

The Pesuakarta: A Glossary of Terms for Elements of the Psyche as used on the Merlionsman Coaching & Consulting Individuation Hypothesis Charts (MCC-IHC) (11th ed.)

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Overleaf is presented a provisional extended glossary of terms for functions, sides or dimensions, matrices, domains, tesseracts, phases and branes of the psyche in individuation theory as used in Merlionsman Individuation Hypothesis Charts. Considering that Individuation Theory assumes that the psyche is fractally infinite and theoretically infinitely knowable in its full, finite unknowability, this glossary will be updated as new terms are generated for further meta-levels of the psyche.

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1. Tempra Menkladu di Saiki Sapiensu / Named Functions of the Human Psyche

A function is the first and smallest meta-structural layer of the psyche. There are currently 128 named cognitive functions (*tempra di mulera* in Kristang) of the psyche in Individuation Theory, out of a countably infinite set of possible functions as described by the notation:

functions of the human psyche = {Hero, Parent, Child, Anima . . . }

The table below is identical to that found in Wong (2022) as an appendix; for a fuller explanation of the functions of the psyche, the reader is advised to consult that paper. Kristang names in *italics* are presented for select functions.

Numerical designation	Provisional name / archetype	Side / dimension of the psyche	Process names	Remarks
1st	hero <i>kabesa</i>	ego	perceiving (N-/S-) and	Existing terms in English are taken from the literature
2nd	parent <i>komprador/a</i>	<i>galang</i>	judging (T-/F-)	
3rd	child <i>nusenti</i>			
4th	anima <i>animu</i>		extroverted (-e) and	
5th	nemesis-companion <i>armador/dera</i>	superego	introverted (-i)	
6th	critic-sage <i>konselu</i>	<i>sombra di galang</i>		
7th	trickster-shaman <i>fitiseru/a</i>			
8th	demon-daimon <i>diabu</i>			
9th	herald <i>anju</i>	self	crossmodal (N-/S-) and	
10th	tutelary <i>rejidor/a</i>	<i>prua</i>	crosscurrent (T-/F-)	
11th	psychopomp <i>marineru</i>			
12th	emissary <i>astrang</i>		diachronous (-e ² /-d) and	
13th	revenant-perpetual <i>kafri</i>	superself	synchronous (-i ² /-y)	
14th	gunslinger-sentinel <i>jaga</i>	<i>sombra di prua</i>		
15th	wanderer-celestial <i>stranjeru/a</i>			

16th	crusader-integral <i>brigador/dera</i>			
17th	sojourner-mother/father <i>mai/pai (di saiki)</i>	spirit <i>langgiang</i>	acquisitive (N-/S-) and evaluative (T-/F-)	The first term in each set separated by the slash is for individuals who are born biologically female, and the second for individuals who are born biologically male, as also presented in Table 5. There is insufficient data to suggest what happens for individuals born intersex
18th	stargazer-daughter/son <i>fila/filu (di saiki)</i>		variegated (-e ³ /-v) and consolidated (-i ³ /-c)	
19th	luminary-son/daughter <i>filu/fila (di saiki)</i>			
20th	librarian-father/mother <i>pai/mai (di saiki)</i>			
21st	logos/eros-paternal grandfather/maternal grandmother <i>aboh machu pai/aboh femi mai (di saiki)</i>	superspirit <i>sombra di langgiang</i>		
22nd	eros/logos-maternal grandmother/paternal grandfather <i>aboh femi mai/aboh machu pai (di saiki)</i>			
23rd	aion/anthropos-maternal grandfather/paternal grandmother <i>aboh machu mai/aboh femi pai (di saiki)</i>			
24th	anthropos/aion-paternal grandmother/maternal grandfather <i>aboh femi pai/aboh machu mai (di saiki)</i>			
25th	dawn/spring <i>tempu komesu/maneseh</i>	source <i>skota</i>	checking (-N/-S) and balancing (T-/F-)	The first term in each set separated by the slash is for individuals whose first / Hero function is a Judging function, and the second for individuals whose first / Hero function is a Perceiving function.
26th	spring/dawn <i>maneseh/tempu komesu</i>		refined (-e ⁴ /-r) and optimised (-i ⁴ /-p)	
27th	summer/midday <i>midia/tempu kenti</i>			

28th	midday/summer <i>tempu kenti/midia</i>			
29th	autumn/dusk <i>tempu panyah/trinidadadi</i>	supersource <i>sombra di skota</i>		
30th	dusk/autumn <i>trinidadadi/tempu panyah</i>			
31st	midnight/winter <i>anoti miu/tempu jelu</i>			
32nd	winter/midnight <i>tempu jelu/anoti miu</i>			
33rd	kinesis	sublime	innovative (N-/S-) and creative (T-/F-)	Functional archetypes taken from the human senses
34th	smell	<i>sokong</i>		
35th	taste			
36th	esthesis		continuous (-e ⁵ /-q) and discretised (-i ⁵ /-x)	
37th	sight	super-sublime		
38th	touch	<i>sombra di sokong</i>		
39th	hearing			
40th	syndesis			
41st	solid/attestation	essence	Compendious (N-/S-) and Veracious (T-/F-)	Functional archetypes taken from processes related to energy and thermodynamics, with associations linked to alchemy also present
42th	conduction/interrogation	<i>bela</i>		
43th	convection/exuberation			
44th	liquid/ablution		infinite (-e ⁶ /-w) and infinitesimal (-i ⁶ /-k)	
45th	gas/inclusion	superessence		
46th	advection/diffusion	<i>sombra di bela</i>		
47th	radiation/multiplication			
48th	plasma/projection			

49th	chromodynamism/strong interaction	salve	heightening (N-/S-) and expanding (T-/F-)	Functional archetypes taken from the four fundamental forces and associated particulate matter
50th	gluonics/symmetry	<i>petaka</i>		
51st	photonics/perturbation			
52nd	electromagnetism/rapture		endothermic (-e ⁷ /-n) and exothermic (-i ⁷ /-s)	
53rd	flavourdynamism/weak interaction	supersalve		
54th	W&Z bosonics/asymmetry	<i>sombra di petaka</i>		
55th	gravitonics/equanimity			
56th	gravitation/brilliance			
57th	charm/expulsion	spark	constellative (N-/S-) and prismatic (T-/F-)	Functional archetypes taken from the six existing and two hypothetical quark types, and parts of a tree (of life); side/dimension name is in honour of and reflective of the processes suggested in Pixar's <i>Soul</i>
58th	top/production	<i>argola</i>		
59th	up/digestion			
60th	light/nutrition		symmetrical (-e ⁸ /-z) and asymmetrical (-i ⁸ /-a)	
61st	strange/transportation	superspark		
62nd	bottom/captivation	<i>sombra di argola</i>		
63th	down/regeneration			
64th	dark/proliferation			
65th	interphase	lake	semblative (N-/S-) and simulative (T-/F-)	Functional archetypes taken from the process of cell division and replication; side/dimension name is in honour of the character Lake from the <i>Infinity Train</i> series and also reflects the close affinity to bodies of water and mirrors (e.g. Lady of the Lake, the Mirror of Erised) that this section of the psyche has
66th	preprophase	<i>spelu</i>		
67th	prophase			
68th	prometaphase		diffracted (-e ⁹ / -df) and refracted (-i ⁹ / -rf)	
69th	metaphase	superlake		
70th	anaphase	<i>sombra di spelu</i>		
71st	telophase			
72th	Cytokinesis			
73th	autophagic initiation	mycelial		

74th	autophagic nucleation	<i>mogu</i>	eccentric (N-/S-) and idiosyncratic (T-/F-)	Functional archetypes taken from the process of fungal decomposition; side/dimension name reflects the embodiment of this section of the psyche by <i>Star Trek Discovery</i> and Paul Stamets' mycelial network theories
75th	autophagic elongation			
76th	autophagic maturation			
77th	lysosome docking	super-mycelial	disintegrating (-e ¹⁰ /-dn)	
78th	lysosome fusion	<i>sombra di mogu</i>	and decomposing (-i ¹⁰ /-dc)	
79th	lysosome degradation			
80th	lysosome recycling			
81st	choleric/anger	mettle	indomitable (N-/S-) and inexorable (T-/F-)	Functional archetypes taken from trauma response mechanisms in humans, and the four classical humours; side/dimension name reflects the tardigrade's strong affinity with this section of the psyche
82nd	fight	<i>kaska</i>		
83rd	flight			
84th	sanguine/joy		buttressed (-e ¹¹ /-tt) and fortified (-i ¹¹ /-ff)	
85th	melancholic/sadness	supermettle		
86th	fawn	<i>sombra di kaska</i>		
87th	freeze			
88th	phlegmatic/fear			
89th	epicuticle/conn pod	leap	perpetuating (N-/S-) and enduring (T-/F-)	Functional archetypes taken from <i>Halo: Combat Evolved's</i> SPARTAN-II programme, <i>Pacific Rim's</i> Jaegers, and <i>Neon Genesis Evangelion's</i> EVAs; side/dimension name reflects the "god"/divinity associations with this section of the psyche
90th	resorption/pilot shielding	<i>pulu</i>		
91st	tanning/broadcast power			
92nd	exocuticle/s ² engine		supermassive (-e ¹² /-ss)	
93rd	endocuticle/a.t. field	superleap	and supercharged (-i ¹² /-cc)	
94th	apolysis/escape pod	<i>sombra di pulu</i>		
95th	ecdysis/gravity sling			
96th	exuviae/hardlight shaping			
97th	mimesis/marker light	Shroud	camouflaged (N-/S-) and occluded (T-/F-)	Functional archetypes taken from <i>Halo: Combat Evolved's</i> SPARTAN-III programme and <i>Warhammer</i>
98th	disruptive coloration/nanocrystalline mesh	<i>bauchi</i>		

99th	self-decoration/countershading		photoreactive (-e ¹³ /-pr)	40,000's Tau Empire faction; side/dimension name reflects the strong connections of the Invisibility Cloak of Harry Potter and ideas of camouflage with this section of the psyche
100th	motion dazzle/fusion cannon		and triangulative (-i ¹³ /-tr)	
101st	night vision/multi-tracker	supershroud		
102nd	smokescreen/jetpack	<i>sombra di bauchi</i>		
103rd	aposematism/ decreased reactivity			
104th	transparency/ sonar jamming			
105th	cognitive shielding/datacluster installation	meld <i>andor</i>	conveyance (N-/S-) and transmission (T-/F-)	Functional archetypes taken from <i>Halo: Combat Evolved</i> 's SPARTAN-IV programme; side/dimension name reflects the Vulcan mind-meld and the strong embodiment of this section of the psyche by Artificial Intelligences in many science-fiction universes, and <i>Ghosts</i> in the <i>Destiny</i> series
106th	cognitive strength/fullerene lattice			
107th	cognitive scoping/induced muscle memory		coordinative (-e ¹⁴ /-cd) and cooperative (-i ¹⁴ /-cp)	
108th	cognitive agility or supermyellination			
109th	cognitive stamina/biofabricated lungs	supermeld		
110th	cognitve depth/corneal implants	<i>sombra di andor</i>		
111th	cognitive layering/polythread heartweave			
112th	cognitive endurance/telomere lengthening			
113th	somatic concealment/refugio	morph	dampening (N-/S-) and deterring (T-/F-)	Functional archetypes taken from <i>Halo: Combat Evolved</i> 's Lesser Ark and in-game locations on the Lesser Ark; side/dimension name reflects the changeling nature of this section of the psyche and its embodiment in the <i>Animorphs</i> series
114th	somatic translation/terminus	<i>pasturinyu</i>		
115th	somatic redirection/sentinel			
116th	somatic resettlement/cartographer		repelled (-e ¹⁵ /-rl) and repudiated (-i ¹⁵ /-rd)	
117th	somatic reclamation/power node	supermorph		
118th	somatic decryption/citadel	<i>sombra di pasturinyu</i>		
119th	somatic regeneration/foundry			
120th	somatic relocation/slipspace network			

121st	non-local fate/gravity well generator	ring	conclusive (N-/S-) and	Functional archetypes taken from <i>Halo: Combat Evolved's</i> Halo installations and in-game locations on the Halo installations; side/dimension name reflects the Orouboros's strong affinity with this section of the psyche
122nd	non-local accuracy/vacuum energy siphon	<i>anela</i>	definitive (T-/F-)	
123rd	non-local vantage/sentinel production factory		determinate (-e ¹⁶ /-dt) and ultimate (-i ¹⁶ /-ul)	
124th	non-local embodiment/silent cartographer			
125th	non-local doom/control room	superring		
126th	non-local fidelity/ancilla	<i>sombra di anela</i>		
127th	non-local revelation/library			
128th	non-local autopoiesis/activation index			

As stated at the start of this section, there are an **infinite number of countable functions** after the 128th function of the psyche; at present, Merlionsman sees no pressing need to continue to name the 129th function and beyond, as further individuation is more easily measurable in terms of the larger meta-levels of side / dimension and matrix thereafter. See the next section (section 2) for further development of individuation in this way as a result; this pattern again obtains for subsequent sections.

Individuation does not stop once someone or a collective reaches the 128th function, and proceeds on toward infinity.

2. Ajundra ke Banda Menklaru di Saiki Sapiensu / Dimensions or Sides of the Human Psyche

A dimension or side is the second meta-structural layer of the psyche. There are currently 512 named dimensions or sides of the psyche in Individuation Theory, out of a countably infinite set of possible dimensions or sides as described by the notation:

$$\text{sides / dimensions of the human psyche} = \{\text{Ego, Self, Spirit, Source . . .}\}$$

Eight sides or dimensions of the human psyche are equivalent to one matrix of the human psyche (i.e. one matrix is always composed of eight sides or dimensions). The numbered placement of each side or dimension (indicated by # in the table) is fixed and significant to understanding each particular side / dimension and matrix. Named sets or dimensions are therefore grouped in octaves under their particular organising named matrix in the table below.

All named sides or dimensions have an archetypal designation alongside a gloss providing a first attempt at more information about the archetype or an alternative perspective of it, and a positional designation that indicates their numbered placement within a matrix as first or eighth (*-ego*), second or seventh (*-kairos*), third or sixth (*-teleios*) and fourth or fifth (*-id*), inferred from the existing psychoanalytic practice for the first matrix of the psyche. A brief explanation of the archetypal name origin and positional prefix origin is given alongside the designations; some may be revised in future. **Individuation continues after the 512nd side of the psyche** and can be measured in terms of matrices thereafter.

Matrix	Designation			Archetypal name origin	Positional prefix origin	
	#	Archetypal	Gloss			Positional
1st Luminous	1st	Ego	Line	Ego	Extant in existing psychoanalytic literature (Edinger 1986)	<i>kairos, teleios</i>
	2nd	Self	Plane	Kairos	Extant in existing psychoanalytic literature (Edinger 1986)	Extant in existing psychoanalytic literature (Kelman 1969, Walker 1976, Todd 2011)
	3rd	Spirit	Space	Teleios	Extant in existing psychoanalytic literature (Naifeh 2013)	
	4th	Source	Time	Id	Association with the Erinyes, Furies and Triple Goddess	
	5th	Sublime	Probability	Superid	Association with the Valar of the <i>Silmarillion</i> (1977)	Super-
	6th	Essence	Reality	Superteleios	Association with the replicators of <i>Star Trek: The Next Generation</i> (1987)	Extant in existing psychoanalytic literature (Lesmeister 1998)
	7th	Salve	Willpower	Superkairos	Association of this side with <i>Shazam!</i> (2019)	
	8th	Spark	Symmetry	Superego	After the metaphysical concept of the same name in <i>Soul</i> (2020)	

Matrix	Designation			Archetypal name origin	Positional prefix origin	
	#	Archetypal	Gloss			Positional
2nd Martial	9th	Lake	Replication	Autoego	After the protagonist of Season 2 of <i>Infinity Train</i> (2019-20)	Auto- From Greek αὐτός (autós), connoting <i>autonomous</i>
	10th	Mycelial	Entropy	Autokairos	After the mycelial network of Season 1 of <i>Star Trek: Discovery</i> (2017)	
	11th	Mettle	Resilience	Autoteleios	Association with the real-life tardigrade	
	12th	Leap	Paradox	Autoid	Association with the SPARTAN-IIs in <i>Halo: Combat Evolved</i> (2001)	
	13th	Shroud	Suspension	Hyperid	Association with the SPARTAN-IIIs in <i>Halo: Reach</i> (2010)	Hyper- From Greek ὑπέρ (hupér)
	14th	Meld	Transference	Hyperteleios	Association with the SPARTAN-IVs in <i>Halo 5: Guardians</i> (2015)	
	15th	Morph	Reciprocity	Hyperkairos	Association with <i>Animorphs</i> (1996) and <i>Ben 10</i> (2005)	
	16th	Ring	Nonlocality	Hyperego	Association with the Halo Array from <i>Halo: Combat Evolved</i> (2001)	
3rd Jovial	17th	Water	Subversion	Interego	After the Western & Eastern classical element	Inter- From Latin <i>inter</i> , connoting a middle or third way
	18th	Air	Reflexivity	Interkairos	After the Western & Eastern classical element	
	19th	Fire	Vigour	Interteleios	After the Western & Eastern classical element	
	20th	Earth	Deference	Interid	After the Western & Eastern classical element	
	21st	Wood	Apposition	Urid	After the Eastern classical element	Ur- From German <i>ur-</i> , connoting primevality
	22nd	Steel	Immensity	Urteleios	After the Eastern classical element	
	23rd	Lightning	Peripeteia	Urkairos	After modern expansions of the classical element system	
	24th	Ice	Kintsugi	Uregio	After modern expansions of the classical element system	
4th Saturnine	25th	Natal	Initiation	Chronoego	After the Kristang lexeme for Christmas	Chrono- From Greek χρόνος (khrónos), connoting <i>chronology</i> , time etc.
	26th	Karnival	Threshold	Chronokairos	After the Kristang festival, celebrated in Singapore until 1899	
	27th	Pasku	Flourishing	Chronoteleios	After the Kristang lexeme for Easter	
	28th	San Pedru	Consolidation	Chronoid	After the Kristang festival Festa San Pedru	
	29th	San Juang	Causality	Tetraid	After the Kristang festival Festa San Juang	Tetra- From Greek τέτταρες (tessares), connoting fourfoldness
	30th	Koresmu	Desistance	Tetrateleios	After the Kristang lexeme for Lent	
	31st	Tres Rei	Resistance	Tetrakairos	After the Kristang lexeme for the Feast of the Epiphany	
	32nd	Bespa Anu	Inevitability	Tetraego	After the Kristang lexeme for New Year's Eve	

Matrix	Designation				Archetypal name origin	Positional prefix origin
	#	Archetypal	Gloss	Positional		
5th Uranian	33rd	Mann	Attack	Polyego	After the fairy chess piece of the same name	Poly- From Greek πολύς (polús), connoting multiplicity
	34th	Ferz	Defence	Polykairos	After the fairy chess piece of the same name	
	35th	Läufer	Evasion	Polyteleios	After the fairy chess piece of the same name	
	36th	Rook	Ambush	Polyid	After the fairy chess piece of the same name	
	37th	Wazir	Cleansing	Etherid	After the fairy chess piece of the same name	Ether- From Greek αιθήρ (aithér), connoting <i>ethereal</i>
	38th	Alfil	Garrison	Etherteleios	After the fairy chess piece of the same name	
	39th	Knight	Knockout	Etherkairos	After the fairy chess piece of the same name	
	40th	Shah	Fortuity	Etherego	After the fairy chess piece of the same name	
6th Newtonian	41st	Ghost	Immunity	Flexiego	After the Pokémon type of the same name	Flexi- From Latin <i>flectere</i> , connoting <i>flexibility</i>
	42th	Mind	Serenity	Flexikairos	After the Pokémon type “Psychic”	
	43th	Fairy	Whimsy	Flexiteleios	After the Pokémon type of the same name	
	44th	Dragon	Elevation	Flexiid	After the Pokémon type of the same name	
	45th	Boulder	Tenacity	Neoid	After the Pokémon type “Rock”	Neo- From Greek νέος (néos)
	46th	Knuckle	Ricochet	Neoteleios	After the Pokémon type “Fighting”	
	47th	Feather	Trajectory	Neokairos	After the Pokémon type “Flying”	
	48th	Bane	Stringency	Neoego	After the Pokémon type “Poison”	
7th Mercurial	49th	Temenos	Incorporation	Hippoego	Extant in existing psychoanalytic literature (Hewison 2014)	Hippo- From Greek ἵππος (híppos), connoting <i>Hippocratic</i>
	50th	Athame	Demarcation	Hippokairos	After the alchemical and/or neopagan concept of the sword	
	51st	Calix	Substantiation	Hippoteleios	After the alchemical and/or neopagan concept of the cup	
	52nd	Watchtower	Transmogrification	Hippoid	After the alchemical and/or neopagan concept of the Guardian	
	53rd	Skyarmor	Repulsion	Apoïd	After the ancient and/or neopagan concept of skyclad	Apo- From Greek ἀπό (apó), connoting <i>apothecary</i>
	54th	Rhabdos	Binding	Apoteleios	After the alchemical and/or neopagan concept of the wand	
	55th	Diskos	Tincture	Apokairos	After the alchemical and/or neopagan concept of the disk	
	56th	Hieron	Adornment	Apoego	Extant in existing psychoanalytic literature (Hewison 2014)	

Matrix	Designation			Archetypal name origin	Positional prefix origin	
	#	Archetypal	Gloss			Positional
8th Venerable	57th	Brumilu	Foundation	Chloroego	After the Kristang lexeme for red	Chloro- From Greek χλωρός (khlōrós), connoting greenery, the tree of life and the chakras
	58th	Laranja	Fixation	Chlorokairos	After the Kristang lexeme for orange	
	59th	Marelu	Resplendence	Chloroteleios	After the Kristang lexeme for yellow	
	60th	Arkuiris	Manifestation	Chloroid	After the Kristang lexeme for rainbow	
	61st	Bedri	Refreshment	Bioid	After the Kristang lexeme for green	Bio- From Greek βίος (bíos), connoting greenery, the tree of life and the chakras
	62nd	Azul	Fluidity	Bioteleios	After the Kristang lexeme for blue	
	63th	Roisu	Distinction	Biokairos	After the Kristang lexeme for purple	
	64th	Jambu	Sovereignty	Bioego	After the Kristang lexeme for pink	
9th Tantalising	65th	Engine	Endless	Locoego	After the same entity in <i>Infinity Train</i> (2019) and <i>Westworld</i> (2016)	Loco- From Latin <i>loco</i> , connoting <i>locomotive</i>
	66th	Carriage	Expanse	Locokairos	After the same entity in <i>Infinity Train</i> (2019)	
	67th	Passenger	Code	Locoteleios	After the same entity in <i>Infinity Train</i> (2019)	
	68th	Loop	Diegetic	Locoid	After the same concept in <i>Westworld</i> (2016)	
	69th	Pearl	Reverie	Deloid	After the same object in <i>Westworld</i> (2016)	Delo- From Greek Δήλος (Delos), after the corporation in <i>Westworld</i> (2016)
	70th	Host	Sentience	Deloteleios	After the same entity in <i>Westworld</i> (2016)	
	71st	Denizen	Labyrinth	Delokairos	After the same entity in <i>Infinity Train</i> (2019)	
	72th	Terminus	Wasteland	Deloego	After the terminus of a train or vehicle	
10th Botanical	73th	Covenant	Odyssey	Speirego	After the government of the same name in <i>Halo: Combat Evolved</i> (2001)	Speir- From Speirin as used on <i>Star Trek Discovery</i> (2017) and Greek σπείρω (speírō)
	74th	Crossfield	Doorstop	Speirkairos	After the class of starship in <i>Star Trek: Discovery</i> (2017)	
	75th	Unbound	Hybrid	Speirteleios	After the type of fusal entity in the <i>Homeworld</i> series	
	76th	Skip	Displacement	Speirid	After the action as described in the <i>Old Man's War</i> series	Dida- From Greek δάω (dau), connoting <i>didactic</i>
	77th	Warp	Empyrean	Didaid	After the action as described in <i>Star Trek</i> and <i>Warhammer 40,000</i>	
	78th	Calypso	Carrier	Didateleios	After the episode of the same name in <i>Short Treks</i>	
	79th	Gaia	Collective	Didakairos	After the entity described in <i>Foundation's Edge</i> (1980)	
	80th	Homeworld	Megalithic	Didaego	After the planet described in <i>Steven Universe</i> (2015)	

Matrix	Designation			Archetypal name origin	Positional prefix origin	
	#	Archetypal	Gloss			Positional
11th Mesmerising	81st	Sputnik	Singularity	Ostraego	After the real-life spacecraft of the same name	Ostra- From Greek ὄστρεον (óstreion), connoting a shell
	82nd	Vanguard	Devotion	Ostrakairos	After the real-life spacecraft of the same name	
	83rd	Vostok	Fervour	Ostrateleios	After the real-life spacecraft of the same name	
	84th	Atlas	Endurance	Ostraid	After the real-life rocket of the same name	
	85th	Artemis	Esteem	Tardiid	After the real-life spacecraft of the same name	Tardi- From <i>tardigrade</i>
	86th	Apollo	Hope	Tarditeleios	After the real-life spacecraft of the same name	
	87th	Challenger	Sacrifice	Tardikairos	After the real-life space shuttle of the same name	
	88th	Orion	Surrender	Tardiego	After the real-life spacecraft of the same name	
12th Tributary	89th	Titan	Exodus	Exoego	After the real-life spacecraft of the same name in <i>Titan A.E.</i> (2000)	Exo- From Greek ἔξω (éxō), connoting <i>Exo-suits</i> / mechas
	90th	Monarch	Groundbreaker	Exokairos	After the planet in <i>The Outer Worlds</i> (2019)	
	91st	Phoenix	Rebirth	Exoteleios	After the class of starship in <i>Halo Wars</i> (2009)	
	92nd	Marathon	Spartan	Exoid	After the class of starship in <i>Halo: Combat Evolved</i> (2001)	Osteo- From Greek ὀστέον (osteon), connoting bone or dense exoskeleton
	93rd	Halcyon	Key	Osteoid	After the class of starship in <i>Halo: Combat Evolved</i> (2001)	
	94th	Promethean	Majestic	Osteoteleios	After the type of entity in <i>Halo 4</i> (2012)	
	95th	Pegasus	Valiant	Osteokairos	After the Battlestar Pegasus in <i>Battlestar Galactica</i> (1978 / 2004)	
96th	Punic	Vindication	Osteoego	After the class of starship in <i>Halo: Combat Evolved</i> (2001)		
13th Circumstantial	97th	Onslaught	Formation	Oneiroego	After the battleship capital ship in <i>Sins of a Solar Empire</i> (2012)	Oneiro- From Greek ὄνειρος (óneiros), connoting dreams
	98th	Convoy	Tempest	Oneirokairos	After the main fleet in <i>Battlestar Galactica</i> (1978 / 2004)	
	99th	Genesis	Excavation	Oneiroteleios	After the coloniser capital ship in <i>Sins of a Solar Empire</i> (2012)	
	100th	Rapture	Reconciliation	Oneiroid	After the support capital ship in <i>Sins of a Solar Empire</i> (2012)	Vivi- From Latin <i>vivere</i> , connoting <i>survival</i>
	101st	Revelation	Disclosure	Viviid	After the heavy assault capital ship in <i>Sins of a Solar Empire</i> (2012)	
	102nd	Aria	Enculturation	Viviteleios	After the Opera House in <i>Battlestar Galactica</i> (2004)	
	103rd	Schism	Contestation	Vivikairos	After the events of Season 3 of <i>Battlestar Galactica</i> (2007)	
	104th	Harbinger	Reclamation	Viviego	After the events of Season 4 of <i>Battlestar Galactica</i> (2008)	

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14th Terraforming	105th	Furnace	Tectonic	Pariego	After fictional terraforming processes in <i>Spore</i> (2008)	Pari- From Latin <i>par</i> , connoting equality or <i>parity</i>
	106th	Fissure	Network	Parikairos	After fictional terraforming processes in <i>Spore</i> (2008)	
	107th	Meteor	Scattering	Pariteleios	After fictional terraforming processes in <i>Spore</i> (2008)	
	108th	Dune	Terrain	Pariid	After fictional terraforming processes in <i>Spore</i> (2008)	
	109th	Lagoon	Habitability	Rotoid	After fictional terraforming processes in <i>Spore</i> (2008)	Roto- From Latin <i>rota</i> , connoting a wheel or loop
	110th	Summit	Observatory	Rototeleios	After fictional terraforming processes in <i>Spore</i> (2008)	
	111th	Reliquary	Sanctuary	Rotokairos	After fictional terraforming processes in <i>Spore</i> (2008)	
	112th	Satellite	Requisition	Rotoego	After fictional terraforming processes in <i>Spore</i> (2008)	
15th Arboreal	113th	Blaze	Fury	Wereego	After the Toa Hordika in <i>Bionicle</i> (2003)	Were- From <i>werewolf</i> , connoting the same
	114th	Quake	Ripple	Werekairos	After the Toa Hordika in <i>Bionicle</i> (2003)	
	115th	Bash	Melee	Wereteleios	After the Toa Hordika in <i>Bionicle</i> (2003)	
	116th	Bite	Grip	Wereid	After the Toa Hordika in <i>Bionicle</i> (2003)	
	117th	Blade	Segment	Ecoid	After the Toa Hordika in <i>Bionicle</i> (2003)	Eco- From <i>ecology</i> , connoting the same
	118th	Barb	Hook	Ecoteleios	After the Toa Hordika in <i>Bionicle</i> (2003)	
	119th	Hide	Pelt	Ecokairos	After the Toa Hordika in <i>Bionicle</i> (2003)	
	120th	Spin	Douse	Ecoego	After the Toa Hordika in <i>Bionicle</i> (2003)	
16th Reaping	121st	Kin	Affinity	Civiego	After Sid Meier's <i>Civilisation VI</i> (2016)	Civi- From <i>civilisation</i> , connoting the same
	122nd	Kampung	Compound	Civikairos	After Sid Meier's <i>Civilisation VI</i> (2016)	
	123rd	Settlement	Centrality	Civiteleios	After Sid Meier's <i>Civilisation VI</i> (2016)	
	124th	Polis	Locality	Civiid	After Sid Meier's <i>Civilisation VI</i> (2016)	
	125th	Port	Connectivity	Ouroid	After Sid Meier's <i>Civilisation VI</i> (2016)	Ouro- From <i>ouroboros</i> , connoting the same
	126th	Plaza	Reactivity	Ouroteleios	After Sid Meier's <i>Civilisation VI</i> (2016)	
	127th	Preserve	Sentimentality	Ourokairos	After Sid Meier's <i>Civilisation VI</i> (2016)	
	128th	Monument	Finality	Ouroego	After Sid Meier's <i>Civilisation VI</i> (2016)	

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17th Tableau	129th	Shipbreaking	Expedition	Aquaego	After the Aszod Shipbreaking Yards in <i>Halo: Reach</i> (2010)	Aqua- From Latin <i>aqua-</i> , connoting water
	130th	Derelict	Wreckage	Aquakairos	After the third mission of <i>Homeworld: Deserts of Kharak</i> (2019)	
	131st	Artifact	Retrieval	Aquateleios	After the fourth mission of <i>Homeworld: Deserts of Kharak</i> (2019)	
	132nd	Flagship	Superiority	Aquaid	After the sixth mission of <i>Homeworld: Deserts of Kharak</i> (2019)	
	133rd	Forerunner	Antiquity	Naufraid	After the seventh mission of <i>Homeworld: Deserts of Kharak</i> (2019)	Naufra- From Latin <i>naufragium</i> , connoting a shipwreck
	134th	Dreamlands	Whispering	Naufrateleios	After the ninth mission of <i>Homeworld: Deserts of Kharak</i> (2019)	
	135th	Caldera	Rendezvous	Naufrakairos	After the twelfth mission of <i>Homeworld: Deserts of Kharak</i> (2019)	
	136th	Guidestone	Prophecy	Naufraego	After the same object in <i>Homeworld</i> (1999)	
18th Salvaging	137th	Scaffold	Staging	Aeroego	After the Scaffold of <i>Homeworld</i> (1999)	Aero- From Greek ἀέρος (aéros), connoting air
	138th	Sublight	Anticipation	Aerokairos	After the <i>Khar-Selim</i> of <i>Homeworld</i> (1999)	
	139th	Complement	Monitor	Aeroteleios	After the <i>Khar-Selim</i> of <i>Homeworld</i> (1999)	
	140th	Beacon	Distress	Aeroid	After the destruction of the <i>Khar-Selim</i> in <i>Homeworld</i> (1999)	
	141st	Blackbox	Alert	Evaïd	After the destruction of the <i>Khar-Selim</i> in <i>Homeworld</i> (1999)	Eva- From Latin <i>evacuare</i> , connoting evacuation
	142nd	Carpathian	Responder	Evateleios	After the real-world ship <i>Carpathia</i>	
	143rd	Collapsible	Lifeboat	Evakairos	After the type of lifeboats on the real-world <i>Titanic</i>	
	144th	Harbour	Deliverance	Evaego	Due to this dimension's association with safety and refuge	
19th Kindling	145th	Fugitive	Exile	Feuerego	After Mata Nui's landing on Bara Magna in <i>Bionicle</i> (2009)	Feuer- From German <i>feuer</i> , connoting fire
	146th	Impact	Descent	Feuerkairos	After Mata Nui's landing on Bara Magna in <i>Bionicle</i> (2009)	
	147th	Ignition	Bestowal	Feuerteleios	After the Mask of Life in <i>Bionicle</i> (2009) and <i>Beast Wars</i> (1996)	
	148th	Confrontation	Intervention	Feuerid	After Mata Nui's behaviour in <i>Bionicle: The Legend Reborn</i> (2009)	
	149th	Buildup	Cache	Pyroid	After 'Beast Wars, Part 2' in <i>Beast Wars</i> (1996)	Pyro- From Greek πῦρός (purós), connoting fire
	150th	Coalition	Fusion	Pyroteleios	After 'Beast Wars, Part 2' in <i>Beast Wars</i> (1996)	
	151st	Transmetal	Interchange	Pyrokairos	After the type of Transformer in <i>Beast Wars</i> (1996)	
	152nd	Transwarp	Concatenation	Pyroego	After the type of propulsion drive in <i>Beast Wars</i> (1996)	

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20th Rejuvenating	153rd	Drone	Abandonment	Terraego	After 'The Reformatting' in <i>Beast Machines</i> (1999)	Terra- From Latin <i>terra</i> , connoting earth
	154th	Vector	Lock	Terrakairos	After the Vector Sigma Chamber in <i>Beast Machines</i> (1999)	
	155th	Oracle	Reformatting	Terrateleios	After the same entity in <i>Beast Machines</i> (1999)	
	156th	Symbiosis	Technorganic	Terraid	After the same concept in <i>Beast Machines</i> (1999)	
	157th	Diagnosis	Protoform	Metroid	After the Diagnostic Drone in <i>Beast Machines</i> (1999)	Metro- From Greek <i>μητρόσ</i> (<i>mētrós</i>), connoting both mother and <i>metropolis</i>
	158th	Symbiote	Heterochromatic	Metroteleios	After Botanica in <i>Beast Machines</i> (1999)	
	159th	Orchard	Incandescent	Metrokairos	After the character in <i>Beast Machines</i> (1999)	
	160th	Paradise	Ecological	Metroego	After the same concept in <i>Beast Machines</i> (1999)	
21st Waypoint	161st	Nexus	Portal	Baumego	After the entity of the same name in <i>Star Trek: Generations</i> (1994)	Baum- From German <i>baum</i> , connoting tree
	162nd	Darklight	Intermission	Baumkairos	After my own creation in 'So We Might' (2020)	
	163rd	Vergence	Animation	Baumteleios	After the Vergence Scatter from <i>Star Wars: Rebels</i> (2019)	
	164th	Lamppost	Void	Baumid	After the Lamp-Post from <i>The Magician's Nephew</i> (1955)	
	165th	Keystone	Access	Viaid	After the Keystone from <i>Star Wars: Rebels</i> (2019)	Via- From Latin <i>via-</i> , connoting road or pathway
	166th	Fledgling	Distance	Viateleios	After Fledge from <i>The Magician's Nephew</i> (1955)	
	167th	Fleece	Bough	Viakairos	After the Golden Fleece from Greek mythology	
	168th	Kallisti	Immortality	Viaego	After the Golden Apple archetype from various cultures	
22nd Shouldering	169th	Helm	Impulse	Ferroego	After the armour piece	Ferro- From Latin <i>ferrum</i> , connoting iron
	170th	Visor	Ascension	Ferrokairos	After the armour piece	
	171st	Gauntlet	Redoubt	Ferroteleios	After the armour piece	
	172nd	Breastplate	Gallant	Ferroid	After the armour piece	
	173rd	Brigandine	Stalwart	Ankyloid	After the armour piece	Ankylo- From Greek <i>ἀγκυλος</i> (<i>ankylos</i>), connoting fused and armour
	174th	Hilt	Efficacy	Ankyloleios	After the armour piece	
	175th	Chausses	Quickening	Ankylokairos	After the armour piece	
	176th	Sabaton	Invincibility	Ankyloego	After the armour piece	

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23rd Caducean	177th	Kerukeion	Rod	Fulmenego	After the Staff of Hermes from Greek mythology	Fulmen- From Latin <i>fulmen-</i> , connoting lightning
	178th	Corollary	Trade	Fulmenkairos	After the Greek god Hermes' role as the patron of commerce	
	179th	Triskelion	Hermetic	Fulmenteleios	After the same real-world symbol	
	180th	Anansi	Spider	Fulmenid	After Anansi from Akan and descendant mythologies	
	181st	Br'er	Rabbit	Arachnoid	After Br'er Rabbit from Bantu and descendant mythologies	Arachno- From Greek ἀράχνη (arákhnē), connoting spiders and Anansi
	182nd	Hydra	Bicameral	Arachnoteleios	After the Hydra from Greek mythology	
	183rd	Pocket	Realm	Arachnokairos	After the Field of Shadows from <i>Bionicle</i> (2003)	
	184th	Behemoth	Apex	Arachnoego	After the Zivon from <i>Bionicle</i> (2003)	
24th Categorising	185th	Walker	Chosen	Glaciego	After the White Walkers from <i>A Song of Ice and Fire</i> (1996)	Glaci- From Latin <i>glacies</i> , connoting ice
	186th	Sleipnir	Bier	Glacikairos	After the eight-legged horse from Norse mythology	
	187th	Naglfar	Procession	Glaciteleios	After the ship from Norse mythology	
	188th	Jötun	Dais	Glaciid	After the entity from Norse mythology	
	189th	Ymir	Yawning	Ragnaid	After the entity from Norse mythology	Ragna- From Old Norse <i>ragnarök</i> , connoting the same
	190th	Auðumbla	Nobility	Ragnateleios	After the entity from Norse mythology	
	191st	Valkyrie	Might	Ragnakairos	After the entity from Norse mythology	
	192nd	Disir	Benevolence	Ragnaego	After the entity from Norse mythology	
25th Anomalous	193rd	Wellspring	Stygian	Obolego	After the Sea of Lost Souls in the ninth level of <i>Homeworld</i> (1999)	Obol- After Charon's obol from Greek mythology
	194th	Hivemind	Unanimous	Obolkairos	After the Ghost Ship in the ninth level of <i>Homeworld</i> (1999)	
	195th	Intercept	Diminishment	Obolteleios	After the use of strike craft in the ninth level of <i>Homeworld</i> (1999)	
	196th	Generator	Dissipation	Obolid	After the control field in the ninth level of <i>Homeworld</i> (1999)	
	197th	Marauder	Incapacitation	Ampelid	After the control field effects in the ninth level of <i>Homeworld</i> (1999)	Ampel- From Latin <i>amplus</i> , connoting amplitude
	198th	Phaseout	Inversion	Ampelteleios	After the use of gravity well tech in the ninth level of <i>Homeworld</i> (1999)	
	199th	Underdog	Regard	Ampelkairos	After the return of the Bentusi in the ninth level of <i>Homeworld</i> (1999)	
	200th	Olympian	Superheavy	Ampelego	After the superheavy ship chassis in the ninth level of <i>Homeworld</i> (1999)	

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26th Superlative	201st	Radioactive	Ambient	Novaego	After the setting of the tenth level of <i>Homeworld</i> (1999)	Nova- From Supernova Station, a key location in the 10th level of <i>Homeworld</i> (1999)
	202nd	Rusakov	Dust	Novakairos	After the Rusakov particles of <i>His Dark Materials</i> (1995)	
	203rd	Alethiometric	Minefield	Novateleios	After the Alethiometer from <i>His Dark Materials</i> (1995)	
	204th	Magisterial	Goliath	Novaid	After the Magisterium from <i>His Dark Materials</i> (1995)	
	205th	Aeronautical	Dispossession	Panserid	After the same type of role in <i>His Dark Materials</i> (1995)	Panser- From the <i>panserbjørne</i> of <i>His Dark Materials</i> (1995)
	206th	Interstitial	Severance	Panserteleios	After the intercision in <i>His Dark Materials</i> (1995)	
	207th	Outpost	Reunification	Panserkairos	After the same in <i>His Dark Materials</i> (1995) and <i>Homeworld</i> (1999)	
	208th	Numinous	Maturation	Panserego	After the use of intercision in <i>His Dark Materials</i> (1995)	
27th Tendentious	209th	Overture	Troubadour	Bacchaego	After the opening of <i>Tannhäuser</i> (1845)	Baccha- From <i>bacchanalian</i>
	210th	Revelry	Satiation	Bacchakairos	After Act 1, Scenes 1 & 2 of <i>Tannhäuser</i> (1845)	
	211th	Pilgrim	Shepherd	Bacchateleios	After Act 1, Scenes 3 & 4 of <i>Tannhäuser</i> (1845)	
	212th	Resounding	Ecstatic	Bacchaid	After Act 2 of <i>Tannhäuser</i> (1845)	
	213th	Outpouring	Escort	Treuerid	After Act 3, Scene 1 of <i>Tannhäuser</i> (1845)	Treuer- From German <i>treuer</i> , connoting fidelity and faithfulness
	214th	Premonition	Twilight	Treuerteleios	After Act 3, Scene 2 of <i>Tannhäuser</i> (1845)	
	215th	Penitence	Absolution	Treuerkairos	After Act 3, Scene 3 of <i>Tannhäuser</i> (1845)	
	216th	Excession	Departure	Treuerego	After the ending of <i>Tannhäuser</i> (1845)	
28th Rebellious	217th	Gamelan	Deliberation	Dewiego	After the real-world musical instrument of the same name	Dewi- From Javanese and earlier Sanskrit देवी (<i>devī</i>), connoting a goddess
	218th	Kendhang	Interval	Dewikairos	After the real-world musical instrument of the same name	
	219th	Exaltation	Regnant	Dewiteleios	After the association of this side with rulership	
	220th	Crown	Core	Dewiid	After the association of this side with rulership	
	221st	Crest	Crux	Rajaid	After the association of this side with rulership	Raja- From Javanese and earlier Sanskrit राजन् (<i>rajan</i>), connoting a king
	222nd	Deposition	Outcry	Rajateleios	After the association of this side with rulership	
	223rd	Balé	Interregnum	Rajakairos	After the real-world storage area of the same name	
	224th	Sekaha	Orchestral	Rajaego	After the real-world orchestra of the same name	

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29th Shining	225th	Remnant	Shattered	Karoego	After the Karos Graveyard in the thirteenth level of <i>Homeworld</i> (1999)	Karo- After the Karos Graveyard in the thirteenth level of <i>Homeworld</i> (1999)
	226th	Junkyard	Decommissioning	Karokairos	After the Karos Graveyard in the thirteenth level of <i>Homeworld</i> (1999)	
	227th	Intruder	Immobilisation	Karoteleios	After the Karos Graveyard in the thirteenth level of <i>Homeworld</i> (1999)	
	228th	Drift	Curvature	Karoid	After the Karos Graveyard in the thirteenth level of <i>Homeworld</i> (1999)	
	229th	Maelstrom	Battlefield	Traumid	After the Karos Graveyard in the thirteenth level of <i>Homeworld</i> (1999)	Traum- From German <i>traum</i> , connoting both dream and trauma
	230th	Prisoner	Indiscrimination	Traumteleios	After the Karos Graveyard in the thirteenth level of <i>Homeworld</i> (1999)	
	231st	Valeyard	Renegade	Traumkairos	After the emanation of the Doctor in <i>Doctor Who</i> (1986)	
	232nd	Avatar	Pristine	Traumego	After the Karos Graveyard in the thirteenth level of <i>Homeworld</i> (1999)	
30th Sighing	233rd	Pillar	Compensation	Sosperego	After the first level of <i>Halo: Combat Evolved</i> (2001)	Sosper- From Italian <i>sospiri</i> , connoting breath or a sigh
	234th	Cavalcade	Concentration	Sosperkairos	After the second level of <i>Halo: Combat Evolved</i> (2001)	
	235th	Upswing	Proximity	Sosperteios	After the third level of <i>Halo: Combat Evolved</i> (2001)	
	236th	Inhibitor	Obstinacy	Sosperid	After the fourteenth level of <i>Homeworld</i> (1999)	
	237th	Firewall	Vulnerability	Ponteid	After the fourteenth level of <i>Homeworld</i> (1999)	Ponte- From Italian <i>ponte-</i> , connoting a bridge
	238th	Deluge	Breakeven	Ponteteleios	After the sixth level of <i>Halo: Combat Evolved</i> (2001)	
	239th	Apogee	Deadlock	Pontekairos	After the seventh level of <i>Halo: Combat Evolved</i> (2001)	
	240th	Maw	Shutdown	Ponteego	After the final level of <i>Halo: Combat Evolved</i> (2001)	
31st Perilous	241st	Orbital	Regret	Fenesego	After the first level of <i>Halo 2</i> (2004)	Fenes- From Latin <i>fenestra</i> , connoting a window and defense
	242nd	Outskirts	Tactical	Feneskairos	After the second level of <i>Halo 2</i> (2004)	
	243rd	Scarab	Plating	Fenesteios	After the third level of <i>Halo 2</i> (2004)	
	244th	Arbiter	Headshot	Fenesid	After the fourth level of <i>Halo 2</i> (2004)	
	245th	Heretic	Kamikaze	Ptotoid	After the fifth level of <i>Halo 2</i> (2004)	Ptoto- From Greek <i>πτωτός</i> (<i>ptōtós</i>), connoting a fall
	246th	Helljumper	Pod	Ptototeios	After the sixth level of <i>Halo 2</i> (2004)	
	247th	Gondola	Corridor	Ptotokairos	After the seventh level of <i>Halo 2</i> (2004)	
	248th	Icon	Activation	Ptotoego	After the eighth level of <i>Halo 2</i> (2004)	

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32nd Garden	249th	Sanctum	Quarantine	Spitiego	After the ninth level of <i>Halo 2</i> (2004)	Spiti- From Greek σπιτι (<i>spíti</i>), connoting a home	
	250th	Gravemind	Tangent	Spitikairos	After the tenth level of <i>Halo 2</i> (2004)		
	251st	Cascade	Uprising	Spititeleos	After the eleventh level of <i>Halo 2</i> (2004)		
	252nd	Charity	Unworlding	Spitiid	After the twelfth level of <i>Halo 2</i> (2004)		
	253rd	Tartarus	Failsafe	Haloid	After the thirteenth level of <i>Halo 2</i> (2004)		Halo- From <i>halo</i> , connoting both the same and a hallow (hall or home)
	254th	Lingering	Silent	Haloteleos	After the epilogue of <i>Halo 2</i> (2004)		
	255th	Luck	Reinforcement	Halokairos	After the prologue of <i>Halo 3</i> (2007)		
	256th	Hiigara	Homecoming	Haloego	After the planet in <i>Homeworld</i> (1999)		
33rd Commanding	257th	Landfall	Brace	Meteoego	After the first level of <i>Halo 3</i> (2007)	Meteo- From <i>meteor</i> , connoting the same, as well as Greek μετά (<i>metá</i>)	
	258th	Lookout	Spotter	Meteokairos	After the second level of <i>Halo 3</i> (2007)		
	259th	Holdout	Perimeter	Meteoteleos	After the third level of <i>Halo 3</i> (2007)		
	260th	Highway	Offroad	Meteoid	After the fourth level of <i>Halo 3</i> (2007)		
	261st	Speedrun	Typhoon	Hegemid	After the fifth level of <i>Halo 3</i> (2007)	Hegem- From Greek ἡγεμών (<i>hēgemón</i>), connoting leadership	
	262nd	Assailing	Breach	Hegemteleos	After the sixth level of <i>Halo 3</i> (2007)		
	263rd	Ranging	Occupation	Hegemkairos	After the seventh level of <i>Halo 3</i> (2007)		
	264th	Trident	Replacement	Hegemego	After the eighth level of <i>Halo 3</i> (2007)		
34th Basking	265th	Reprisal	Reunion	Ardiego	After the ninth level of <i>Halo 3</i> (2007)	Ardi- From Latin <i>ardere</i> , connoting something burning or glowing	
	266th	Dispersal	Unfinished	Ardikairos	After the tenth level of <i>Halo 3</i> (2007)		
	267th	Volley	Salutary	Arditeleos	After the epilogue of <i>Halo 3</i> (2007)		
	268th	Insignia	Shutdown	Ardiid	After the Legendary ending of <i>Halo 3</i> (2007)		
	269th	Callsign	Insertion	Signoid	After the first level of <i>Halo 3: ODST</i> (2009)	Signo- From <i>sign</i> , connoting the same	
	270th	Flashback	Boulevard	Signoteleos	After the second level of <i>Halo 3: ODST</i> (2009)		
	271st	Survey	Asylum	Signokairos	After the third level of <i>Halo 3: ODST</i> (2009)		
	272nd	Reserve	Strain	Signoego	After the fourth level of <i>Halo 3: ODST</i> (2009)		

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35th Cleaving	273rd	Canvas	Pathing	Saluego	After the fifth level of <i>Halo 3: ODST</i> (2009)	Salu- From Latin <i>salus</i> , connoting health
	274th	Demolition	Node	Salukairos	After the sixth level of <i>Halo 3: ODST</i> (2009)	
	275th	Windward	Headquarters	Saluteleios	After the seventh level of <i>Halo 3: ODST</i> (2009)	
	276th	Maglev	Web	Saluid	After the eighth level of <i>Halo 3: ODST</i> (2009)	
	277th	Attendant	Superintendent	Bactoid	After the ninth level of <i>Halo 3: ODST</i> (2009)	Bacto- From Latin <i>baculum</i> , connoting bacteria
	278th	Disposal	Squadron	Bactoteleios	After the tenth level of <i>Halo 3: ODST</i> (2009)	
	279th	Facility	Interrogation	Bactokairos	After the epilogue of <i>Halo 3: ODST</i> (2009)	
	280th	Tour	Inspection	Bactoegeo	After the Legendary ending of <i>Halo 3: ODST</i> (2009)	
36th Haunting	281st	Harvest	Carpet	Arkadiego	After the first level of <i>Halo Wars</i> (2009)	Arkadi- From Arcadia, the name of a key location in <i>Halo Wars</i> (2009)
	282nd	Unsealing	Dogged	Arkadikairos	After the second level of <i>Halo Wars</i> (2009)	
	283rd	Bell	Cloaking	Arkaditeios	After the third level of <i>Halo Wars</i> (2009)	
	284th	Arcadia	Resort	Arkadiid	After the fourth level of <i>Halo Wars</i> (2009)	Elder- From <i>eldritch</i> , connoting the same
	285th	Procyon	Firebase	Elderid	After the fifth level of <i>Halo Wars</i> (2009)	
	286th	Dome	Surface	Elderteleios	After the sixth level of <i>Halo Wars</i> (2009)	
	287th	Quadruped	Unfurling	Elderkairos	After the seventh level of <i>Halo Wars</i> (2009)	
	288th	Eldritch	Lovecraftian	Elderego	After the eighth level of <i>Halo Wars</i> (2009)	
37th Encountering	289th	Colony	Nascent	Baphoego	After the ninth level of <i>Halo Wars</i> (2009)	Bapho- Connoting both Greek βάπτειν (<i>báptein</i>) and the entity Baphomet
	290th	Pylon	Procrastination	Baphokairos	After the tenth level of <i>Halo Wars</i> (2009)	
	291st	Cyclopean	Trove	Baphoteleios	After the eleventh level of <i>Halo Wars</i> (2009)	
	292nd	Collision	Repair	Baphoid	After the twelfth level of <i>Halo Wars</i> (2009)	Rhagma- From Greek ῥήγμα (<i>rhêgma</i>), connoting a tear or rip
	293rd	Console	Undocking	Rhegmaid	After the thirteenth level of <i>Halo Wars</i> (2009)	
	294th	Chain	Detonation	Rhegmateleios	After the fourteenth level of <i>Halo Wars</i> (2009)	
	295th	Interlock	Escape	Rhegmakairos	After the fifteenth level of <i>Halo Wars</i> (2009)	
	296th	Castaway	Happenstance	Rhegmaego	After the epilogue of <i>Halo Wars</i> (2009)	

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38th Calibrating	297th	Glasslands	Foreshadowing	Vitriego	After the prologue of <i>Halo: Reach</i> (2010)	Vitri- From Latin <i>vitrum</i> , connoting glass
	298th	Noble	Actual	Vitrikairos	After the first level of <i>Halo: Reach</i> (2010)	
	299th	Visegrád	Relay	Vitriteleios	After the second level of <i>Halo: Reach</i> (2010)	
	300th	Babd Catha	Protocol	Vitriid	After the third level of <i>Halo: Reach</i> (2010)	
	301st	Riverbed	Nightfall	Lánszaid	After the fourth level of <i>Halo: Reach</i> (2010)	Lánsza- From Hungarian <i>lánsza</i> , connoting a spear
	302nd	Szurdok	Spearhead	Lánszateleios	After the fifth level of <i>Halo: Reach</i> (2010)	
	303rd	Savannah	Anchor	Lánszakairos	After the sixth level of <i>Halo: Reach</i> (2010)	
	304th	Alexandria	Solace	Lánszaego	After the seventh level of <i>Halo: Reach</i> (2010)	
39th Mayday	305th	Airspace	Jamming	Félego	After the eighth level of <i>Halo: Reach</i> (2010)	Fél- From Hungarian <i>fél</i> , connoting to be afraid
	306th	Package	Torching	Félkairos	After the ninth level of <i>Halo: Reach</i> (2010)	
	307th	Aszód	Transfer	Félteleios	After the tenth level of <i>Halo: Reach</i> (2010)	
	308th	Lone Wolf	Unyielding	Félid	After the eleventh level of <i>Halo: Reach</i> (2010)	Bátor- From Hungarian <i>bátor-</i> , connoting courage
	309th	Maverick	Unperturbed	Bátorid	After the first level of <i>Halo 4</i> (2012)	
	310th	Manual	Resurgent	Bátorteleios	After the beginning of the second level of <i>Halo 4</i> (2012)	
	311th	Pressure	Flailing	Bátorkairos	After the second level of <i>Halo 4</i> (2012)	
	312th	Requiem	Interloper	Bátorego	After the third level of <i>Halo 4</i> (2012)	
40th Infiltrating	313th	Sundering	Translocation	Cerniego	After the fourth level of <i>Halo 4</i> (2012)	Cerni- From Latin <i>cernere</i> , connoting sifting or separation
	314th	Mantis	Warfare	Cernikairos	After the fifth level of <i>Halo 4</i> (2012)	
	315th	Mammoth	Hijack	Cerniteleios	After the sixth level of <i>Halo 4</i> (2012)	
	316th	Cryptum	Rampant	Cerniid	After the seventh level of <i>Halo 4</i> (2012)	Heur- From Greek <i>εὕρηκα</i> (<i>heúrēka</i>), connoting a search
	317th	Composer	Symphonic	Heurid	After the eighth level of <i>Halo 4</i> (2012)	
	318th	Countdown	Particulate	Heurteleios	After the ninth level of <i>Halo 4</i> (2012)	
	319th	Searchlight	Grieving	Heurkairos	After the tenth level of <i>Halo 4</i> (2012)	
	320th	Unveiling	Demonstration	Heurego	After the Legendary Ending of <i>Halo 4</i> (2012)	

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41st Diversiory	321st	Umbra	Splinter	Umbraego	After Operation A of <i>Halo: Spartan Assault</i> (2013)	Umbra- From Latin <i>umbra</i> , connoting a shadow
	322nd	Sinkhole	Violation	Umbrakairos	After Operation A of <i>Halo: Spartan Assault</i> (2013)	
	323rd	Ridgeline	Flattening	Umbrateleios	After Operation A of <i>Halo: Spartan Assault</i> (2013)	
	324th	Perch	Wolverine	Umbraid	After Operation A of <i>Halo: Spartan Assault</i> (2013)	
	325th	Upstream	Straightforward	Undaid	After Operation A of <i>Halo: Spartan Assault</i> (2013)	Unda- From Latin <i>unda</i> , connoting a wave
	326th	Subsistence	Ferocity	Undateleios	After Operation A of <i>Halo: Spartan Assault</i> (2013)	
	327th	Sharpening	Outgunned	Undakairos	After Operation B of <i>Halo: Spartan Assault</i> (2013)	
	328th	Plateau	Singlehanded	Undaego	After Operation B of <i>Halo: Spartan Assault</i> (2013)	
42nd Sizeable	329th	Faraday	Cage	Armaego	After Operation B of <i>Halo: Spartan Assault</i> (2013)	Arma- From Latin <i>arma</i> , meaning weapon
	330th	Ammunition	Promising	Armakairos	After Operation B of <i>Halo: Spartan Assault</i> (2013)	
	331st	Gorge	Lofty	Armateleios	After Operation B of <i>Halo: Spartan Assault</i> (2013)	
	332nd	Slate	Column	Armaid	After Operation B of <i>Halo: Spartan Assault</i> (2013)	
	333rd	Following	Restart	Excaliid	After Operation C of <i>Halo: Spartan Assault</i> (2013)	Excali- From <i>Excalibur</i> , connoting the same
	334th	Razor	Eminent	Excaliteleios	After Operation C of <i>Halo: Spartan Assault</i> (2013)	
	335th	Atmospheric	Convening	Excalikairos	After Operation C of <i>Halo: Spartan Assault</i> (2013)	
	336th	Basalt	Stationary	Excaliego	After Operation C of <i>Halo: Spartan Assault</i> (2013)	
43rd Quorum	337th	Suppressive	Distraction	Quoriego	After Operation C of <i>Halo: Spartan Assault</i> (2013)	Quori- From <i>quorum</i> , connoting the same
	338th	Inadequacy	Horde	Quorikairos	After Operation D of <i>Halo: Spartan Assault</i> (2013)	
	339th	Scramble	Slab	Quoriteleios	After Operation D of <i>Halo: Spartan Assault</i> (2013)	
	340th	Influx	Besieged	Quoriid	After Operation D of <i>Halo: Spartan Assault</i> (2013)	
	341st	Morale	Confiscation	Kambraid	After Operation D of <i>Halo: Spartan Assault</i> (2013)	Kambra- From Kristang <i>kambradu</i> , connoting a friend or companion
	342nd	Rearguard	Refugees	Kambrateleios	After Operation D of <i>Halo: Spartan Assault</i> (2013)	
	343rd	Makeshift	Flanking	Kambrakairos	After Operation D of <i>Halo: Spartan Assault</i> (2013)	
	344th	Frostbite	Elimination	Kambraego	After Operation E of <i>Halo: Spartan Assault</i> (2013)	

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44th Cartographical	345th	Technician	Phantom	Kartaego	After Operation E of <i>Halo: Spartan Assault</i> (2013)	Karta- From Kristang <i>karta</i> , connoting a map
	346th	Thicket	Scorching	Kartakairos	After Operation E of <i>Halo: Spartan Assault</i> (2013)	
	347th	Trojan	Bypass	Kartateleios	After Operation E of <i>Halo: Spartan Assault</i> (2013)	
	348th	Infantry	Impregnable	Kartaid	After Operation E of <i>Halo: Spartan Assault</i> (2013)	
	349th	Hardlight	Unreasonable	Infraid	After Operation E of <i>Halo: Spartan Assault</i> (2013)	Infra- From Latin <i>infra</i> , connoting below or under
	350th	Transmission	Decryption	Infrateleios	After Operation F of <i>Halo: Spartan Assault</i> (2013)	
	351st	Static	Aridity	Infrakairos	After Operation F of <i>Halo: Spartan Assault</i> (2013)	
	352nd	Battalion	Eradication	Infraego	After Operation F of <i>Halo: Spartan Assault</i> (2013)	
45th Sabotaging	353rd	Staggering	Superstructure	Sagitego	After Operation F of <i>Halo: Spartan Assault</i> (2013)	Sagi- From Latin <i>sagitta</i> , connoting an arrow
	354th	Cistern	Cavernous	Sagitkairos	After Operation F of <i>Halo: Spartan Assault</i> (2013)	
	355th	Durance	Sublimation	Sagiteleios	After Operation F of <i>Halo: Spartan Assault</i> (2013)	
	356th	Checkpoint	Overwatch	Sagiid	After Checkpoint on <i>Halo: Spartan Assault</i> (2013)	
	357th	Grid	Fort	Ignoid	After Holding the Fort on <i>Halo: Spartan Assault</i> (2013)	Igno- From Latin <i>ignotus</i> , connoting ignorance
	358th	Integrity	Teleportation	Ignoteleios	After Structural Integrity on <i>Halo: Spartan Assault</i> (2013)	
	359th	Attenuator	Co-optation	Ignokairos	After Transmission Interrupted on <i>Halo: Spartan Assault</i> (2013)	
	360th	Neutralising	Localisation	Ignoego	After Power Net on <i>Halo: Spartan Assault</i> (2013)	
46th Sampling	361st	Orphic	Display	Orphiego	After Operation A of <i>Halo: Spartan Strike</i> (2015)	Orphi- From <i>Orpheus</i> and <i>orphic</i> , connoting the same
	362nd	Datapad	Highrise	Orphikairos	After Operation A of <i>Halo: Spartan Strike</i> (2015)	
	363rd	Dugout	Rooftop	Orphiteleios	After Operation A of <i>Halo: Spartan Strike</i> (2015)	
	364th	Conduit	Barricade	Orphiid	After Operation A of <i>Halo: Spartan Strike</i> (2015)	
	365th	Feint	Regaining	Mordiid	After Operation A of <i>Halo: Spartan Strike</i> (2015)	Mordi- From Latin <i>mordere</i> , connoting a bite
	366th	Quarry	Satchel	Morditeleios	After Operation A of <i>Halo: Spartan Strike</i> (2015)	
	367th	Blinding	Thunderstorm	Mordikairos	After Operation A of <i>Halo: Spartan Strike</i> (2015)	
	368th	Cliffhanger	Vanishing	Mordiego	After the Ending of Operation A of <i>Halo: Spartan Strike</i> (2015)	

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47th Bounding	369th	Reappearance	Steadfast	Siliago	After Operation B of <i>Halo: Spartan Strike</i> (2015)	Sili- From Latin <i>sili</i> , connoting a jump
	370th	Frequency	Weakening	Silikairos	After Operation B of <i>Halo: Spartan Strike</i> (2015)	
	371st	Encoding	Unique	Siliteleios	After Operation B of <i>Halo: Spartan Strike</i> (2015)	
	372nd	Lockout	Enclosure	Siliid	After Operation B of <i>Halo: Spartan Strike</i> (2015)	
	373rd	Pinging	Knocking	Psithyrid	After Operation B of <i>Halo: Spartan Strike</i> (2015)	Psithyr- From Greek ψιθυρισμός (<i>psithrismos</i>), connoting a whisper
	374th	Marketplace	Dormant	Psithyrteleios	After Operation B of <i>Halo: Spartan Strike</i> (2015)	
	375th	Gleaning	Jungle	Psithyrkairos	After Operation B of <i>Halo: Spartan Strike</i> (2015)	
	376th	Kestrel	Crawler	Psithyrego	After the Ending of Operation B of <i>Halo: Spartan Strike</i> (2015)	
48th Devouring	377th	Imminent	Valiant	Psammaego	After Operation C of <i>Halo: Spartan Strike</i> (2015)	Psamm- From Greek ψάμμος (<i>psámmos</i>), connoting sand
	378th	Altar	Shootdown	Psammakairos	After Operation C of <i>Halo: Spartan Strike</i> (2015)	
	379th	Airdrop	Hardware	Psammateleios	After Operation C of <i>Halo: Spartan Strike</i> (2015)	
	380th	Kaleidoscope	Firework	Psammaid	After Operation C of <i>Halo: Spartan Strike</i> (2015)	Aster- From Greek ἀστήρ (<i>astḗr</i>), connoting a star
	381st	Ghostbuster	Objection	Asterid	After <i>Ghostbusters</i> (1984)	
	382nd	Marshmallow	Ectoplasmic	Asterteleios	After <i>Ghostbusters</i> (1984)	
	383rd	Neutrons	Protonic	Asterkairos	After <i>Ghostbusters</i> (1984)	
384th	Paranormal	Polarising	Asterid	After <i>Ghostbusters</i> (1984)		
49th Nomadic	385th	Adamantine	Shielding	Adamaego	After Operation D of <i>Halo: Spartan Strike</i> (2015)	Adama- From <i>adamantine</i> , connoting the same
	386th	Homebound	Wayward	Adamakairos	After Operation D of <i>Halo: Spartan Strike</i> (2015)	
	387th	Service	Protection	Adamateleios	After Operation D of <i>Halo: Spartan Strike</i> (2015)	
	388th	Parley	Self-Defense	Adamaid	After Operation D of <i>Halo: Spartan Strike</i> (2015)	Noma- From <i>nomad</i> , connoting the same
	389th	Switchback	Stipulation	Nomaid	After Operation D of <i>Halo: Spartan Strike</i> (2015)	
	390th	Watcher	Den	Nomateleios	After Operation D of <i>Halo: Spartan Strike</i> (2015)	
	391st	Baserunner	Multipronged	Nomakairos	After Operation D of <i>Halo: Spartan Strike</i> (2015)	
	392nd	Abnegation	Censure	Nomaego	After the Ending of Operation D of <i>Halo: Spartan Strike</i> (2015)	

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50th Reawakening	393rd	Recovery	Snowball	Niviego	After Operation E of <i>Halo: Spartan Strike</i> (2015)	Nivi- From Latin <i>nivis</i> , connoting snow
	394th	Tripwire	Intersection	Nivikairos	After Operation E of <i>Halo: Spartan Strike</i> (2015)	
	395th	Glyph	Forcefield	Niviteleios	After Operation E of <i>Halo: Spartan Strike</i> (2015)	
	396th	Foothold	Wormhole	Niviid	After Operation E of <i>Halo: Spartan Strike</i> (2015)	
	397th	Narrowing	Alleyway	Engyid	After Operation E of <i>Halo: Spartan Strike</i> (2015)	Engy- From Greek <i>ἐγγύς</i> (<i>engús</i>), connoting narrow
	398th	Fireball	Crosswalk	Engyteleios	After Operation E of <i>Halo: Spartan Strike</i> (2015)	
	399th	Stopgap	Invasive	Engykairos	After Operation E of <i>Halo: Spartan Strike</i> (2015)	
	400th	Convergence	Readiness	Engyego	After the Ending of Operation E of <i>Halo: Spartan Strike</i> (2015)	
51st Angular	401st	Osiris	Dispatch	Osiago	After the first level of <i>Halo 5: Guardians</i> (2015)	Osi- From <i>Osiris</i> , connoting the same
	402nd	Argent	Serene	Osikairos	After the second level of <i>Halo 5: Guardians</i> (2015)	
	403rd	Restraint	Jurisdiction	Ositeleios	After the third level of <i>Halo 5: Guardians</i> (2015)	
	404th	Meridian	Frontier	Osiid	After the fourth level of <i>Halo 5: Guardians</i> (2015)	
	405th	Acrisius	Prowler	Angulid	After the fifth level of <i>Halo 5: Guardians</i> (2015)	Angul- From <i>angular</i> , connoting the sameS
	406th	Guardian	Drill	Angulateios	After the sixth level of <i>Halo 5: Guardians</i> (2015)	
	407th	Witness	Warden	Angulkairos	After the seventh level of <i>Halo 5: Guardians</i> (2015)	
	408th	Alliance	Dossier	Angulego	After the eighth level of <i>Halo 5: Guardians</i> (2015)	
52nd Curative	409th	Stronghold	Westward	Smaragego	After the ninth level of <i>Halo 5: Guardians</i> (2015)	Smarag- From Greek <i>σμάραγδος</i> (<i>smáragdos</i>), connoting <i>emerald</i>
	410th	Kraken	Boarding	Smaragkairos	After the tenth level of <i>Halo 5: Guardians</i> (2015)	
	411th	Canyon	Constructor	Smaragteleios	After the eleventh level of <i>Halo 5: Guardians</i> (2015)	
	412th	Whisker	Crumbling	Smaragid	After the twelfth level of <i>Halo 5: Guardians</i> (2015)	
	413th	Rolling	Thunderous	Brontoid	After the thirteenth level of <i>Halo 5: Guardians</i> (2015)	Bronto- From Greek <i>βροντή</i> (<i>brontē</i>), connoting thunder
	414th	Constraint	Pulse	Brontoteleios	After the fourteenth level of <i>Halo 5: Guardians</i> (2015)	
	415th	Created	Verdant	Brontokairos	After the fifteenth level of <i>Halo 5: Guardians</i> (2015)	
	416th	Reckoning	Missive	Brontoego	After the Legendary Ending of <i>Halo 5: Guardians</i> (2015)	

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53rd Genitive	417th	Dispensation	Sporadic	Geniego	After the Prologue of <i>Halo Wars 2</i> (2017)	Geni- From Latin <i>genus</i> , connoting begetting
	418th	Casualty	Nightingale	Genikairos	After the first level of <i>Halo Wars 2</i> (2017)	
	419th	Decimation	Missing	Geniteleios	After the second level of <i>Halo Wars 2</i> (2017)	
	420th	Standby	Outfitting	Geniid	After the third level of <i>Halo Wars 2</i> (2017)	
	421st	Formidable	Unrelenting	Roborid	After the fourth level of <i>Halo Wars 2</i> (2017)	Robor- From Latin <i>roborare</i> , connoting a strengthening
	422nd	Banished	Ascent	Roborteleios	After the fifth level of <i>Halo Wars 2</i> (2017)	
	423rd	Entrenchment	Darkening	Roborkairos	After the sixth level of <i>Halo Wars 2</i> (2017)	
	424th	Bombardment	Pelagic	Roborego	After the seventh level of <i>Halo Wars 2</i> (2017)	
54th Fossilising	425th	Strafing	Schematic	Archeoego	After the eighth level of <i>Halo Wars 2</i> (2017)	Archeo- From Greek ἀρχαῖος (<i>arkhaîos</i>), connoting something ancient
	426th	Blistering	Enraged	Archeokairos	After the ninth level of <i>Halo Wars 2</i> (2017)	
	427th	Workshop	Manufacture	Archeoteleios	After the tenth level of <i>Halo Wars 2</i> (2017)	
	428th	Retriever	Unmatched	Archoiid	After the eleventh level of <i>Halo Wars 2</i> (2017)	
	429th	Mustering	Arsenal	Pugniid	After the twelfth level of <i>Halo Wars 2</i> (2017)	Pugni- From Latin <i>pugn-</i> , connoting a fight
	430th	Spearbreaker	Mirage	Pugniteleios	After <i>Halo Wars 2: Spearbreaker</i> (2017)	
	431st	Gatecrasher	Boomerang	Pugnikairos	After the first level of <i>Halo Wars 2: Spearbreaker</i> (2017)	
	432nd	Stranding	Stalemate	Pugniego	After the second level of <i>Halo Wars 2: Spearbreaker</i> (2017)	
55th Illuminating	433rd	Straggling	Sunray	Luciego	After the end of the second level of <i>Halo Wars 2: Spearbreaker</i> (2017)	Luci- From Latin <i>lux</i> , connoting light
	434th	Dismissal	Disobedience	Lucikairos	After the prologue of <i>Halo Wars 2: Awakening the Nightmare</i> (2017)	
	435th	Reanimation	Disorder	Luciteleios	After the first level of <i>Halo Wars 2: Awakening the Nightmare</i> (2017)	
	436th	Retreat	Overwhelming	Luciid	After the second level of <i>Halo Wars 2: Awakening the Nightmare</i> (2017)	
	437th	Fuse	Crystalline	Lutiid	After the third level of <i>Halo Wars 2: Awakening the Nightmare</i> (2017)	Luti- From Latin <i>lutem</i> , connoting yellow or golden
	438th	Archive	Erratic	Lutiteleios	After the fourth level of <i>Halo Wars 2: Awakening the Nightmare</i> (2017)	
	439th	Manifest	Destiny	Lutikairos	After the fifth level of <i>Halo Wars 2: Awakening the Nightmare</i> (2017)	
	440th	Outbreak	Unstoppable	Lutiego	After the Ending of <i>Halo Wars 2: Awakening the Nightmare</i> (2017)	

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56th Treasuring	441st	Callback	Arcade	Thetiego	After <i>Halo: Fireteam Raven</i> (2018)	Theti- From θετικός (<i>thetikós</i>), connoting treasure
	442nd	Repellent	Raven	Thetikairos	After the first level of <i>Halo: Fireteam Raven</i> (2018)	
	443rd	Rubble	Regrouping	Thetiteleios	After the second level of <i>Halo: Fireteam Raven</i> (2018)	
	444th	Upright	Falcon	Thetiid	After the third level of <i>Halo: Fireteam Raven</i> (2018)	
	445th	Untethered	Banshee	Anemid	After the fourth level of <i>Halo: Fireteam Raven</i> (2018)	Anem- From άνεμος (<i>ánemos</i>), connoting wind
	446th	Juggernaut	Altitude	Anemteleios	After the fifth level of <i>Halo: Fireteam Raven</i> (2018)	
	447th	Brigade	Wraith	Anemkairos	After the sixth level of <i>Halo: Fireteam Raven</i> (2018)	
	448th	Flashforward	Concurrent	Anemego	After the Ending of <i>Halo: Fireteam Raven</i> (2018)	
57th Keeping	449th	Warship	Banished	Finiego	After the first level of <i>Halo Infinite</i> (2021)	Fini- Connoting the <i>Infinity</i> in <i>Halo Infinite</i> (2021)
	450th	Ringfall	Autopilot	Finikairos	After the second level of <i>Halo Infinite</i> (2021)	
	451st	Cylix	Vast	Finiteleios	After the third level of <i>Halo Infinite</i> (2021)	
	452nd	Materialising	Ominous	Finiid	After the fourth level of <i>Halo Infinite</i> (2021)	Adju- Connoting Adjutant Resolution from <i>Halo Infinite</i> (2021)
	453rd	Towering	Asset	Adjuid	After the fifth level of <i>Halo Infinite</i> (2021)	
	454th	Subterranean	Cooling	Adjuteleios	After the sixth level of <i>Halo Infinite</i> (2021)	
	455th	Despondent	Pyre	Adjukairos	After the seventh level of <i>Halo Infinite</i> (2021)	
	456th	Adjutant	Spire	Adjuego	After the eighth level of <i>Halo Infinite</i> (2021)	
58th Assembling	457th	Pelican	Hyperion	Congriego	After the ninth level of <i>Halo Infinite</i> (2021)	Congri- Connoting <i>congress</i> and to <i>congregate</i>
	458th	Sequencing	Hesitation	Congrikairos	After the tenth level of <i>Halo Infinite</i> (2021)	
	459th	Rubicon	Substructure	Congriteleios	After the eleventh level of <i>Halo Infinite</i> (2021)	
	460th	Encephalon	Indifference	Congriid	After the twelfth level of <i>Halo Infinite</i> (2021)	Xala- Connoting the Xalanyn from <i>Halo Infinite</i> (2021)
	461st	Repository	Abduction	Xalaid	After the thirteenth level of <i>Halo Infinite</i> (2021)	
	462nd	Fielding	Victimisation	Xalateleios	After the fourteenth level of <i>Halo Infinite</i> (2021)	
	463rd	Decisive	Eager	Xalakairos	After the fifteenth level of <i>Halo Infinite</i> (2021)	
	464th	Auditorium	Indefinite	Xalaid	After the sixteenth level of <i>Halo Infinite</i> (2021)	

Matrix	Designation			Archetypal name origin	Positional prefix origin	
	#	Archetypal	Gloss			Positional
59th Ventral	465th	Specialist	Unexpected	Ventiego	After the tenth level of <i>Homeworld 2</i> (2003)	Venti- Connoting <i>ventral</i> and <i>wind</i>
	466th	Buoyant	Encompassing	Ventikairois	After the tenth level of <i>Homeworld 2</i> (2003)	
	467th	Munificent	Gaining	Ventiteleios	After the tenth level of <i>Homeworld 2</i> (2003)	
	468th	Taken	Embalming	Ventiid	After the tenth level of <i>Homeworld 2</i> (2003)	
	469th	Clearance	Warning	Mergiid	After the tenth level of <i>Homeworld 2</i> (2003)	Mergi- From Latin <i>mergere</i> , connoting to dip or to plunge
	470th	Overload	Outlying	Mergiteleios	After the tenth level of <i>Homeworld 2</i> (2003)	
	471st	Wavefront	Impeding	Mergikairois	After the tenth level of <i>Homeworld 2</i> (2003)	
	472nd	Flotsam	Leftover	Mergiego	After the tenth level of <i>Homeworld 2</i> (2003)	
60th Fragmentary	473rd	Jetsam	Sweeping	Mensurego	After the eleventh level of <i>Homeworld 2</i> (2003)	Mensur- From Latin <i>mensura</i> , connoting measurement
	474th	Maximum	Overkill	Mensurkairois	After the eleventh level of <i>Homeworld 2</i> (2003)	
	475th	Swarming	Chassis	Mensurteleios	After the eleventh level of <i>Homeworld 2</i> (2003)	
	476th	Decoy	Ambulation	Mensurid	After the eleventh level of <i>Homeworld 2</i> (2003)	
	477th	Article	Authenticating	Loquiid	After the eleventh level of <i>Homeworld 2</i> (2003)	Loqui- From Latin <i>loqui</i> , connoting to speak
	478th	Largesse	Enforcing	Loquiteleios	After the eleventh level of <i>Homeworld 2</i> (2003)	
	479th	Timestamp	Dramatic	Loquikairois	After the eleventh level of <i>Homeworld 2</i> (2003)	
	480th	Circumference	Rebuilding	Loquiego	After the eleventh level of <i>Homeworld 2</i> (2003)	
61st Thalamic	481st	Staging	Overreach	Majiego	After the twelfth level of <i>Homeworld 2</i> (2003)	Maji- Connoting <i>majesty</i>
	482nd	Mustering	Armada	Majikairois	After the twelfth level of <i>Homeworld 2</i> (2003)	
	483rd	Precognitive	Mule	Majiteleios	After the twelfth level of <i>Homeworld 2</i> (2003)	
	484th	Ultimatum	Grasping	Majiid	After the twelfth level of <i>Homeworld 2</i> (2003)	
	485th	Bloodbath	Presence	Haimaid	After the twelfth level of <i>Homeworld 2</i> (2003)	Haima- From Greek αἷμα, (<i>haîma</i>), connoting blood
	486th	Emptying	Sidestep	Haimateleios	After the twelfth level of <i>Homeworld 2</i> (2003)	
	487th	Whittling	Dancing	Haimakairois	After the twelfth level of <i>Homeworld 2</i> (2003)	
	488th	Copout	Standdown	Haimaego	After the twelfth level of <i>Homeworld 2</i> (2003)	

Matrix	Designation			Archetypal name origin	Positional prefix origin	
	#	Archetypal	Gloss			Positional
62nd Gated	489th	Islanding	Wondrous	Insuego	After 'Islanded in a Sea of Stars' from <i>Battlestar Galactica</i> (2003)	Insu- From Latin <i>insula</i> , connoting both island and insular
	490th	Cluster	Infiltration	Insukairos	After the thirteenth level of <i>Homeworld 2</i> (2003)	
	491st	Sprinkling	Delicate	Insuteleios	After the thirteenth level of <i>Homeworld 2</i> (2003)	
	492nd	Whirlpool	Interim	Insuid	After the thirteenth level of <i>Homeworld 2</i> (2003)	
	493rd	Hurricane	Indwelling	Imberid	After 'Islanded in a Sea of Stars' from <i>Battlestar Galactica</i> (2003)	Imber- From Latin <i>imber</i> , connoting heavy rain
	494th	Comatose	Programing	Imberteileios	After 'Islanded in a Sea of Stars' from <i>Battlestar Galactica</i> (2003)	
	495th	Dogtag	Painting	Imberkairos	After 'Islanded in a Sea of Stars' from <i>Battlestar Galactica</i> (2003)	
	496th	Marooning	Offload	Imberego	After 'Islanded in a Sea of Stars' from <i>Battlestar Galactica</i> (2003)	
63rd Ballistic	497th	Faceoff	Mismatch	Dulciego	After the fourteenth level of <i>Homeworld 2</i> (2003)	Dulci- From Latin <i>dulcis</i> , connoting sweetness
	498th	Following	Inspid	Dulcikairos	After the fourteenth level of <i>Homeworld 2</i> (2003)	
	499th	Embedding	Suggestion	Dulciteleios	After the fourteenth level of <i>Homeworld 2</i> (2003)	
	500th	Conditioning	Freefall	Dulciid	After the fourteenth level of <i>Homeworld 2</i> (2003)	
	501st	Amnesty	Perfecting	Iridid	After 'Daybreak, Part I' from <i>Battlestar Galactica</i> (2003)	Irid- From Latin <i>iris</i> , connoting rainbow
	502nd	Assimilation	Denial	Iridteleios	After 'Daybreak, Part I' from <i>Battlestar Galactica</i> (2003)	
	503rd	Affordance	Attempting	Iridkairos	After 'Daybreak, Part I' from <i>Battlestar Galactica</i> (2003)	
	504th	Edgedancer	Commencing	Iridego	After 'Daybreak, Part I' from <i>Battlestar Galactica</i> (2003)	
64th Arranging	505th	Retribution	Desiderata	Koloego	After the fifteenth level of <i>Homeworld 2</i> (2003)	Kolo- Connoting <i>colony</i> and the Cylon homeworld in <i>Battlestar Galactica</i> (2003)
	506th	Counterpoint	Messenger	Kolokairos	After 'Daybreak, Part II' from <i>Battlestar Galactica</i> (2003)	
	507th	Unflinching	Blitzkrieg	Koloteleios	After the fifteenth level of <i>Homeworld 2</i> (2003)	
	508th	Quintessence	Starfish	Koloid	After 'Daybreak, Part II' from <i>Battlestar Galactica</i> (2003)	
	509th	Triage	Entwining	Eraid	After 'Daybreak, Part II' from <i>Battlestar Galactica</i> (2003)	Era- Connoting the Eye of Arran from <i>Homeworld 2</i> (2003) and <i>era</i>
	510th	Impervious	Mighty	Erateleios	After the fifteenth level of <i>Homeworld 2</i> (2003)	
	511th	Serendipity	Holistic	Erakairos	After 'Daybreak, Part II' from <i>Battlestar Galactica</i> (2003)	
	512th	Interstellar	Far-jumping	Eraego	After the Ending of <i>Homeworld 2</i> (2003)	

3. Matris Menklaru di Saiki Sapiensu / Named Matrices of the Human Psyche

A matrix is the third meta-structural layer of the psyche. There are currently 96 named matrices of the psyche in Individuation Theory, out of a countably infinite set of possible matrices as described by the notation:

matrices of the human psyche = {Luminous, Martial, Jovial, Saturnine . . . }

Eight matrices of the human psyche are equivalent to one domain of the human psyche (i.e. one domain is always composed of eight matrices). The numbered placement of each matrix (indicated by # in the table) is fixed and significant to understanding each particular matrix; named matrices are therefore grouped in octaves under their particular organising named domain in the table below. All named matrices have an archetypal designation, together with a brief description of that designation's origin. **Individuation continues after the 96th matrix of the psyche** and can be measured in domains thereafter.

Domain	Designation		Archetypal Name Origin
	#	Archetypal	
1st Solar	1st	Luminous	A play on the Moon (demonym <i>lunar</i>) and <i>luminous</i> connoting the dawning of metacognitive / introspective awareness
	2nd	Martial	A play on the planet Mars (demonym <i>Martian</i>) and <i>martial</i> connoting a psyche at war with itself toward better ends
	3rd	Jovial	A play on the planet Jupiter (demonym <i>Jovian</i>) and <i>jovial</i> connoting a more beneficent and magnanimous psyche
	4th	Saturnine	A play on the planet Saturn (demonym <i>Saturnian</i>) and <i>saturnine</i> connoting the rather treacherous nature of this matrix
	5th	Uranian	A play on the planet Uranus (demonym <i>Uranian</i>) and older connotations of <i>Uranian</i> with inventiveness and progress
	6th	Newtonian	A play on the planet Neptune (demonym <i>Neptunian</i>) and <i>Newtonian</i> connoting Issac Newton and dreamlike innovation
	7th	Mercurial	A play on the planet Mercury (demonym <i>Mercurian</i>) and <i>mercurial</i> connoting the magical, rapid and transformative
	8th	Venerable	A play on the planet Venus (demonym <i>Venusian</i>) and <i>venerable</i> connoting the Tree of Life and Guardian of Forever

Domain	Designation		Archetypal Name Origin
	#	Archetypal	
2 nd Reactive	9th	Tantalising	A play on the planet Tantalus from <i>Halo: Reach</i> (2010) and the Greek legend of Tantalus, connoting Sisyphean desperation
	10th	Botanical	A play on the planet Beta Gabriel from <i>Halo: Reach</i> (2010) and this matrix's connections to mycelial and fungal nature
	11th	Mesmerising	A play on the moon Emese from <i>Halo: Reach</i> (2010) and this matrix's connections to love in all its different forms
	12th	Tributary	A play on the planet Tribute from <i>Halo: Reach</i> (2010) and this matrix's connections to sacrifice, struggle and defiance
	13th	Circumstantial	A play on the planet Circumstance from <i>Halo: Reach</i> (2010) and this matrix's connections to abrupt, unexpected change
	14th	Terraforming	A play on the moon Turul from <i>Halo: Reach</i> (2010) and this matrix's connections to co-construction and mentorship
	15th	Arboreal	A play on the moon Csodaszarvas from <i>Halo: Reach</i> (2010) and this matrix's connections to flora, fauna and nature
	16th	Reaping	A play on the planet Reach from <i>Halo: Reach</i> (2010) and this matrix's connections to finality, completion and doom
3 rd Charismatic	17th	Tableau	A play on the <i>Khar-Toba</i> from <i>Homeworld</i> (1999) and this matrix's connections to reconstructing and reimagining
	18th	Salvaging	A play on the <i>Khar-Selim</i> from <i>Homeworld</i> (1999) and this matrix's connections to reclamation and restoration
	19th	Kindling	A play on the cryo-trays from the 3rd mission of <i>Homeworld</i> (1999) and this matrix's connections to fire and rebirth
	20th	Rejuvenating	A play on the Turanic raiders from the 4th mission of <i>Homeworld</i> (1999) and this matrix's connections to revival
	21st	Waypoint	A play on the Great Wastelands from the 5th mission of <i>Homeworld</i> (1999) and this matrix's connections to intermediality
	22nd	Shouldering	A play on the diamond shoals from the 6th mission of <i>Homeworld</i> (1999) and this matrix's connections to immensity
	23rd	Caducean	A play on the Garden of Kadesh from the 7th mission of <i>Homeworld</i> (1999) and this matrix's connections to peripeteia
	24th	Categorising	A play on the Cathedral of Kadesh from the 8th mission of <i>Homeworld</i> (1999) and this matrix's connections to acceptance
4 th Homeland	25th	Anomalous	A play on the Ghost Ship anomaly from the 9th mission of <i>Homeworld</i> (1999)
	26th	Superlative	A play on Supernova Station from the 10th mission of <i>Homeworld</i> (1999)
	27th	Tendentious	A play on Tenhauser Gate from the 11th mission of <i>Homeworld</i> (1999) and <i>Tannhäuser</i> (1845)
	28th	Rebellious	After the Taiidan Rebel Fleet in the 12th mission of <i>Homeworld</i> (1999)
	29th	Shining	After the Shining Hinterlands from the 13th mission of <i>Homeworld</i> (1999)
	30th	Sighing	After the Bridge of Sighs from the 14th mission of <i>Homeworld</i> (1999) and the real-world entity
	31st	Perilous	After Chapel Perilous from the 15th mission of <i>Homeworld</i> (1999)
	32nd	Garden	After Hiigara from the 16th mission of <i>Homeworld</i> (1999) and Wakanda from <i>Black Panther</i> (2018)

Domain	Designation		Archetypal Name Origin
	#	Archetypal	
5th Shimmering	33rd	Commanding	A play on the <i>Kuun-Lan</i> of <i>Homeworld: Cataclysm</i> (2000)
	34th	Basking	A play on the <i>Bushan-Re</i> of <i>Homeworld: Cataclysm</i> (2000)
	35th	Cleaving	A play on the <i>Clee-San</i> of <i>Homeworld: Cataclysm</i> (2000)
	36th	Haunting	After the fourth mission of <i>Homeworld: Cataclysm</i> (2000)
	37th	Encountering	After the fifth mission of <i>Homeworld: Cataclysm</i> (2000)
	38th	Calibrating	A play on the <i>Caal-Shto</i> of <i>Homeworld: Cataclysm</i> (2000)
	39th	Mayday	After the seventh mission of <i>Homeworld: Cataclysm</i> (2000)
	40th	Infiltrating	After the eighth mission of <i>Homeworld: Cataclysm</i> (2000)
6th Exploratory	41st	Diversinary	After the ninth mission of <i>Homeworld: Cataclysm</i> (2000)
	42th	Sizeable	After the tenth mission of <i>Homeworld: Cataclysm</i> (2000)
	43th	Quorum	A play on the <i>Faal-Corum</i> of <i>Homeworld: Cataclysm</i> (2000)
	44th	Cartographical	After the twelfth mission of <i>Homeworld: Cataclysm</i> (2000)
	45th	Sabotaging	After the thirteenth mission of <i>Homeworld: Cataclysm</i> (2000)
	46th	Sampling	After the fourteenth mission of <i>Homeworld: Cataclysm</i> (2000)
	47th	Bounding	After the fifteenth mission of <i>Homeworld: Cataclysm</i> (2000)
	48th	Devouring	After the sixteenth mission of <i>Homeworld: Cataclysm</i> (2000)
7th Voyaging	49th	Nomadic	After the Nomad Moon in <i>Homeworld: Cataclysm</i> (2000)
	50th	Reawakening	After the first mission of <i>Homeworld 2</i> (2003)
	51st	Angular	After the Angel Moon of <i>Homeworld 2</i> (2003)
	52nd	Curative	A play on serum, from the Sarum system of <i>Homeworld 2</i> (2003)
	53rd	Genitive	A play on the Gehenna Asteroid Field of <i>Homeworld 2</i> (2003)
	54th	Fossilising	After the fifth mission of <i>Homeworld 2</i> (2003)
	55th	Illuminating	After the Karos Lighthouse of <i>Homeworld 2</i> (2003)
	56th	Treasuring	After the Progenitor Dreadnaught of <i>Homeworld 2</i> (2003)

Domain	Designation		Archetypal Name Origin
	#	Archetypal	
8th Sojourning	57th	Keeping	After the Keepers of <i>Homeworld 2</i> (2003)
	58th	Assembling	After the ninth mission of <i>Homeworld 2</i> (2003)
	59th	Ventral	A play on the <i>Bentus</i> of <i>Homeworld 2</i> (2003)
	60th	Fragmentary	After the eleventh mission of <i>Homeworld 2</i> (2003)
	61st	Thalamic	A play on Thaddis Sabbah of <i>Homeworld 2</i> (2003)
	62nd	Gated	A play on Balcora Gate of <i>Homeworld 2</i> (2003)
	63th	Ballistic	A play on Balcora of <i>Homeworld 2</i> (2003)
	64th	Arranging	A play on the Eye of Arran from <i>Homeworld 2</i> (2003)
9th Surging	65th	Nebulous	After Joanna Naabal in <i>Homeworld Mobile</i> (2022)
	66th	Virtuous	A play on Wiracoda Gate in <i>Homeworld Mobile</i> (2022)
	67th	Iambic	A play on the Iyatequa from <i>Homeworld Mobile</i> (2022)
	68th	Thalassic	A play on Lazarus Base from <i>Homeworld Mobile</i> (2022)
	69th	Canalising	A play on the Cangacians from <i>Homeworld Mobile</i> (2022)
	70th	Trochaic	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	71st	Slipstream	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	72nd	Talaric	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
10th Propelling	73rd	Vibrating	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	74th	Undulating	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	75th	Ingenious	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	76th	Ironhearted	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022) and the Marvel Cinematic Universe character Ironheart
	77th	Attuned	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022) and the Marvel Cinematic Universe character Attuma
	78th	Astute	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	79th	Ramming	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	80th	Immuring	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)

Domain	Designation		Archetypal Name Origin
	#	Archetypal	
11th Prolonging	81st	Imagining	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	82nd	Enriching	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	83rd	Ingesting	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	84th	Enchanting	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	85th	Enigmatic	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	86th	Swelling	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	87th	Brutalising	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	88th	Recounting	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
12th Talismanic	89th	Reclusive	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	90th	Mammoth	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	91st	Ozymandian	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022) and the legendary entity Ozymandias
	92nd	Tonal	A play on Temple Tonaati in <i>Homeworld Mobile</i> (2022)
	93rd	Choral	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	94th	Alloyed	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	95th	Prismatic	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022)
	96th	Psionic	After the events of <i>Black Panther 2: Wakanda Forever</i> (2022) and Jochik Kaan from <i>Homeworld Mobile</i> (2022)

4. Dominus Menklaru di Saiki Sapiensu / Named Domains of the Psyche

A domain is the fourth meta-structural layer of the psyche. There are currently 24 named domains of the psyche in Individuation Theory, out of a countably infinite set of possible domains as described by the notation:

$$\text{domains of the human psyche} = \{\text{Solar, Reactive, Charismatic, Homeland . . .}\}$$

Eight domains of the human psyche are equivalent to one tesseract of the human psyche (i.e. one tesseract is always composed of eight domains). The numbered placement of each domain (indicated by # in the table) is fixed and significant to understanding each particular domain; named domains are therefore grouped in octaves under their particular organising named tesseract in the table below. All named domains have an archetypal designation, together with a brief description of that designation’s origin. **Individuation continues after the 24th domain of the psyche** and can be measured in tesseracts thereafter.

Tesseract	Designation		Archetypal Name Origin
	#	Archetypal	
1st Whirling	1st	Solitary	After <i>solar</i> and our real-world solar system, also known as the Sol system in most works of science fiction
	2nd	Reactive	After the planet Reach and its solar system in <i>Halo Reach</i> (2010) and the Reavers from <i>Serenity</i> (2005)
	3rd	Charismatic	After the Kharak system in <i>Homeworld</i> (1999), and indicating this domain’s connections to charisma, energy and fortitude
	4th	Homeland	After the plot of <i>Homeworld</i> (1999) and the return to the planet Hiigara
	5th	Shimmering	After the Shimmering Path of Kiith Somtaaw in <i>Homeworld: Cataclysm</i> (2000)
	6th	Exploratory	After the original purpose of the Naggarok in <i>Homeworld: Cataclysm</i> (2000)
	7th	Voyaging	After the Vaygr from <i>Homeworld 2</i> (2003)
	8th	Sojourning	After the god/ship Sajuuk in <i>Homeworld 2</i> (2003)

Tesseract	Designation		Archetypal Name Origin
	#	Archetypal	
2 nd Nimble	9th	Surging	After far-jumping hyperspace gates (e.g. in <i>Stargate SG-1</i> (1994), <i>Homeworld 2</i> (2003))
	10th	Propelling	After this domain's connections to autonomous propulsion and development
	11th	Prolonging	After this domain's connections to the backstory of Namor and Talokan in <i>Black Panther 2: Wakanda Forever</i> (2022)
	12th	Talismanic	After Talokan from <i>Black Panther 2: Wakanda Forever</i> (2022)
	13th	Nacreous	After Naquadah from <i>Stargate SG-1</i> (1994) and Nakia's rescue of Shuri and Riri from <i>Black Panther 2: Wakanda Forever</i> (2022)
	14th	Rampaging	After Queen Ramona's sacrifice during the attack on Wakanda by Talokan in <i>Black Panther 2: Wakanda Forever</i> (2022)
	15th	Chastening	After the Wakandan exodus to the Jabari mountains in <i>Black Panther 2: Wakanda Forever</i> (2022)
	16th	Embracing	After the Talokan bracelet given to Shuri by Namor in <i>Black Panther 2: Wakanda Forever</i> (2022)
3 rd Medial	17th	Kimoyo	From Kiswahili <i>kimoyo</i> , connoting the heart and spirit, as well as the Wakandan kimoyo beads in <i>Black Panther</i> (2018)
	18th	Avenging	After N'Jadaka in <i>Black Panther</i> (2018) and <i>Black Panther 2: Wakanda Forever</i> (2022)
	19th	Adonising	After the Dora Milaje in <i>Black Panther</i> (2018) and <i>Black Panther 2: Wakanda Forever</i> (2022)
	20th	Lionising	After Riri Williams' Iron Man-reminiscent Ironheart suit in <i>Black Panther 2: Wakanda Forever</i> (2022)
	21st	Enervating	After Shuri's trapping of Namor in <i>Black Panther 2: Wakanda Forever</i> (2022)
	22nd	Plummeting	After the Royal Talon Fighter crash-landing in <i>Black Panther 2: Wakanda Forever</i> (2022)
	23rd	Interceding	After Shuri gains the upper hand but seeks to stop the fight between her and Namor in <i>Black Panther 2: Wakanda Forever</i> (2022)
	24th	Tessellating	After Toussaint in <i>Black Panther 2: Wakanda Forever</i> (2022)

5. Tesseractis Menklaru di Saiki Sapiensu / Named Tesseracts of the Psyche

A tesseract is the fifth meta-structural layer of the psyche. There are currently 24 named tesseracts of the psyche in Individuation Theory, out of a countably infinite set of possible tesseracts as described by the notation:

tesseracts of the human psyche = {Whirling, Nimble . . . }

Eight tesseracts of the human psyche are equivalent to one phase of the human psyche (i.e. one phase is always composed of eight tesseracts). The numbered placement of each tesseract (indicated by # in the table) is fixed and significant to understanding each tesseract; named tesseracts are therefore grouped in octaves under their particular organising named phase in the table below. All named tesseracts have an archetypal designation, together with a brief description of that designation's origin. **Individuation continues after the 24th tesseract of the psyche** and can be measured in phases thereafter.

Phase	Designation		Archetypal Name Origin
	#	Archetypal	
1st Kything	1st	Whirling	After the Whirlpool galaxy in the <i>Homeworld</i> series
	2nd	Nimble	After the Nimbus galaxy in <i>Homeworld Mobile</i> (2022)
	3rd	Medial	After the Happy Medium from <i>A Wrinkle in Time</i> (1962)
	4th	Azothic	After Camazotz in Mayan mythology and <i>A Wrinkle in Time</i> (1962), and <i>azoth</i> in alchemy
	5th	Ichthyic	After Ixchel from <i>A Wrinkle in Time</i> (1962)
	6th	Emblazoning	After Blajeny from <i>A Wind in the Door</i> (1973)
	7th	Prognostic	After Proginoskes from <i>A Wind in the Door</i> (1973)
	8th	Farandolic	After the farandolae from <i>A Wind in the Door</i> (1973) and the farandole

Phase	Designation		Archetypal Name Origin
	#	Archetypal	
2nd Virtualising	9th	Heightening	After Higgsaion from <i>Many Waters</i> (1986)
	10th	Unique	After the unicorns from <i>Many Waters</i> (1986) and <i>A Swiftly Tilting Planet</i> (1978)
	11th	Mantric	After the manticore from <i>Many Waters</i> (1986)
	12th	Seraphic	After the seraphim from <i>Many Waters</i> (1986)
	13th	Nefarious	After the nephilim from <i>Many Waters</i> (1986)
	14th	Ohmic	After Oholibamah from <i>Many Waters</i> (1986)
	15th	Unitive	After the unicorns from <i>Many Waters</i> (1986)
3rd Quantifying	16th	Celandine	After Selah from <i>Many Waters</i> (1986)
	17th	Eliciting	After El from <i>Many Waters</i> (1986)
	18th	Elaborate	After Alarid from <i>Many Waters</i> (1986)
	19th	Adnation	After Adnarel from <i>Many Waters</i> (1986)
	20th	Noetic	After Noah from <i>Many Waters</i> (1986)
	21st	Testacean	After tessering as Sandy discusses it with Adnarel in <i>Many Waters</i> (1986), and Adnarel's alternate form as a scarab beetle
	22nd	Formant	After Adnarel's ability to shift between scarab beetle and seraphim form in <i>Many Waters</i> (1986)
	23rd	Graphemic	After the griffin and Adabiel whose alternate form is a tiger, in <i>Many Waters</i> (1986)
4th Auspicious	24th	Cambering	After Admael, whose alternate form is a camel, in <i>Many Waters</i> (1986)
	25th	Gyratory	After Adnachel, whose alternate form is a giraffe, in <i>Many Waters</i> (1986)
	26th	Guarantying	After Aalbiel, whose alternate form is a goose, in <i>Many Waters</i> (1986)
	27th	Lithographic	After Aariel, whose alternate form is a lion, in <i>Many Waters</i> (1986)
	28th	Battailous	After Abdiel, whose alternate form is a golden bat, in <i>Many Waters</i> (1986)
	29th	Sanguinary	After Abasdarhon, whose alternate form is a golden snake, in <i>Many Waters</i> (1986)
	30th	Auguring	After Akartiel, whose alternate form is an owl, in <i>Many Waters</i> (1986)
	31st	Lepidopterous	After Abuzohar, whose alternate form is a white leopard, in <i>Many Waters</i> (1986)
	32nd	Morphometric	After Achsah, whose alternate form is a mouse, in <i>Many Waters</i> (1986)

Phase	Designation		Archetypal Name Origin
	#	Archetypal	
5th Judicious	33rd	Ratiocinative	After Ertrael, whose alternate form is a rat, in <i>Many Waters</i> (1986)
	34th	Slumbering	After Rumael, whose alternate form is a slug, in <i>Many Waters</i> (1986)
	35th	Crossfire	After Eisheth, whose alternate form is a crocodile, in <i>Many Waters</i> (1986)
	36th	Copacetic	After Ugiel, whose alternate form is a cobra, in <i>Many Waters</i> (1986)
	37th	Ebuillant	After Eblis, whose alternate form is a dragon/lizard, in <i>Many Waters</i> (1986)
	38th	Rushing	After Rugziel, whose alternate form is a worm, in <i>Many Waters</i> (1986)
	39th	Extruding	After Ezequen, whose alternate form is a skink, in <i>Many Waters</i> (1986)
	40th	Nektonic	After Negarsanel, whose alternate form is a flea, in <i>Many Waters</i> (1986)
6th Indoctrinating	41st	Rufescent	After Rofocale, whose alternate form is a mosquito, in <i>Many Waters</i> (1986)
	42nd	Rumbustious	After Rumjal, whose alternate form is a red ant, in <i>Many Waters</i> (1986)
	43rd	Maledictory	After Mahlah from <i>Many Waters</i> (1986)
	44th	Fraternal	After Yahlith's conversation with Oholibamah about Sandy and Dennys in <i>Many Waters</i> (1986)
	45th	Eligible	After Elisheba from <i>Many Waters</i> (1986)
	46th	Establishing	After Estael, whose alternate form is a cockroach, in <i>Many Waters</i> (1986)
	47th	Vulturine	After Naamah, whose alternate form is a vulture, in <i>Many Waters</i> (1986)
	48th	Outstanding	After Sandy and Dennys Murry's conversation about the imminent flood in <i>Many Waters</i> (1986)
7th Ruminating	49th	Brandishing	After Mad Dog Branzillo in <i>A Swiftly Tilting Planet</i> (1978)
	50th	Vesuvian	After Vespugia in <i>A Swiftly Tilting Planet</i> (1978)
	51st	Pacific	After the Dona Nobis Pacem in <i>A Swiftly Tilting Planet</i> (1978)
	52nd	Tarnishing	After Tara in <i>A Swiftly Tilting Planet</i> (1978)
	53rd	Analogous	After Ananda in <i>A Swiftly Tilting Planet</i> (1978)
	54th	Starwatching	After the Star-Watching rock in <i>A Swiftly Tilting Planet</i> (1978)
	55th	Convulsing	After the intense beam of light in <i>A Swiftly Tilting Planet</i> (1978)
	56th	Gaudy	After Gaudior in <i>A Swiftly Tilting Planet</i> (1978)

Phase	Designation #	Archetypal	Archetypal Name Origin
8th Resembling	57th	Within	After the process of going Within in <i>A Swiftly Tilting Planet</i> (1978)
	58th	Harmonising	After Harcels in <i>A Swiftly Tilting Planet</i> (1978)
	59th	Meddling	After Madoc in <i>A Swiftly Tilting Planet</i> (1978)
	60th	Shatterproof	After Brandon Llawcae in <i>A Swiftly Tilting Planet</i> (1978)
	61st	Waterlogged	After Chapter 7 of <i>A Swiftly Tilting Planet</i> (1978)
	62nd	Moonbeam	After the sound a baby unicorn makes in <i>A Swiftly Tilting Planet</i> (1978)
	63rd	Chuckling	After Chuck in <i>A Swiftly Tilting Planet</i> (1978)
64th	Mattering	After Matthew Maddox in <i>A Swiftly Tilting Planet</i> (1978)	

6. Fenos Menklaru di Saiki Sapiensu / Named Phases of the Psyche

A phase is the third meta-structural layer of the psyche. There are currently 3 named phases of the psyche in Individuation Theory, out of a countably infinite set of possible phases as described by the notation:

phases of the human psyche = {Kything, Virtualising . . . }

Eight phases of the human psyche are equivalent to one brane of the human psyche (i.e. one brane is always composed of eight phases). The numbered placement of each phase (indicated by # in the table) is fixed and significant to understanding each phase; named phases are therefore grouped in octaves under their particular organising named brane in the table below. All named phases have an archetypal designation, together with a brief description of that designation's origin. **Individuation continues after the 3rd phase of the psyche** and can be measured in branes thereafter.

Brane	Designation		Archetypal Name Origin
	#	Archetypal	
1st Murmuring	1st	Kything	After the same action or phenomenon in <i>A Wrinkle in Time</i> (1962) and <i>A Wind in the Door</i> (1973)
	2nd	Virtualising	After Sandy and Dennys Murry's initial interactions with the (virtual) unicorn in <i>Many Waters</i> (1986)
	3rd	Quantifying	After Sandy Murry's discussion with Adnarel in <i>Many Waters</i> (1986) about particle physics and quantum leaps
	4th	Auspicious	After the seraphim in <i>Many Waters</i> (1986), who are mostly described as golden
	5th	Judicious	After the judgement of the nephilim in <i>Many Waters</i> (1986)
	6th	Indoctrinating	After the relationship between Sandy and Dennys Murry and the nephilim in <i>Many Waters</i> (1986)
	7th	Ruminating	After mention of the Rune in <i>A Swiftly Tilting Planet</i> (1978)
	8th	Resembling	After the events of <i>A Swiftly Tilting Planet</i> (1978)

7. Named Stelyaju / Meta-Structural Labels of the Psyche

There are currently 64 named meta-structural labels, known as Stelyaju in Kristang, out of a countably infinite set of meta-structural layers as described by the notation:

$$\text{Stelyaju of the human psyche} = \{ \text{Function, Side/Dimension, Matrix . . . } \}$$

Higher stelyaju are named ahead of their internal organisation and detailing (as per the sections before this) within Individuation Theory due to the hypothesised fractal nature of the human psyche, providing a point of reference and numerical comparison (as listed under #) via either more infinitesimal or more infinite abstraction and/or concretisation with individual numbered and named functions, sides/dimensions, matrices and so on. A brief explanation of the name for each stelyaju is provided alongside its name, together with the number of functions that compose one iteration of that stelyaju. Stelyaju are the second order of psychoemotional structure articulated on the Merlionsman PSIHC. **Individuation continues after the 64th stelyaju of the psyche** and can be measured in daimis or exponentiated layers thereafter.

#	English Name	Menklaza Kristang	English Name Origin	Nasang Menklaza Kristang	1 equivalent to <i>n</i> functions
1st	Function	Tempra	Extant in existing psychoanalytic literature	Di Kristang sa tempra	n=1
2nd	Side/ Dimension	Banda / Ajundra	Derived from the associations of the 3rd side with space, the 4th side with time, etc.	Di Kristang sa banda Di Kristang sa ajundra	n=8, etc.
3rd	Matrix	Matris	After <i>The Matrix</i> (1999) [plural: <i>matrices</i>]	Di Latina sa matris	64
4th	Domain	Dominus	After the Domain in <i>Halo 4</i> (2012)	Di Latina sa dominus	512
5th	Tesseract	Teseris	After the tesseract in <i>A Wrinkle in Time</i> (1962)	Di Attik sa tesseres	4,096
6th	Phase	Fenos	After phase space in dynamical systems theory	Di Latina sa phaenomenon	32,768
7th	Brane	Embrana	After a brane in string theory	Di Latina sa membrana	262,144
8th	Manifold	Inumeras	After a manifold in mathematics	Di Portugis sa inúmeras	2,097,152
9th	Tessellation	Tapis	After a tessellation in mathematics	Di Portugis sa tapeçaria	16,777,216
10th	String	Kadeyas	After string theory	Di Portugis sa cadeia	134,217,728
11th	Divagation	Bagos	After the use of the term in academia	Di Latina sa vagus	1,073,741,824

#	English Name	Menklaza Kristang	English Name Origin	Nasang Menklaza Kristang	1 equivalent to <i>n</i> functions
12th	Exuvium	Igsos	After an exuvium in biology, especially entomology [plural: <i>exuviae</i>]	Di Latina sa exuviae	8,589,934,592
13th	Ommatidium	Oomatis	After an ommatidium in biology, especially entomology [plural: <i>ommatidia</i>]	Di Latina sa ommatidium	68,719,476,736
14th	Ancilla	Angkulus	After an ancilla in <i>Halo: Combat Evolved</i> (2001) and in other science fiction	Di Latina sa anculus	549,755,813,888
15th	Ark	Argos	After the Ark in <i>Halo 3</i> (2007)	Di Latina sa arca	4,398,046,511,104
16th	Array	Redaris	After the Halo Array in <i>Halo: Combat Evolved</i> (2001)	Di Latina sa arredare	35,184,372,088,832
17th	Ecumene	Oikomenis	After the Ecumene in <i>Halo 4</i> (2012)	Di Latina sa oecumenicus	281,474,976,710,656
18th	Brevet	Brevis	After a brevet mutation in <i>Halo 4</i> (2012)	Di Latina sa brevis	2,251,799,813,685,250
19th	Lutece	Lutos	After the Lutece twins in <i>Bioshock Infinite</i> (2013)	Di Latina sa lutosus	18,014,398,509,482,000
20th	Mantle	Mantelis	After the Mantle in <i>Halo 4</i> (2012)	Di Latina sa mantellum	144,115,188,075,856,000
21st	Selene	Selas	After the Greek mythological deity	Di Gregu sa selas	1,152,921,504,606,850,000
22nd	Phaeton	Faros	After the Greek mythological deity	Di Gregu sa phaos	9,223,372,036,854,780,000
23rd	Primordium	Primodis	After <i>Halo: Primordium</i> (2012) [plural: <i>primordia</i>]	Di Gregu sa primordialis	73,786,976,294,838,200,000
24th	Aevum	Ainos	After the aevum of philosophy [plural: <i>aeva</i>]	Di Latina sa aeon	590,295,810,358,706,000,000
25th	Aurora	Ororos	After the mythological Greek goddess	Di Latina sa aurora	4,722,366,482,869,648,000,000
26th	Liminality	Limenos	After the same concept in English	Di Latina sa limen	37,778,931,862,957,184,000,000
27th	Florescence	Floros	After the same concept in English	Di Latina sa floreo	302,231,454,903,657,472,000,000
28th	Meridian	Meridis	After the same concept in English	Di Latina sa meridies	2,417,851,639,229,259,776,000,000
29th	Declension	Osidenes	After the same concept in English	Di Latina sa occidens	19,342,813,113,834,078,208,000,000
30th	Compression	Demesos	After the same concept in English	Di Latina sa demessus	154,742,504,910,672,625,664,000,000
31st	Diffusion	Yemis	After the same concept in English	Di Latina sa hiemis	1,237,940,039,285,381,005,312,000,000

#	English Name	Menklaza Kristang	English Name Origin	Nasang Menklaza Kristang	1 equivalent to <i>n</i> functions
32nd	Lucerna	Lusenas	After the Kristang lusenas	Di Latina sa lucerna	9,903,520,314,283,048,042,496,000,000
33rd	Proelium	Proelis	From Latin proelium	Di Latina sa proelium	79,228,162,514,264,384,339,968,000,000
34th	Tutamen	Tutamos	From Latin tutamen	Di Latina sa tutamen	633,825,300,114,115,074,719,744,000,000
35th	Effugium	Efugis	From Latin effugium	Di Latina sa effugium	5,070,602,400,912,920,597,757,952,000,000
36th	Insidium	Insidis	From Latin insidiae	Di Latina sa insidiae	40,564,819,207,303,364,782,063,616,000,000
37th	Emundatum	Emundatus	From Latin emundatio	Di Latina sa emundatio	324,518,553,658,426,918,256,508,928,000,000
38th	Praesidium	Praesidius	From Latin praesidium	Di Latina sa praesidium	2,596,148,429,267,415,346,052,071,424,000,000
39th	Pulsum	Pulsus	From Latin pulso	Di Latina sa pulso	20,769,187,434,139,322,768,416,571,392,000,000
40th	Mercurium	Merkuris	From Latin mercuria	Di Latina sa mercuria	166,153,499,473,114,582,147,332,571,136,000,000
41st	Larua	Laruas	From Latin larua	Di Latina sa laruas	1,329,227,995,784,916,657,178,660,569,088,000,000
42nd	Mensvir	Mensviris	From Latin mens virtutis	Di Latina sa mens virtutis	10,633,823,966,279,333,257,429,284,552,704,000,000
43rd	Memedi	Memedis	From Javanese memedi	Di Javanis sa memedi	85,070,591,730,234,666,059,434,276,421,632,000,000
44th	Dracopote	Drakuros	From Latin draco potestatem	Di Kristang sa draku	680,564,733,841,877,328,475,474,211,373,056,000,000
45th	Molarum	Molaris	From Latin molaris	Di Latina sa molaris	5,444,517,870,735,018,627,803,793,690,984,448,000,000
46th	Pugnum	Pugnos	From Latin pugnator	Di Latina sa pugnator	43,556,142,965,880,149,022,430,349,527,875,584,000,000
47th	Plumum	Plumas	From Latin pluma	Di Latina sa plumas	348,449,143,727,041,192,179,442,796,223,004,672,000,000
48th	Venenum	Venenas	From Latin venenum	Di Latina sa venenum	2,787,593,149,816,329,537,435,542,369,784,037,376,000,000
49th	Ortum	Ortos	From Kristang orta	Di Kristang sa orta	22,300,745,198,530,636,299,484,338,958,272,299,008,000,000

#	English Name	Menklaza Kristang	English Name Origin	Nasang Menklaza Kristang	1 equivalent to <i>n</i> functions
50th	Fakum	Fakos	From Kristang faka	Di Kristang sa faka	178,405,961,588,245,090,395,874,711,666,178,392,064,000,000
51st	Tachum	Tachos	From Kristang tachu	Di Kristang sa tachu	1,427,247,692,705,960,723,166,997,693,329,427,136,512,000,000
52nd	Spekulum	Speklos	From Latin specula	Di Latina sa specula	11,417,981,541,647,685,785,335,981,546,635,417,092,096,000,000
53rd	Caelamorum	Kaelamoros	From Latin caelum armis	Di Latina sa caelum armis	91,343,852,333,181,486,282,687,852,373,083,336,736,768,000,000
54th	Tongkum	Tongkos	From Kristang tongkat	Di Kristang sa tongkat	730,750,818,665,451,890,261,502,818,984,666,693,894,144,000,000
55th	Basium	Basios	From Kristang basiu	Di Kristang sa basiu	5,846,006,549,323,615,122,092,022,551,877,333,551,153,152,000,000
56th	Rerenggum	Rerenggos	From Javanese rerenggan	Di Javanis sa rerenggan	46,768,052,394,588,920,976,736,180,415,018,668,409,225,216,000,000
57th	Brumilum	Brumilus	From Kristang brumilu	Di Kristang sa brumilu	374,144,419,156,711,367,813,889,443,320,149,347,273,801,728,000,000
58th	Laranjum	Laranjus	From Kristang laranja	Di Kristang sa laranja	2,993,155,353,253,690,942,511,15,546,561,194,778,190,413,824,000,000
59th	Marelum	Marelus	From Kristang marelu	Di Kristang sa marelu	23,945,242,826,029,527,540,088,924,372,489,558,225,523,310,592,000,000
60th	Arkurium	Arkurius	From Kristang arkuris	Di Kristang sa arkuris	191,561,942,608,236,220,320,711,394,979,916,465,804,186,484,736,000,000
61st	Bedrum	Bedrus	From Kristang bedri	Di Kristang sa bedri	1,532,495,540,865,889,762,565,691,159,839,331,726,433,491,877,888,000,000

#	English Name	Menklaza Kristang	English Name Origin	Nasang Menklaza Kristang	1 equivalent to <i>n</i> functions
62nd	Azulum	Azulus	From Kristang azul	Di Kristang sa azul	12,259,964,326,927,118,100,525, 529,278,714,653,811,467,935, 023,104,000,000
63rd	Anyilum	Anyilus	From Kristang anyil	Di Kristang sa anyil	98,079,714,615,416,944,804,204 ,234,229,717,230,491,743,480, 184,832,000,000
64th	Roisum	Roisus	From Kristang roisu	Di Kristang sa roisu	784,637,716,923,335,558,433,633 ,873,837,737,843,933,947,841, 478,656,000,000

8. Named Daimis / Exponentiated Layers of the Psyche

There are currently 32 named exponentiated layers of the psyche, known as Daimis in Kristang, out of a countably infinite set of exponentiated layers of the psyche as described by the notation:

Daimis of the human psyche = {Wiraalma, Wirakorsang, Wiramulera. . . }

Daimis-I beginning with *wira-* are named at exponentiated layers of the psyche for successive values of x following the equation:

$$n = 8^{(8^x - 1)}$$

where n is the number of functions described by one unit of the named exponentiated layer. A list of these is given in table 8a.

Daimis-II beginning with *kombra-* are named at exponentiated layers of the psyche for successive values of x following the equation:

$$n = 8^{(8^{8^x} - 1)}$$

where n is the number of functions described by one unit of the named exponentiated layer. A list of these is given in table 8b.

Successively higher orders of daimis-III, daimis-IV, etc. are thereafter named at successively higher exponentiated orders of 8 with prefixes derived from the Kristang Diseides base-16 numbers. A list of these is given in table 8c.

Higher daimis are named ahead of their internal organisation and detailing (as per the sections before this) within Individuation Theory due to the hypothesised fractal nature of the human psyche, providing a point of reference and numerical comparison (as listed under #) via either more infinitesimal or more infinite abstraction and/or concretisation with individual numbered and named functions, sides/dimensions, matrices, stelyaju and so on. A brief explanation of the name for each daimis is provided alongside its name, together with the number of functions that compose one iteration of that daimis. Daimis are the third order of psychoemotional structure articulated on the Merlionsman PSIHC. **Individuation continues after the 32nd daimis- x of the psyche.**

8a. Daimis-I of the psyche (*Wira-* prefix)

# = x	Designation		Archetypal Name Origin	1 equivalent to n functions
	Archetypal	Positional		$n = 8^{(8^x-1)}$
1st	Wiraalma	Hieros-I	From Kristang alma <i>soul</i>	$8^{(8^1-1)} = 8^7$ (equivalent to 1 manifold)
2nd	Wirakorsang	Vondros-I	From Kristang korsang <i>heart</i>	$8^{(8^2-1)} = 8^{63}$ (equivalent to 1 roisum)
3rd	Wiramulera	Lumiyos-I	From Kristang mulera <i>mind</i>	$8^{(8^3-1)} = 8^{511}$
4th	Wirakorpu	Animos-I	From Kristang korpu <i>body</i>	$8^{(8^4-1)} = 8^{4095}$
5th	Wiraosu	Fortros-I	From Kristang osu <i>bone</i>	$8^{(8^5-1)} = 8^{32767}$
6th	Wirazenyu	Sofros-I	From Kristang zenyu <i>nerve</i>	$8^{(8^6-1)} = 8^{262143}$
7th	Wiraskulu	Xagros-I	From Kristang skulu <i>muscle</i>	$8^{(8^7-1)} = 8^{2097151}$
8th	Wirasanggi	Valansos-I	From Kristang sanggi <i>blood</i>	$8^{(8^8-1)} = 8^{16777215}$
9th	Wirablova	Autohieros-I	From Kristang blova <i>blood vessel</i>	$8^{(8^9-1)} = 8^{134217727}$
10th	Wiraviskra	Autovondros-I	From Kristang viskra <i>organ</i>	$8^{(8^{10}-1)} = 8^{1073741823}$
11th	Wiratesi	Autolumiyos-I	From Kristang tesi <i>tissue</i>	$8^{(8^{11}-1)} = 8^{8589934591}$
12th	Wirapeli	Autoanimos-I	From Kristang pele <i>skin</i>	$8^{(8^{12}-1)} = 8^{68719476735}$
13th	Wiraglanda	Autofortros-I	From Kristang glanda <i>gland</i>	$8^{(8^{13}-1)} = 8^{549755813887}$
14th	Wiraniuru	Autosofros-I	From Kristang niuru <i>neuron</i>	$8^{(8^{14}-1)} = 8^{4398046511103}$
15th	Wiraormonu	Autoxagros-I	From Kristang ormonu <i>hormone</i>	$8^{(8^{15}-1)} = 8^{35184372088831}$
16th	Wiraplaleti	Autovalansos-I	From Kristang plaleti <i>platelet</i>	$8^{(8^{16}-1)} = 8^{281474976710655}$
17th	Wiraagu	Interhieros-I	From Kristang agu <i>water</i>	$8^{(8^{17}-1)} = 8^{2251799813685249}$
18th	Wirabafu	Intervondros-I	From Kristang bafu <i>air</i>	$8^{(8^{18}-1)} = 8^{18014398509481999}$
19th	Wirafogu	Interlumiyos-I	From Kristang fogu <i>fire</i>	$8^{(8^{19}-1)} = 8^{144115188075855999}$
20th	Wiramati	Interanimos-I	From Kristang mati <i>earth</i>	$8^{(8^{20}-1)} = 8^{1152921504606849999}$
21st	Wiramatu	Interfortros-I	From Kristang matu <i>forest</i>	$8^{(8^{21}-1)} = 8^{9223372036854779999}$
22nd	Wiraferu	Intersofros-I	From Kristang feru <i>steel</i>	$8^{(8^{22}-1)} = 8^{73786976294838199999}$

# = x	Designation		Archetypal Name Origin	1 equivalent to n functions
	Archetypal	Positional		$n = 8^{(8^x-1)}$
23rd	Wirafuzila	Interxagros-I	From Kristang fuzilada <i>lightning</i>	$8^{(8^{23}-1)} = 8^{590295810358705999999}$
24th	Wirajelu	Intervalansos-I	From Kristang jelu <i>ice</i>	$8^{(8^{24}-1)} = 8^{4722366482869647999999}$
25th	Wirasonu	Chronohieros-I	From Kristang sonu <i>dream</i>	$8^{(8^{25}-1)} = 8^{37778931862957183999999}$
26th	Wirasinti	Chronovondros-I	From Kristang sintidu <i>feeling</i>	$8^{(8^{26}-1)} = 8^{302231454903657471999999}$
27th	Wiralembra	Chronolumiyos-I	From Kristang lembra <i>thought</i>	$8^{(8^{27}-1)} = 8^{2417851639229259775999999}$
28th	Wiraaksang	Chronoanimos-I	From Kristang aksang <i>action</i>	$8^{(8^{28}-1)} = 8^{19342813113834078207999999}$
29th	Wirakonfia	Chronofortros-I	From Kristang konfiansa <i>faith</i>	$8^{(8^{29}-1)} = 8^{154742504910672625663999999}$
30th	Wiraspera	Chronosofros-I	From Kristang speransa <i>hope</i>	$8^{(8^{30}-1)} = 8^{1237940039285381005311999999}$
31st	Wiraamor	Chronoxagros-I	From Kristang amor <i>love</i>	$8^{(8^{31}-1)} = 8^{9903520314283048042495999999}$
32nd	Wirafortuna	Chronovalansos-I	From Kristang fortuna <i>luck</i>	$8^{(8^{32}-1)} = 8^{79228162514264384339967999999}$

8b. Daimis-II of the psyche (*Kombra-* prefix)

# = x	Designation		Archetypal Name Origin	1 equivalent to n functions
	Archetypal	Positional		$n = 8^{(8^{8^x}-1)} = 8^{(16277216^x-1)}$
1st	Kombraalma	Hieros-II	From Kristang alma <i>soul</i>	$8^{(8^{8^1}-1)} = 8^{63}$ (equivalent to 1 roisum)
2nd	Kombrakorsang	Vondros-II	From Kristang korsang <i>heart</i>	$8^{(8^{8^2}-1)} = 8^{(8^{64}-1)} = 8^{(16277216^2-1)}$
3rd	Kombramulera	Lumiyos-II	From Kristang mulera <i>mind</i>	$8^{(8^{8^3}-1)} = 8^{(16277216^3-1)}$
4th	Kombrakorpu	Animos-II	From Kristang korpu <i>body</i>	$8^{(8^{8^4}-1)} = 8^{(16277216^4-1)}$
5th	Kombraosu	Fortros-II	From Kristang osu <i>bone</i>	$8^{(8^{8^5}-1)} = 8^{(16277216^5-1)}$
6th	Kombrazenyu	Sofros-II	From Kristang zenyu <i>nerve</i>	$8^{(8^{8^6}-1)} = 8^{(16277216^6-1)}$
7th	Kombraskulu	Xagros-II	From Kristang skulu <i>muscle</i>	$8^{(8^{8^7}-1)} = 8^{(16277216^7-1)}$
8th	Kombrasanggi	Valansos-II	From Kristang sanggi <i>blood</i>	$8^{(8^{8^8}-1)} = 8^{(16277216^8-1)}$
9th	Kombrablova	Autohieros-II	From Kristang blova <i>blood vessel</i>	$8^{(8^{8^9}-1)} = 8^{(16277216^9-1)}$
10th	Kombraviskra	Autovondros-II	From Kristang viskra <i>organ</i>	$8^{(8^{8^{10}}-1)} = 8^{(16277216^{10}-1)}$
11th	Kombratesi	Autolumiyos-II	From Kristang tesis <i>tissue</i>	$8^{(8^{8^{11}}-1)} = 8^{(16277216^{11}-1)}$
12th	Kombrapeli	Autoanimos-II	From Kristang pelis <i>skin</i>	$8^{(8^{8^{12}}-1)} = 8^{(16277216^{12}-1)}$
13th	Kombraglanda	Autofortros-II	From Kristang glanda <i>gland</i>	$8^{(8^{8^{13}}-1)} = 8^{(16277216^{13}-1)}$
14th	Kombraniuru	Autosofros-II	From Kristang niuru <i>neuron</i>	$8^{(8^{8^{14}}-1)} = 8^{(16277216^{14}-1)}$
15th	Kombraormonu	Autoxagros-II	From Kristang ormonu <i>hormone</i>	$8^{(8^{8^{15}}-1)} = 8^{(16277216^{15}-1)}$
16th	Kombraplaleti	Autovalansos-II	From Kristang plaleti <i>platelet</i>	$8^{(8^{8^{16}}-1)} = 8^{(16277216^{16}-1)}$
17th	Kombraagu	Interhieros-II	From Kristang agu <i>water</i>	$8^{(8^{8^{17}}-1)} = 8^{(16277216^{17}-1)}$
18th	Kombrabafu	Intervondros-II	From Kristang bafu <i>air</i>	$8^{(8^{8^{18}}-1)} = 8^{(16277216^{18}-1)}$
19th	Kombrafogu	Interlumiyos-II	From Kristang fogu <i>fire</i>	$8^{(8^{8^{19}}-1)} = 8^{(16277216^{19}-1)}$
20th	Kombramati	Interanimos-II	From Kristang mati <i>earth</i>	$8^{(8^{8^{20}}-1)} = 8^{(16277216^{20}-1)}$
21st	Kombramatu	Interfortros-II	From Kristang matu <i>forest</i>	$8^{(8^{8^{21}}-1)} = 8^{(16277216^{21}-1)}$

# = x	Designation		Archetypal Name Origin	1 equivalent to n functions
	Archetypal	Positional		$n = 8^{(8^{8^x}-1)} = 8^{(16277216^x-1)}$
22nd	Kombraferu	Intersofros-II	From Kristang feru <i>steel</i>	$8^{(8^{8^{22}}-1)} = 8^{(16277216^{22}-1)}$
23rd	Kombrafuzila	Interxagros-II	From Kristang fuzilada <i>lightning</i>	$8^{(8^{8^{23}}-1)} = 8^{(16277216^{23}-1)}$
24th	Kombrajelu	Intervalansos-II	From Kristang jelu <i>ice</i>	$8^{(8^{8^{24}}-1)} = 8^{(16277216^{24}-1)}$
25th	Kombrasonu	Chronohieros-II	From Kristang sonu <i>dream</i>	$8^{(8^{8^{25}}-1)} = 8^{(16277216^{25}-1)}$
26th	Kombrasinti	Chronovondros-II	From Kristang sintidu <i>feeling</i>	$8^{(8^{8^{26}}-1)} = 8^{(16277216^{26}-1)}$
27th	Kombralembra	Chronolumiyos-II	From Kristang lembansa <i>thought</i>	$8^{(8^{8^{27}}-1)} = 8^{(16277216^{27}-1)}$
28th	Kombraaksang	Chronoanimos-II	From Kristang aksang <i>action</i>	$8^{(8^{8^{28}}-1)} = 8^{(16277216^{28}-1)}$
29th	Kombrakonfia	Chronofortros-II	From Kristang konfiansa <i>faith</i>	$8^{(8^{8^{29}}-1)} = 8^{(16277216^{29}-1)}$
30th	Kombraspera	Chronosofros-II	From Kristang speransa <i>hope</i>	$8^{(8^{8^{30}}-1)} = 8^{(16277216^{30}-1)}$
31st	Kombraamor	Chronoxagros-II	From Kristang amor <i>love</i>	$8^{(8^{8^{31}}-1)} = 8^{(16277216^{31}-1)}$
32nd	Kombrafortuna	Chronovalansos-II	From Kristang fortuna <i>luck</i>	$8^{(8^{8^{32}}-1)} = 8^{(16277216^{32}-1)}$

8c. Daimis-*n* prefixes of the psyche

Daimis-#	Prefix	Prefix origin	1 equivalent to <i>n</i> functions
I	Wira-	From Kristang wirung	$n = 8^{(8^x-1)}$
II	Kombra-	From Kristang kombros	$n = 8^{(8^{8^x}-1)} = 8^{(16777216^x-1)}$
III	Teli-	From Kristang telis	$n = 8^{(8^{8^{8^x}}-1)}$ $= 8^{(6277101735386680763835789423207666416102355444464034512896^x-1)}$
IV	Kedra-	From Kristang kedra	$n = 8^{(8^{8^{8^{8^x}}}-1)}$
V	Kwinsa-	From Kristang quinsel	$n = 8^{(8^{8^{8^{8^{8^x}}}-1)}$
VI	Hezna-	From Kristang hezna	$n = 8^{(8^{8^{8^{8^{8^{8^x}}}-1)}$
VII	Xamba-	From Kristang xamba	$n = 8^{(8^{8^{8^{8^{8^{8^{8^x}}}-1)}$
VIII	Oima-	From Kristang oimong	$n = 8^{(8^{8^{8^{8^{8^{8^{8^{8^x}}}-1)}$

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