

Ottrumai — the Power · Wisdom · Unity balance (founding concept)

Ottrumai (, 'unity') appears in the early mind maps as a three-way balance — Power, Wisdom, Unity — where no single quality may win alone. It later shaped VinMin's game design and the archive's separation of organs.

The triad's claim is structural: power without wisdom is dangerous, wisdom without unity is isolated, unity without power is fragile. Balance, not dominance, is the win condition.

§1 Now (Aarambam)

Visible today as separation of chambers: the Archive holds evidence, Civic OS holds the civic treasury, the Hearth holds culture, and none can write to another's record.

In VinMin's card-game drafts it appears as dual victory paths, so a player can win by balance rather than by force alone.

§2 Becoming (Nilaitthanmai)

The target is a civic culture where decisions are tested against all three qualities before they are taken, and where no founder, steward or system holds all three at once.

§3 Origin

Recorded in the Project Planning, Final and VinMin TCG mind maps (early 2025). Preserved as concept history.

What this is not

- A founding-era concept from the early-2025 planning mind maps, preserved as historical record. It is not adopted doctrine and not a deployed system.
- Makes no claim of statehood, authority over any person, or representation of all Tamils.
- Any future use requires human review, citations and the two-layer Now / Becoming test.