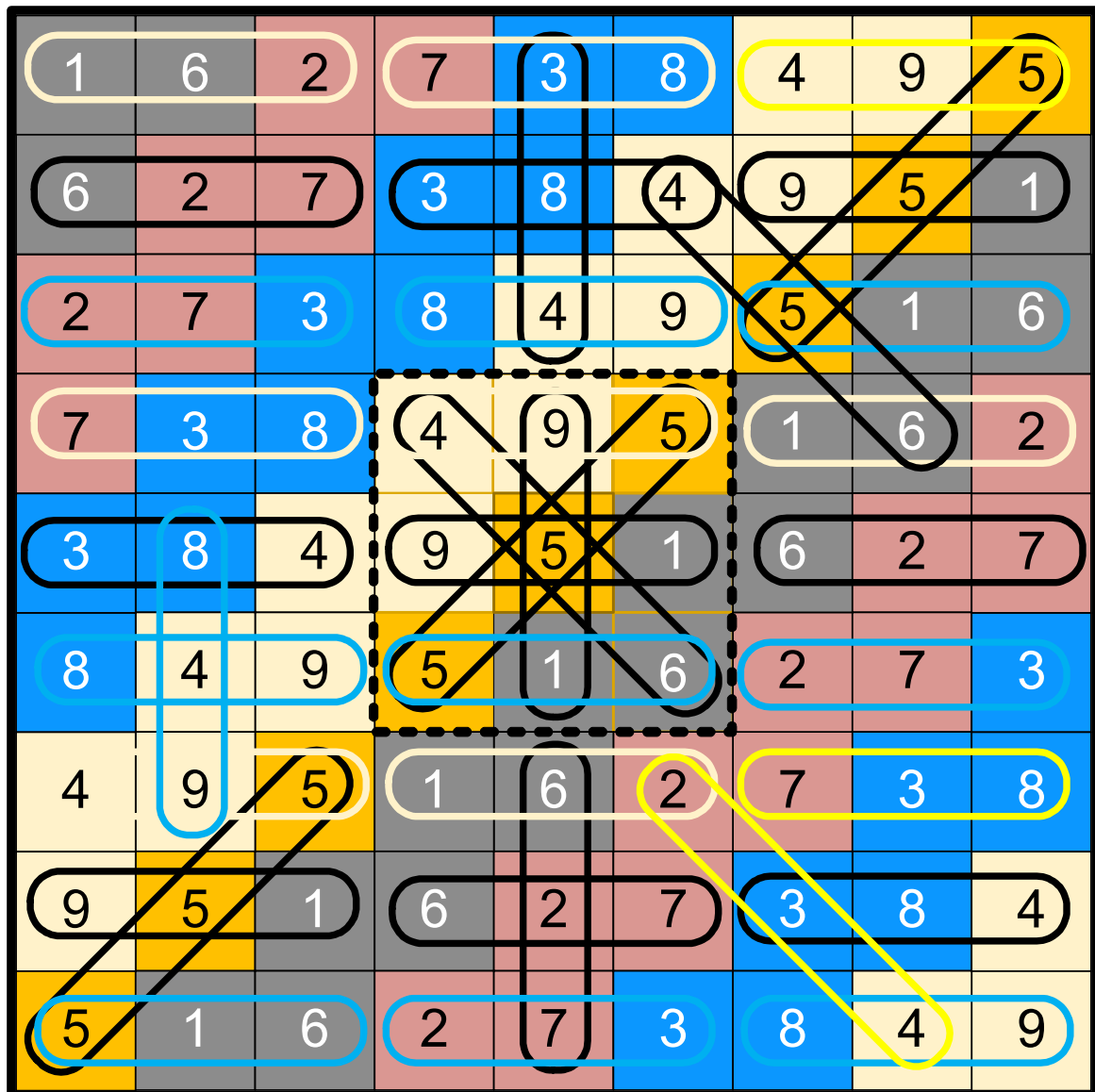
Root-Digit Version

Digit-Roots are awesome, in the true sense of the term.

9x9 MAGIC SQUARE OF THE MOON

DIGITAL-ROOTS VERSION – SQUARES COLOR CODED IN LO SHU COLOR SCHEME

DIGITAL-ROOT TOTALS OF ALL SETS OF THREE CONSECUTIVE CELLS



by an American

KEY TRIAD TOTALS

=3	12, 21
=6	15
=9	9, 18

SUMMARY:

The 9x9 Magic Square the Moon is laid out such that totals of most sets of three consecutive cells -- horizontal, vertical, diagonal -- reduce to a Trine digital-root: either three, six, or nine. **The exception** seems to be certain cells at the corners, but check the diagonal "wrap-arounds!"

Lo Shu Color System

4	9	2
3	5	7
8	1	6

There are two more exhibits:

Then we will get down to the specifics of the ‘game’ and its power when installed on the Orlog Board.

1. The Nine Man’s Morris sigil, or layout pattern has a history as a valued and powerful talisman or charm ...known in Egypt (1440 BC), Greece, Troy, Rome, even Ceylon (10 AD). It has been found on the Gokstad Viking Ship (c. AD 900). The layout has been found scratched into the ground in Bronze-Age Ireland.¹²

The Celts seem to have used it as a talisman. ‘To the ancient Celts, the Morris square was sacred. The central square known as the Cauldron or Mill was a symbol of regeneration while the lines and squares coming out from the middle were symbols of ‘the four cardinal directions, the four elements and the four winds.’¹³

2. It must become a common practice among our people to strive to make patterns recognizable, so that the wisdom and intellects of everyone may feed.

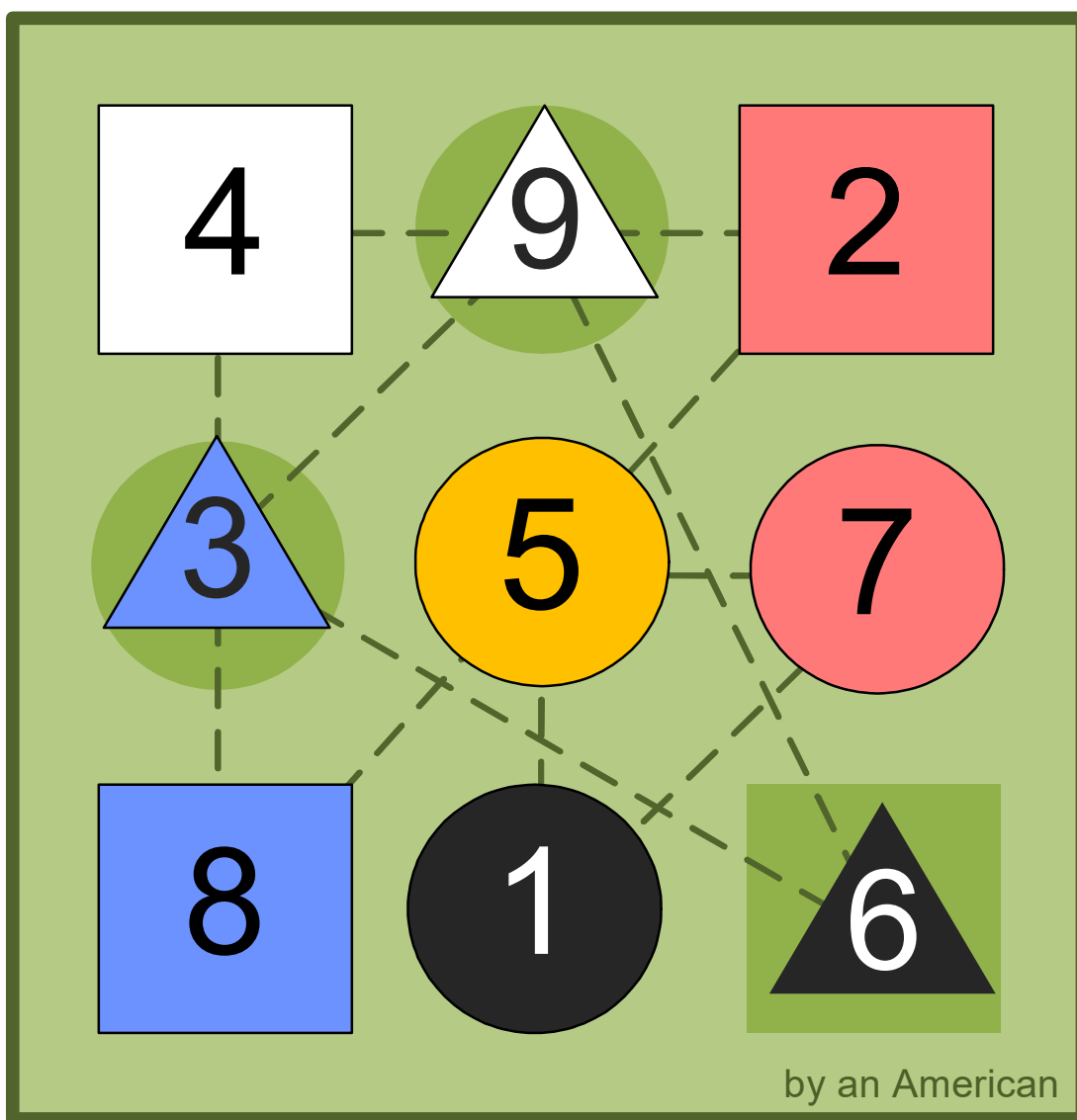
¹² Mohr, Merily Simonds. The Games Treasury. Shelburne: Chapters Publishing Ltd., 1993. 30-31.

¹³ Morris Board sacred to the ancient Celts: ibid

A FIRST INTRODUCTION TO NUMBERS

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

Two children are born to neighboring families of the same demographic and intelligence. One will be taught about numbers in the usual way. The other will have the diagram below taped up in the crib and spend time with it daily. Which child will understand and love numbers?



COMPULSORY PUBLIC EDUCATION

Y N T F R < X P H T I G J C Y S U B M A T I O X M
 LINEAR UNDERSTANDING IS NOT ALWAYS BEST

AND THE PUBLISHING INDUSTRY

U B M A T I O X M

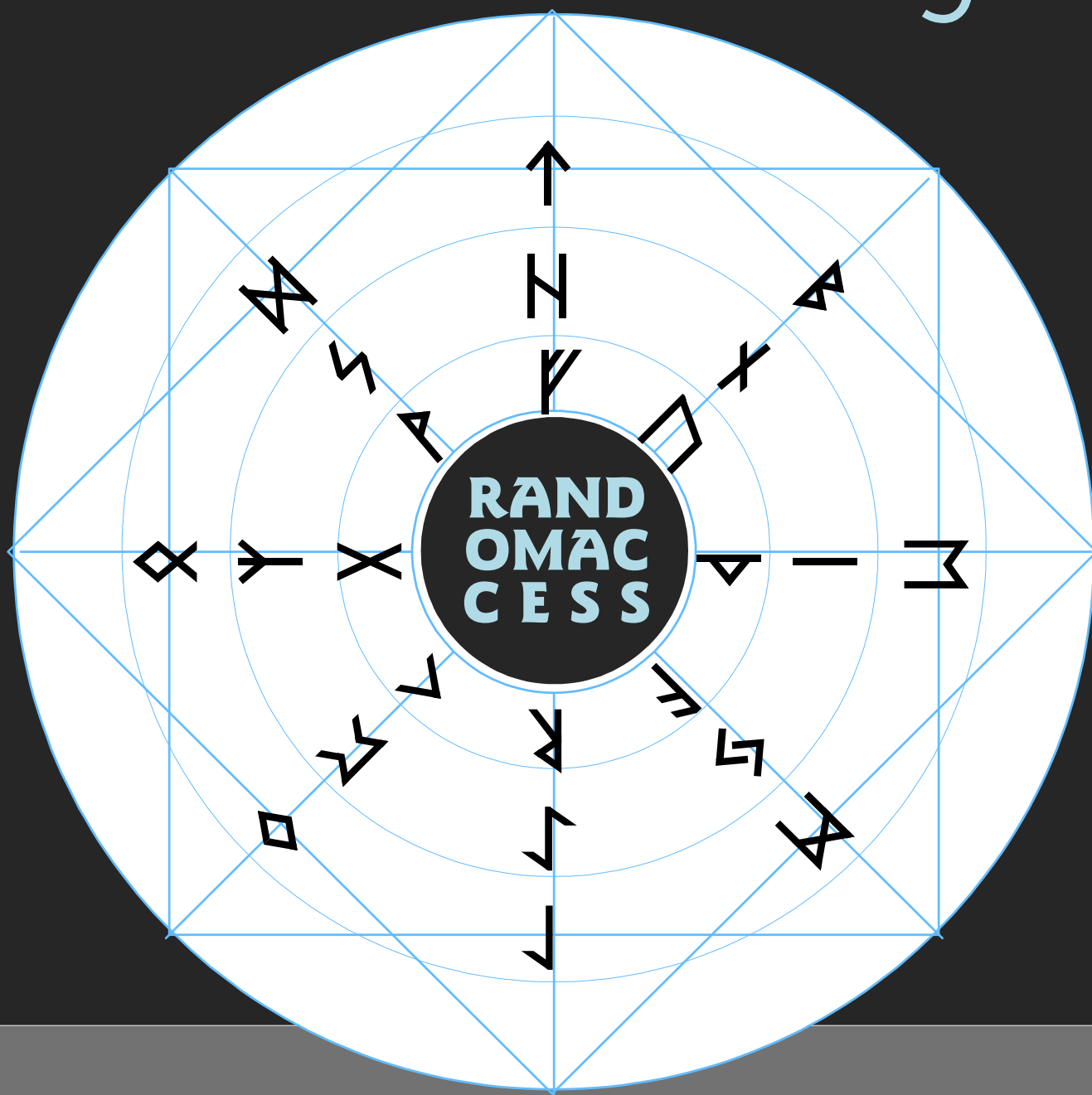
H T I G J C Y S

Y N T F R < X P

Congratulations, anon... you are the proud owner of a brand new, highly-developed “thinking machine!” Over the next twelve years, (((we))) will be helping you out by loading your new arrival with the very finest software – trust us – these miracle **programs** were developed and coded by our most brilliant geniuses, so that your “little darling” will be able to really “amount to something” when he, she, or it matriculates and gets a job with one of our employment opportunities. Best of all is the unique, wonderful, almost magical method by which we will stuff countless kilobytes of “Knowledge” into the noggin of your precious new device:

We call it the TAPE DRIVE!

**RAND
OMAC
CESS** If it worked any better,
It would be illegal!



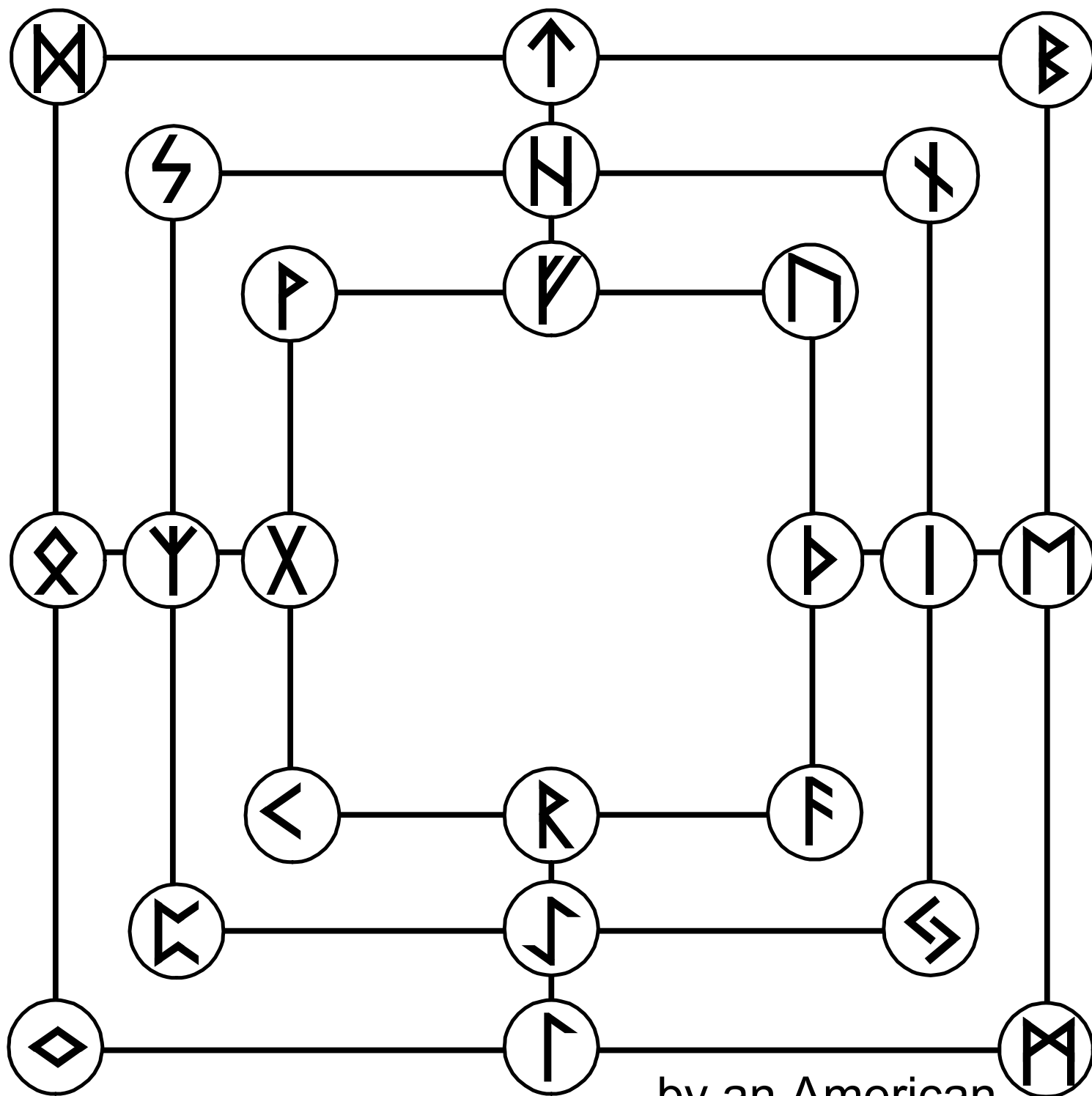
by an American

Y N B F R < X P H T I G J C Y S A B M A T O X M

LINEAR UNDERSTANDING IS NOT ALWAYS BEST

Y N B F R < X P H T I G J C Y S ↑ B M A T ◊ X M

LINEAR UNDERSTANDING IS NOT ALWAYS BEST



by an American

Any Questions?

Orlog Board: **Viking Earthtone Verson** - Print 20" x 20"

You are ready now,

for the **Full** Full Morris Runic Reading, including placing and interpreting the fourth AEtT of the Northumbrian Runes, known as the ‘god’s AEtT,’ the Nine labeled Sub-Grids, and ways to use and understand the Nine Man’s Morris connection, which may add much context to your readings, depending upon circumstances.

Additionally, a seventh Orlog Board design is added to the collection. Some people will prefer a darker version others a lighter board, while still others may want a more plain or a more ornate Orlog Board.

Don’t forget that you may use the Graphic Record Sheet on page 52 with dice and a pencil to complete the whole reading. Printing and mounting a large board for use with hand-crafted pieces certainly adds style and atmosphere, but pencil and paper is legitimate and the Graphic Record Sheet photocopies well.

Nine Man’s Morris...

Nine Man's Morris: Rules, Strategy, More

1. The Rules for Nine Man's Morris:

2. Two Players, White and Black. Each has nine Men. White moves first. The board is empty.

3. Phase One Begins.

4. White and Black alternately place one of their nine pieces upon any empty point of the board's 24 points, until all eighteen pieces have been played.

5. When one player creates a Mill -- three pieces in a straight line (not around corners, not diagonal) -- an opposing piece is removed from the board, not to be played again.

6. However a piece that is in a Mill may not be removed unless there is no other piece; if all opposing pieces are in Mills, one piece must

be removed.

7. Phase Two Begins

8. When all eighteen pieces have been played, players begin sliding one piece per turn, to any vacant consecutive point. No jumping!

9. As before, if a player makes a Mill, an opposing piece is removed in the usual manner.

10. Phase Three

11. If a player is reduced to three pieces, Phase Three begins and that player may move by 'flying' one of his pieces each turn to any vacant point on the board.

12. **Winning:** Reducing an opponent to only two pieces, or blocking all the opponent's piece's moves brings a win!

13. **Stalemate (Draw)** occurs when a move must be repeated because no other moves are possible. For example, one player has only one possible move -- sliding one man to

the left. On his next turn, his only possible move is sliding that man back to the right. The opponent can neither block him by filling the vacant point, nor can he set up a Mill or move out and back into an existing Mill and capture. Stalemate!

Some Things to Remember:

1. The rules are simple; the game is not.
2. There are sixteen (16) possible Mills -- one on each of the sixteen (16) lines of the board.
3. It is very easy to become disoriented and to overlook simple things, making fatal errors. One cause for errors is that the board is four-sided, with each side appearing the same.
4. Some 'experts' and game mavens vary as to certain rules, such as 'Flying.' Flying is not a variant; it is an essential part of the game because it initiates a true 'phase' of Tripartite,

Three Phase Game.

5. One may win during any of the three phases described above. Yes, you really can win with only three men, flying around the board, while your opponent has six or seven men and is limited to sliding. It's not real easy, though!
6. Blocking is as important as capturing. Thus, it is foolhardy to attempt Mills too early and find yourself blocked because you have allowed your opponent better (more flexible) distribution of his pieces. In the first phase, try to set yourself up for making repeatable Mills for Phase Two!
7. In Phase One, go for placements that offer more move options. For example, corner points have only two options for moving; center points have four options, center-edge points have three options for moving.
8. It is possible to move out of a Mill in one

turn, and move back into it on the next turn, taking an opposing piece every two moves.

9. Better yet, construct a 'Running Jenny,' with two adjacent Mills and one piece moving out of one and immediately into the other, taking an opposing piece each turn, literally decimating the enemy.

10. Be sure to block your enemy from those maneuvers!

11. Every move is vitally important. Don't think that you can ever recover from a dumb error, unless your opponent also makes a dud move. Happily, there's a good chance that your opponent will screw up -- be sure that you don't do that!

12. **How do you avoid making bad moves?**

13. Learn to make good moves!

14. You must learn about Forks, so you may monitor all possible trouble spots every

move. This is not as difficult as it sounds, because the board is small, made up of only three patterns and two states:

15. Two States: Occupied and Unoccupied.

16. Three Patterns:

17. Center Spots: there are four (4) center spots; each center spot has access to four adjacent spots, or four possible moves, at best.

18. Edge Spots: There are eight (8) edge spots; each edge spot has access to three adjacent spots, for three possible moves, at best.

19. Corner Spots: There are twelve (12) corner spots. Each corner spot has access to only two adjacent spots, or two possible moves at best.

20. Corner Spots, Center Spots, and Edge Spots. Is Nine Man's Morris based upon the Law of Three?

21. If you will learn about Forks, you may be-

come a serious player, as well as a great diviner -- it will certainly help your 'image!'

What can you tell me about Forks?

Well, not so fast. You know what Mills are, right? Three of your Morris Men in a row? Horizontally or Vertically, but never diagonally or around a corner?

In Nine Man's Morris, a 'Fork' is a situation in which you have occupied two spots, such that if you can occupy one certain other spot on your next turn, you will create a condition where on the turn after that, you have an option of two possible Mills, and your opponent can only block one of them, so you'll definitely make a Mill and eliminate one enemy piece.

That's astonishing! Why have I never read that on any Internet article about Nine Man's Morris?

It's probably because the people who write those articles have never played the game, at least not to any wide extent and if they have played Nine Man's Morris, they have done so without full observation, which must be accomplished by paying attention and contemplating. I have only seen one reference to Forks online, though I have not made a career out of studying Nine Man's Morris sites.

Consider something else though. You can take an empty Morris Board and study Forks by placing pieces, studying the three types of points that make up every Fork, but in a real game, many of those spots will already be occupied, so you won't have as much opportunity to make Forks.

Another Three?

Yes. Nine Man's Morris is a Tripartite game of Triads and Trines -- it's an Aryan game. A Germanic and Celtic game! That's why I am positive that our ancestors knew about and used the 24 Elder Runes in their three AEtts on the Nine Man's Morris layout. That's also why no credence is given to the Law of Three these days, especially in the government schools that have been established in our homelands as the Foundation Plank of rabbi Marx's Communist Manifesto. Look up 'The Celtic Triads'¹⁴ sometime. Or 'The Welsh Triads!' They wanted you enslaved, dead, or replaced! The first step was your stupefaction! Imagine what would happen if Americans, the Folks who have Our People's ancient Freedoms enshrined into a written Constitution, should be on the ball enough to take advantage of those liberties: 'Oy gevalt, what a holocaust!' That's why compulsory schooling for dumbing down was a **must**!¹⁵

¹⁴ The Celtic Triads: <https://files.catbox.moe/bwr8oq.pdf>

¹⁵ Dumbing Us Down and Secret History of American Education by John Taylor Gatto
<https://files.catbox.moe/cl6aws.ZIP>

Anyhow, all Forks have three types of spots

- 1. Initial Spots:** These are the two spots that you must occupy in order to even think about creating a Fork.
- 2. Trigger Spots:** These are the single spots that you occupy to trigger the Fork, entitling you to one of two options for creating a Mill on your next move.
- 3. Completion Spots:** These are your choices, of which you will occupy one to create the Mill you have earned by creating the Fork.

If pieces never move after placement in the Runic Readings, why are Forks, or any Figures from Nine Man's Morris important in our Divination?

Because divination is to alert you to something that you need to examine or attend to if you hope and intend to benefit or avoid being put out by the Katz.

Play a few games of Nine Man's Morris: even when you are quite experiencedm you'll find that it's all too easy to overlook important things. How much more likely is it that you overlook things in the "real world?"

Important things? Life and death things? White survival things? So pay attention.

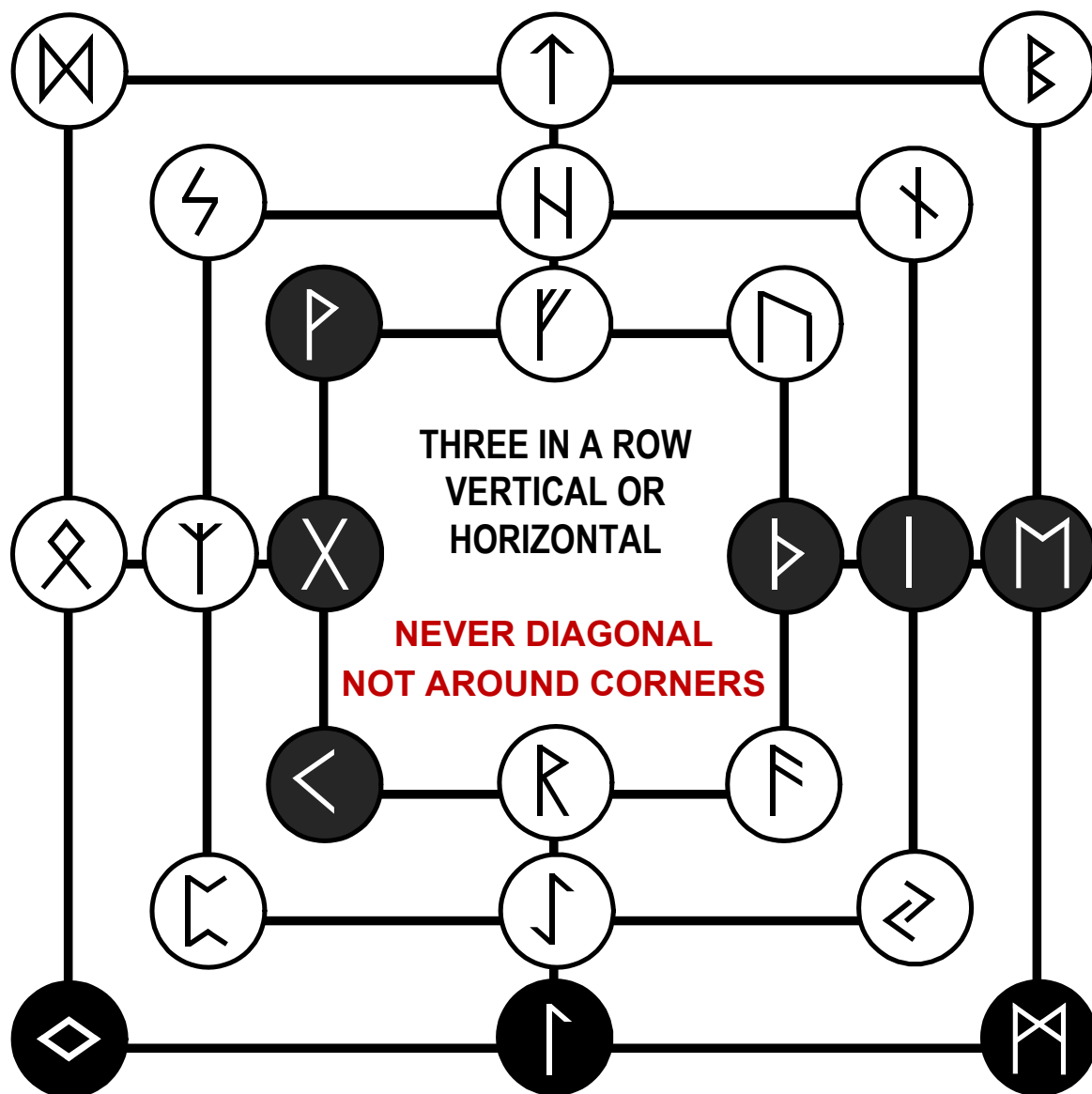
To be sure that you know about Mills, examine the image on the next page.

Mills Explained:

MILLS IN NINE MAN'S MORRIS

Three-in-a-Row

There are sixteen possible Mills on the board.



Three in a row makes a Mill, and one opposing piece must be removed. Mills only remove a man when they are formed, but if you move out of a Mill and back in on another turn, that's a new Mill. Men in a Mill cannot be removed by an opponent's Mill.

Now for the Forks.

First, the Corner Forks...

There are twelve (12) potential Corner Forks on the Orlog Board, on the Nine Man's Morris layout.

These are the easiest and least 'sneaky' Forks.

In fact, everybody who has ever played Nine Man's Morris probably knows about these without even knowing they are called Forks, because they are so obvious.

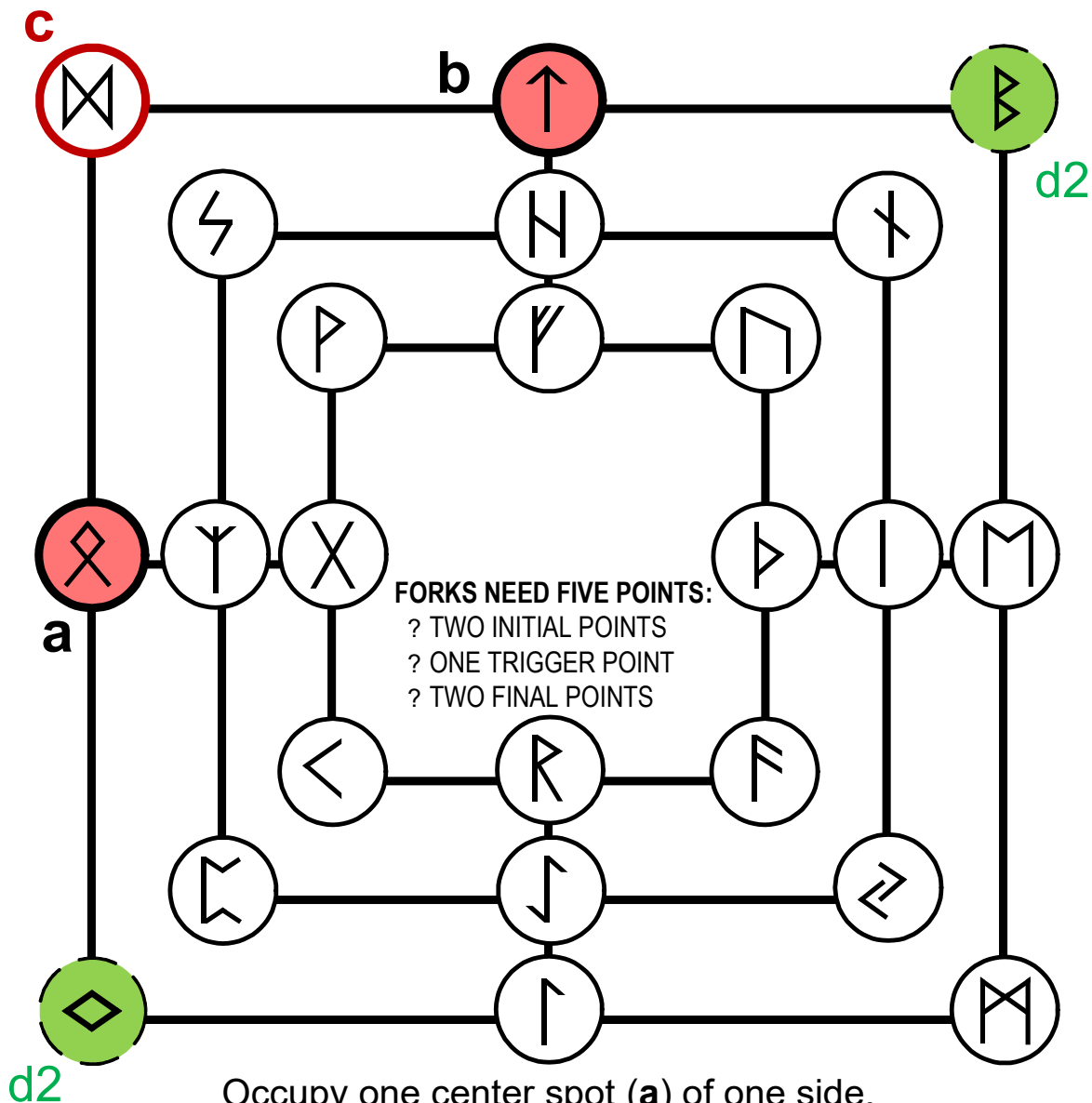
Corner Forks occur all upon the same AEtT.

**Let's have a look at
a Corner Fork.
Corner Forks
all bend around
a corner.**

FORKS IN NINE MAN'S MORRIS

This is 'Corner' Fork

There are twelve possible Corner Forks on the board.



Occupy one center spot (**a**) of one side,
 plus any adjacent center spot (**b**) on an adjacent side.
 If you can then occupy the corner spot (**c**) adjacent to both **a** & **b**,
 you will create options for two Mills (**d1**, **d2**) on your next turn.
 Opponent can only block at one point, so you are guaranteed a Mill.

The Trigger Points are always on corner points.

The Completion Points are always on Corners.

The two Initial Points are always Center Points.

Corner Forks are all very easy to spot and block.

Do they offer any Runic significance in a Reading? Take a look at some of them and think about it. I'd say, yes, but the two other Forks may be more significant because they stretch across the three AEtts.

Let's take a look at a 'Tee' Fork

'Tee' Forks exist on only one side of the board. They do not extend around corners.

All 'Tee' Forks extend across all three AEtts.

'Tee' Forks all have one Corner and one Center Initial Spot. They always have a Center Edge spot as a Trigger.

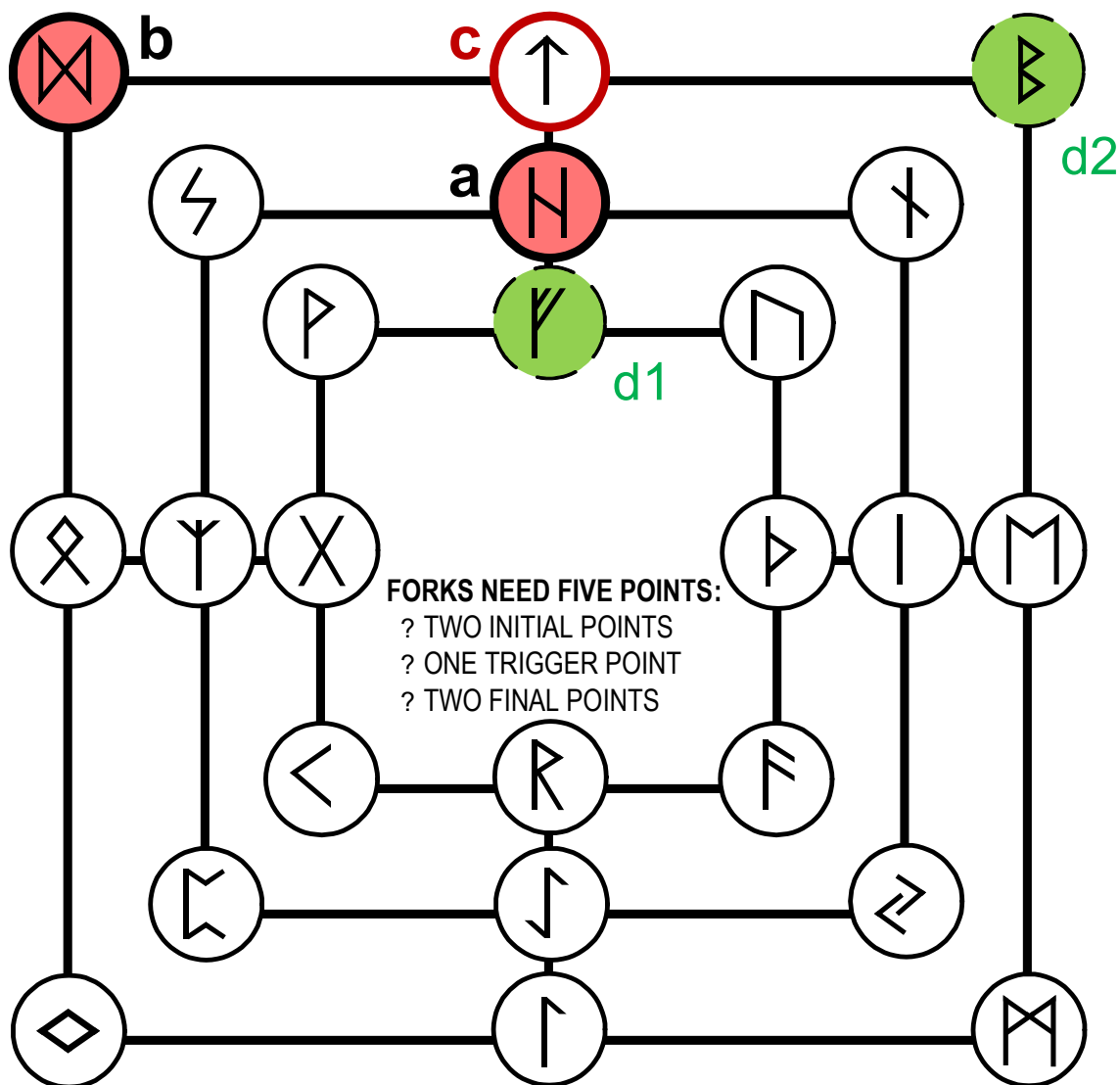
'Tee' Forks always have one Corner and one Center edge as Completion Spots.

The 'Tee' Bar will always be a top or bottom line. Their stems will always point in or out. Thus, there are four (4) potential 'Tee' Forks on each side of the board, for a total of sixteen (16) 'Tee' Forks.

FORKS IN NINE MAN'S MORRIS

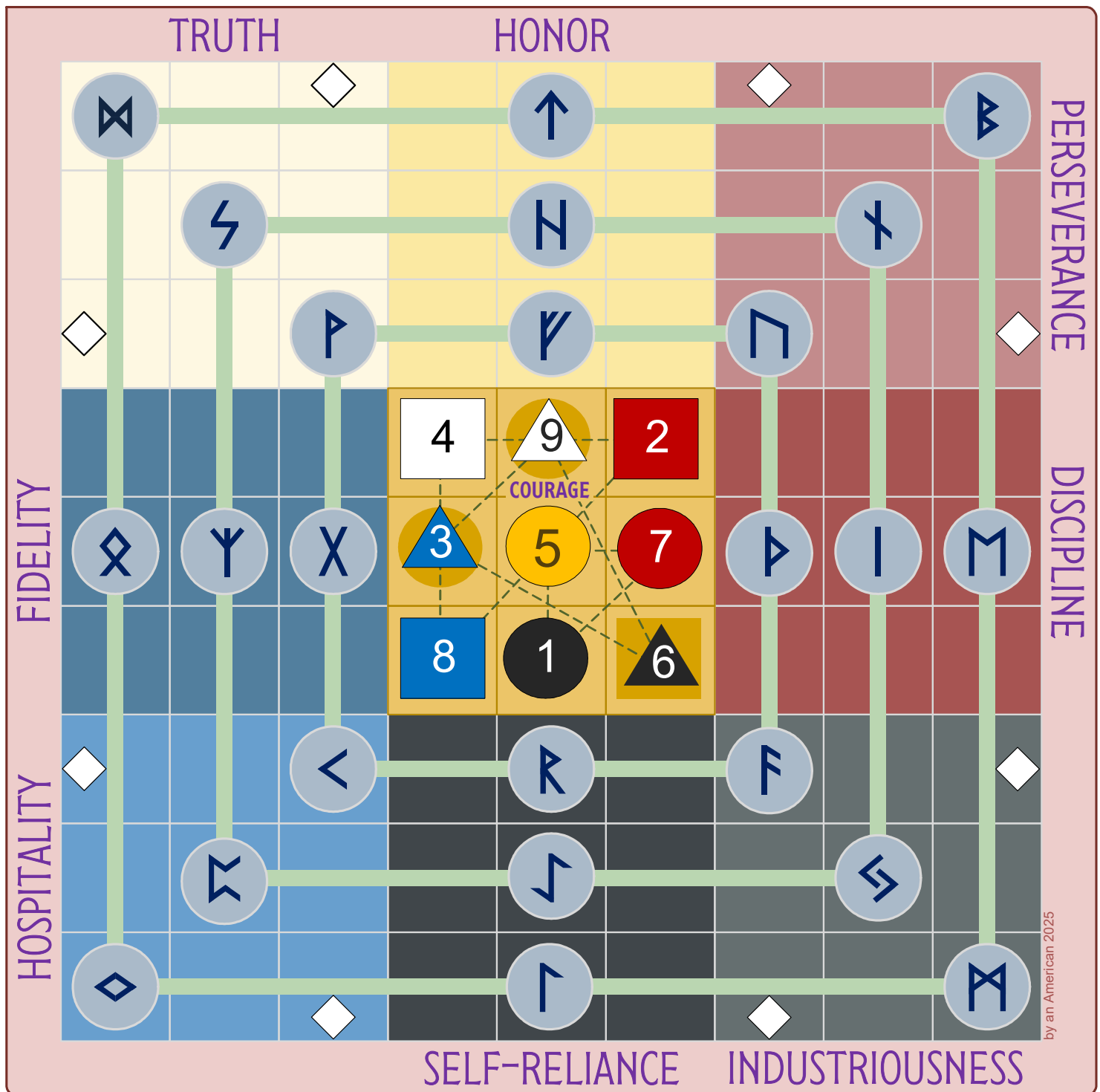
This is 'Tee' Fork

There are sixteen possible Tee Forks on the board.



Occupy the center spot (**a**) of one side,
 plus any outer corner spot (**b**) of the same side.

If you can then occupy the edge spot (**c**) adjacent to both a & b,
 you will create options for two Mills (**d1**, **d2**) on your next turn.
 Opponent can only block at one point, so you are guaranteed a Mill.



by an American 2025

Look for the Corner Forks and 'Tee' Forks. Try to see them all.

All Forks involve five spots, five Runes. Is there some serious Bindrune Magic going on here?

Compare with the eight Rune Bars or Spokes in each of the Outer Sub-Grids. They contain three Runes, but there are also adjacent spaces, on the Golden Center and on the outside the Outer Perimeter, so each Rune Spoke may involve at least five Runes (since the Morris Men are labeled with Runes of the Initial AEt and the Ninth Rune, representing Heimdall).

The five spots and entangling lines of all four 'Tee' Forks on one side of the board total twenty (20) runes, but only seven (7) of the Elder Futhark. There is much overlap.

They always lack the two inside corner spots/runes of their side of the board.

These 'sneakier,' more complex Forks 'exist' prior to becoming manifest, their runes intertwine.

However, once activated, they become one three rune Mill, of which there are sixteen (16) on the board, four to each side, three horizontal and one vertical.

You may notice that I have not assigned directions to the Orlog Board.

Personally, I perceive the top as "Forward" or North, or even Up. You may see things differently.

I broke with the Chinese Lo Shu layout and put White at the top, instead of Red.

Can you figure out why I did that?

Let's look at a Cross Fork, the other Sneaky Fork.

Cross-Forks will never include the Inner and Outer corners of their side. There are four Cross-Forks per side.

The initial points are always one Inner Corner and one Center Edge. The Trigger is always the Center.

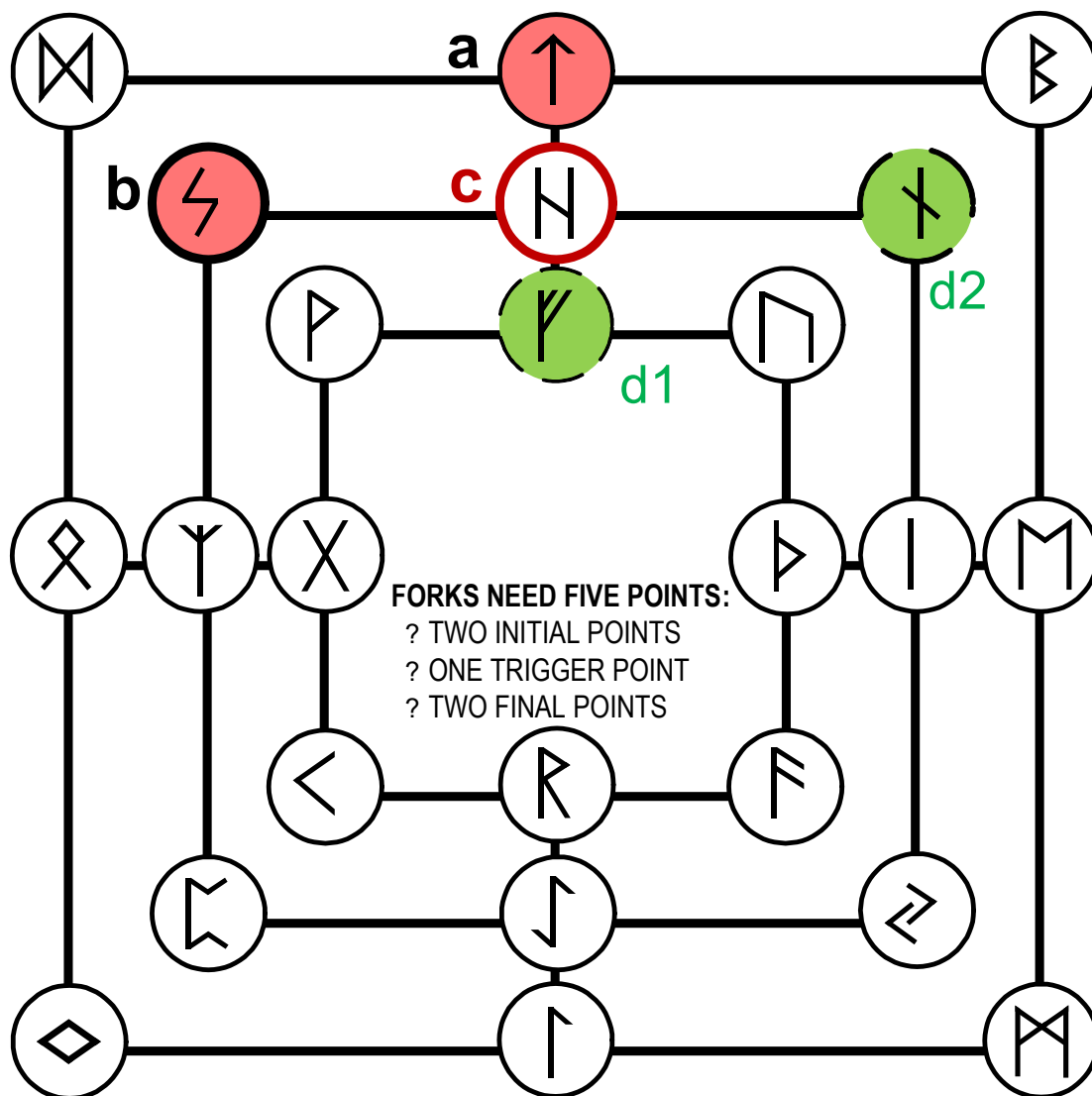
The Completion Points are always one Inner Corner and one Center Corner.

As in the case of the 'Tee' Forks, Cross-Forks entangle Twenty (20) Runes, but only five runes from their side, where the set of 'Tee' Forks entangles seven runes.

FORKS IN NINE MAN'S MORRIS

This is 'Cross Fork'

There are sixteen possible Cross Forks on the board.



Occupy a center edge spot (**a**) of one side,
 plus any inner corner spot (**b**) of the same side.

If you can then occupy the center spot (**c**) adjacent to both a & b,
 you will create options for two Mills (**d1**, **d2**) on your next turn.
 Opponent can only block at one point, so you are guaranteed a Mill.

Remember: to become a serious player, you must learn to recognize upcoming Forks, by developing the skill of watching/contemplating all potential Fork spots or Fork Figures on the board during all moves of a Nine Man's Morris game.

Here's something to look forward to. When you become skilled at Nine Man's Morris... when you become talented and accustomed to performing and interpreting the Full Morris Orlog Reading, you may find that you have also developed the 'knack' for observing two people play a live game of Nine Man's Morris on the Orlog Board as you record and interpret the moves and the results. That may mean that you will observe the two players and their moves and help them decide how to proceed with some proposed project or agreement.

Is that possible? Why wouldn't it be possible? Just something to think about! Just be sure that the Morris Men are properly labeled, rather than blank!

Don't expect to find Forks, or even Mills in all or most of your Full Morris Readings, but expect them to show up at times. Remember as well, that these reading foretell nothing, because the important thing always comes in three parts that won't have much to do with the runes and board.

1. What are you going to do about it?
2. What can you do about it?
3. What are you willing to do about it?

The Process of Runic Divination and Contemplation on the Orlog Board will help you identify what exists and what is possible.

1. What is Real”
2. What is True?
3. What is Neither?

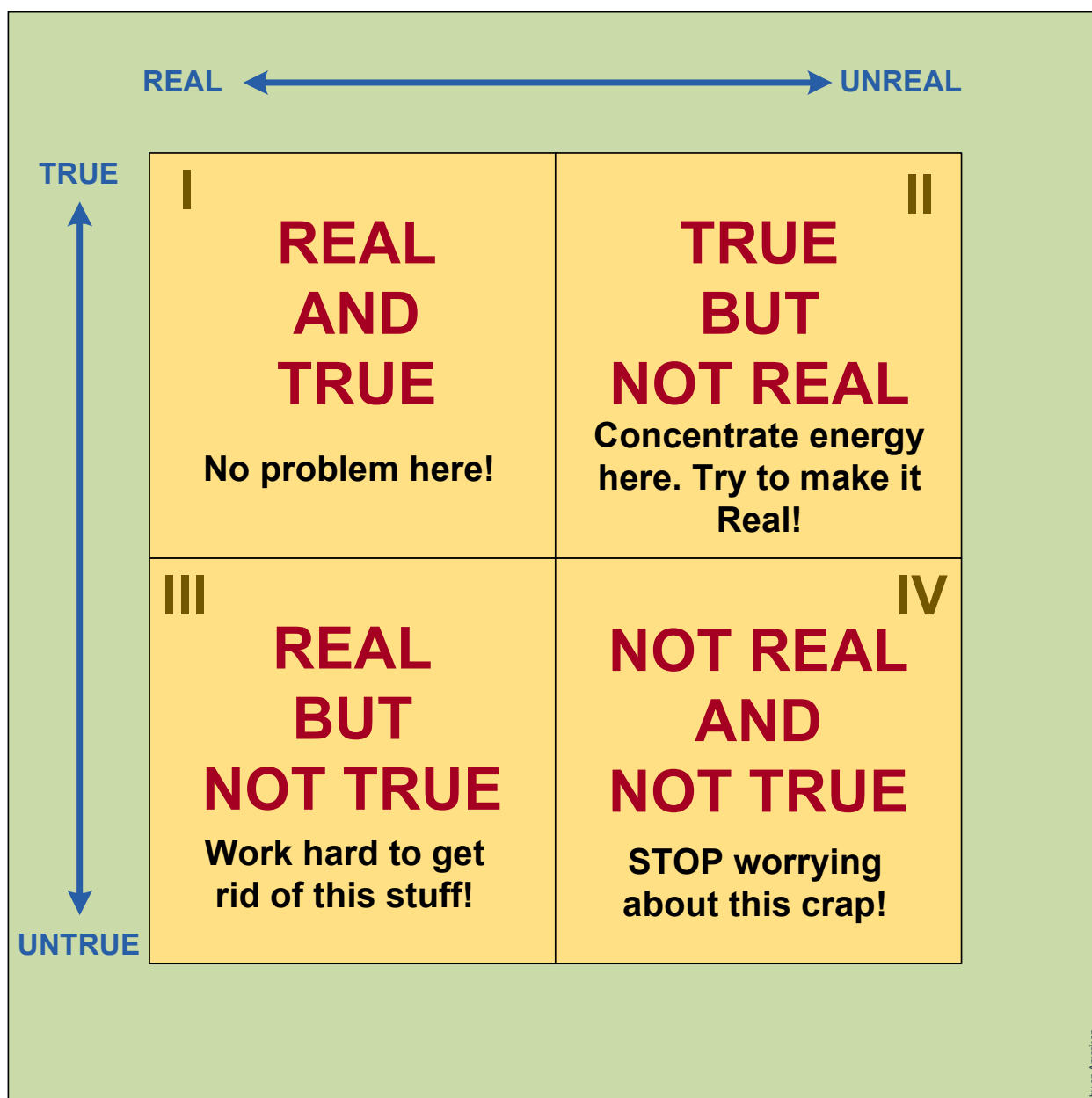
And that's a lot!

**Do you encounter
people who throw
away time on total
nonsense that does
not and can
not exist?**

For some reason, there are a lot of them around today!

HELPFUL ONTOLOGICAL MATRIX

THIS SIMPLE LITTLE CHART WILL SOLVE A
LOT OF PROBLEMS IN YOUR WORLD!



Print and use the Fork & Figure Explorer Sheet on the next page to pencil in and isolate Forks, Mills, or other figures on the Orlog Board so you may analyze and learn about them.

A List of ‘Figures’ on the Orlog Board:

- 16 Mills
- 12 Corner Forks
- 16 ‘Tee’ Forks
- 16 ‘Cross’ Forks
- 8 Rune Spokes (or Bars), but only the 4 Diagonals are distinct from Mills

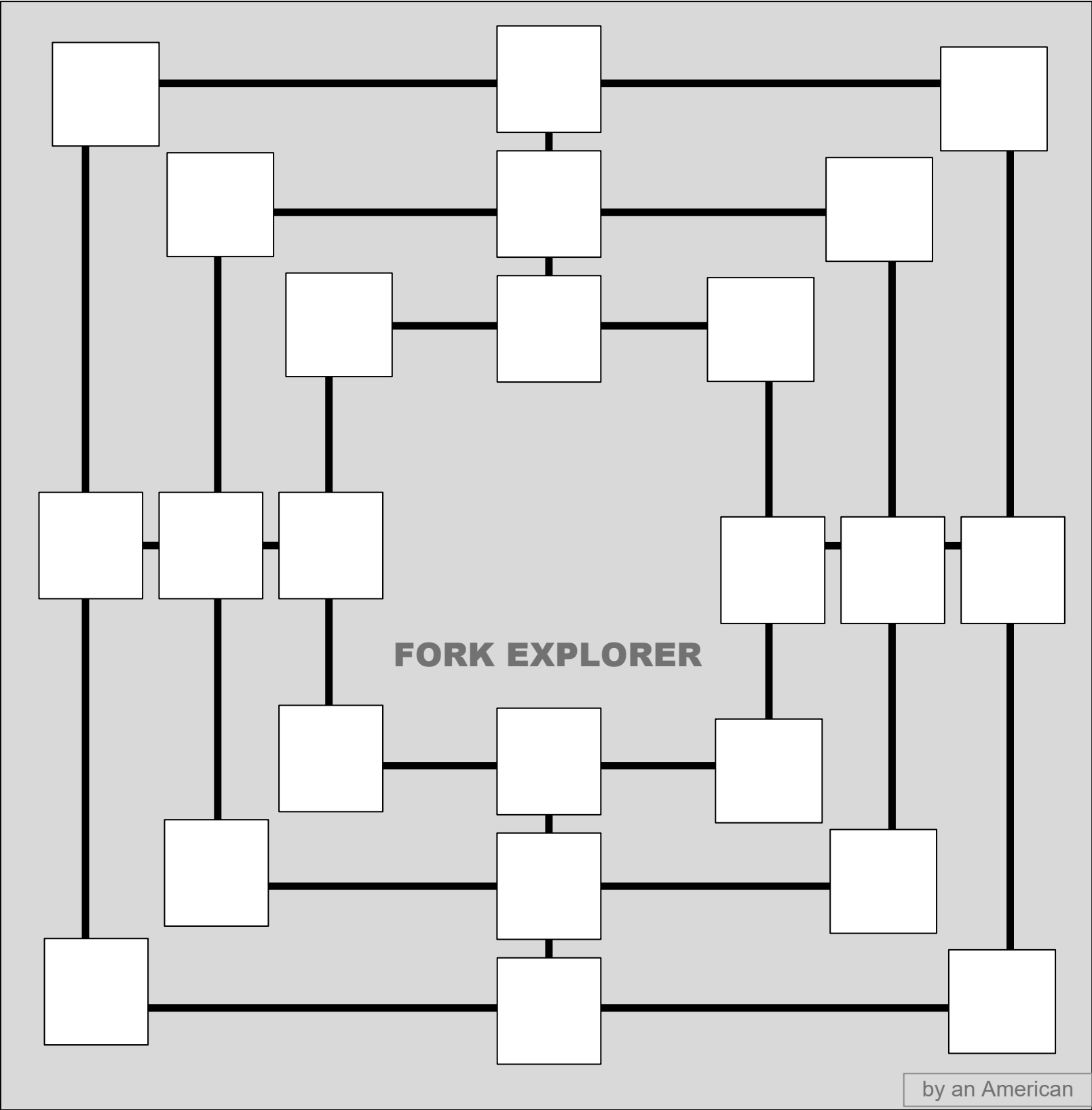
16 + 12 + 16 + 16 + 4 = 64 Distinct Orlog Board Morris Figures. Sixty-four! Have you seen that number before?

Each Figure is built from some of the twenty-four Elder Futhark Runes.

Don’t forget about the Nine Sub-Grids and the Ninety States possible by different interactions between the Nine Virtue Sub-Grids and the Nine god’s AEtR Runes of the Northumbrian Rune Set.

Plus, of course, the twenty-four Elder Futhark Runes themselves

That offers a tremendous amount of CONTEXT.



by an American

Printable Fork & Figure Explorer and Isolator

Morris Figures in a Full Morris Rune Reading



Black has a Corner Fork at top, left, in the White and Blue Quarters, stretching along Hagel's AEtT from Hagalaz, counter-clockwise through Sowilo down to Algiz. Sowilo was the Trigger Point, with the two possible completions at Nawthiz and Perthrow. However, both completion points are blocked by Norns (Verdandi at Nauthiz and Skuld at Perthrow).

White has a Mill, across the bottom, with easy option to break, remake, and capture without threat or interruption.

The Full Morris Reading featured in the photo above shows two powerful Morris Figures in a reading. Even though no pieces will ever be moved, Figures that occur in this way may be interpreted as adding to the overall milieu of the Reading and to the ‘Power Level’ or more aptly, the ‘potential’ of the White and/or Black sides. The Norns double-blocking Black’s fork-completion are especially telling, for if Black was to complete that fork at Perthrow, White’s Wunjo piece could be captured at Raidho, leaving Black free to move into Eihwaz, ruining White’s prospect of running a break-remake-capture Jenny with the White Mill along the bottom of the board.

A more specific Query would have been useful, because as it stands “View Ahead for Trump #47” might mean several things. And who would benefit? Us? The Billionaires and Tech Bro’s? Or the Mossad? As the weeks slip by, that question becomes more troubling. While you might take it that the Querent is assumed to be the beneficiary, unless otherwise stated, this is a serious reason for going all in and crafting your queries to be as specific as possible.

Of course, plenty more is going on in this Reading. You will learn much about interpreting Full Morris Readings and the Runes in general if you continue to study this photo, or to rebuild the Reading on a board of your own. Classic ‘Figure manifestation’ here!. All before paying notice to other aspects of the Reading, of which much may be said if you will look into it!



Another Trump Reading: 2/21/2025 - “What must the White Race do to receive the most benefit from Trump #47 and Company and neutralize potential threats and risks, including hints about worst-case threats and risks?” Again, this could be better worded. The last three words are redundant.

Astonishingly, there’s a White Mill across the bottom again! This time, if Hagalaz drops down from Isa to Jera, a Running Jenny is formed that could quickly eliminate Black’s pieces, of which only four are on the three Rune AEtts. Stressing: Don’t ignore everything else in favor of Morris Figures, although it is tempting because they are fascinating in their ‘what if’ sense!

The two example Full Morris Readings above offer you hours worth of contemplation and interpretation just from the photos. If you will rebuild these reading with a board and pieces, you could than make changes and learn even more. For that, you need... a ‘real’ Orlog Board and solid Pieces.

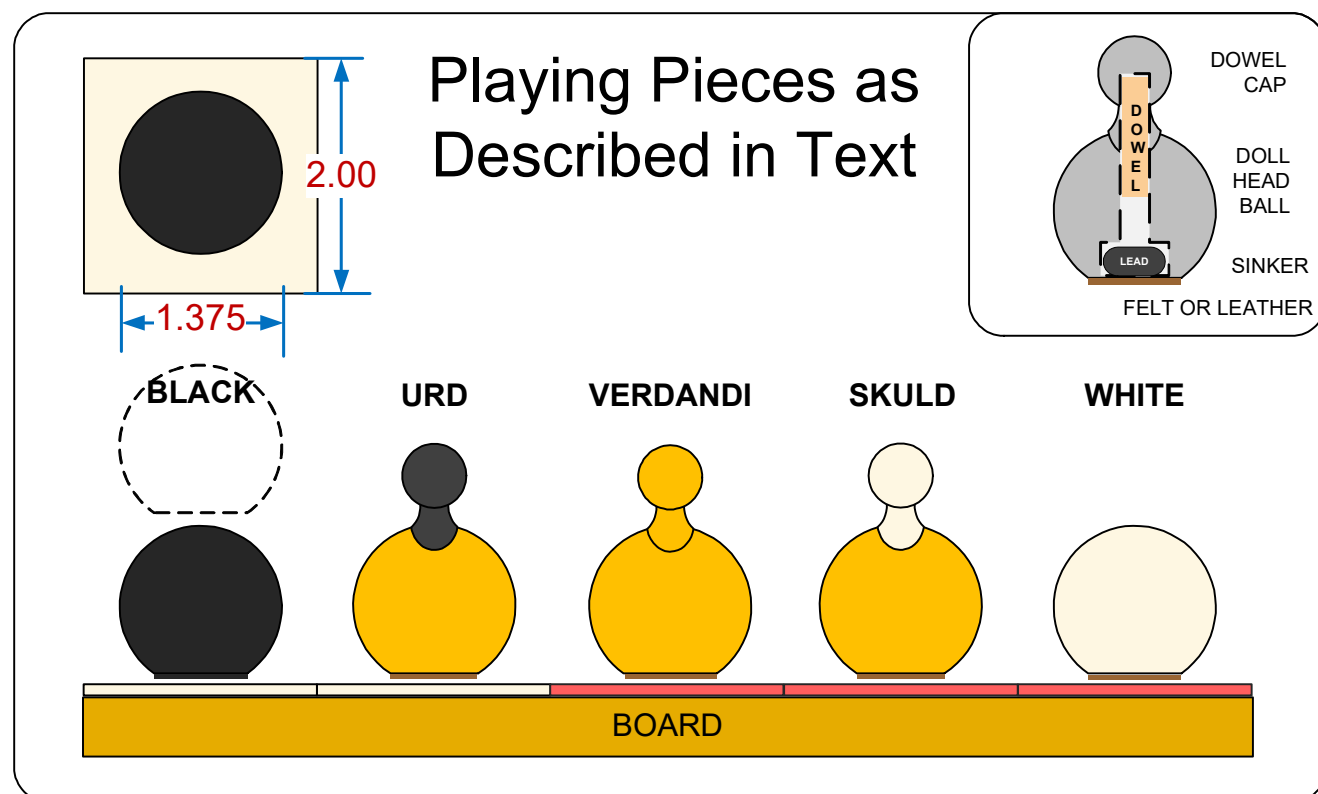
The Board may be obtained by printing your favorite sample board from this PDF booklet. A Postal Services company or quick printer will be able to print a 2’ square board for around \$35 today (4/4/2025), printed on thick, glossy, achievable-quality photo paper. Info about hand crafted pieces follows below.

Creating Hand-Crafted Pieces for Runic Divination and Contemplation on your Orlog Board

The simple illustration on the next page gives all the details you need to create painted hardwood Pieces similar to those in the photos of this booklet. This is a rather big deal, because pomp, circumstance, and style can have a large effect upon your subconscious, let alone should there be any spirits or gods looking to aid you in your struggle and plans!

And don’t be fooled! The Orlog Board and Runic Divination and Contemplation System is as close as you are ever going to get to a true “Holy” book. It is a book with “only one page” -- a page that is capable of telling you an infinitely changing story

and offering you the latest, most relevant details about what is Becoming and advising you what might best be given attention and consideration in your quest. I'm not advising Joe Six Pack or Sally Soccer Mom to build a set of pieces and baptize them in their own blood, though folks in the know might do that.



Build Inexpensive, Easy-to-Build Norns and Morris Men

At the minimum a fine set of Orlog Board Pieces will greatly increase your confidence that you are doing all that you can do to meet whatever requirements might be needed to gain full co-operation from your subconscious 'mind,' which of course, maintains a connection with your DNA, which communes directly with your ancestors and whatever helpful spirits and gods aided them during their lives. To most modern folks, this

claim may seem absurd, at odds with reason, logic, and common sense, yet it is true. Consider this, as well: even if “all” you are able to achieve is a cooperative contact with your existing non-dumbed down subconscious mind, that may well be what you need to set things right in our world.

So, here is a link to a small collection of books explaining intuition and divination in ways that even a modern atheist will give credence to.¹⁶

As for the Orlog Board Pieces. You go to a craft store or an online craft parts vendor for hardwood ‘Doll Heads’ from 1.5” in diameter down to 1.25.” They should have holes drilled in their bottoms.

Enlarge the holes in the three pieces you will use to construct the Norns; run a dowel rod up through the top and use it to attach a ‘Finial’ or ‘Dowel Cap,’ after sanding the top a bit flat. Further enlarge the lower hole to hold a lead fishing sinker (the flat disks are best). Fill the hole with epoxy or putty or pine pitch, then prime and paint the pieces, top coat with acrylic varnish, and glue felt or suede disks onto the bottom. The sinkers make for a nice solid feel in the hand and prevent pieces from tipping over. Give your pieces a nice home in a wooden box or Teak salad bowl. Tossing dice into a wooden bowl yields a thought provoking ‘clunk.’ tossing from a leather or wood dice cup might be a good idea as well. If you are a ‘Purist’ you might

¹⁶ Intuition & Divination Books <https://files.catbox.moe/g9ha6i.zip>

fashion your set of pieces from wood, sculpting them or utilizing existing abstract shapes.

Here's a hint: For many years, Yew (*Taxus bacata*), one of the most sacred woods of Northern Europe, has been grown in almost every front yard in America as a foundation planting. In more recent years, Yew has been going out of style, despite the fact that it's hardy, evergreen, beautiful, difficult to kill, and only needs yearly trimming. Many old Yews are now being cut out and discarded. You will frequently see the pieces sitting out at the curb. These offer some wonderful opportunities for carving or just cutting branches into disks. If you purchased Yew pieces of similar size online, you'd pay a lot!



The Nine Northumbrian god's AEtts runes painted onto wooden 1.5" disks with added carved lines.



Your Next Project!

Most White People in the world today are not on the same page -- are not in agreement -- about what has been going on, why it is going on, who is responsible, or what to do about it. That's why a **Cultural Action Plan** is needed, rather than a political party. Politics is 'downstream' from culture. If the culture exists, there will be politics, by whatever name or activity.

The Action Plan must be simple and straightforward, to be effective among the various groups of existing White People, many of whom don't even understand that they belong to a unique group to begin with... some of whom do not want to be told they are 'White People.'

Some of these will become our best, once the misinformation they've been programed with has been exposed and countered.

OK. You don't hate other groups; you wish the best for them! Well, if the global parasite has its way, they will all **cease** to exist, along with the rest of us, including you. So let's act together -- as separate groups, perhaps, but all working in the same direction to halt the global parasite and reverse the harm it has brought to every other **group on the face of the Earth. It's a simple plan:**

The GAR Republic

The GAR Republic Action Plan is a short, sweet, and very simple plan to assure that all White People are given the simple news about what is happening and **three easy things** to do to turn things around.

The first thing is make sure that we all understand that whatever our beliefs and preferences, we are White People, of Teutonic/Germanic/Celtic/Slavic origin.

All from roughly the same origins! Compared to many ‘others.’

So we all share more cultural attributes than we differ.

We all have a say in The GAR Republic, which is named after the Tip of the Spear of, Woden/Wotan/Odin because he is our primal ancestor. An Honorarium, if you will! It is a true Republic because we have representative government. Each of us represents him or herself. You can’t get more representative than that!

The second thing is to ‘bring the People together.’ Here’s how we are doing that:

- 1) We make sure that we understand we are White.
- 2) We make sure that we agree It is OK to be White.
- 3) Then we approach one other White person every

month to share ‘The Five Words.’ It’s OK to be White!’

4) They either agree or disagree.

5) **If they agree**, we praise them and enlist them into The GAR Republic, getting them to agree to make contact with one White man or woman every month and recruit them to do the same thing we have just done.

6) **If they don’t agree**, we may use our judgment, telling them that they must act as White People if they want to see their own views upheld. Or we may just forget about them.

The Third Thing: Whatever the case, enough White People are in agreement with The Five Words that in a couple of years, when almost all White People in the world have been contacted by The GAR Republic, or have at least heard about it, we will have the majority seeing things our way (that it is OK to be White.) Then, we may act.

Of course, everybody knows what that Action will be.

We will send the Parasites and their minions Birthday cards, informing them the jig is up and they are no longer in control. They will be offered a place to go and those who have committed horrible crimes will have fitting punishments administered.

The crucial thing is to begin now, with The Five Words and The GAR Republic Plan, because if you put one

grain of wheat on the first square of a chess board, doubling it every day and depositing the resulting wheat onto the next square of the chess board, in less than 64 days, you will need more wheat than exists in the entire world for the next square of the chess board.

Best of all: We meet and greet a fellow White only once per month, so we have time to be involved in whatever else we are doing to turn things around and save the Race, restoring our 'primacy,' or whatever you care to call it. (If you like, approach more than one White each month!)

At 'GO' time, all the White People in the GAR Republic will decide how they want to proceed. It will then be time to form and join one or more political parties... or maybe parties won't be needed or desired, being rightly understood as only ever originating as a sneaky method that The World Parasite has used for control.

That's it! The The GAR Republic Action Plan!

Other than that, just go back and read it again, if you have questions or concerns.

This Action Plan is simple, safe, and will be effective. Soon enough, you will begin having fellow White People coming up to you to inform you, "It's OK to be White."

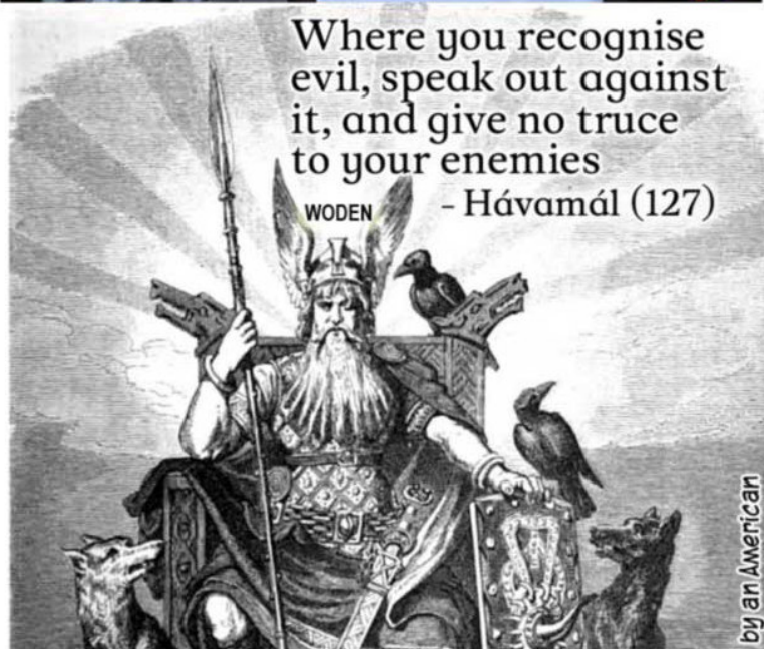
When that begins to happen, you will be assured that things are going well. **YOU need to start now.**

Are you ready? Set? Go!

The Back Story

GAR is the final Northumbrian Rune. GAR is the tip of Woden's spear. Woden is also known as Wodin, Wotan, Odin, and by other appellations. Many of our ancient Kings claimed descent directly from Woden. Because almost every White man and woman now living and walking this earth descends from our ancient Leaders, we are also the Children of Woden and the other gods.

Which one is Wise?



Woden does not take kindly to swindling, thieving, unmanly faggots and child abusers who come waving fake holy books and filing your head with lies, distorting your culture, and ruining your genotype! This is a shared cultural and mythological heritage of the Germanic peoples.

You might say, it is a
‘Thing.’

‘Thing? What kind of thing?

In early Germanic and in medieval Scandinavia, a 'Thing' was the local, provincial, or in some cases national, assembly of freemen that formed the fundamental unit of government and law. Meetings were usually held at fixed intervals, in which democratic practices were influenced by male heads of households. Legislation occurred at all levels, elected certain officials, and settled all legal questions. They were run by the local chieftan or by a 'law speaker,' who would have been learned in the (unrecorded) law. They were dominated by influential members of the community. In Iceland, the Things eventually degenerated into today's Icelandic parliament (ha ha). In the 13th and 14th centuries

the Things in the other countries gradually lost their perogatives to bureaucratized courts and noble-clerical councils.

Note: this cannot be put into quotation marks, but I have no “semi-quotation marks” to wrap it in, hence this note.

The above words are not exactly a quotation, although they are quoted as much as honestly possible, from the encyclopedia Britannica. You see, the original short paragraph¹⁷ contained a few troubling and fishy ‘words of art,’ that tend to throw things into the realm of fishy-ness, by attributing fishy motives to fishy practices by fishy people. Don’t ask what type of fish, because the correct answer would be anti-semitic!

Let’s begin again and rephrase it:

The so-called Rights that are now enshrined (and often ignored) into law in America and the other leading White nations, originate in the idea of Freemen -- men who recognize each other as Free, and constitute such a large and well-armed majority that other men cannot tell them differently, nor enforce hateful and culture-distorting bigoted non-sense upon them and their families. Yes that’s better!

We, the White Men of the civilized world, along with our

¹⁷ <https://www.britannica.com/topic/thing-Scandinavian-political-assembly>

families, currently live under a system of organized alien, culture-distorting tyranny, sometimes known as ‘Clown World;’ often referred to as ‘GloboHomo;’¹⁸ and always and in all ways able to be known as ‘ZOG’ without being ‘misgendered’ (or whatever).

Thus, while our lives are usually said to exist under ‘democracy,’ that is a half-truth. As one famous Rabbi once put it, ‘half a truth is a whole lie.’

I hope you are still with me.

Given that the Rights in question have been owned and occupied by us since time immemorial -- because these are inalienable/unalienable¹⁹ Rights, which means that they cannot be transferred or taken away (including sold or contracted away, not even under larceny by trick)... given this glaring fact... and given also that one of these Rights is the right to alter or abolish (or just ignore) any government over us that becomes alien, culture-distorting, fishy, tyrannical, pharisaic, and/or destructive to our lives, liberty, and property, We, the White People of The World-Wide White Diaspora, sometimes also know as ‘Greater Teutonia and the Anglo-Celtic, sometimes Slavic Gang’ have decided to act as follows:

A new White Republic is hereby declared! This is a republic in the true sense of the word, meaning that gov-

¹⁸ GloboHomo is not just an anti-LGBTetc slur; the term is also about the homogenization of culture, goods, services, and idiocy that has become a world-wide problem.

¹⁹ <https://www.dictionary.com/e/unalienable-vs-inalienable/>

ernment will be carried out by elected representatives. Unlike other republics, none of which has worked out for some little three-letter reason, we have elected ourselves to represent ourselves!

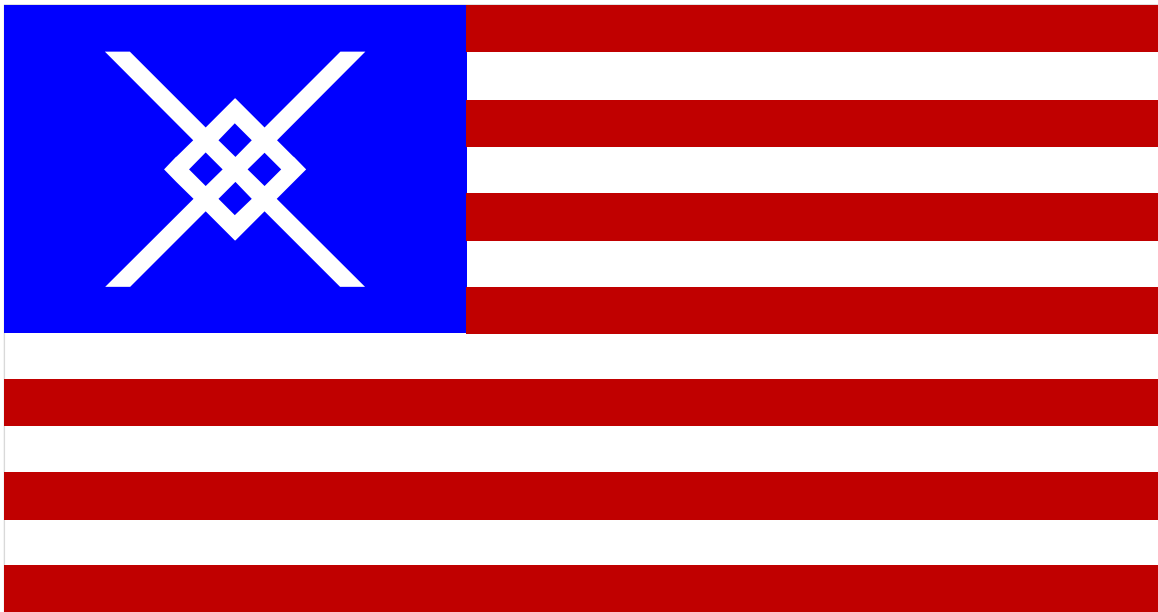
That means that each Free White Man will attend to and rule himself and his family. Each man will receive one 'vote,' which may or may not amount to anything, depending upon the state of his knowledge, virtue, honesty, and ability to convince his fellows of the above-referenced conditions.

Women will be respected and accorded the place they had in our original Teutonic/Germanic, Anglo, Celtic, and Slavic societies. Look that up, if it matters to you.

Our new, recently founded republic is officially titled 'The GAR Republic,' GAR being the point of Woden's spear, which we intend to stick into such featherless bipeds who give us guff.

Any member of the GAR Republic may fly or display any flag that he pleases, so long as somewhere upon it is emblazoned the GAR sigil of the famous Northumbrian Rune of the same name.

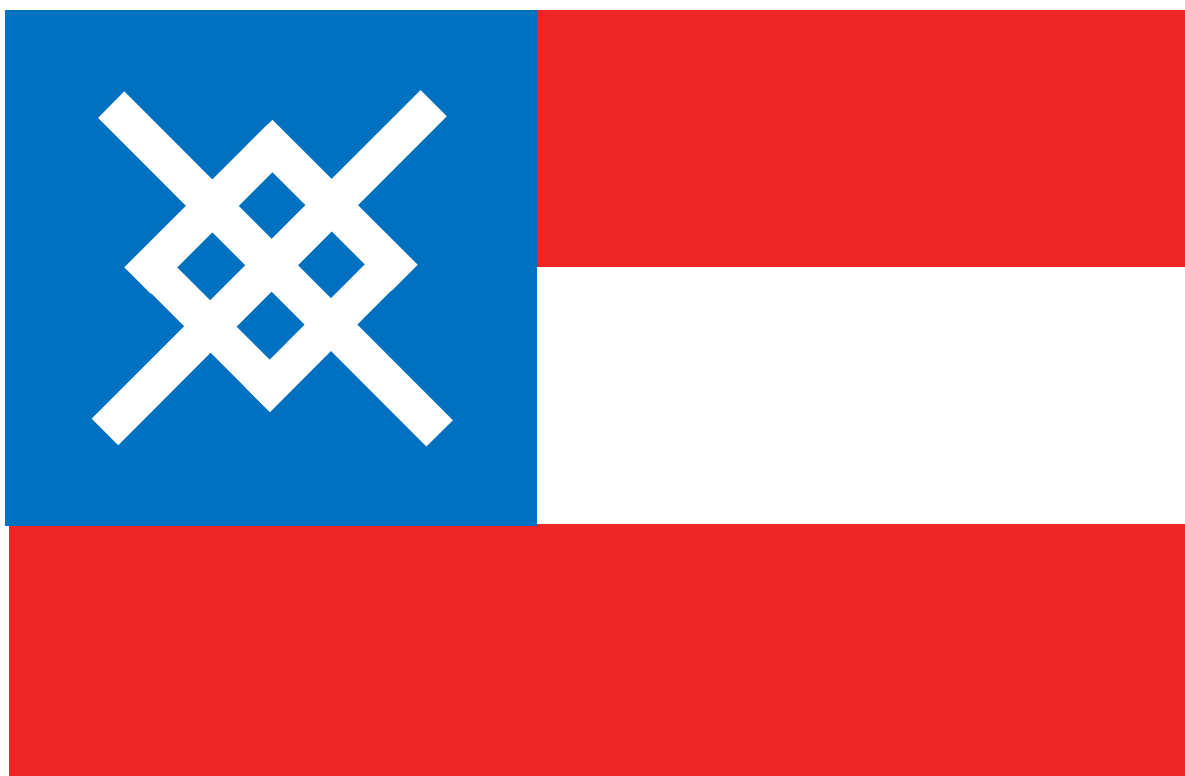
For example:



and:



and:



Not Stolen.



by an American

No need to appologize, either!

Because though White People are the world's minority, at something like 10% of the world's population, we also notice that for various reasons, White People constitute the largest Armed Force in the history of this world, also being adept and skilled in doing what is necessary to deal with various 'nons' and 'others' who harass us.

For this reason, we understand that it should not be necessary for us to field an official armed force, that needs to be supported by tax money extracted at the behest of semitic goblins and whiners who bribe elected representative to send 'their' citizens to die for the cause of the said culture-distorting mammon worshippers, small hats, and pharisees.

The way in which we might handle 'problems' is to very simply 'address' the actual addresses of the personages who cause those problems by sending whatever members of our republic happen to dwell in the vicinity of such a problem causer, assigning to Our Guys the task of simply addressing the problem. By whatever means necessary. Given circumstances, we intuit that said problem causers will rapidly cease and desist. As a nation of the Spirit, there is no need to occupy any what is called 'real property' in any jurisdiction besides that where we already dwell.

We also intend to take such property that we may currently or in the future own off the tax-rolls of any and all Semitically owned, inspired, or operated so-called political jurisdictions, using the same reason, logic, and

common sense that will be used to cause the above referenced causers of problems to simmer down.

We also intend to outlaw the practice (slavery, actually) of usury against our members and also against those 'nons' and 'others' dwelling nearby, who are up for it.

The method of achieving this outlawing of usury will be the similar to the way we solve the other problems mentioned above.

Many other problems and alleged problems we intend to solve using the above and similar means, including addressing the issue of fake money and all the rest. However, for now, this document must inform The Folk about how we intend to grow and organize The GAR Republic from here on out.

There are several ancient Aryan tales that will be informative. Let's keep this brief.

The first Aryan tale deals with numbers.

An arrogant king once promised to give some rube a load of grain. The king agreed to place one grain upon the first square of the rube's Chess Board on 'Day One,' and to double it the next morning, every subsequent morning to place upon the next chess square exactly double the grains as were placed upon the previous chess square the morning before.

To make a long story shorter, before the sixty-fourth and

last square on that chess board had received it's due in grain, more grains were owed than existed in the entire world. How's that for illuminating the fact that people who are too snooty to heed math may have problems?

The second ancient Aryan tale is titled, 'Please Do This.'

Once upon a time, on what had been a good neighborhood, but had recently 'changed,' the whole place was going to crap because none of the people would do those things they knew darned well they needed to do to maintain a 'good neighborhood' and a 'high-trust society.'

One day, three Aryan Kings appeared in town. Immediately sensing the problem and its causes, the three Aryan Kings began to walk around the town. Whenever they came near a townsman who was in a position to correct a nearby problem, that King would say to the townsman, 'Please do this,' and he would describe what needed to be addressed in order to fix the problem.

Upon hearing those words from the Aryan King, the townsman, knowing that the task really did need doing and not wanting to expose himself as lazy POS, would complete the task.

In this way, it did not take very long before the town was no longer a shit hole and was well on its way to becoming a typical Aryan Paradise again.

The Five Words

Membership in The GAR Republic, with all of its many benefits, benefits that it must be added exist without the need to extract anything from other GAR Republicans... membership in the GAR Republic is open to any and all White Men or Women are willing to perform The Three Aryan Tasks.

The First Aryan Task is to approach at least one White man or woman ever month and state loud and clear, but nevertheless privately, The Five Words.

‘It’s OK to be White.’

The White Republican is then to inform his new contact about what needs to be done to restore our clean and safe, White Aryan society.

Different people may have different ideas about what this will take and the gods bless them for that, but the one thing that all contacting White Republicans **MUST** do is inform their new contacts about the practice of contacting at least one fellow White each month, saying The Five Words, and passing on the system.

In this way, in less than two point five years, we will

have more White People in The GAR Republic than the current population of the United States of America. Not long after that, every White man and woman will have been contacted by The GAR Republic. Those who are sane, rational, even a bit bold, will have joined up!

Given the vast numbers of White Men and Women world wide, but especially in existing White nation states that suffer under the circumcised putz of the parasite (you might say), it will be a simple task to put down opposition from 'officials' of the current ZOG by simply sending having White members of The GAR Republic who dwell in the vicinity of such a 'civil criminal' send the offender a Birthday Card, preferably post-dated and hand-delivered. Alternately, in The GAR Republic's local newsletter, the addresses or work venues of offending ZOGsters may be run with instructions that on such and such a day, we will all show up with a box of donuts to inform the nice personage about what they must do to find themselves in compliance with civilized ways.

In case you wonder where this is going, as you know:

Politics is downstream of Culture.

We of The GAR Republic are building the Culture first, not attempting to form a political party. It is our desire that a political party will not even be needed. Time will tell, but **YOUR JOB**, if you see fit to help out with this Quest, is to right away begin contacting one White man

or woman every month and working The Five Words Plan. Tell them that, 'It's OK to be White,' and see what they have to say about it, informing them short and sweetly of what they have to benefit if they will join up with The GAR Republic and begin working the Five Words Plan. Be sure to tell them that we don't want them to burn out on this, so not to be in a big hurry about things. Just be sure to do the minimum, but be sure to do it every month. The Grains will take care of themselves.

One other thing: Be sure to read over this free booklet: *QuickStart Booklet: A Noticer's Guide to the Runes: Runic Divination and Contemplation*.

Look it over until you understand the basic method for performing the Runic divination readings that will inform you about many things you need to know about and think about -- things that will help you in your Quest to get with your White family, friends, and neighbors to take back first our Homelands, followed by our entire World. **Be sure to pass this QuickStart Booklet** on to all of the White People in your monthly contacts, as well as all the White People you know or meet!

Try Mass Email Action and Stickers with DL URLs. Don't worry about whether they will like it or not like it because most will like it once they see that they will GET something valuable from it.

Also, White guys, remember that divination is a ‘Chick Magnet’ so here’s your excuse to approach the Ladies!



(photo cribbed from the web and runes inserted)

The men of the Germanic peoples consider the women—especially their mothers, wives, and daughters—to carry within them something more sacred than men: “They even believe that the sex has a certain sanctity and prescience, and they do not despise their counsels, or make light of their answers”

-- Tacitus, Roman historian: *Germania*

<https://www.gutenberg.org/files/7524/7524-h/7524-h.htm>

Imagine if Aussie NS Lad, Michael N., had introduced the cute young TV reporter in this short video clip!²⁰ to Runic Divination! She sounds like she fancies him!

²⁰ Based Aussie NS Lad to cute reporter: <https://files.catbox.moe/jdggq50.MP4>

HUMAN ACCOMPLISHMENT



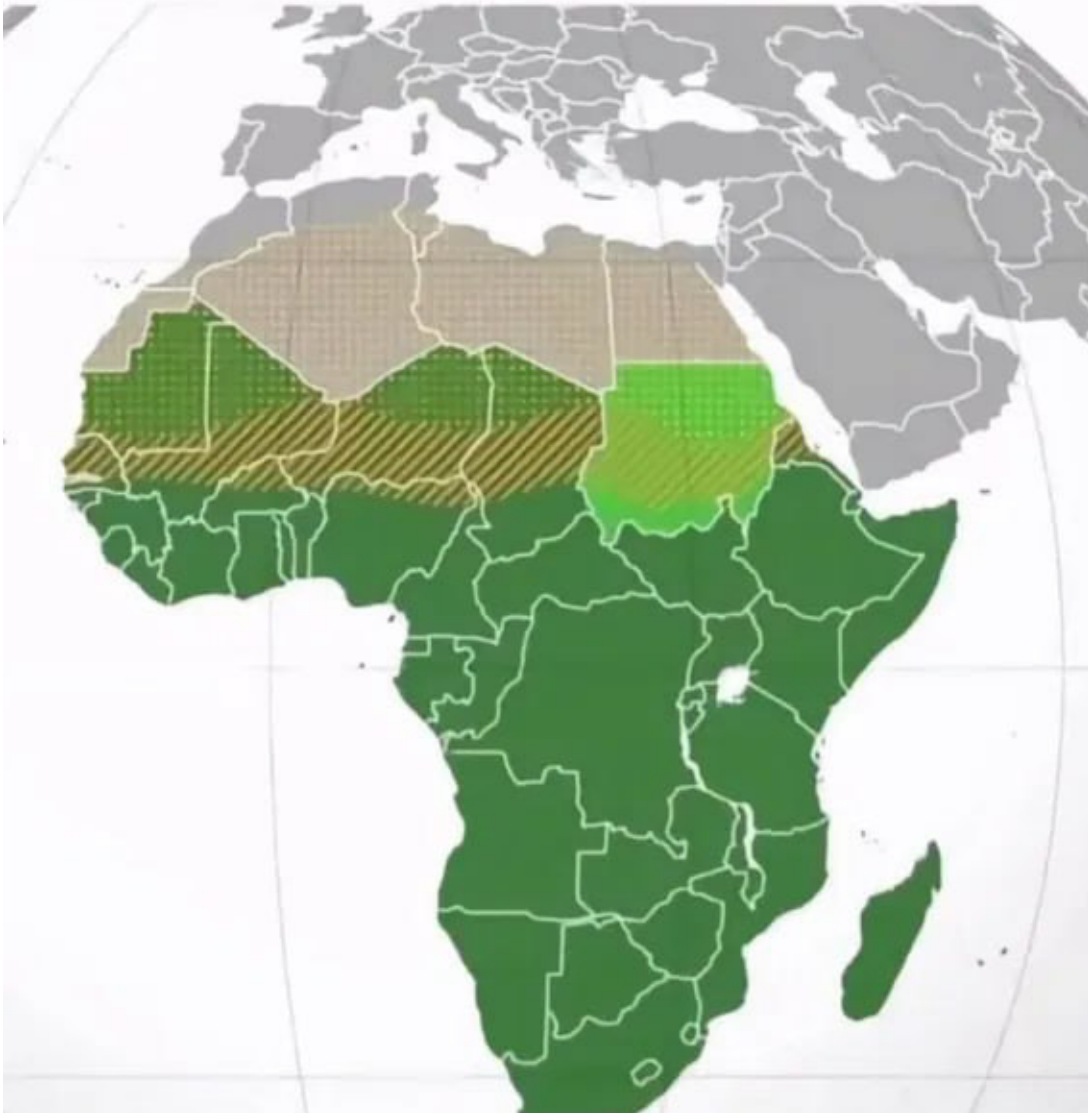
97% of human accomplishment since the 14th century occurred from men born in this region.

—Murray, 2003

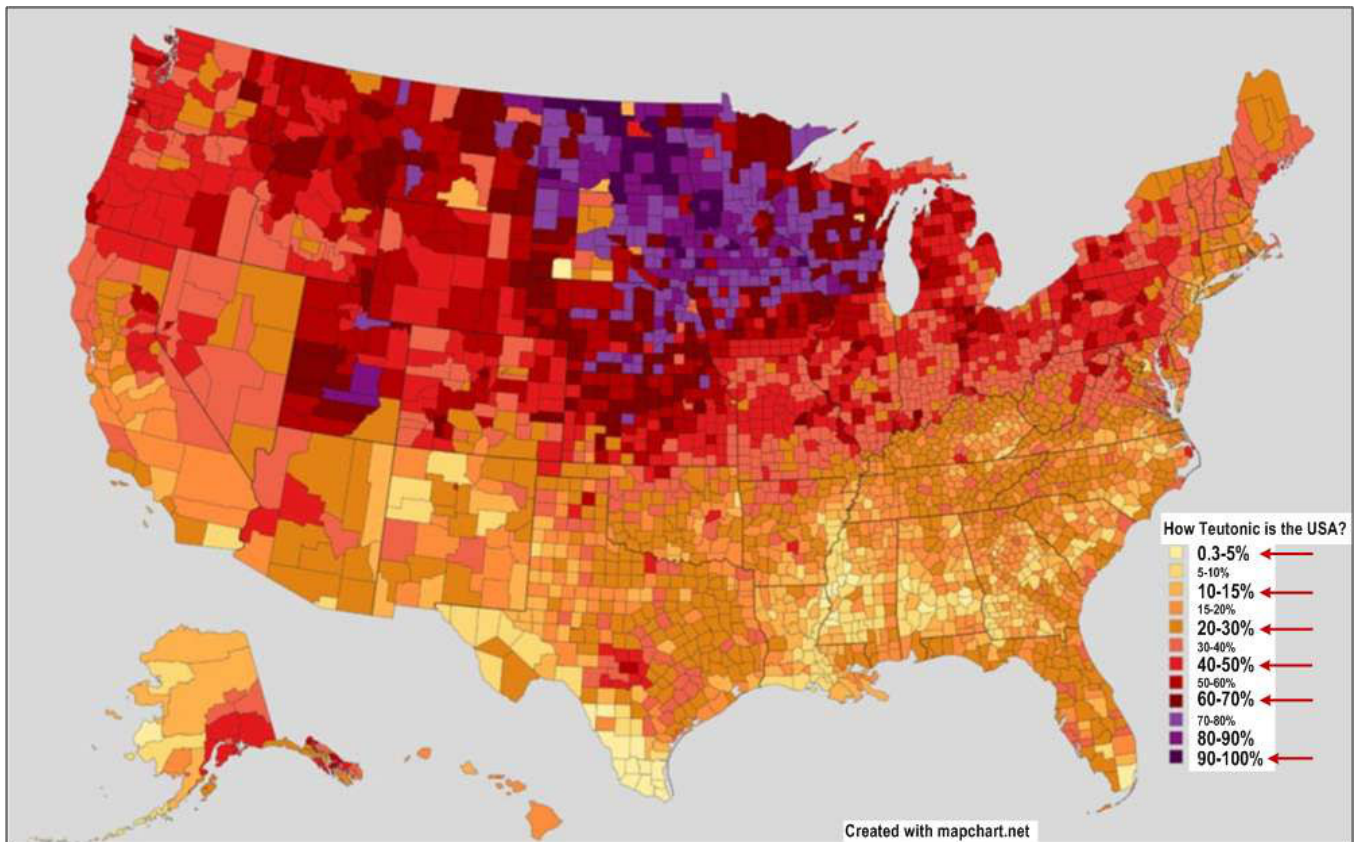
gmeiutility.org

Remember, White Man... We don't owe 'nons' and 'others' one thing, but if they behave in a civilized manner and don't get 'funny' we may allow some of them to benefit from our culture, but it's going to be on our terms.

Nothing has ever been invented within the green area of this continent. Absolutely nothing ever, not even writing. Zero



Thomas Jefferson told you: the two races cannot live together in freedom under the same government. So most of these feral ingrates will be going back to 'Mother Africa.' If any of these people are permitted to remain in our areas, capital criminals will be harshly dealt with; punishments to be expedited by their own people, who will either execute them or return to Africa! Better they should all leave, for they cheerfully murder each other, but a White dare not even criticize!



As this map shows, America is full of Teutonic folk, even today. At one time, making German the official language was seriously considered. Most other Whites are close relatives. Unfortunately, the more Germanic an American White is, the greater the chance that he or she remains loyal to some branch of Christianity, thus willing to heed the subversive advice of the 'Treasonists.' Tacitus, of Rome, wrote²¹ (perhaps incorrectly) that the Celts were close enough to being German: sometimes the deciding factor was what side of a river a group happened to live upon.

²¹ Tacitus again: <https://exploringcelticciv.web.unc.edu/tacitus-agricola/>

BEWARE!



The Toxic Tribalist

**aka Small-Hat, Super Schlomo,
God's Co-pilot, and the 'K'**

**Wanted for Subversion,
Usury, Culture Distortion,
Child Mohelestation, Ritual Murder,
Gaslighting, Extortion, Whining, Political
Corruption, High Treason,
Coin-Clipping, and Counterfeiting.**



“We WILL secure the existence of our People and a future for White Children!”²²

²² These two young White people are going to have FOURTEEN children!

Three Final Rune Readings and some Interpretation (first, a Request)

This Quick Start Booklet has been prepared to give White Folk a quick start in learning and using the subject matter: Runic Divination and Triadic Contemplation. The category, 'White Folk' includes your White Children. Education is simple: our American people once became the most educated Europeans in the world without even attending school. Here's how that works, though you might want to create home schooling co-ops and Nationalist Socialization Groups!

Take this as a request to all White People to see to it that your children are as well-educated as humanly possible. No, that doesn't mean to stuff their noggins full of 'Zidiocy,' or the fake and gay fecal matter which the current 'Educationsts' love to shovel in by the semester-load! Just do these three things and your children will grow into Uebermen, as long as you don't spoil them.

A. Teach them to read as early as possible. Meaning that you read to them every night. Begin with some-

thing like *A Child's History of the World*, 1920's by V. M. Hillyer (new, used, or here at Guttenburt: <https://www.gutenberg.org/ebooks/67149>)

You can download this free to examine suitability, but you need a hard copy so you can read with your child looking on. Get the version with the fascinating illustrations, because they will guarantee that a child wants to keep looking at that pages to avoid missing the next illustration!.....

Of course you will have your own preferences, but Amazon customers claim this book if for ages 6-12. My father read aloud from this nearly as soon as I could talk, every night, through the entire 625 pages. Night after night. I was totally imersed. Nobody was ever more disrespectful of our neighborhood commie indoctrination centers than me, but I never failed to 'ace' a test in history or what is now known as 'The Humanities.' The 'advanced' students hated those tests about the architectural parts of a Gothic cathedral and the ways that the capitals of a Doric column differed from those of the Ionic or Corinthian. As reviewers tout, Mr. Hillyers' book contains some Bible reference, but the rest of the material makes that a minor quibble. And there was never a greater Bible skeptic or puncher of old Yahweah's ugly hooked snoot than me. Not in my extended family; not in school nor the local community! I learned to read by looking at the words over my Dad's shoulder while he

read aloud from that book and the others. Old time children's books are also fine. *Twinkley Eyes, the Little Brown Bear. Uncle Billy Possum. The Little Green Goblin, Grandfather Frog, Journeys Through Bookland* (Especially '*Tom, the Waterbaby.*') For the love of Mike, don't miss *Robinhood* or *Swiss Family Robinson!* *Robinson Crusoe* may get too chummy with a 'non,' but it also introduces the idea that many 'others' consume human flesh. Don't forget to read from The Brothers Grimm as well as the Norse Sagas and related texts, even if some were written down by Christian clergymen many generations late. It's all worth while and it's all better than *Heather Has Two Abusers!* If your child can read at all when he or she is 6-7 years old, a lifetime of learning (as opposed to brainwashing and being gaslighted) is the probable future. Teach them to read as early as you can!

B. Teach your children about Numbers just as early.

Vitally important! ZOG schools deliberately teach numbers and math to be as grindingly boring and painful as possible. It is not desired that your children will learn how to zero a rifle scope or construct and operate a Ballista, let alone figure the interest on compound usury and balance a check book, or run a business, wouldn't you say! The Number-Color Coding used in this Quick Start booklet is a must for young minds that have just begun to comprehend numbers.

Here are two short, related, helpful volumes:

The Matrix of the Miracles -- by an American
<https://files.catbox.moe/8apzmw.pdf>

Adventures on the Magic Square of Mars
<https://files.catbox.moe/bbchzn.pdf>

C. Teach your children Runic Divination and Contemplation from the very beginning, because this booklet has been formatted to be helpful for both adults and children who want to learn. This includes learning the names and simple meanings of the Entire Elder Futhark and Northumbrian rune sets (the latter includes the former), plus simple and very complex Rune Readings that also double as ‘Brainstorming,’ for the agnostic among you. Ha ha.

The VERY simple and childproof method for selecting random runes is one of the system’s strong points!

Divination helps one make contact with the subconscious and intuitive mind, something that will be critical in the world to come and The Age of Intuition (‘Use the Force!’).

Another fun, exciting, and very ‘educational’ activity is calling up a random rune on the board and using the rune and the location to begin a story. You add to the story with every additional rune, until you have added all the pieces to the board. You will surely think

up similar and related activities. If you have ever seen a five-year-old who can play a musical instrument with great skill, just imagine your youngster learning important points of natural law, history, philosophy, and runology from the Orlog Board and the Runic Divination and Contemplation System!

D. Nine Man's Morris (a fourth thing that you must teach your children). A Game of Strategy and Tactics. Learn the difference! Teach your children and their friends! The game is easy enough to learn. If one pays attention, it's easy to gain skill. THE BEST way to assure that one pays attention is to label the Nine White and Black Morris Men with the first Nine runes of the Elder Futhark. Then, every move will have meaning and will also tell a secret!

For those who need expert advice, here's what you need to know about Nine Man's Morris:

Nine Men offers outstanding
training in Strategy and Tactics:

"Nine Men's Morris gives its players the opportunity to develop more and more complex strategies, both offensive and defensive, as they advance. This game is excellent for the development of spatial reason-

ing. Players must decenter to consider 16 possible rows of 3 markers at a time. Opportunities for strategic thinking include deciding where to place markers and, when a row of three is made, which of the other player's markers to capture. Players must also think about where the other player is considering placing his or her marker and to block the other player. For this reason, this game also promotes the development of perspective taking."²³

Now it can be told!

You may have noticed how the Chattering Class loves to tout the Chinese I-Ching. It's a fact! Another fact is that there is nothing 'unscientific' about divination, especially when you are using it to make contact with your own sub-conscious mind.

However, we might want to hesitate when it comes to thinking that we can or should use it to contact spirits. Just saying, because for that sort of thing you should probably have someone with experience to guide you.

Not to rain on any parades, but as a novice in dealing with spirits, without a mentor, I would worry that the spirits I assumed were my ancestors, might really be the spirits that

²³ <https://regentsctr.uni.edu/ceestem/resources/game/nine-mens-morris>

possessed my ancestors. There nothing wrong with being careful. No cite here, but supposedly in the Viking Age, men attending a funeral pyre would back away from the fire out of worry that the spirit of the dead might fly up their ass and possess them. I can certainly empathize, can't you?

Divination is powerful even if no spirits are involved. The I-Ching is one of the major well known, complex, and important divination systems in the world. Did you know that the Chinese cultural arts, including traditional medicine and its meridian pathways, etc, plus the entire concept of Yin and Yang and the Five Elements (or Transformations) theory all came from a simple 3x3 magic square, called the Lo Shu?

As complex as the I-Ching is, with it's 64 Hexagrams, each of which may contain up to six 'Changing Lines,' lines that are in the process of becoming their opposite, from Yin to Yang and vice versa -- the ancient Chinese sages missed something big with the I-Ching: It depicts and presupposes a binary world or universe. Reality is Triadic! As the Nine Digit Roots image several pages down illustrates!

If you want to interpret one of the Hexagrams and it's component lines, it may be easier said than done. Of course, all I-Ching consultants make use of textbooks that have been written, appended, and amended more than the proverbial Hebrew Talmud. For literally 5000 years, or so we are told!

The Runes belong to us, the White People of the Teu-

tonic/Anglo-Celtic, sometimes Slavic White Diaspora! Trinary Reality is ultimately easier to grasp, though it may seem difficult at the get go. You will quickly fall into things when you give it a chance. After all, it's in your blood.

From Chapter 5, The Runes of Northumbria

The runes are metaphors of reality, exploring the presence of the infinite within the finite. At their most basic the runes refer to one or another of the elements of the inner structure of existence. The runes' names come from everyday things, characteristics, and processes. In addition to the literal meaning of a rune as, say, a birch tree, the meaning goes deeper than the mundane level. Each rune encompasses all of the connections, ideas, and correspondences that link to it. So each rune is a storehouse of knowledge and meaning.

...

...

About the year 800 in England, north of the River Humber, Northumbrian rune masters of Anglian descent added a further four runes to the Anglo-Saxon rune row, making thirty-three. The Elder Futhark is divided conventionally into three airts, groupings of eight runes, so the Northumbrian rune row is divided into four airts, often called by their Old Norse name, aettir (singular, aett). The fourth is known as "the airt of the Gods." In addition, the thirty-third rune, Gar, is seen as

a central point around which the four groups of eight are circled. Some of these additional Northumbrian runes have Celtic influence, being related to the Ogham alphabet of the Irish and British bards.

In many places the Anglians of northern England and the indigenous Celts lived together in peace and cooperation. There was intermarriage between the Northumbrian and Pictish nobility. And among the artisan class there was cooperation and interchange between the different ethnic groups. For example, the Mote of Mark, in Dalbeattie Forest, Kircudbright, Scotland, had a mixed Anglian-Celtic population. It was a center of excellence of metalworkers. A rune-inscribed bone was found there in excavations during 1973. The history of Northumbria is a story of continual contact between the different ethnic groups in the region. Because the incoming Angles were living in an area whose predominant culture was what is called Celtic today, Celtic elements are part of the Northumbrian runic repertoire. The illuminated artwork of surviving texts such as The Lindisfarne Gospels, made by Eadfrith near the end of the seventh century, is in a style that amalgamates typically Germanic animal styles with Celtic designs known from comparable work in Ireland.

-- Nigel Pennick, *Runic Lore and Legend:
Wyrstaves of Old Northumbria*

Additions to the Elder Runes

Frisians, and then Anglo-Saxons

added to the Elder Runes, keeping the original elements for the most part, but changing positions in a few cases.

During the Viking Age, the Younger Futhark was used almost exclusively. This set contained only 16 runes.

These three rune sets fit perfectly onto the three outer rings of squares found on the 9x9=81 grid, leaving the center 3x3 sub-grid "for the gods," with the 33rd Northumbrian rune occupying the exact center. The other Northumbrian runes make up a series of four Aetts, of eight runes each.

A RUNE MATRIX

THREE MAJOR RUNE SETS ON THE MAGIC SQUARE OF THE MOON, AKA VASTU PURUSHA

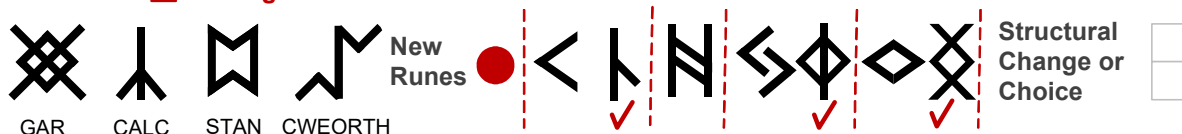
The oldest runes used by Germanic people:

ELDER FUTHARK



NORTHUMBRIAN RUNES*

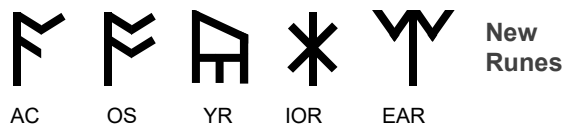
Added four to the Anglo Saxon Set



<http://www.therunesite.com/northumbrian-runes-rune-meanings/>

ANGLO-SAXON / FRISIAN RUNE SET

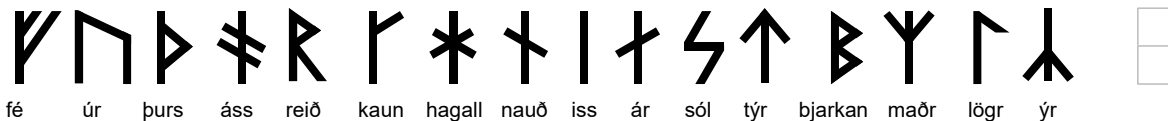
Added four – and then one more to the Elder Futhark



<http://www.therunesite.com/anglo-saxon-and-frisian-runes-rune-meanings/>

YOUNGER FUTHARK**

Deleted eight from the Elder Futhark, leaving sixteen



* The Northumbrian Rune forms and names above are per Nigel Pennick, Runic Lore and Legend: Wyrdstaves of Old Northumbria, Destiny Books, 2019.

** The Younger Futhark forms and names above are per:
<https://www.vikingrune.com/2008/11/younger-futhark-runes/>

Note: Mistaken information is not a stranger to this subject matter! To the best of my knowledge, this page avoids it.

by an American

Development of the Northumbrian Runes

Are we in agreement that it is a good idea to use something that originated with our own culture and ancestors, instead of giving value to somebody else's haphazard and incomplete construction, no matter how popular and useful. Just look what can happen when you stoop to culture appropriation:

“Ka-Ching! Don’t close that cash register yet!”

Imagine that you are going down to the Dollar Store this afternoon and you have asked the I-Ching to give you the odds.

QUESTION: “Should I attempt to pass a bogus twenty this afternoon at the convenience store?”

I-CHING ANSWER:

“Hawk over Wild Begamint, turning into tiger’s paw.”

That’s just swell, if you are up on the lingo -- in this case, flowery Chinese prose? Wouldn’t you rather use a system that will answer in terms that you understand?

“Irate cop over handcuffed shoplifter, turning into a breathless Fentanyl heart attack.”

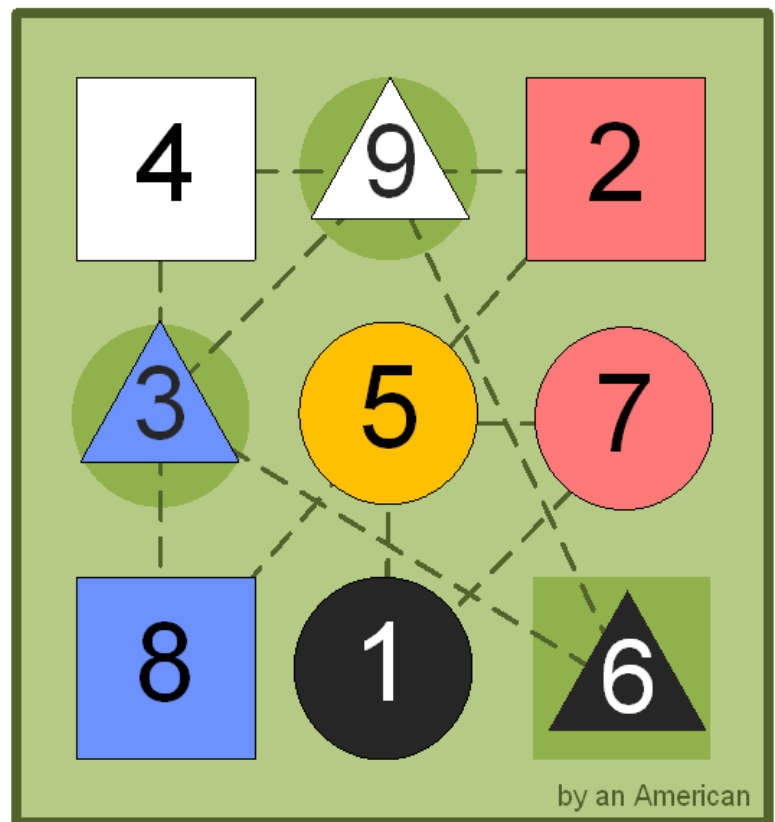
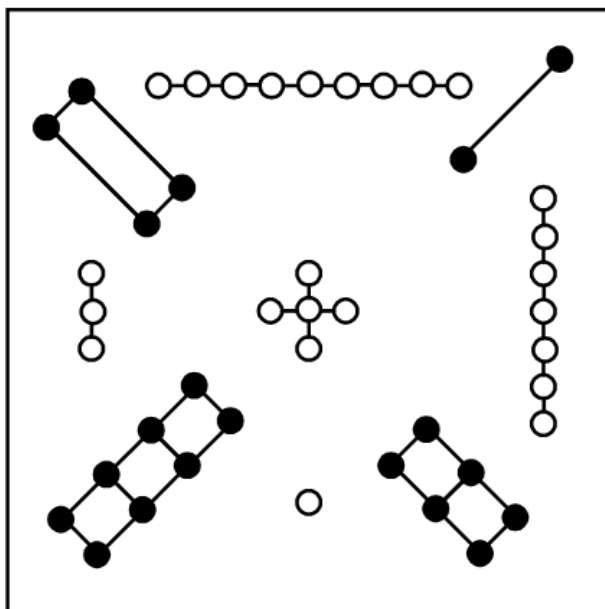
The Nine Root Digits

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

**Which gives a more
precise version of
'Reality?'**

**Improved
Trinary
'Aryan' Lo Shu**

**Chinese Binary
Diagram of
Lo Shu**



by an American

OPPOSITES vs. 'TRIP-O-SITES'

The I-Ching is not bad for something that came from an error of heedlessness and oversimplification, but after a Parasitic group began creating weaponized False Dichotomies for use against Aryans, should we put faith in it?
No! Runic Divination and Contemplation is the obvious answer!

Now, Here Are The Final Rune Readings, as Promised

READING #1: Wagon Wheel Reading.

Date: 4/10/2025 11:30 PM +/-

Q&D: an American Venue: Home

Query: Overview of the Automobile Problem

This is a complex reading that is more simple than the Full Morris reading. Wagon Wheel is suitable for Queries and Issues needing less long-lasting treatment.

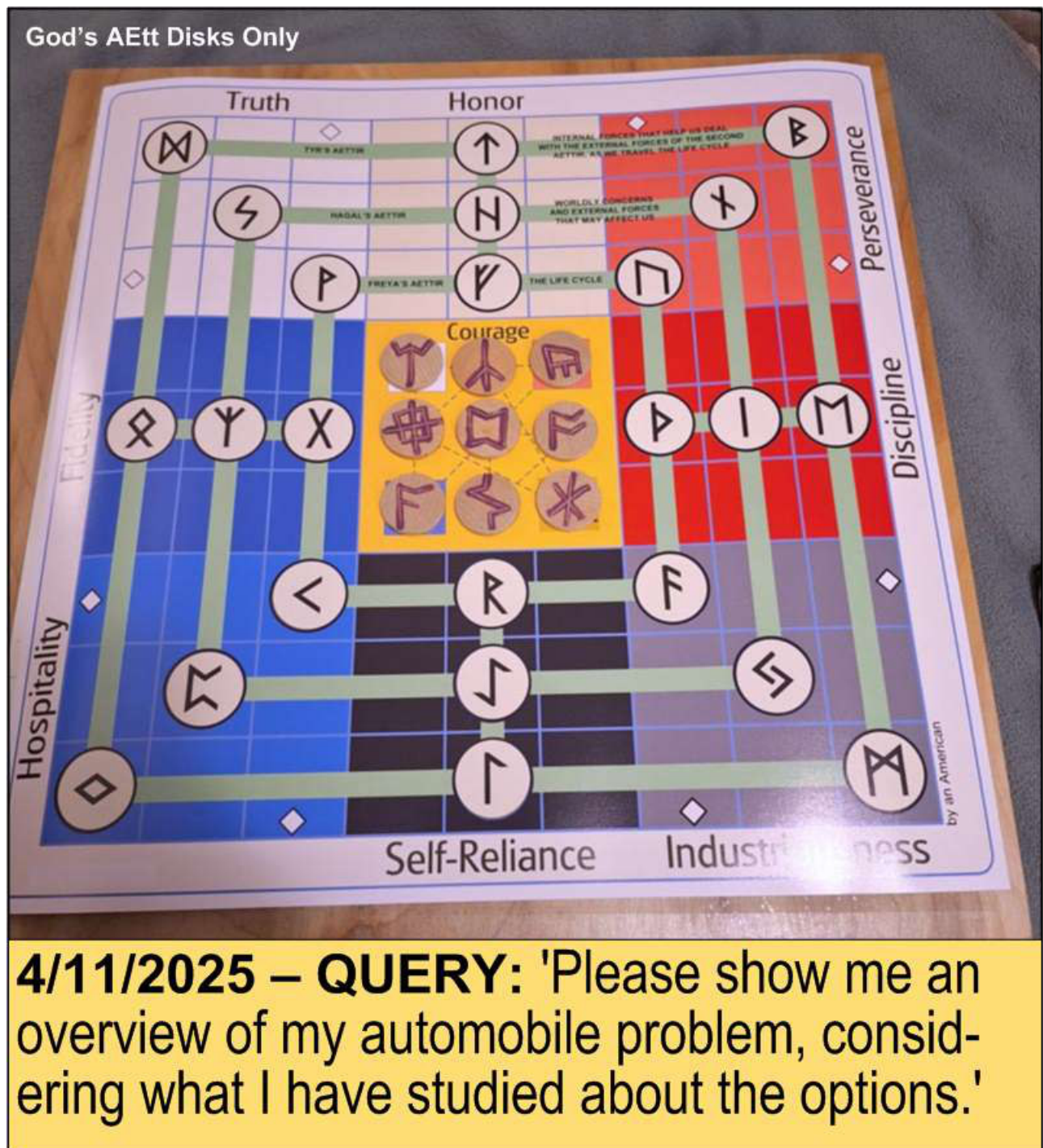
The Wagon Wheel Reading utilizes the god's AETT Northumbrian Forth AETT runes, plus GAR placed upon the Golden central Sub-Grid, each Rune affects the outer Sub-Grid to which it is adjacent, with the Central Rune, coloring the entire Orlog Board and Reading.

INSTRUCTIONS:

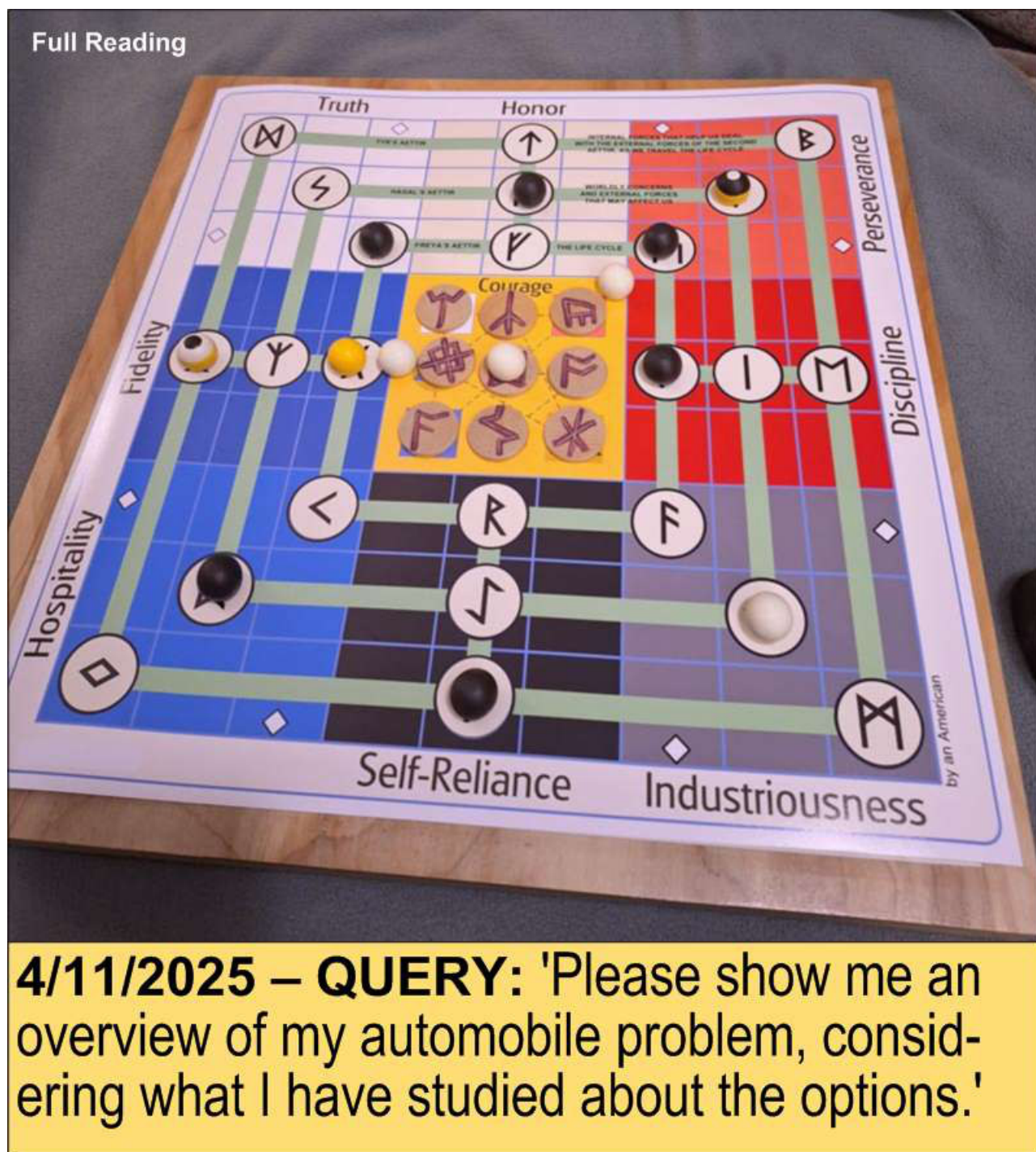
- 1) Formulate your Query and write it upon a piece of substantial bond paper to place at the lower side of the Orlog Board. In this case, it was so simple that I

just kept it in mind: 'Please present an overview of my automobile problems.'

- 2) Apply the first two Norns, Urd and Verdadi in the usual manner, by first casting both dice for the Color Quarter, followed by the White die for the Elder Rune.**
- 3) Shuffel the Rune Disks and place them on the Golden Center's Aryan Lo Shu in Magic Square Order.**
- 4) Distribute one random Morris Man to each of the Eight Outer Sub-Grids, drawing one Morris Man for each Sub-Grid, to be placed in Lo Shu numerical order.**
- 5) Roll the White Die to select the Rune in the Sub-Grid that will receive the Morris Man.**
- 6) For this reading, small, 1" diameter Morris Men were used. These were unlabeled, but you could also use normally labeled Morris Men.**
- 7) Place Norn Skuld, 'What should be' last, in the typical Norn placement manner (see #1 above).**
- 8) Two photos were taken**
 - A.) The god's A Ett distribution: Shows the milieu of the Orlog Board.**
 - B.) The final Reading. Shows all pieces: GA disks, Norns, Nine Morris Men -- in this case drawn from mixed set of the combined, unlabeled, Black and White.**



The god's Aett Rune Disks on the Orlog Board Center



The Norns and Morris Men Distributed to
the Sub-Grid Spokes

I am not sure how to best interpret this, but with the small pieces, the Norns are as follows:

Urd: Yellow + White, with Black Top-Dot; **Verdandi:** Full Yellow; **Skuld:** Yellow + Black, w/ White Top-Dot.

Notes: Distributing the Morris Men in Lo Shu/Magic Square order, with White die:

1 or 6 = First A Ett Rune

2 or 5 = Second A Ett Rune

3 or 4 = Third A Ett Rune

Place Norns in the Usual Manner:

Using both dice to select color quarter, then the White die to select the Rune, as the numbers show.

ODD + ODD			RED ODD + WHITE EVEN
2 4 6	5 3 1	2 4 6	
5 3 1	RANDOM RUNE SELECTION WITH 2 DICE	1 3 5	
5 3 1	1 3 5	6 4 2	WHITE ODD + RED EVEN
6 4 2	1 3 5	6 4 2	
EVEN + EVEN			

Random Rune Selection with
two Dice Cheat Sheet

For those understanding car problems:

The 2021 Toyota Camray problem and possible resolutions: Replace Engine? Seek out a used car? Or purchase a new car? This Query is tied to all the research I had done and the facts that I had learned, including that the gas mileage should improve with a good engine. Also, after this year, the Camray will never be required to pass a state environmental check again, which could be worth quite a bit... if it last for a few years. The 'Check Engine' light was on when I got the car two years ago; it lasted until now – there are many new parts and upgrades, plus the body has only minor rust and the frame is intact. Overall, this car has suited my needs perfectly!

Otherwise: Engine is dying. A rebuild will be expensive. Used Engine installation will be much cheaper. Am I putting too much into an old car? Used car prices are through the roof! Ditto new car prices! This Camry, with a newer engine will still be worth about what the used engine and installation cost. Gas mileage will improve. The vehicle has many new parts. The body, frame, and transmission are sound.

Under normal conditions, one would probably not replace the engine in a car this old, over purchasing a decent used car or perhaps even a new car. Normal times, though, have not yet returned.

The next two Readings use the Full Morris Protocol:

READING #2: Full Morris Reading.

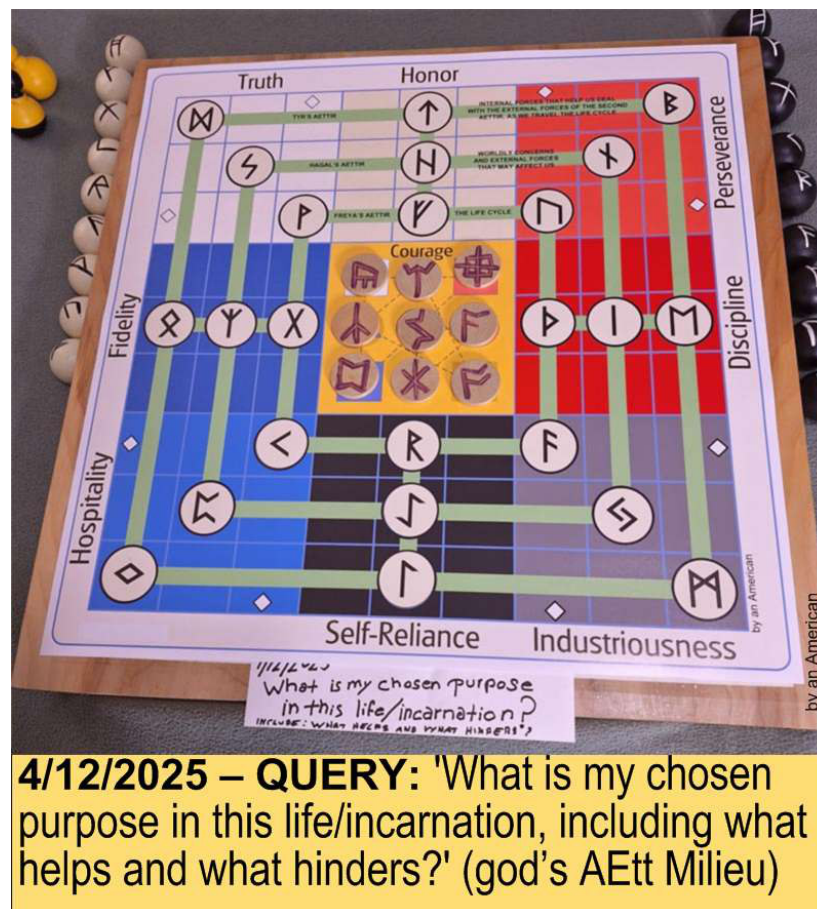
Date: 4/12/2025

9:00 PM +/-

Q&D: an American

Venue: Home

Query: What is my chosen purpose in this life/incarnation, including what helps and what hinders?



The god's AEtT Rune Disks on the Orlog Board Center



4/12/2025 – QUERY: 'What is my chosen purpose in this life/incarnation, including what helps and what hinders?' (Completed Reading)

The Completed Full Morris Reading

This is a question that any man or woman who understands the idea of past lives and ‘reincarnation’ might ask... and did. Again, there are two photos, one after the placement of the fourth, god’s AEtT/Northumbrian rune disks, to give a clear and uncluttered idea of the milieu of the Orlog Board. The second image shows the completed Reading, with all the pieces in place.

How many pages might be expended interpreting the photos above? That’s difficult to predict, but obviously, it could take more than 100. Just as obvious, you could be at it for days -- or over a period of months and years. You ought to see that as a good thing, because it certainly cannot be helped. Consider that viewing this image in contradistinction to images from other Readings that one has produced -- especially on related topics may be helpful.

Where to begin?

If I were you, dear reader, I would do this reading for myself, with a similar Query. Continue looking into it for as long as you find it helpful. Be sure to take legible photos that leave no questions about the placement of the pieces.

Here is a possibly heretical idea: Given that after the final piece was been placed here, it would be White’s turn if this was a real game of Nine Man’s Morris. What could happen if White takes that move; followed by Black; and then White again, and so on, until more

moves are not possible or one side has lost all piece that are located on the Morris Track? Each Morris Man and Norn has significance, based upon many conditions, most of which have been touched upon in the previous text, some perhaps that you must discover for yourself.

This Runic Divination and Contemplation System is newly-revealed, so this author is not in a position to do any more than guess about this ‘post-Reading’ process of ‘additional Becoming,” as it might be called. I do think that it might be most useful in a reading that was more ‘Action-Based,” as is the next and final reading. I also am positive that you can’t go wrong if you will explore this tack. What is there to be lost? For those who are considering looking into this author’s query and its possible interpretation, please understand that as much as I would like to furnish enough biographical information to make that even remotely possible, I would be willing to do that, but there probably isn’t time to do it well, because it is now April 14, 2025 and time is wasting. This document needs to be distributed to a proposed distribution group very soon. I don’t see it providing much insight about how to use the Divinatory aspect, at least not over running this reading upon yourself. Possibly, I’ll change my mind before finalizing this document and since my identity will remain unknown to the wider world, I wouldn’t mind revealing the pertinent info, if there was time. -- *an American*

Let's move ahead to the last of the three final Rune Readings. This next is the most important in the Booklet. One that may be crucial, if you are willing to get involved in **The GAR Republic** plan and in **The Five Words**.

READING #3: Full Morris Reading.

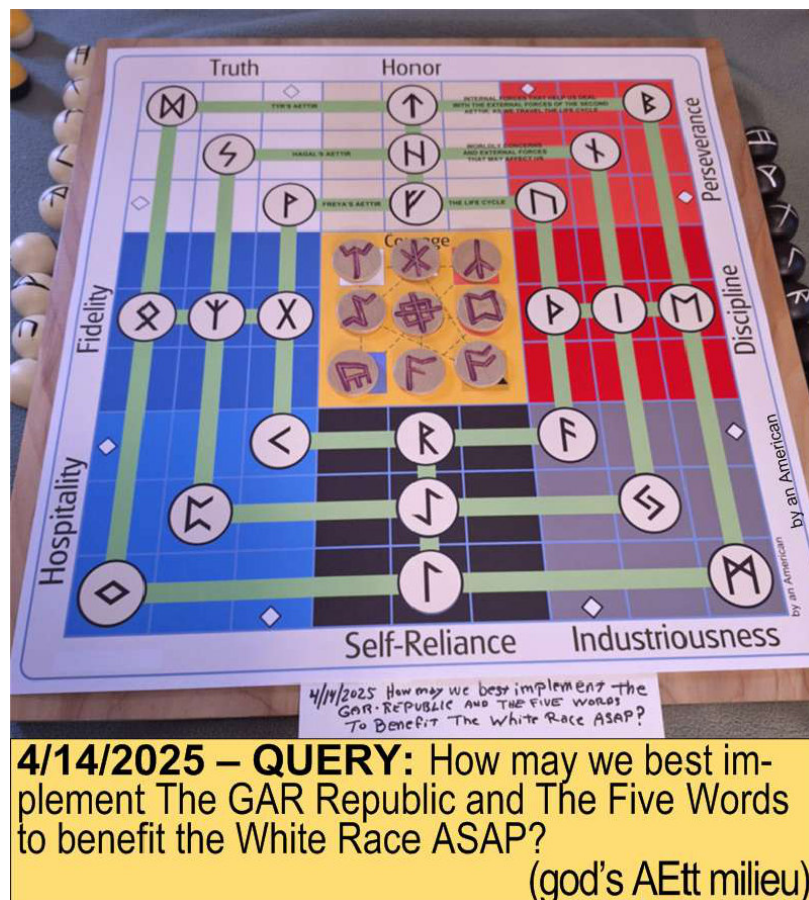
Date: 4/14/2025

Mid-afternoon

Q&D: an American

Venue: Home

Query: How may we best implement the GAR Republic and The Five Words to benefit the White Race ASAP?





4/14/2025 – QUERY: How may we best implement The GAR Republic and The Five Words to benefit the White Race ASAP?

(Complete Reading)

Two Photos. Top: The god's AEtT rune disks distributed to the center of the Orlog Board for you to examine and understand the Milieu of the Orlog Board, after which they are (Bottom) moved out to the adjacent Sub-Grids and the Norns, Morris Men, and Toxic Tribalists are placed.

This is the Query that this booklet was created to spread, so that world-wide membership of the Teutonic/Anglo-Celtic, sometimes Slavic Diaspora will be able to look into things, examine options, WORK TO IMPLEMENT the plan, and take our individual nation states back from the goblins and parasites nation-wreckers. While we are at it, we should free the entire world and manage it as well!

You have three tasks here:

- 1) Examine and interpret my results.**
- 2) Rephrase the query in your own words, perform the reading, contemplate and share the results.**
- 3) Share this booklet, plus the system of Runic Divination and Contemplation, and also contact one fellow White man or woman every month from the day you accept the Quest.**

Recruit them to The GAR Republic Plan and the positive use of The Five Words to spread our ideas to the entire White Race, excepting perhaps those few that may be beyond redemption -- and it's a pretty good bet that many who now oppose us are just suffering from a misunderstanding caused by the current sad lack of common sense among some who support the right things in what may be the wrong way.

After all, what type of White man or woman could really support culture distortion and the total destruc-

tion of civilization and life itself? Think about that!

The following bullet list gives several ideas about where to begin and how to interpret the above image of the Query of Queries answered and awaiting your insight!

Hints for Interpretation of Your Readings

“Including, but not limited to the following:”

1. Examine the Orlog Board Milieu by contemplating what effect each of the god's AEttr runes will have upon the Virtue Sub-Grid they currently sit upon and influence.
2. Contemplate the state of each Elder Futhark Rune in each Virtue Sub-Grid, under the god's AEttr rune that currently affects that Sub-Grid.
3. Contemplate the placement of the first two Norns, Urd ('What has been') and Verdandi ('What is becoming;').
4. Examine and contemplate the 'Nine Innings' of

the White vs. Black Morris Man Placement.

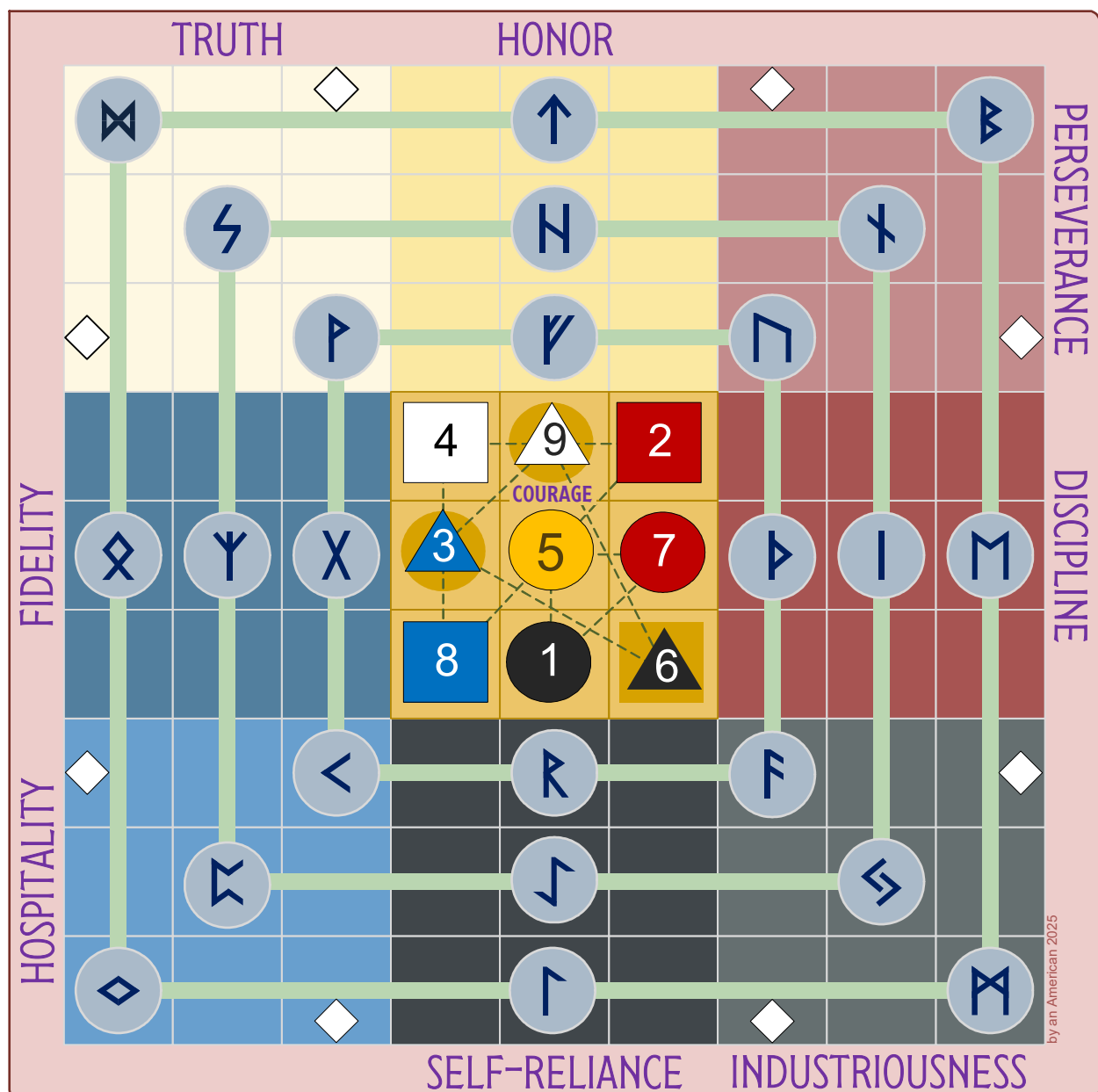
5. Examine the placement of the White and Black Morris Men upon the three AEtT Tracks of the Orlog Board: 'The Life Cycle' (inner track); 'Worldly Concerns and External Forces' (central track); and 'Internal Forces that help us deal with the External Forces of the central track' (outer track).
6. Examine the placement of the White and Black Morris Men on the tracks and in the Sub-Grids as to existing patterns.
7. Examine the placement of the Morris Men in the Sub-Grids by their name-labels. (e.g. what does it mean that a certain Morris Man on a certain Elder Futhark Rune in a certain Sub-Grid (or Rune Spoke) is labeled with a certain Elder Futhark Rune.
8. Contemplate the effects that all Morris Men who were 'Bounced' to end up either in the Golden Center or outside the borders of the

Eight outer Sub-Grids have upon the Sub-Grids and the Elder Futhark runes they now affect.

9. Look for patterns or configurations that are conspicuous in their absence, such as totally unoccupied spokes.
10. Look for configurations existing across spokes (on both sides of the center), including outer and inner 'Bounce' destinations.
11. Look for significantly bracketed line segments, of which there are thirty-two on the board, existing between pairs of Elder Futhark runes. There existed in Prehistoric Europa a set of 32 iconic figures or shapes for which no explanation has ever been convincingly given. Could these have been significant to the thirty-two line segments between the twenty-four distribution points on the Nine Man's Morris layout?
12. Look for potential power or advantage to be gained (or lost) by Morris game Movement after all pieces have been placed.

13. Look for significant relationships or configurations that have been overlooked in the list above.

14. Look for any of the thirty-three Morris 'Figures,' (Mills, Forks, and Corner Spokes.



Meanings of the Nine god's A Ett Runes

Explanation has been limited to the memory-peg or title word, but the time has come for a more complete treatment.²⁴



1. **OS – Mouth** – Fourth rune. Rune

of Woden in his aspect as god of eloquence and linguistic communication. Literally, the mouth from which the divine sound of creation emanates. On a cosmic level this signifies the primal vibrational note that empowers material existence. Magically, Os denotes the creative power of the world and hence by extension, divine and human wisdom. More generally, it refers to information, whose expression on a physical level underlies the very process of life itself. Os reaches to the basic level of human existence, which is expressed in poetry, song,

²⁴ From: *Runic Lore and Legend: Wyrdestaves of Old Northumbria* Paperback – January 15, 2019 by Nigel Pennick (Author): If one book is recommended above others for this system, it is this one. That said, as noted earlier, it is not quite a complete resource.

<https://www.amazon.com/Runic-Lore-Legend-Wyrdestaves-Northumbria/dp/1620557568>

saga, and literature. When it is used in magic it is at its most powerful when connected with call spells known as GALDR. It serves to bring the divine breath OND, into action Os is allied to the ash tree (*fraxinus excelsior*) and its herb is the hallucinogenic fungus, the fly agaric mushroom (*Amanita muscaria*), used historically by wise women and shamans.



2.AC - OAK TREE - The fourth

Norhtumbrian A Ett commences with the twenty-fifth rune, Ac, which represents the Oak, the holy tree of the sky and thunder god in the British tradition, Aaronwy, Thunor, and Thor. Ac is a rune of great potential power and many uses. The Old English Rune Poem expresses them: "On this earth, Oak is useful to men. It is fodder for pigs and often it sails on the Gannet's bath, wher the spear sharp sea tests the worthiness of the timber." The potential power of Ac is symbolixed by the

Acorn, from which the mighty oak tree emanates. Although seemingly insignificant, this small seed contains within itself the awesome potential of massive growth and longevity. Magically, Ac is the Cosmic Egg, which channels the power of strong, continuous growth from small beginnings to a mighty climax. We sue Ac to reinforce the magic that assists the creative and productive processes. Ac's corresponding herb is hemp (*Cannibis sativa*).



3. YR - YEW BOW - Twenty-seventh rune represents a yew bow, both a weapon and an instrument of divination. When

the rune, YR, is used, it takes over from Eoh in the twenty-four rune of of the Elder Futhark. The form of the rune has been seen as representing the arbalest or crossbow, a more powerful form of bow used in ancient times for hunting and military combat. The oldest known representation of a crossbow

is on a Pictish stone in Scotland. The Ur rune as a human-made weapon more generally represents handicraft. Craft is the perfect combination of skills and knowledge applied to materials provided by nature, and, of course, the practice of archery is a highly skilled craft. As well as being a death-bringer, the bow was used for divination. There were two different ways of using the bow to find a special place. One was to shoot an arrow, the place sought being marked by where the arrow fell. This technique appears in the legend of Robin Hood, for the location of his grave and that of Little John were defined by arrow shot. Magically, Yr is used both defensively, as protection at the expense of others, and for finding the correct location for anything, being literally on target. Yr magic is most valuable in finding lost objects or the best place for anything. The herbs of this rune are the black-berried bryony (*Bryonia alba*) and mandrake (*Man-*

dragora officinarum).



4. IOR - WATER BEAST - Ior is

the twenty-eighth rune, signifying a water beast. or denotes the dual nature of matter, symbolized by the amphibious habits of many water beasts. More specifically, Ior signifies the sea serpent, a beast once well-known to mariners but not endangered or extinct. In the Northern Tradition, Ior is personified as the World Serpent, whose name is Iormungand. According to the Northern Tradition, Iormungand is extremely formidable and dangerous, Thor fishes for Iormungand using an ox head as bait. He succeeds in hooking it, but before he can drag it from the water the giant with whom Thor is fishing cuts the rope, and Iormungand sinks back to the ocean floor. Symbolically, this means that if it ever becomes possible to eliminate the dangerous qualities that Iormungand represents, then

inevitably this would produce a catastrophe far worse than the consequences of its continued existence. Ior thus symbolizes those unavoidable hardships and problems with which we must come to terms so that our lives can be tolerable. Like Ior, these supernatural beasts represent certain forces in nature, that rather than being killed, are quelled. Then, still living, they are integrated with the human-natural order. This tale of Thor is a fine example of the law of the unity of opposites in the Northern Tradition and their integration into their appropriate places in life. Unfortunately, the modern response to such dangerous forces as these is to seek to eliminate them completely, which is impossible. The Northumbrian worm legends are instances of the power of Ior. Magically Ior is a binding rune of great power, as is one of the rune's corresponding trees, the ivy (*Hedera helix*). While it is said to strangle and kill other trees, it remains ev-

ergreen, making it a plant of life and death. Ior represents the serpentine, binding power of the water snake, the seaweed kelp (*Laminaria digitata*), by which swimmers are sometimes entangled and drowned. The corresponding tree of Ior is the Linden (*Tilia platyphyllos*), connection Germanic tradition with the Lindwurm serpent.



5. EAR-DUST - Ear is the twenty-ninth rune of the Northumbrian Futhork and the final one of the Anglo-Saxon Futhark. Ear is the

soil of the earth, the dust to which our bodies return at death. Ear is thus symbolic of the grave, the termination of human life. But without an end there could never have been a beginning: without death there cannot be life. Ear thereby signifies the unavoidable end of all things, more specifically the inevitable return of individual, living human beings to the earth of which our bodies are made. As "The Old English Rune Poem" tells

us, "The dust is frightening to every nobleman, when the flesh suddenly starts to cool, and the body must choose the earth as a bleak bedfellow. Bright fruits fall, joys cease, relationships pass away." Magically, Ear brings things to a close, more specifically accelerating the arrival of an inevitable endpoint, a useful rune for brightening about the swift conclusion of something that the user requires to be terminated. Ear is the third Yew-tree rune, along with Eoh and Yr. Its herb is equally deadly, being the lethal hemlock (*Conium maculatum*).

6. **CWEORTH-RITUAL FIRE** - The thirtieth



rune is Cweorth. This character, which appears only in the Northumbrian rune row, is related to the Ogham character Quert, the Apple Tree of the Celtic tree alphabet. Like Quert, Cweorth has the meaning of rebirth and eternal life. Specifically, this rune signifies the swirling,

ascending flames of a ritual fire, the process of transformation by burning. In the case of the funeral pyre, one of Cweorth's aspects, fire serves to liberate the spirit from the material body so that it can be reborn in a new form. More commonly Cweorth represents the festival bonfire of celebration, joy, an liberation. Thus Cweorth is the opposite of the binding need fire of Nyd. Magically, this thirtieth rune can be used to bring about all kinds of transformation. The corresponding trees of Cweorth are the bay (*Laurus nobilis*), the beech (*Fagus sylvatica*), and, through its Celtic connection, the apple (*Malus spp.*). The sacred herb of the Cweorth is rue, or herb of grace (*Ruta graveolens*), used in rites of purification.



7. CALC - CUP - The thirty-first rune of the Northumbrian Futhork, the penultimate character of the fourth airt, is Calc. This run has the literal meaning of "a ritual con-

tainer" or "an offering cup," such as the maple-wood wassail bowl used in the rites of Yuletide and the spiritual vessels in Celtic and Christian mythology, such as the Cauldron of Wisdom and the Holy Grail. The cup or chalice is the object of the quest, as in Aurtherian Legend. So the rune's meaning is connected with the natural, successful, conclusion of a process. Magically, Calc signifies the successful conclusion of a working, so it is appropriate to use it in a closing rite. Once it is over, the transformation has been achieved and no more needs to be done. Calc can also be used magically in contacting absent friends or the departed in an act of remembrance, as we do when we drink to absent friends or in honor of the spirits of the dead. The magical trees of the Calc rune are the field maple (*Acer campestre*), the tree from which sacred cups are turned. The other sacred tree of Calc is the quicken tree, or rowan (*Sorbus aucuparia*). Calc's sacred

herb is milfoil, or yarrow (*Achillea millefolium*).



8. STAN - STONE - Stan is the final rune of the fourth airt. It has the meaning of "stone," containing the magical power of stone in all its forms. At a basic level Stan represents the bones of the Earth, the ground beneath our feet. It can signify a blockage, such as a rock lying across a path or a stone at the entrance to a cave. Additionally Stan represents a megalith standing at a place of power in the landscape, a wyrdstone bearing natural runes, which we can read, or a stone or playing piece in a board game. Stan's shape is that of the stone or bone playing pieces used in ancient Northern Tradition board games such as Hnefatafl [board game]. Magically, Stan can be used to forge a spiritual link between human beings and between earthly and heavenly powers. In its appearance as a

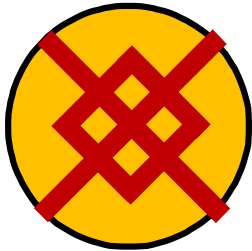
game piece or a geometric stone Stan can either provide protection or act as a block to our progress. An important magical use is in blocking and stopping, turning back opposition, and driving away assailants. "The Lay of Hamdir" tells of a Stan Spell by the High Gods' Kinsman (Woden/Odin).

"Roared he as bears roar; ;
Stones to the stout ones,
That the spears bit not,
Nor the edges of steel,
These sons of Jonakr!"

Stan is here the rune of magical turning and blocking, which can also be turned for use in attack and punishment. And of course the stone is the oldest offensive missile known to humans. The corresponding trees of Stan are the blackthorn (*Prunus spinosa*) and the witch hazel (*Hamamelis mollis*). Stan's magical herb is the stone-loving lichen known as

Iceland moss (*Cetraria islandica*).

9. GAR- SPEAR - Thirty-third and final rune



of Northumbria is Gar, which as the literal meaning of "Spear." More specifically, Gar refers to the spear carried by Woden. The

Northern Tradition teaches that Woden's spear has a staff of ash wood, symbolically linked with the world tree, Yggdrasil. Unlike the other thirty-two runes, which are assigned to their corresponding airt [AEtt], Gar stands outside. This is because it is the central point, the stable axis, which is simultaneously internal, external, everywhere, and nowhere. When the runes of the four airts are written out, Gar is written at the center and all the other runes are laid out in a circle around it, But holding the center is not the only function of Gar. It can also be used to magically empower the beginning of a new order of things and as a rune of fulfillment. In this way it serves as the seal in the

completion of a magical formula or working. As a sigil it represents the final affirmation of the working. Its most useful function magically, however, is in wiping out any runic onlays that are no longer needed. Gar's corresponding trees are the ash (*Fraxinus excelsior*) and the now-rare spindle tree (*Euonymus europaea*), once used, as its name suggests, for making spindles used in the preparation of thread for weaving and sewing, thus linking us again to the Web of Wyrd.

Another Useful Resource for the Northumbrian Runes is Florell's Document -- if you have not yet acquired it, here is a link to a download site. This document also is not quite stand-alone, but you'll be glad you have it!

<https://files.catbox.moe/9jd1qt.pdf>

Final Words and Summary

If you have ‘skimmed’ your way back here and still don’t quite see what’s going on, here’s a summary:

1. This booklet is a ‘Quick Start Guide’ to a partially re-discovered system of Runic Divination and Contemplation. Part of it has been ‘Revealed’ and part has been rediscovered, given that the ancient’s couldn’t have missed it, however thick their modern counterparts may be.
2. The booklet also gives instructions, telling how to perform several forms of Divination Readings using the Runes in question and a Layout Board, of which there are several styles that you may print or have printed. Twenty-inches square is the recommended size, but read some and your’ll see that a bit smaller will also be useful.
3. The layout Board is called an Orlog Board;

The Orlog Board displayed above will print at whatever size your printer will handle. See elsewhere for several different designs and color schemes.

4. With two dice, you place markers/men on the twenty-four distribution points, each of which is marked by one of the Elder Futhark Runes. These are in their three AEtts. Utilize the 'cheat chart' below to learn

ODD + ODD			RED ODD + WHITE EVEN	
2 4 6	5 3 1	2 4 6		
5 3 1	RANDOM RUNE SELECTION WITH 2 DICE	1 3 5		
WHITE ODD + RED EVEN	2 4 6	1 3 5	6 4 2	EVEN + EVEN
	1 3 5	6 4 2		

by an American

how to place markers/men on the board. These markers will be three (3) Norns and Eighteen (two sets of nine) Morris Men. Use one White, one Red dice pair.

5.The Morris Men: Each set, Black Nine and White Nine are labeled with the first 9 Elder Runes.

6.Since we are placing movable objects upon a layout of static (fixed) Runes, obviously, some of the marker objects will be sent to Rune Spots that are already occupied. When that occurs, the newcomers ‘Bounce.’ The first rune to ‘Bounce’ is sent to inside the Golden 3x3 Center, to stay upon the numbered, colored shape adjacent to the outer Sub-Grid from whence it came. Subsequent ‘Bounced’ markers bounce to the center and then back out to beyond the outside border of the Sub-Grid from whence it came. Thus, only one ‘Bounced’ marker is permitted on each spot inside the center, but any number of ‘Bounced’ markers may site outside the border of any Sub-Grid.

7.In any of the more complex Readings, you may expect perhaps one third of the markers to wind up

‘Bounced.’ Those **‘Bounced’** to the Center influence the adjacent outer Sub-Grid. Markers **‘Bounced’** beyond the outer border have less influence -- sometimes almost none, depending upon circumstances that you will learn to recognize.

- 8.** There are quite a few ways to interpret the resulting arrangement of the various Norns and Morris Men. These range from simple to quite complex and even encompass **‘what-if’** scenarios based upon possible move in a Nine Man’s Morris **‘game.’**
- 9.** That said, in a normal reading, once a marker is placed, it stays put, absent special **‘creative’** agreements that you may wish to investigate or invent.
- 10.** All told, there are an incredible number of influences that may be used to interpret the results of the twenty-one placed markers (three Norns, Eighteen Morris Men). See elsewhere for a mostly complete list.
- 11.** However even more complexity and context is added to the readings when you install a special set of Rune Disks prior to placing the Norns and Morris Men.

12.Each such rune disks holds one special Rune, glyphs from the set of Northumbrian Runes which contain a Fourth AEtT beyond the three AEtTs of the Elder Futhark. The fourth AEtT of Northumbria is known as the “AEtT of the gods.” These nine additional rune disks are able to create alternate ‘states’ in the nine Sub-Grids of the Orlog Board, influencing also the three Elder Runes found in each Sub-Grid. There is a rather complicated chart about that on page 31.

13.Instructions for the hand-crafting of very stylish Norns and Morris Men are found on pages 105-106.

14.Too much other lore, instructions, and illustrative diagrams to mention are found through the other pages of this booklet.

15.This Booklet was written, compiled, illustrated, and distributed by an American, who, as with any good American, has used his own American Ingenuity® to convert what has been revealed and/or become known to him into a means to fight and defeat the World Enemy (((guess))), which is also the enemy of all True Americans and all members of the Teuton-

ic/Anglo-Celtic/Sometimes Slavic World Diaspora, also often known as ‘White People.’”

16.This booklet is available ‘free’ (e.g. it won’t cost you money) to any member of said Diaspora, or to any non-member (e.g. ‘non’ or ‘other’) who is willing to take a knee and say, ‘It is OK to be White.’

17.For White People who obtain this booklet ‘Free,’ there are three ‘non-monetary costs’ for you:

18.FIRST: You will share this booklet widely, offering it to ALL of your fellow White People who may or should be interested. That’ll be most of them because the Booklet also holds the details of an Action Plan to turn things around in our homelands and in the world at large and ‘Put Out’ the current harmful influencers as well as the World Parasite. Do not assume that any White you know or meet will not be interested in this booklet and it’s Divination and Contemplation System and Action Plan. Just tell them about it or simply give it to them. There is nothing wrong with group email or posting comments to URLs (catbox.more for example) or putting up stickers with a URL or a

blocky little QR code Scanner; several of these are available free, for your mobile phones. Simple and easy to use. Try Catbox dot moe for a stash place.

19.SECOND: If/when asked where you obtained this booklet, you must answer, "From an American."

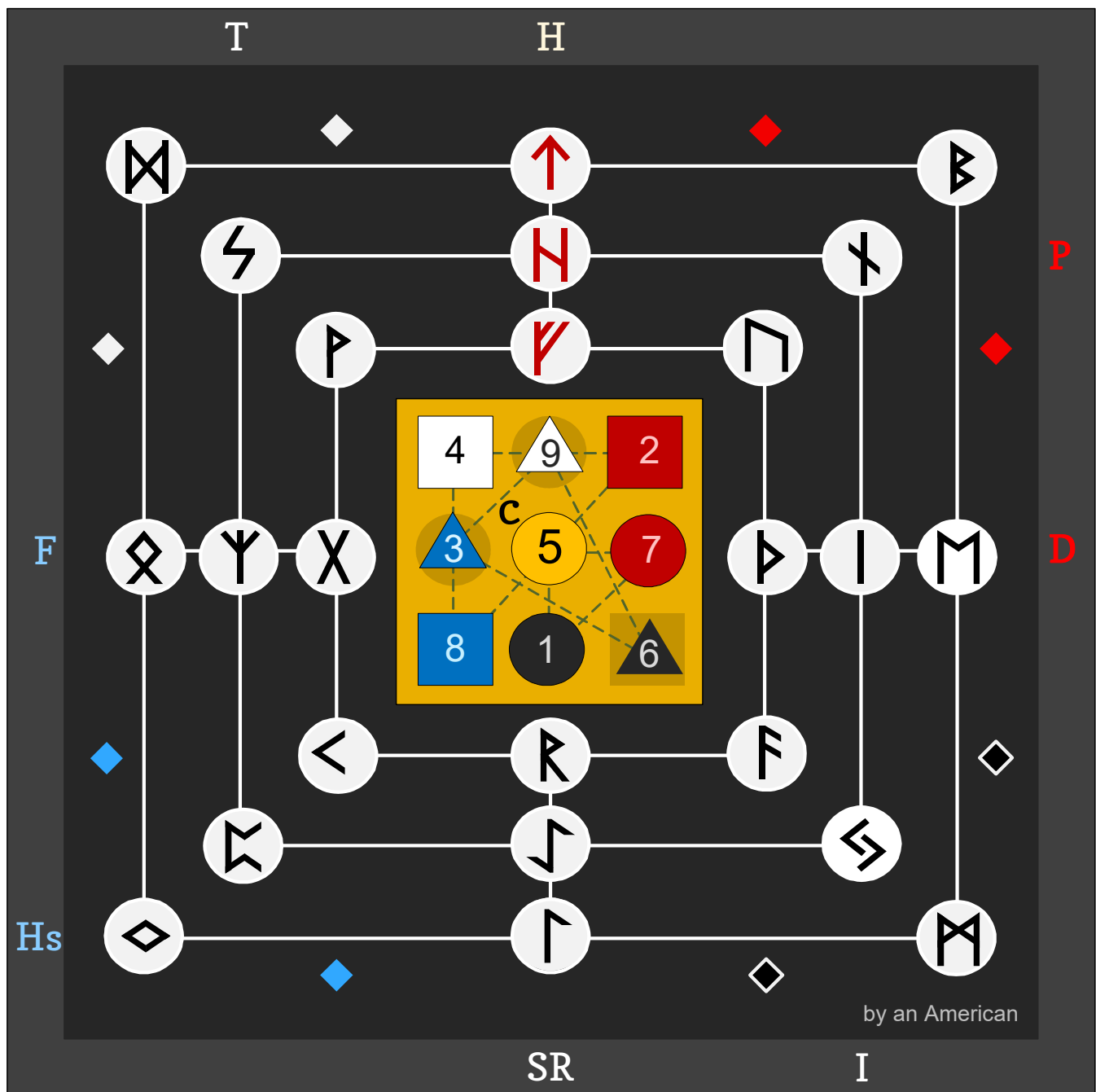
20.THIRD: you will look over the simple Action Plan for White People to take back our homelands and the world. This is known as The GAR Republic and it utilizes The Five Words heavily: 'It's OK to be White.'

21.The Five Words and the GAR Republic Plan are described beginning on page 109, where some **RED TEXT** begins to show up. By accepting, downloading, and using this booklet, you incur the debt of giving enough attention to the above mentioned Red Text Pages that you will be able to grasp the elements of our simple Action Plan and decide if you are willing to take part. Think long on hard on this. If you are up for it, the gods will bless you. If you are not, nobody will probably blame you except yourself, and of course you are always free to jump in and begin working the plan whenever you are ready. Or not.

22.A final thing that you should keep in mind about divination is that it has been used and it has worked in all earthly times and cultures. Sometime in the 1960's, philosopher Alan Watts pointed out that given how many types of divination exist -- and they all seem to work -- then you should be able to stir up an ant nest with a stick and, if you knew how to read the resulting patterns, you could learn what you wanted to know. So it's not so much the 'nuts and bolts,' of the process, but rather the operator. One corollary to Watt's ant hill example is that if a crowd of those ants ran up your pant leg and bit you on the bottom, if you knew how to read the patterns of those ant bites, you could learn just as much. Runes have been much pondered and read in modern times. While we may not have many details about how they were used in the distant past, given the large amount of more recent practice and lore, Runes provide modern White People a useful and culturally appropriate tool for use in discerning and untangling the often tangled and shifting web or Wyrð!

23.Other than that, please see the Table of Contents

near the front of this Booklet. Thanks for your
attention and consideration! -- *an American* 4/15/2025



Orlog Board: Quick Start, 'Hail Victory' Edition
For best use, print at 20" square.
Or select one of the other designs.

Last-Minute Announcement

Whatever you think about the current American President, we really do owe him lot for waking up so many White People to the fact that we need “Another Hitler.” The fact that he may not be that man cannot be held against him, at least not too much.

We also owe him for breaking the news that USAID, under the UniParty had been using ‘almost all the federal budget’ to finance literally all of the subversive, violent and harmful schemes and programs worldwide. Jews like Soros don’t spend their own money!

HOWEVER, there is one program -- the worst of all -- that the Trump Administration did not and has not yet informed the American public about.

There is an American Stasi, or mass surveillance program, being run in every state, and probably every zip code in the continental United States, with related departments in much of the civilized world.

At least ten percent, possibly even more of the population is and has been maintained, trained, and paid to spy upon their neighbors, including even worse, such as housebreaking, degradation of target environment, and health, ‘beaming,’ even murder. Read about it and keep an eye open for surveillance activity in your own locale. Then do the necessary. **Information here:** <https://americanstasi.com/> and here: <https://www.anonymousconservative.com/blog/surveillance/>

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YOUR ANCESTORS WERE THE

FOLKISH MILITIA OF
LETHAL FIORD



THOR ELFDAIL
LEIF OLDHART
ELF HARDTOIL

<https://ingesanagram.com/>

BIG PEOPLE IN HISTORY BOOKS

by an American