

The Waste Land, Tarot deck, Waste Land, interpretation, collective unconscious, Madame Sosostris, Eliot, Tarot cards, the characters, North, dream interpretation, Ezra Pound, Valerie Eliot, relevant observations, Tarot pack, Online Tarot, physical card, narrative view, Tiresias Biblical, the player, New York, James Strachey, The Complete Idiot's Guide to Tarot and Fortune-telling, Lawrence Rainey, Princeton University Press, Sir James George Frazer, Ballantine Books, Peter Lang Publishing, Inc, Objective Tarot, Yale University Press, Silicon Valley Tarot, Penguin Books, Wonderland Tarot, Cleath Brooks, Jr., Tarot reading, T.S. Eliot, Alan Ramon Clinton, literary elements, archetypal themes, Georgia Institute of Technology, Freud and Jung, Joan Bunning, The unconscious, Tarot Inspiration, symbolic elements, experimental game design, Carl Sagan, Sigmund Freud, The Waste Land Tarot, creative artists, collective activities, Flash game, Janet Murray, Information Design, Joseph Campbell, Tarot card deck

The Waste Land Tarot