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*Higher Games*  
**Part IV of The Insight Project**

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# INTRODUCTION

We are now moving deeper into the Higher Mind - the postulates, considerations, evaluations and opinions of the Spiritual Being - and the route is not in anything like a straight line. We are picking up the pathway of the labyrinth like the strings of a tangled net. Each pathway must be cleared before the next is run.

Here you are handling all the ramifications of charge from the earliest to PT. Later you will be moving ever deeper into the pathways as the Postulates that tie you in begin to surface. Your technique needs to be even more exact, so that there are no concealed pathways being missed.

To continue our allegory of the forest: you have felled the trees and cleared the undergrowth and dug out the roots, and at the end of Part III you have what appears to be a totally cleared playing field. But what is actually happening? All over the place, the buried rootlets and seeds pods that have lain dormant for centuries are taking advantage of the sunlight and are now randomly burgeoning forth. New life is springing up from cleared ground and this new growth must be *systematically* searched for and uprooted, area by area, or you will be at the task forever as more takes its place. Disciplined method is the hoe that will tame the new wilderness.

The situation with most human beings is that they are thoroughly identified with their bodies. The Spiritual Being has effectively ceased to exist - it is asleep - and the Genetic Entity (the genetic programming and life-force of the organism) is in control to a large degree. Because of the sophisticated structure of the brain - a marvel of evolution - the pseudo-consciousness, the Ego personality of the GE, has mental capabilities close enough to those of the Being to cause the unaware Being to lose its identity and consider itself to actually be the body personality. Now we are trying to differentiate and recover the full identity, knowingness and causality of the Spiritual Being.

A Spiritual Being operates by Postulates unbounded by Time. A Human Being operates by active Effort bounded by Time. In the Composite case, the Composite Self, these two cycles get mixed together and the result is your state of case. Either method of operation is valid, but it is when the two get mixed up that there is a problem. The item that sews them together is Time.

A Postulate is an instantaneous thing. It works by the criteria: 'if it manifests then it was one'. The Being says 'Let there be light' and if light turns on then it was a Postulate. If it doesn't then it was human wishful thinking. However, in order to persist the light, then Time has to be postulated, and the potential for trouble is in this area.

A Being is never wrong to have caused, because Spirit is the Law. Nevertheless, his actions obviously do get him into trouble, because he is now operating within the Physical Game which has the Laws already set-up. For example, water does not naturally run uphill, nor do objects vanish at a glance. This doesn't cause any great inconvenience because we are very used to expecting it to be so, and would probably be horrified if such rules didn't apply anymore.

From this one can observe that once a Game is set-up, the Players become the effect of the Game. If you sit down to a game of cards you know the rules of play, and if you break them, your opponents would accuse you of cheating, not knowing the game or just being a bloody fool, because it would spoil the game. So how does a

Being who is never wrong get into trouble? Because he tries to operate by Spiritual Postulate in a Physical Game - he does it within a Time continuum, which is not part of his native operating basis.

The human being is institutionalised with the idea of Time. Thought about an absence of time usually begins with 'before time', which only extends the time continuum backwards because it is a statement including a time concept, 'before'. The nearest you can get to the concept of an absence of Time is the concept of NOW. If all the Postulates you ever made were in NOW, you would not be able to put them into any sort of sequence, therefore you would not get the situation where an earlier Postulate is contradicted by a later one. A Postulate that is made in the NOW is uncharged because it is a Truth - the Lie of Time has not altered it.

The problem is that the Being is holding a labyrinth of Postulates with him in Present Time that are stuck because they contain time, they contradict one-another, and they are attached to different identities. So what can you do? The only possible action is to un-stick the Postulates so that they do not float forward into P.T. and trigger out-of-context and cause chaos in the Game.

The trigger is the Identity (ID). He has a whole vocabulary of Postulates used in his many games against the Opposed ID. You take on an identity or role to handle a P.T. situation and Bang! you have got the whole Parcel of that VI, Postulates and all. If you could be totally yourself, and all your Postulates were unglued from the Time Continuum, you wouldn't have a problem playing this game or any other.

At least you have sorted out the Identities of Imprinted Goals, but the Own Goal Identities are probably still an issue to be fully resolved at this point, and this should be handled in tandem with the handling of stuck Postulates. As you isolate a stuck Postulate in a particular subject area, you find out what the Being is doing with it - what the ramifications of the Postulate are, that are causing him to hold it with him in P.T. But sometimes a change of identity or viewpoint will occur, carrying with it an alternative raft of Postulates that confuse the issue. So you need to be on the lookout for this and switch into running Probcons on Identity Items that come up, and these may meld into Own Goals. So perhaps now you can see why you are dealing with a labyrinth of ramifications, rather than a straight pathway. If it didn't all gaggle-up like this, there probably wouldn't be any liability to Postulates on a Time Continuum.

Part IV is the make-break point between being human and breaking through the human shell. If Parts I - III have been too lightly done, Part IV will balk, because there is too much human case and human viewpoint present. Be prepared to go back and re-do areas that weren't handled fully. Effort and motivation is required. When the going gets uninteresting, boring and nothing much happening, don't get disheartened. On Part IV you are into heavy, basic charge and at times you may feel you are drilling through solid bedrock with minimal Balance Action. If there is no error in your procedure - check with the Something Else? List if you are in doubt on this - then just keep drilling. The LFBFD oil will appear, so don't think you have a wrong Item, Level or Assessment.

It seems to boil down to getting off the lies, CUE breaks, misemotion and sometimes the motivator, in order to find the Causepoint (you). You have to work through your own misconceptions of the truth to get to the actual truth. It sometimes even feels like one is having a philosophical argument on the Indicator Tech. That is fine, they are all ideas you have, or have had, on the subject under address, and you need to get it sorted out until you know.

# THE NATURE OF THE IMPRINT

The following information is based on a paper written by Irene Mumford, which was contained in a sealed envelope with instructions that it be opened upon the event of her death.

The Part I EP is release from the Imprint phenomena and letting go of the major identity which has been parking the person in Nowheresville. The phenomena Irene describes here may become apparent after Part I, or during Part II onwards. For this reason Irene particularly referred this information, gleaned from the upper Parts of the Project, to be imparted to those Insight students who have realised to some extent what the Imprint phenomena is, but need further clarification, in order to differentiate the phenomena from earlier information about Imprinted 'incidents' and past-life events.

The paper is Irene's final viewpoint on the meaning and nature of the Imprint phenomena, and its relationships to Spiritual history and GE History.

The GE History (genetic line) materials and the GE Reactive Mind (reactive programming) is passed down through the genes by sexual reproduction of the human organism. Every cell of the body contains this unique genetic programme, which is of a very high order of complexity and sophistication. The Genetic Entity in practice becomes the human animal body, which has a certain life of its own with a programmed, conditioned and learned stimulus-response (though not unsophisticated) mentality (the GE Reactive Mind).

Like an animal the GE, while endowed with Spiritual life-force, does not have true (Spiritual) consciousness. But because of the highly-evolved sophistication of the human brain it does have a pseudo-consciousness - the personality 'ego' - and the ability to think logically and to a limited extent, creatively. Primarily though, like lower animals, it operates on instinctive drives modified by this-life imprinted conditioning (cultural and traumatic). It is, however, what many unconscious spiritual Beings have become identified with.

## ‘THE NATURE OF THE IMPRINT PHENOMENA’

The Being’s causation, awareness, responsibility and confront are so low at the beginning of his path of development, that you should realise he is running the GE Reactive Mind, and cannot avoid doing so. Therefore the case handling must be run in terms of his creation or it would do more harm than good. That is, as far as possible, the Being should be addressed in terms of his own causation, at cause rather than at effect (the GE is always at effect - surviving in reactive fashion).

Prior to the completion of Part I, aspects of GE history and traumatic phenomena could not be accessed, and an attempt to do so would probably lead to catastrophic overwhelm and psychosis, which is what you see with methods like Primal Therapy and Rebirthing. You don’t get this problem with Traumatic Incident Reduction, because it respects the natural defense mechanisms of the mind; but until the person has sorted out his Reactive Mind, knows his own identity and has risen in awareness, responsibility and confront through work on Part I and II, you often cannot get at this most basic traumatic material of this life imprinted at the level of brain.

**The GE Reactive Mind** is a concatenation of experiential data acquired through many lifetimes to ensure the GE’s one goal of Survival. The Genetic Entity is considered as an identity of a sort. So to outline its content:

1. Pictures and data on every Being that has ridden the GE since Beings took on bodies. If a person is looking at the GE history, following a somatic chain, pictures come up that are the viewpoint of a particular identity. When it goes outside of this lifetime, this is material that has come from a particular Being’s History and has become embedded in the GE history - it is not the GE history itself, i.e. the evolutionary line of the organism. You could imagine with your particular GE, riding backwards through time, that many Beings - maybe yourself more than once, but that’s arguable - have ridden that GE. So those kinds of experiences do not belong to the actual GE history, they are by their nature borrowed Reactive Mind material that is part of the Spiritual line, but another’s Spiritual line. For example, following a somatic earlier similar, you might get an incident where you were on Mars. Well, your GE has never been on Mars - there’s no such genetic line - so the history must have been picked up from a Being who was on a different GE history in a different lifetime on Mars.
2. Death and near death and exteriorisations of the Being. These are the primary trauma of the GE Reactive Mind. This is the data the GE operates on to prevent death and the exteriorisation of the Being.

This data is also used to hold the Being by emotional feedback and pictures that keep him below anger, therefore at effect on the tone scale. This controls the reach of the Being so that his action level will not put the organism at risk.

Here we are looking at ‘unexperienced experiences’, both in this life-time and on the entire GE history. The body - the genetic line - has experienced that experience, there is no doubt (for example it can be retrieved by hypnotism), but the particular Being that’s riding that body right now, probably hasn’t. These are things of which the Being was never conscious. Whereas the Being’s past was conscious - it was once experienced - but was then either altered or negated in such a way that it is deeply suppressed (i.e. sub-conscious) and not available to recall, outside of session or the situation of



poignant circumstances that are sufficiently restimulative to bring it back to the surface.

If we follow our GE history back, we were all sorts of humans for probably 30,000 years; before that we would have been all sorts of sub-humans for maybe a million years; then we would have been creatures a bit like apes for about 20 million years; then before that something a bit like a hamster called a tree shrew; prior to that a creature similar to an armadillo, a crossover point between a reptilian way of being and a mammal. The genetic line would pass then through a chain of animals towards the reptilian salamander; then through various forms of fish, until it regressed into an amoeba-like structure, that itself differentiated from bacteria-like unicellular organisms.

Going back through one's cellular recordings, for this lifetime there would be particular images rather like the kind of flashbacks you see in movies - all sorts of childhood incidents and even some adult ones in warfare, and certainly the events surrounding birth. Prior to this lifetime, true GE memories would be limited to species on the human genetic line. (No species that exist now are part of the chain of human evolution). However, Beings that have ridden the genetic lines of other species, may embed their pictures into the human GE memories, and these would subjectively seem to be part of the GE history.

A parent's trauma, recorded as cellular memory, is passed down to later children. When that child marries someone from a different blood-line, the resulting child has only a diffused remnant of that trauma; in succeeding generations, the affect would dilute out. However, when a group of people who inter-breed, such as an isolated religious or ethnic grouping, go through a collective disaster, every member of that group has a bit of the trauma in them, and so it does not dilute-out in later generations: there has been a mutation or evolutionary 'miasma'. So when in history a catastrophic event affects a whole group of people, this is trauma that is permanently imprinted.

The intricacy of genetic programming is clearly seen in the animal kingdom, as with birds migrating and building their nests, or bees with their signalling of pollen locations, and so on. It is as if the species - that DNA line - has been able to transmit learning from one generation to the next. In recent experiments in Germany, animals such as beavers which build nests (and many other activities) according to a genetic blueprint, were stopped from dreaming from birth onwards, and this caused a failure to manifest such behaviour patterns. So one of the interfaces with GE memory is through the medium of dreaming.

Our instincts were once learnt, but it's not the effect of one person learning something (as occurs with cultural evolution where a message may be spread by books and radio), it is that a whole group or sub-species has been traumatised in a world that contained a very small number of humans. According to fossil record, a hunter-gatherer people such as *Homo erectus*, (the predecessor of *Homo sapiens* half a million years ago) lived in isolated small tribal groups of at most 30-50, so the total hominid population would be measured in Africa at probably no more than a few thousand. The chances of getting wiped out down to one or a few persons was quite high, due to floods, earthquakes, meteorites and so on.

It is highly unlikely, when contacting GE memories, that they are represented as pictures viewed by an identity, if we go more than a couple of lifetimes

back, because of the enormous amount of compositing on the GE track - the composite images of thousands of peoples. It is only the most general aspects that would tend to remain within the recording.

To make this clearer, let us look at Pompeii as a hypothetical example. Some of the people would have been wiped out completely, so their bit of GE history ends - it is cremated. There is a Spiritual memory, so a person may be able to run that as a past life incident. But some of the people would survive such a catastrophe and live long enough to procreate. So there is another kind of memory line that runs through, but as there are so many pictures that are overlaid (after a few generations of mixing of genes) there is probably nothing of a pictorial nature that can be retrieved - instead it is the force and heavy emotion that is relayed, and feelings such as 'too wet, too dry; too lonely, too crowded; too bright, too dark, afraid, confused, upset, relieved, anxious, nice, nasty, lazy, hazy, crazy, and so on. Those things that the group share in common with one another, through shared experience, therefore get passed on, rather than the experiences of particular individuals.

Subjectively, when this GE material is restimulated, one feels these different sensations, and this explains a lot of behaviour. in the sense that the relayed force and emotion is almost like Goals. For example, the person feels 'too hot' when this is in restimulation, so he does things to make himself cooler. The GE history is the source of 'archetypal' forces innate in the human organism, and these can amount to Imprinted Goals, as far as the Being is concerned. What may once have been appropriate for one's ancestors may now be past it's 'sell-by date', so this genetic programming acts as survival mechanisms that cause a striving for non-existent goals. This therefore creates instability because it opposes the Being's perceived reality. The Being can't in practice have that, do that or be that, although there is a genetic pressure to go that way. This 'primal' force largely operates unconsciously, and is most directly addressed on Part II with the Levels Need and Fear, and a harmonic of it is Aesthetics. This-lifetime trauma of infancy is the most charged and direct manifestation of GE influence (since the trauma of past generations is relatively diluted, like ripples in a pond). However the GE past underpins this-lifetime trauma since its generalised feelings are hard to identify and differentiate - they are easily misowned by the Being.

Frequently the techniques of The Insight Project will uncover elements of the primary trauma of infancy - experience that was sensed but not integrated into long-term memory. It cannot be fully experienced because it is painful or unacceptable and constitutes a threat to the integration of the mind - the immature child brain could not absorb it and the adult brain, which operates at a different wavelength, cannot access this information. Such 'unexperienced experience' remains in the brain's short-term memory - in 'limbo file' - but is by its very nature repressed and unconscious. The continued repression consumes a large amount of mental energy, and the commands and decisions contained in the repressed experience may cause psycho-somatic symptoms.

The greater the frequency, the intensity or the duration of the experienced stimuli, the greater the degree of imprinting - a lesson has been learned. If the imprinting is strong, part of that will be passed on, and it will not dilute out so easily. For example, until not so long ago many people were burnt at the stake because they exercised curiosity. In countries like Spain where that happened

a lot, people seem to have very little curiosity. That bloodline - 'curious persons' - got eradicated by burning it at the stake. It was done in order to shock people, and observers must have been deeply horrified by this right down to the deepest core, and they carried that away with them and reproduced it in their offspring. It would be reinforced by cultural conditioning - what parents and teachers tell their children, and little sayings like 'curiosity killed the cat'.

Thus this group and species transmission of information is a second evolutionary force, working alongside Darwin's mechanism of natural selection: the survival of the fittest. Say the species called 'kangaroo' had a rather bad collective experience, from which a considerable number survived (or a repetitive or fairly long-term bad experience) it would pass something on to its offspring that would cause eventually a physiological adaptation to that changed circumstance. Function controls structure.

3. Further, the Being is drawn into a symbiotic relationship with the GE, so that the Being will devote his efforts towards the protection of the GE. The Being is held and rewarded with Sex and Sensation feedback.

The control over the Being is effected by chemical and hormonal secretion (which are registered as emotion via GE feedback), and the impingement of pictures from the GE's Survival Mechanism.

The pictures from the GE past are degraded and generalised. It is like a football crowd, when they're cheering: each person has a different view of the pitch, but in common they share a sense of elation, a mutual emotion. There are pictures in the GE Reactive Mind, but they're more like feeling responses and behavioural patterns. They may take elements from many separate such pictures. Unlike the perceptual history of the Being, they do not have an origin in an objective reality necessarily - they are mocked-up, to the degree that any emotion, feeling response, inference or dreaming is mocked-up. There won't be a singular event in time and space that is that picture. For example, the GE Track may contain a Garden of Eden picture, but it is a composite of many impressions - there was no such reality. There are pictures of the Promised Land, the stuff of mythology, but they have no existence. They are 'Mocked-up Imprinted'. This programming may also contain linkages with astrological influences and other universal forces, since the human entity is functioning on subtle energetic levels as well as the neurological, and connected with 'information fields' that like Spirit are not limited by time and space. This is also the stuff of Jung's 'collective unconscious', normally only surfacing in dreams.

4. There is considerable cross-restimulation between the GE and the Being. For example, the Being in getting his objectives in, may put the GE under pressure (the Being feels short of time, rushed, anxious about results); the GE interprets this as danger from outside effects and responds chemically through the blood system to alert glands and muscles for fight or flight. If the Being does not direct the organism to either of these solutions, which he would not if his emergency was, say, trying to get the office mail out in time, then the adrenaline and glucose pumped into the body by the GE's control, would not be burnt up by action. This would create the well known stress symptoms of headaches, high blood pressure and coronaries that effect many people.

Any response of the Being to the outside environment or the inflows of force

and other Beings, causes a counter-response from the GE that further restimulates the Being, as both the Being and the GE's interpretation of the situation will be entirely different. The GE is robotic and limited and will interpret on a conditioned stimulus-response one-thing-equals-another basis. The Being will respond to the actual situation, but be influenced in his judgement by the feedback he is experiencing from the body. Note: this can develop into a shuttle-cock situation where the build-up of restimulation can be so intense between the Being and the GE that a psychotic break or a nervous breakdown results.

This type of conflict does not arise in animals, which have less developed brains. Very few animals go grey, like humans do! They do not have the stress disorders that humans have. An animal in the wild will live 5-7 times the length of time it takes to reach physical maturity. In captivity this may even be extended to 10 times, since there are less survival threats. We, if we are lucky, live 3-4 times our maturation period (25 years). The situation is complicated in humans by language, with which we respond to symbols as if they were real things.

5. The GE is concerned only with survival, and the Being is considered to be paramount to the GE's survival. The Being is concerned with all the aspects of action towards its own Goals, plus the experiencing of effects, sensation and sex - these data are his 'rewards' for his support of the GE's life cycle in that body.
6. When the Being leaves the GE at death, he takes with him copies of much of this survival data, as he has been taught by contact with GEs that survival is of paramount importance - despite the fact that he, the Spirit, is immaterial and can experience anything. He will also have a Reactive Mind of his own Safe Solutions - safe solutions to the trials and tribulations of life, added to his Goals Reactive Mind. On his assumption of the next GE, the content of this material will be copied by the new GE and the incumbent Being will copy the new GE's Survival Mechanism. This phenomena gives the apparency of a continuous pattern of Track but anomalies will be observed, i.e. recalls of being two different identities on the same part of the Time Track.

**This crossover of GE Reactive Minds, and their conflict with the Being's Higher Mind and Reactive Mind, is the real nature of the 'Imprint phenomena'.** The criss-crossing of pasts creates the situation where you don't know what's real and what isn't. Many of the past-life pictures that appear in session could be described as Mocked-up or Imprinted. Further levels of differentiation are needed in a person's inner perception, through introspection and analysis; this is the vital role of thoroughly and conscientiously applied Indicator Tech.

7. Whether the Being actually makes a picture-like recording of his own experiential time continuum is a moot point. It is possible that the whole function of recording is left to the GE. The Being doesn't have to record - he knows and can re-create this knowingness at will or reactively. But, further, as the Being becomes more and more identified with bodies, it may well be that he has also performed this Physical function on the latter part of his history.

I believe this whole phenomena has a pre-body antecedent. The Being's desire for a persisting Game must be supported by survival of Game Postulates, which has been interpreted by GEs at a covertly hostile reactive level and

becomes the Goal = To Survive.

There is evidence from my researches that something happened 8-10,000 years ago, an evolutionary shock on the genetic line that has been misowned by the Being, and if you try to go back before that you run all sorts of movie tapes that do not relate to reality at all, which is another form of imprinting. It doesn't start running Stone Age for some reason.

The Spiritual Case is composed of viewpoints and postulates; if the Being changes his mind, those postulates could be dropped or replaced by other postulates, if he dismantles it in the right way, and does so without telling lies to himself. What's recorded in the body, though, is actually there, both cellularly and in the sense that it has considerable force to it as it is dramatised - it will come with blood and shit and tears. It is a different sort of database.

**I would recommend that any Lower Level case handling should be:**

- a) Confined as much as possible to this-life material, or very recent whole-track recall. If a past-life incident comes into view, always ask: 'Has a later this lifetime incident been bypassed?' Note: It is not feasible to run heavy traumatic incidents solo, i.e. those containing unconsciousness; indeed, it is dangerous to attempt to do so. It is like sitting in a wash-basket and trying to lift yourself with the handles. When Part I has been properly completed, or in some cases Part II, this whole sub-stratum comes up, that would have been invisible from the viewpoint of the Substitute Beingness. Then a 'Lower Level' handling is needed for the Upper Level student. There have been some instances of this, where primary trauma case (with accompanying somatics, bad dreams and illnesses) becomes a COEX (Mini-Reactive Mind) halting progress on the Project. This is a COEX with a large GE component and so it cannot always be resolved by Indication. It is a significant part of the 'Imprint' material.

Before Part I, the Lower Level case could only be run to a limited extent, enough that the person could move forward, though he would seem to be a Stable Case. After Part I it is revealed that the actual Being is not so stable and this has to be sorted out, both by Insight procedures and where necessary by traumatic incident handling.

- b) The Being is proofed-up, so that his Primaries stay in on advanced techniques. This must be done well, and the revised Part I contains sufficient techniques to achieve this, with the correct gradient leading up to the running of Imprinted Goals. The person is then enough 'there' that he can run Insight materials deeply and be able to confront the ramifications of the GE and Composite case, and see his way through to the Spiritual Being case.
- c) The excessive misdeed-withholds of the Being due to the GE's control and survival mechanism, such as sexual or aggressive misdeeds, should be reduced to a containable level.
- d) Only trauma that is heavily restimulated and distressing the Being, should be run and erased. GE Reactive Mind should never be restimulated in order to run it.
- e) The picture-bank of the GE derived from those Beings that have 'ridden him' in previous lives, should only be run if it has become restimulated and only run very lightly, by Indication. The only valid picture bank is that of the Being

who is currently riding the GE. Indicator Tech differentiates misownership of other Beings' pictures attached to the Genetic or Spiritual lines. The present Being has not himself experienced such false genetic memories, the borrowed pictures have been experienced by other Beings at other times who rode that GE; or alternatively, the GE as a body experienced it sometime in the past. In the latter case the pictures would not be an 'incident' but more an instinctual feeling or urge. In either case, though, this material is unconscious 'unexperienced experience' with the power to confuse and enturbulate the Being.

- f) Run only the Being's causation this life, as and when discernible in the range of Reactive Minds you will be actually confronted with.
- g) Nothing should be done that restimulates or so strengthens the GE that overwhelm is empowered by the GE. Endeavour as much as possible to deal with the Being, without restimulating mis-owned or never-owned material; strengthen his causation and thereby weaken dependence on the body for game (compulsive needs for affect, sensation and sexual stimulation).
- h) Do not, as far as possible, interfere with the GE Survival Mechanisms - the automaticities that control the body and the drive towards Survival - otherwise this may well cause a distress situation when the GE mechanism goes into reverse and seeks to abandon the body by death or illness.

To summarise: The GE is a mechanism based on the fact that protoplasm - the living cell - is capable of encoding a kind of memory track, but one which, with the generations, becomes generalised to the force and emotion, rather than the significance. When you get 'movie' pictures in sessions they are either Spiritual history, or if they are from past lifetimes they may be misowned GE false memories, unless you have ridden that same GE before. The only pictures you are going to get off the GE line which are never-owned rather than mis-owned (i.e. imprinted by earlier Beings) would tend to be in this lifetime, or only a little bit before it, like one life back - you might get your grandfather's bike accident.

Ultimately, one is trying to disengage the Being from the dependence upon the human mechanism for game and perception, so that the Being can exteriorise from the persisting Physical illusion into his Own Universe that has inherently No-time, No-location, No-energy, No-mass, No-wavelength, etc., so that he may then be Knowing Cause, in possession of his full potential and ability to postulate, consider, evaluate and have opinions, and be able to create and destroy. With this capability he may create a different or a similar Game, or continue the same one, but now as a *knowing* Gamesplayer, rather than an unknowing one.

So one should work in that direction as much as possible in one's address to the Composite (Being/Mind/Body) on the Lower Levels. Always bearing in mind one is working in the opposite direction to the Being's original intention to have a Game, that eventually ended up in a Game with Physical bodies, and then a stuck Game. The counter-intention to your efforts is immense and can only be handled on an acceptable (to the Being) gradient of change.

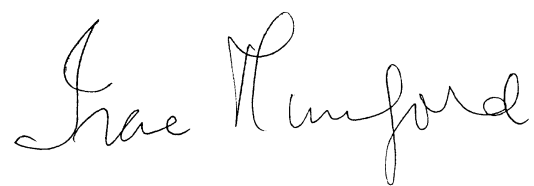
Change has the potential to aberrate, i.e. take wrong turnings, and the Being knows this only too well - he has had many lifetimes of it - so he will resist enforced change beyond his acceptance level of change. You want him to reverse this decay, and improve the bad conditions he has worked himself into and is unable to admit cause of.

Beautifulness, ugliness, goodness and badness are opinions, and for a fully realised Being who can experience anything for the purpose of Game, they are not important - though of course they can be fun. The fact that he has now made them important is part of his own case.

I realise I have given you a Gordian Knot to resolve, but unfortunately these are the facts of the case. If you can set the Composite up so that he can run The Insight Project in depth, you will have done all that is necessary to untie the Knot. It can be done, and in as much as these facts have been uncovered in the doing, 'resolution' will ultimately follow.

The Being is caught in the trap of being the willing effect of his own Postulates, and will only co-operate when this is discovered by himself on The Insight Project. Note: a Spiritual Postulate is an instantaneous create and duplicates automatically. However, a postulate - or a consideration, evaluation or opinion acting as a postulate - made on a Time Continuum (with the illusion of persistence) persists through time and remains fully operative. It is the persistence of these Time Postulates and their ramifications that are the matrix of the Spiritual Being's Reactive Mind, which is addressed on Part IV onwards.

I apologise if this material is found to be highly evaluative for you, but in as much as I am gone, someone has to carry the burden of knowing the facts. Thanks. May your postulates not go with you!

A handwritten signature in cursive script that reads "Irae Mumford". The signature is written in black ink and is positioned in the lower right quadrant of the page.

## SUMMARY

**The Imprint ridges - the ‘installed case’ - therefore have 4 components:**

1. **Innate**, genetic archetypal programming of the species and family line. Because of identification with the body and misownership of brain-circuits, this is a primary cause of ridges between the Being’s viewpoint and the life energies of the GE (genetic entity or body-mind) - because the highly-evolved human body is alive, with or without the Being!. The GE may be linked-up with planetary information fields such as the human ‘collective unconscious’ and astrological influences.
2. **Cultural** conditioning - through family, peers, teachers, media, language, etc.
3. **This-life traumatic** conditioning - imprinted commands resulting from traumatic situations that have never been confronted and that are dramatised reactively by stimulus-response automaticities stored at the brain level.
4. **Prior to this life** conditioning in the history of the Being - this may include the above elements transferred-over and ridges relating to Goals and the reactivity as examined on the various Insight Levels. Often past-life trauma (whether real, misowned or dubbed-in) is more confrontable than ‘later similar’ trauma of this-life infancy, because of the GE restimulation of the current body.

Such conditioning is imprinted through the factors of frequency, intensity and duration of **other-determined** stimuli, and re-inforced by **self-determined** thought-distortions such as Safe Solutions, both of the Composite Self and the Being.

Expressions affected by Imprint phenomena take the form of **Alterations** (such as mistaken and false data; misownership; and mocked-up, created case such as dub-in or rationalisation and other defensive thought-distortions); **Negation** (suppressed, invalidated or unacknowledged real experience, the effort and emotion resulting in by-passed charge); and **Acceptance** when the Implant is directly contacted.

The Indicator Tech (further enhanced on Part IV) is designed to take this apart towards **Causation**:

Negation would tend to read on **True?** (Right reads on the Bilateral Meter).

Alteration would tend to read on **False? Mocked-up?** and **Misowned?** (Left reads on the Bilateral Meter).

The Acceptance of actual Imprint material would tend to read on **Genetic?** (category 1 above) or **Imprinted?** (categories 2-4) (reading with anomalies between the Bilateral and GSR Meters).

Further differentiation of misownership is obtained with **MEX?** and **REX?** buttons, referring to misowned and repetitive experiences. Defenses are released by the use of **Repeater** (if necessary with the Defense buttons), and BPC by the suppress buttons (**Suppressed?** and **Invalidated?**, and **Unacknowledged?** - the latter being used on Part IV as a catch-all suppress button).



# POSTULATES

Just recently, having spent 12 hours virtually non-stop researching and writing the Level 2 Assessment, I thought I deserved a break. So I turned on the television and the play I wanted to see had just begun. The first words the actors spoke totally confirmed what I had been looking at:

Ist Actor: “There don’t seem to be many people about.”

2nd Actor (grumpily) “Good. They can stay that way.”

The ‘Me and Them’ syndrome in full flower. One might almost call it the Misdeed-Postulate-Motivator sequence. You set it up that way by trying to do the enemy in while going down-scale on a time track. What you put out for others is what you got!

The way it works is as follows. A high toned Being can postulate. However postulates such as protest, wanting to get even, revenge or an attack on something, will tend to pull the Being back into his Reactive Mind and collapse the high-toned state. It’s a major goof for a Being to postulate himself down scale or to postulate himself right by showing another that he is wrong (the Safe Solution). Having committed a misdeed the Being will try to minimise it by degrading those it was done to - Postulates about the others (who have now become OppIDs). To justify the resulting departure, he will dream up things done to him - he will postulate motivators - Opposing Postulates.

This desperate attempt, while failing, to make the ‘enemy’ less equal than yourself is a total dramatisation of the Imprint. To get out of responsibility for bad effects the Being makes ‘automatic’ postulates, such as: “If you do me in, then things will go severely wrong for you.” This situation may later result in the desire to help others solely as a make-amends project, and similar traps.

The cycle we are looking at here is: Spirit; Game (Free Space); Spiritual (First) Postulates; Physical Game; Physical (Second) Postulates; Purposes; Goals; Safe Solutions. On Earth we are in a persisting Game, not in Free Space where the rules are what you make them. In his own space a Being would not postulate himself into a trap he could not get out of equally easily. The Being can only get into a trap by postulating others into his game and continuing the game on a not-know basis. One’s hidden games are a matinee feature on the Revelation Processes, as run on Part IV onwards. With the rest of the Reactive Mind gone, you are now on to basics - which are Purposes, good and bad, and Postulates, mostly stuck and occluded. That’s where the real pay dirt is!

## Stuck Postulates

Success in any environment is determined by the degree the person can create or adapt to changes in the environment. Since the mind is the primary means for environmental control, it is necessary to constantly erase old conclusions and postulate fitting new ones, based on review and re-evaluation. The main point of lasting significance in any trauma is the moment, at the height of pain, that the individual makes a postulate, draws a conclusion from existing data, or makes an agreement between himself and another. His self-determinism is tied up at that point. He makes a conclusion and is tied to it as long as he holds on to it as a belief.

Self-determinism cannot be re-established simply by creating new postulates to replace the old; the old conclusions and beliefs must first be reviewed, otherwise

conflict would exist between the new and the old. Every individual has made literally thousands of postulates in all areas of life. Of basic importance are those concerning decisions to survive, to know, to understand, to communicate, to agree, to love or hate, to need or to want; and their opposing decisions. Frequently these are stuck postulates, obscured by many later ineffective contradictory postulates, causing the individual to become effect of the persisting first postulates.

Examination of the individual's goals and fears will often uncover a basic postulate of purpose lying at the beginning of every life. A lower level handling of such postulates would be:

- (1) Determine what are the main goals which concern the person's activities in the future. If such a goal cannot be achieved, ask what things he may be afraid of in the future that inhibit his attaining the goal.
- (2) Go over the present factors which make a future goal possible or a fear probable, and then ask what the person is doing now in order to bring such goals into fruition or to remove the fears from his horizon.
- (3) Ask what are some past goals which compare with the future goals. Locate those past goals which are in conflict with his future goals and find the stuck points where he concluded that he couldn't have such a goal.

The Goals run on Parts I and II may be reviewed in the above manner. Whatever the method by which postulates are reviewed, eventually the individual comes to the realisation that he has been the effect of his own postulates. He postulates a conclusion; he then moves forward in time and becomes affected by that conclusion (which is now obscured by later postulates and therefore persists). The Being's earliest postulates are the most heavily charged items on the case; the charge of traumatic incidents containing force and emotion cannot fully erase until both the secondary postulates made as a result of the incident *and* the first postulate underlying them are reviewed.

The keystone of every Goal is the Postulate preceding it. The Postulate is senior. When such a Postulate is located and discharged then the Goals and reactive games that proceed from it will blow. It would appear that we are still using the basic postulates of the earliest Goals right now in this life. A Goal is very often an effort to escape and therefore somewhat negative; whereas a Postulate is more positive - it is something the being intends and is a senior part of his native ability - so it is the key to resolving the Spiritual Case of the Being.

There are three types of Postulates:

- (1) The senior or basic Spiritual Postulate made without regard to evaluations, conclusions or time.
- (2) The Postulate or self-determined thought that starts changes or stops, past present or future efforts. As you can see, this one is made with reference to a Time Continuum. This is a goof! Whatever a Being puts on a Time Continuum will stay there and can be activated by many Present Time Restimulators, until located and duplicated. Life becomes a potential mine-field to the human being as he is in complete unknowingness of this aspect of his game here. His game is bugged by his past postulates made with reference to Time. Further, they are not singletons but can activate in a chain reaction as one sets off the next one. In common parlance this is referred to as 'a run of bad luck'. or in its worst aspect, a nervous breakdown. The Being is overwhelmed by the

unknowing effect of his past causation and doesn't know what hit him. These are a great liability as they do not duplicate until viewed thoroughly with all those that are cross-linked to them.

- (3) The third type of Postulate is very simply brought about quite unintentionally by the Being on a day-to-day basis by his response to a bugged game. They are his considerations and evaluations about himself, others and the game going on around him. "I never win at that" "I'm never lucky" "That is always happening to me" "All Blah-blahs are bad" "Nobody is interested" and a million more thought distortions like them. They project his quality of game because he cannot be otherwise than right about his creations.

The first type should blow the meter apart when contacted. The second type is what you will be mainly running on Part IV (or more exactly unscrambling). The third type run somewhat stickily but have to be run nevertheless as there is considerable misownership attached to them and this has to be identified to blow them.

However, when you isolate out a Postulate for running, you cannot be sure which tiger you have got the tail of. This is handled by asking for the Opposing Postulate. Whether it is a first or second Postulate we do not know, but we can determine if it is in opposition to another that is functional. There is no liability to the Being making a Postulate in the first place - that is his basic ability. The problems only start when he makes a second one that countermands the first. Unfortunately, in relation to Time, all his Postulates except the very first one can act as second postulates, whether he intended to or not. And all the subsidiary 3rd, 4th and so on - considerations, evaluations and opinions - can act as secondary postulates to something else that is earlier.

By knowing and using these facts one can begin to untangle the confusions of Postulates made on a Time Continuum. Fortunately, the Postulates that are at the back of your Games have not changed, they're active now in Present Time, so we can get at them from lists and assessments, based on this-life happenstance, without the necessity of poking around in the distant past for ammunition.

Further, they don't all have to be your Postulates, but they do all have to be run if they read. Misowning and borrowing and continuing for others are just a few of the whys here. Those that are not your originals run rather stickily and require a lot of Ind. Tech on the Repeater to clear. Also they can mask one's own creations until they are run.

A Being cannot really be anything other than he ever was - he is still in here pitching from the same viewpoints, however subdued they may be now. The scenario has passed from Spiritual Games to the Physical Game here and now. The playing of Spiritual Games in the Physical Universe is the activity that has really screwed things up. It is a difficult occupation because a Spiritual Being *operates* by postulates - it is not just that he postulates abstractly. Unfortunately the Physical Game is set in a time continuum, so the result is chaos on your ability to cause - but you can't do otherwise because that is who you are! Now you can get in and sort it out, using the basic premise of The Insight Project: resolving the Present Time viewpoint.

## The Revelation Processes

Revelation in Biblical terms comes at the end, but here it is at the beginning and continues from different angles until resolved. At the bottom of the Reactive Mind you have Identification: the inability to evaluate differences in time, location, form,

composition or importance. Everything in the Reactive Mind at this level is equivalent to everything else in significance - the Association Line (A-line) of reactive thought and conduct. Item A = Item B = Item C.

At the top of the Reactive Mind which we are handling now, it doesn't run out on this convenient generality. The A-line consists of Postulates on a Time Continuum. Postulate A = Postulate B = Postulate C and every other combination you can work out. It makes the tangled knots of the Labyrinth.

The Physical Universe Game is about Efforting and is not the healthiest place to play by Postulates. It seems by-passed Effort blows back on the Spiritual Being as mass - the unfronted debris of creating - as the Postulates made against Time do not duplicate.

The following Revelation Processes are designed to sort this out. I am sorry if it seems complicated, but you are the one that complicated it up, so there is no alternative remedy but to start untangling it using these techniques.

# REVELATION PROCESSES

## Revelation Process A: Locate the Postulate

1. Working from the majorly reading question, as directed in the various Levels of Part IV, you **LIST** the given Question to a **Verified Item (VI)**, which is then **cleaned with Repeater and Indicator Tech to P/N**.
2. **LIST** the first question that reads from the following:
  - ‘What is the Postulate on (VI)?’
  - ‘What is the Postulate about (VI)?’
  - ‘What Postulate would accompany (VI)?’
  - ‘What Postulate would (VI) have?’
  - ‘What Postulate would (VI) make?’
  - ‘What is the Consideration on (VI)?’
  - ‘What is the Consideration about (VI)?’
  - ‘What Consideration would accompany (VI)?’
  - ‘What Consideration would (VI) have?’
  - ‘What Consideration would (VI) make?’
  - ‘What is the Evaluation on (VI)?’
  - ‘What is the Evaluation about (VI)?’
  - ‘What Evaluation would accompany (VI)?’
  - ‘What Evaluation would (VI) have?’
  - ‘What Evaluation would (VI) make?’
  - ‘What is the Opinion on (VI)?’
  - ‘What is the Opinion about (VI)?’
  - ‘What Opinion would accompany (VI)?’
  - ‘What Opinion would (VI) have?’
  - ‘What Opinion would (VI) make?’
  - ‘What is the Decision on (VI)?’
  - ‘What is the Decision about (VI)?’
  - ‘What Decision would accompany (VI)?’
  - ‘What Decision would (VI) have?’
  - ‘What Decision would (VI) make?’
  - ‘What do I say about (VI)?’

If none of the above read, also check:

- ‘Postulate discharged?’ (If this reads, check with Ind. Tech.)
- ‘Postulate blown?’ (If this reads, check with Ind. Tech.)
- ‘Is the Item the Postulate?’ (If this reads, run it as the Postulate.)

Having established the **Postulate** (or Consideration, Evaluation, etc. which acts as a Postulate), continue to Revelation Process B. (Or if the Postulate has discharged or blown when cleaning the Item on Step 1, return to assess the Level you are running).

## **Revelation Process B**

### **Rev B - Stage One: Restimulate the Postulate**

When you list for the Postulate, upon locating it you usually get a BD P/N and by this action you accomplish a degree of duplication. So there is less to look at, less to view, and the thing can release. At this point you do not have a lot of information and significance relating to the Postulate. But you want erasure by full duplication, not just a release, so after you get the Postulate you try to pull the Postulate back in and bring it into view, or at least the attached materials. Then you know about the context of the Postulate, what it involves, what is its nature, when it was first made, and so on.

The use of the above questions is valuable because you can't erase something unless it is sufficiently restimulated. So after you get a BD P/N you have to work like the devil - or be extremely crafty - to restimulate the charge again, in order to draw more charge off of the Postulate in the form of the attached material and viewpoints.

When the charge on these factors is removed, your awareness can increase to the higher level of knowing that is full duplication. Whilst a light Postulate might just blow off immediately upon inspection of the VI it attaches to, a more heavily charged Postulate will need the full Rev B handling to come into full view.

1. Put the Postulate into the following questions, pulling Expressions from all reads and handling them with Indicator Tech.

**‘What does the Postulate (.....) involve?’**  
**‘What goes with the Postulate (.....)?’**  
**‘What would accompany the Postulate (.....)?’**  
**‘What is connected to the Postulate (.....)?’**  
**‘What is related to the Postulate (.....)?’**

2. Check who made the Postulate, by assessing the five listed buttons:

**‘Whose Postulate?’ ..... Mine?**  
**Another’s?**  
**False?**  
**Misowned?**  
**GE?**

Clean all reads with Indicator Tech.

**Note:** Indicator Tech Expressions may include further Items and Postulates; these may re-emerge on Stage Two of Rev B, or in any case they will be further examined on Stage Three. At this time just underline anything that looks like an Item or Postulate, for easy reference in the later handlings.

## Rev B - Stage Two: Clean attached viewpoints

1. Put the Postulate into the following Questions ('Rev B Questions') and assess:

**'W/W is (Negating) the Postulate ('.....')?'**

**Substituting**  
**Wasting**  
**Occluding**  
**Unknowing**  
**Remembering**  
**Forgetting**  
**Not knowing**  
**Knowing about**  
**Knowing**  
**Having**  
**Regretting**  
**Making important**

**'What viewpoint is connected with the Postulate ('.....')?'**

**'What viewpoint is related to the Postulate ('.....')?'**

**'What viewpoint is (Negating) the Postulate ('.....')?'**

**Substituting**  
**Wasting**  
**Occluding**  
**Unknowing**  
**Remembering**  
**Forgetting**  
**Not knowing**  
**Knowing about**  
**Knowing**  
**Having**  
**Regretting**  
**Making important**

**'In what way am I (Negating) the Postulate ('.....')?'**

**Substituting**  
**Wasting**  
**Occluding**  
**Unknowing**  
**Remembering**  
**Forgetting**  
**Not knowing**  
**Knowing about**  
**Knowing**  
**Having**  
**Regretting**  
**Making important**

**Note:** You can add to the above Questions as you think appropriate, e.g. with such buttons as *asserting*, *denying*, *resisting*, *ignoring*, *caring*, *sharing* etc - whatever works best for you. The buttons listed (Negating, etc) are of course not the only relationships a VI could have to the Postulate - as an option, you could list for this relationship: 'What is the relationship of the VI to the Postulate (.....)?' and use the

resulting button in a new Rev B Question of your own making. There may be a different way of stating ‘Knowing’, ‘Having’ or other buttons, e.g. Having might work better as ‘Being with’ or ‘Relating to’, etc.

The Questions ‘In what way are you ...?’ would be evaluative if the other Questions were not included, because when you Indicator Tech the Items that you get from Rev B Questions, they may turn out to be somebody else’s GE, another Being, or whatever (as described further in Appendix II - Sort-Out Technique). Fish around with the viewpoint question, e.g. asking yourself ‘Is there somebody or something connected with this Postulate?’ may give you a read and then you know to go off on the hunt, using proper Verified Listing procedure on the assessed listing question. This is *not* analytical C/Sing in session but rather testing-out possible Questions for a read, using your knowingness.

**Note:** The Rev B Questions sort out where the Postulate and associated pictures come from - e.g. another being, GE, myself, some entity, the Composite self, or whatever. The Rev B Questions address the phenomena of the identities that you ran on Part I/II and which still remain with you. As a further option, if at any time pictures/scenes/emotions of a GE character bother you, or if you are concerned about the inter-relationships of material that has emerged, it is recommended you use the *Sort-Out Techniques* in Appendix II.

**Note:** The area can be heavily suppressed and invalidated, so at the end of the assessment use the confirmation check:

**‘Have I bypassed the Question?’.** Then:    **‘Did it read?’.**

If both questions read, you have a confirmation of the indicated Rev B Question. If the first question reads but the second does not, the assessed reading Question is a False read and/or the Question is being suppressed. Check:

**‘Is the Question Suppressed? .....Invalidated? .....Unacknowledged?’**

Re-assess the Rev B Questions with the reading suppress button. Repeat the confirmation check before moving on to the following Step 2.

If you can’t get a read from the list of Rev B Questions, move on to Rev B Stage Three. This may occur towards the end of a Level when the charge is nearly cleared.

You may need to assess the Questions several times to get them to read. Interestingly enough, most of the time the Postulate will still read when run on Repeater Technique, until the Questions are cleaned off. Working hard at getting the Rev B Questions to read and spending some time with them is essential, particularly at the beginning of Part IV. You will then start to get the feel of what a cleaned Postulate is, and as you progress you will be able to recognise it better.

**Note:** If at any time a reading Expression spontaneously emerges, then handle it with Indicator Tech (but if this happens during Listing just note it down and then handle it later). The Source for this is the original Postulate.

2.        **LIST** the indicated Rev B Question to produce an **Item**. (The Rev B Questions can result in a Postulate, Identity, or other kind of Spiritual Reactive Mind - considerations, opinions, evaluation, etc). **Clean** this Item with Repeater and Indicator Tech to P/N.



3. To clarify the nature of the Item resulting from Rev B Questions, check:  
     **‘Is (Item) a Goals Item?’**  
     **‘Is (Item) a Postulate?’**  
 If one of these reads, use Indicator Tech to P/N.
4. **Reassess** the above list of Rev B Questions and handle, until none read even with suppress buttons.
5. **Clean the Postulate** from Rev A with Repeater and Indicator Tech to P/N.

### **Rev B - Stage Three: Subsidiaries**

1. Write up an **Assessment** list consisting of all the **Items** and **Postulates** which resulted from the actions of Revelation A & B up to this point.
2. Assess the list for the major read. If the major read is an Item then run from Rev A. If it is not clear whether it is an Item or Postulate then check with:  
     **‘Is this an Item?’ ‘Is this a Postulate?’**  
 If the major read is identified as a Postulate then run from Rev B.
3. Also check the following questions:  
     **‘In this handling, has a Postulate been bypassed?’**  
     **‘In this handling, has an Item been bypassed?’**  
 LIST to find a Bypassed Postulate or Item and handle it as on Step 2. Use the Listing question:  
     **‘In this handling, what Postulate (or Item) has been bypassed?’**
4. Add the further Items resulting from Steps 2. & 3. to the Assessment list and re-assess.

When there is no more to be got from this Stage Three Assessment with the additional Items/Postulates added each time, then return to the Level Assessment that you were on, from which you obtained the original Item.

**Note:** Don’t try to differentiate which Items are Postulates and so on when you are actually running the procedures - e.g. when you are Listing or doing Indicator Tech - as this amounts to C/Sing in session. Do this separate action when handling Subsidiaries as described above. Similarly, if you add further Questions or items to the ones given, do this as a separate C/S action, not while you are assessing the list.

If an Item proves out to be from a Goal Conflict Structure, then complete the Revelation handling and in a Session Assessment, determine the next action. Certainly such an Item would need to be added to the OLA for possible future running.



# FURTHER NOTES ON RUNNING PART IV

The Reactive Mind, as you will have observed on coming up the Levels, has become less and less two-dimensional. On Part IV it becomes multi-dimensional. It would have to be that way to hold you trapped in it. The real labyrinth appears and the Postulates that hold it together float into view.

Here you are finding something charged, following it down all the available ramifications, returning to the highest charged or the original item and following that down. Repeating this until a whole area is flattened of all *available* charge. Note, not *all* of it's charge. You are trying to get all the available charge, not to clear the whole Reactive Mind, so if you miss something, unless it stalls you - and you will know it - don't worry because it will reappear again. It's get in, get what you can out, and make sure there are no loose ends activated and unhandled. It is complicated but as long as you can hold this concept of it being multi-dimensional, and don't panic that you will leave some stone unturned, you will be able to make it go right.

The key word here is RAMIFICATIONS. Every item has many ramifications linked to it, so you could never pull off everything in one run through. The aim is to get the most highly charged that are available and that will run. There is always more, and we would be at it forever if we tried to get the lot. And there is no point, as much will drop out as higher items are found. Clear the gross charge that is available and so get through to the higher-level material. This way, the Awareness, Responsibility and Confront are raised so more can be viewed. Charge off the case raises the A-R-C of Meta-Programming and makes more material available.

So we are still following the charge through the Reactive Mind and handling only those parts that are easily available. You can get too thorough and find yourself up against a brick wall. Just take each step as instructed and bear with the fact that there is always more.

Each Level of Part IV should be taken *to completion* before tackling the next Level. The tangles are resolvable within the context of the Level you are running. After you have run through a Level you additionally incorporate a 'Subsidiary Assessment' (explained on Level 1). The Level Assessment and the principle of cyclic assessment should not be forgotten in case earlier material becomes available.

At the start of session you just check 'Next Item? Something Else?' and either continue or check the Something Else? List accordingly. Stick to the Level you are on until it is complete, then check the Level Assessment.

The Items Listed for on various Assessment Lists can be an identity, an action, an intention, a postulate, consideration, evaluation or opinion - whatever, List it. If it assesses out and Verifies, treat it as an Item and clean it, until it either proves to be the Postulate itself or when processed further it will produce the Postulate that is sourcing its power.

## Out Primaries

Whatever a Being puts on a Time Continuum will stay there and can be activated at any time by Present Time restimulation. So if Out-Primaries reads on your

Something Else? List this is what can have happened. Primaries should not really be going out this late in the game. It is really more likely to be a Bypassed Postulate, but the read on that has gone out as it is being masked by the Present Time restimulator. Isolate which Primary and run it S/C to take off the PT charge.

Then check: 'What Postulate would accompany (subject matter of Out-Primary)?' or 'What Postulate would (subject matter of Out-Primary) have?' if it concerns an Identity. Put it through the Revelation B Process, then get back to where you left off.

## **Something Else? List**

If at any time you feel over-restimulated or unsure of what is happening, assess the Something Else? List to isolate any BPC and thereby restore certainty. This should be done at a frequency of about every half-a-dozen sessions, unless everything is going as well as a marriage bell. Bearing in mind the velocity of the procedures, it can get ahead of you and require this remedy.

## **C/S**

On Part IV it is best to write yourself a C/S each session, as the ramifications can get so complicated and you can find yourself running the wrong piece first. Also the charge can transfer out onto another step so easily, leaving you with incomplete cycles of action and missed material. So keep it orderly, and make sure you really understand how the Revelation Processes are used.

It is a labyrinth of Postulates and it is very easy to get lost in it, as you have been for probably millions of years. So get unlost at last.

## **Life restimulation**

The human being's usual approach to existence is to keep his head down below any heavy restimulation, and to make his life as safe as possible by the acquisition of Physical objects. If Parts I - III have done their job your life primaries should be in - you should be P/Ning. So why a further Part? The rest of your case is out of sight, out of mind. You have set your life up as a collection of safe solutions. If you continue in the same life-style then you will be like the circus horse in Part II. If you live too safely you won't locate higher-game restimulation that can be run. An awakened Being needs to live in state of challenge - Spirit vs. Physicality.

When assessing lists, charge can be very hidden, and the clear reads of earlier Levels are not to be expected. Look for changes of characteristic, and use your knowingness more and more. It is a question of finding something that is 'suspect' and poking it around. The Being has to have his attention thoroughly put on the item or question to get it to read. He's been negating much of this charge for a very long time in order to survive and get on with the game. If you don't put his attention on it, he will go on negating it. The use of intention comes in here: 'Oi, dozey-top! LOOK!!!'

COEX's can occur at any time. They get more and more subtle, they no longer actually stop the procedure but rather slow it down. The Being is now powerful enough to push on past the COEX charge, but sessions do not go as well until this is recognised and handled, using appropriate Assessment, Repeater and Ind. Tech, and Revelation Processes as appropriate. Any vague misemotion hanging around is an indicator. For example, a very slight resentment I spotted, when taken-up produced a matrix of 27 Postulates which took me three weeks to flatten!

Conflict Structures should still be used to handle COEX related to an Item, to Parcel-off the charge or if necessary to run the full Goal Conflict Structure connected to an Identity Item.

Find and run as many Postulates as you can out of every Probcon in the Revelation Processes. Be inventive, run what reads and get it all.

There may come the dim suspicion that one is compulsively creating the Reactive Mind day-in and day-out as fast as one is running it out. Unfortunately this realisation doesn't blow it. It is my experience that when one hits one of these boring plateau and it doesn't seem worth the handling, one has slid into an internal COEX. There is a feeling of 'don't want to be responsible'. This charge has been around a long time and is thoroughly suppressed. It is purely the Spiritual Being's angst against the conditions of existence. The unwillingness to accept or even realise that one is doing that to oneself, and the feeling that there has to be an easier way out of all this than admitting 'I'm causing it'.

The comforting and easy route of finding other causes is no longer workable because one is no longer a human, unknowing player. One is beginning to wake-up to being the Gamesmaker while trying to hold to the illusion one isn't even vaguely cause. This is not a comfortable situation so it is not surprising one tries to solve it by backing off into elsewhere. The Imprint phenomena is not an incident in the distant past. Nobody - being or entity - did anything to you, the Spiritual Being who can experience anything. **YOU ARE DOING IT RIGHT NOW.**

It is highly probable that magic wand waving got us into our current situation, but I strongly doubt it has any potential for getting us out. The way out is the way through. This means constantly reaching out to progressively higher and higher game, as your awareness, responsibility and confront increase. If you do not do this you will be like the circus horse running around in the same old circle. A higher game does not have to be physically onerous, only a greater involvement and a higher reach into the current game - ever increasing CUE and KRC.

So if you can't find any case to run, kick yourself upstairs to a higher state of game, because that is where your case has gone to - it's no longer in your safe backyard. If you don't you'd better watch out - an awakened Being not involved in a decent game will out of boredom play lower games against the body or just plain silly games like losing things.

Once you take power in an area and don't use that power, you have had it. Tough, rough, but the way out IS the way through, and that means ACTION. Action equals doingness with responsibility. At the bottom of a stall or reluctance to continue, is a problem or situation the student does not want to confront. The only answer to this is to handle the situation with the necessary action supported by continued work on the Project.

So I will say it once more: If you stay in the circles of the safe Human Game, and do not do more and take responsibility across the Domains, you won't achieve the EP. The safe, keep your head down, house-and-garden attitude - and unflat lower Parts - keep a human Human.

Increasingly, as you complete the Project, doingness will be the Remedy of Game, and metered sessions will only be necessary when higher-game charge moves in. Much of one's case is inaccessible until this occurs - on a gradient of course - as one is playing well below one's potential for Spiritual Game, as a human being.

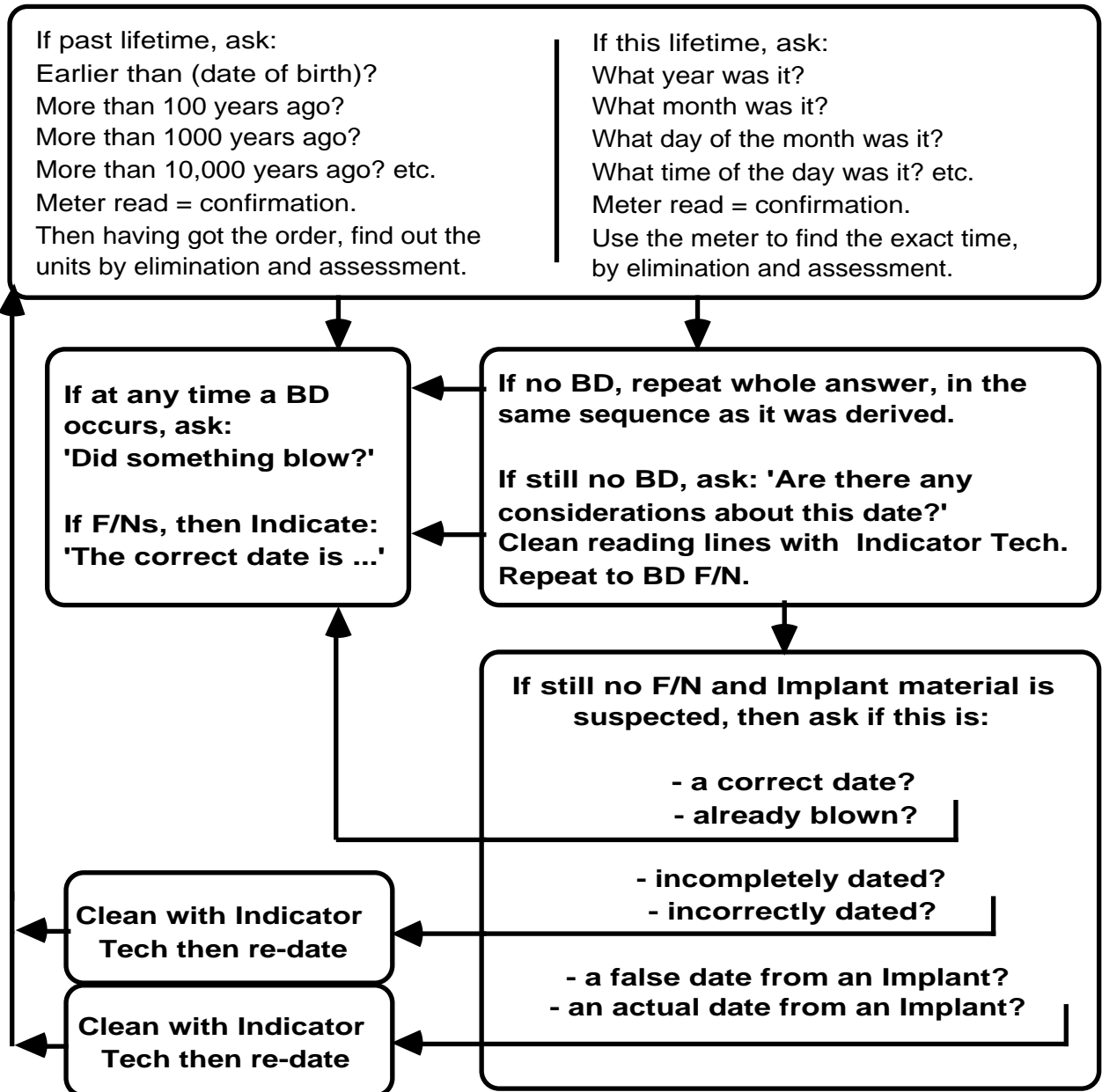
It took a long time to go from Spiritual Being to institutionalised human being, an awful lot of lies, so it should not be surprising that it is going to take quite a while to unravel the truth of it all. One is still living it at the same time - that is the rub. One cannot cease to be a player, so the only resolution is to remedy one's ability to play this Game gradiently, until one can play it as a Fully Realised Being. It is a matter of taking over the automaticity.

The Being's basic problem is that he has become the effect of his own Postulates and the more he tries to counter-postulate them, the more powerful they become. The solution is to go on playing the Game but do it better and better, and more and more knowingly. Becoming Spirit the solver instead of Spirit the problem is the process for taking over causation of one's state of being, and the remedy of one's game.

The real voyage of discovery begins here. I think you will find it interesting and it won't stretch your credulity. Whatever it is you discover, you will know it for sure because YOU are going to discover it for yourself. Have fun and let us know the wins!

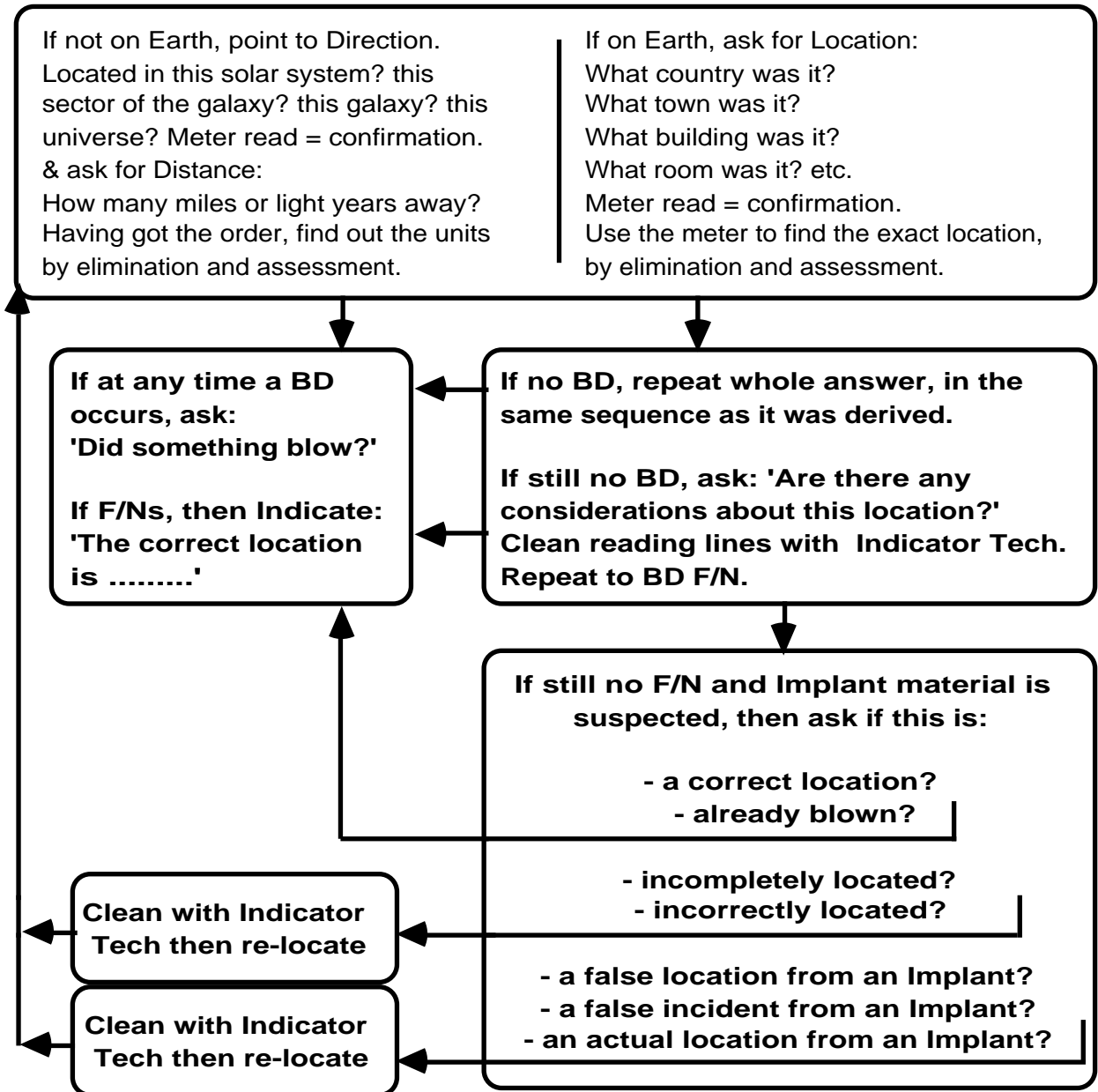
## DATING FLOWCHART

### When was it?



## LOCATING FLOWCHART

### Where was it?





**LEVEL 1**  
**POSTULATE REVIEW**

## POSTULATE REVIEW

On Probcons, when both flows on the Item (Item oppose, oppose Item) P/N or don't read with buttons, then to that degree pan-determinism has been restored on that Item. One neither *has to* identify with it nor oppose it - but you can if you want and also you can just be pan-determined about it and grant the Item beingness. A nice EP to Part III. Now on Part IV you can deal with the higher case in the area - the accompanying Postulates.

1. Do the Handling described on Page 16.
2. Make an Assessment to include:
  - (i) All Postulates from Goals cleared on Parts I - III.
  - (ii) 'What Postulate would accompany (.....)?' on all top Items (VIs and OppVIs) from all Probcons run to date.  
[Use 'What Postulate would (.....) have?' if the Item is an Identity].
  - (iii) List all Postulates that are contained in Indications from the Indicator Tech of Parts I and II (whether or not Imprinted).
  - (iv) Include Postulates discovered on the handling on Step 1 above.
2. Assess the major reading item. If necessary, LIST the Question.
3. Run Revelation Process B on the Postulate.
4. Re-assess the list and handle, until it is clean.

**Note:** The Procedures of Parts I - III still apply, except REMEMBER! there is now an additional Indicator Tech button: 'Genetic?'; and the Expressions that result from *all* reading buttons are now taken-up and run (rather than the previous immediate Indication when 'Imprinted?' read).

So, the Indicator Tech runs:

**TRUE? FALSE? MOCKED-UP? GENETIC? IMPRINTED?**

and: Pull a Expression from **all reading buttons including Imprinted**

*So the Final Indication is always a Truth (no reading buttons)*

plus: Continue to run **MEX? & REX? ('Am I creating...?')**

## SUBSIDIARY ASSESSMENT

Sometimes Postulates are not obtainable just when you want them at the appropriate point in the Revelation Processes, as they have too much charged material attached. But as this material is gradually unburdened, they may float into view on your Indicator Tech lines. Though you have handled them with Ind. Tech this only clears part of the charge, so some will run again on the Revelation Processes, unburden the ramifications, and then further suppressed Postulates will float into view.

Therefore, when you have completed running through the handlings of this Level, and similarly with all subsequent Levels, you write-up a **Subsidiary Assessment**. This contains all the Items and Postulates that you have handled, plus all the statements that you have made on Indicator Tech that appear to be a Postulate, consideration, evaluation, opinion, decision or point of view, as well as those that look like a Goal. At this level of case handling they all act as Postulates on your case and the charge on some of them is now available, and this should not be bypassed. If at all uncertain about what is required, it is better to put in irrelevant lines than to miss out one that is important.

I tend to underline possible statements that look likely, as I go, so that they are readily available. Also, you know what is meant at the time better than later. Pronouns such as 'he' or 'it' should be specified on your worksheets, otherwise later it won't be obvious what the statement is talking about. The Subsidiary Assessment contains:

**ALL ITEMS** found on the Level. Put each Item listed into the question 'What Postulate would accompany (Item)?', or 'What Postulate would (Item) have?' if the Item is an identity.

**ALL POSTULATES**, Considerations, Evaluations, Opinions and Goals taken from Indicator Tech Expressions. Plus add: 'Something Else?'

It is advisable, as a C/S action, to keep this Assessment made-up session-by-session, so that when you need it it is ready to use almost immediately, and only requires the addition of the last session material. Leave enough space to add further Items discovered on the handling itself, as when you run anything from your list, you will of course generate more material for the re-assessment of the list.

1. Assess the list and run the major reading item on Revelation Processes A & B.
2. Add new material. Re-assess and handle.
3. Continue until nothing reads.
4. Then check 'Next Item?' If this reads continue on the same Level, as the Subsidiary Assessment has stirred-up some more to handle.
5. If no read, check 'Next Level?' If this reads then away you go on the next Level.
6. If no read, check 'Previous Level?' If this reads assess a list of the Levels done thus far (see the Level Assessment).
7. If no read, check 'Something Else?' If this reads assess the Something Else? List and handle.

This Assessment could be said to be a picture in words of that part of the labyrinth you are in. The parts that do not read may have more highly charged sources in different parts of the labyrinth. After you have done several of these Assessments

you will see the truth of this, as previously unreading material reappears alive.

The Spiritual Reactive Mind is a network of Items, considerations, evaluations, opinions and Postulates, and you can only hack-out a piece at a time, subject to your awareness, responsibility, confront and willingness.

Note: It is still possible that Part II and III Levels will come up, so be alert to the possibility. At this stage Probcon questions may rarely read, but that is no reason not to check them thoroughly. The increase of certainty and resultant causation is worth it. You will see that on that particular subject there is no opposition to you and that you and only you are calling the tune. It is only a matter of continuing and unravelling the Why, to finalise the matter in terms of Postulate causation.

These are the **Part II Levels:**

- Correction (as a Level)**
- Needs(1)**
- Fear (2)**
- Exteriorisation (3)**
- Introversion (4)**
- Havingness (5)**
- Ways of Being (5)**
- Causation (6)**
- Money (7)**
- Power Change (8)**
- Games (10)**
- Awareness (11)**
- Postulates (12)**
- Anchor Points: Hold on to (13)**
- Anchor Points: Let go (14)**
- Anchor Points: Create (15)**

These are the **Part III Levels:**

- Reasonableness (1)**
- False Data (2)**
- Intelligence (3)**
- Ethics (4)**
- Aesthetics (5)**
- Meanings (6)**
- Doubt (7)**
- Agreements (8)**
- Emotion (9)**
- Intention (10)**
- Viewpoints (11)**
- A New Game (12)**
- The Rock (13)**
- The Real Why (14)**
- Own Goals (15)**

Part I Case Handlings & Repairs may also be applicable, e.g.

Handling Primaries, Antagonism Handling, 5-Flow Primaries, BPC Checklist, Life Stress List, Upsets List, Viewpoint & Disinformation Lists, Suppression Handling, Assumed Identity Handling, Criticism Handling, Restoration, Life Over-run Handling, Interiorisation Handling & Repair, COEX Handling, BP Correction, Verified Listing Correction, Trauma Handling

**LEVEL 2  
REVELATION**

## REVELATION, ASSESSMENT A

Assess the following questions down to a LF.  
LIST the Question, and run the resulting Item on the Revelation Processes A & B.  
Then continue assessing down the list from where you left off.

What are you **doing** to others that is coming back on you?

What are you **postulating** for others that is coming back on you?

What is a **permissible outflow** to others?

What is a **permissible inflow** to others?

What is an **enforced outflow** to others?

What is an **enforced inflow** to others?

What is a **prohibited outflow** to others?

What is a **prohibited inflow** to others?

What is an **inhibited outflow** to others?

What is an **inhibited inflow** to others?

What has to be **outflowed** from others?

What has to be **withheld** from others?

What has to be **inflowed** from others?

What has to be **held off** from others?

What has to be **enforced** on others?

What has to be **prohibited** for others?

What has to be **inhibited** for others?

What has to be **inhibited** from others?

What has to be **prohibited** by others?

What has to be **enforced** by others?

What has to be **permissible** for others?

### NOTE:

On Level 2 - Revelation, it would be a good idea to do a Subsidiary Assessment at the end of each separate Assessment (A - M). Use the button 'Next Assessment?' instead of 'Next Level?' until Assessment M.

## REVELATION, ASSESSMENT B

Assess the following questions down to a LF.  
LIST the Question, and run the resulting Item on the Revelation Processes A & B.  
Then continue assessing down the list from where you left off.

- Is there something you agree another/others shouldn't **know**?
- Is there something you agree another/others shouldn't **know about**?
- Is there something you agree another/others shouldn't **not know**?
- Is there something you agree another/others shouldn't **forget**?
- Is there something you agree another/others shouldn't **remember**?
- Is there something you agree another/others shouldn't **unknow**?
- Is there something you agree another/others shouldn't **occlude**?
- Is there something you agree another/others shouldn't **be**?
- Is there something you agree another/others shouldn't **do**?
- Is there something you agree another/others shouldn't **have**?
- Is there something you agree another/others shouldn't **help**?
- Is there something you agree another/others shouldn't **control**?
- Is there something you agree another/others shouldn't **communicate with**?
- Is there something you agree another/others shouldn't **be interested in**?
- Is there something you agree another/others shouldn't **solve**?
- Is there something you agree another/others shouldn't **have a problem about**?
- Is there something you agree another/others shouldn't **change**?
- Is there something you agree another/others shouldn't **be responsible for**?

## REVELATION, ASSESSMENT C

Assess the following questions down to a LF.

LIST the Question, and run the resulting Item on the Revelation Processes A & B.

Then continue assessing down the list from where you left off.

What **are you changing** that you don't 'let on' about?

What **change are you failing to make** that you don't 'let on' about?

What **change are you enforcing** that you don't 'let on' about?

What **change are you preventing** that you don't 'let on' about?

What **change are you withholding** that you don't 'let on' about?

What **change are you stopping** that you don't 'let on' about?

What **change are you making in others** that you don't 'let on' about?

What **are you creating** that you don't 'let on' about?

What **are you fail to creating** that you don't 'let on' about?

What **creation are you enforcing** that you don't 'let on' about?

What **creation are you preventing** that you don't 'let on' about?

What **creation are you withholding** that you don't 'let on' about?

What **creation are you stopping** that you don't 'let on' about?

What are you **being pleased about** that you don't 'let on' about?

What are you **failing to be pleased about** that you don't 'let on' about?

What are you **enforcing others to be pleased about** that you don't 'let on' about?

What are you **preventing others from being pleased about** that you don't 'let on' about?

What are you **withholding being pleased about** that you don't 'let on' about?

What are you **stopping others being pleased about** that you don't 'let on' about?

What are you **making others pleased about** that you don't 'let on' about?

What **problems are you giving others** that you don't 'let on' about?

What **problems are you failing to give others** that you don't 'let on' about?

What **problems are you enforcing** that you don't 'let on' about?

What **problems are you preventing** that you don't 'let on' about?

What **problems are you withholding** that you don't 'let on' about?

What **problems are you stopping** that you don't 'let on' about?

What **problems are you making** that you don't 'let on' about?

What **are you helping** that you don't 'let on' about?

What **are you failing to help** that you don't 'let on' about?

What **help are you enforcing** that you don't 'let on' about?

What **help are you preventing** that you don't 'let on' about?

What **help are you withholding** that you don't 'let on' about?

What **help are you stopping** that you don't 'let on' about?

What **are you being responsible for** that you don't 'let on' about?

What **are you failing to be responsible for** that you don't 'let on' about?



What **responsibility are you enforcing** that you don't 'let on' about?  
What **responsibility are you preventing** that you don't 'let on' about?  
What **responsibility are you withholding** that you don't 'let on' about?  
What **responsibility are you stop** that you don't 'let on' about?  
What **responsibility are you enforcing** that you don't 'let on' about?  
What **are you making responsible** that you don't 'let on' about?

What **are you confronting** that you don't 'let on' about?  
What **are you failing to confront** that you don't 'let on' about?  
What **confront are you enforcing** that you don't 'let on' about?  
What **confront are you preventing** that you don't 'let on' about?  
What **confront are you withholding** that you don't 'let on' about?  
What **confront are you stopping** that you don't 'let on' about?  
What **confront are you withholding** that you don't 'let on' about?

What **are you being** that you don't 'let on' about?  
What **are you failing to be** that you don't 'let on' about?  
What **beingness are you enforcing** that you don't 'let on' about?  
What **beingness are you preventing** that you don't 'let on' about?  
What **beingness are you withholding** that you don't 'let on' about?  
What **beingness are you stopping** that you don't 'let on' about?  
What **beingness are you enforcing** that you don't 'let on' about?

What **are you doing** that you don't 'let on' about?  
What **are you failing to do** that you don't 'let on' about?  
What **action are you enforcing** that you don't 'let on' about?  
What **action are you preventing** that you don't 'let on' about?  
What **action are you withholding** that you don't 'let on' about?  
What **action are you stopping** that you don't 'let on' about?  
What **action are you enforcing** that you don't 'let on' about?

What **are you having** that you don't 'let on' about?  
What **are you failing to have** that you don't 'let on' about?  
What **havingness are you enforcing** that you don't 'let on' about?  
What **havingness are you preventing** that you don't 'let on' about?  
What **havingness are you withholding** that you don't 'let on' about?  
What **havingness are you stopping** that you don't 'let on' about?  
What **havingness are you enforcing** that you don't 'let on' about?

What **are you conforming to** that you don't 'let on' about?  
What **are you failing to conform to** that you don't 'let on' about?  
What **conforming are you enforcing** that you don't 'let on' about?  
What **conforming are you preventing** that you don't 'let on' about?

What **conforming** are you **withholding** that you don't 'let on' about?

What **conforming** are you **stopping** that you don't 'let on' about?

What **conforming** are you **enforcing** that you don't 'let on' about?

What **are you wasting** that you don't 'let on' about?

What **are you failing to waste** that you don't 'let on' about?

What **waste** are you **enforcing** that you don't 'let on' about?

What **waste** are you **preventing** that you don't 'let on' about?

What **waste** are you **withholding** that you don't 'let on' about?

What **waste** are you **stopping** that you don't 'let on' about?

What **waste** are you **enforcing** that you don't 'let on' about?

What **are you substituting** that you don't 'let on' about?

What **are you failing to substitute** that you don't 'let on' about?

What **substitution** are you **enforcing** that you don't 'let on' about?

What **substitution** are you **preventing** that you don't 'let on' about?

What **substitution** are you **withholding** that you don't 'let on' about?

What **substitution** are you **stopping** that you don't 'let on' about?

What **substitution** are you **enforcing** that you don't 'let on' about?

What **are you righting** that you don't 'let on' about?

What **are you failing to right** that you don't 'let on' about?

What **right** are you **enforcing** that you don't 'let on' about?

What **right** are you **preventing** that you don't 'let on' about?

What **right** are you **withholding** that you don't 'let on' about?

What **right** are you **stopping** that you don't 'let on' about?

What **right** are you **enforcing** that you don't 'let on' about?

What **are you making right** that you don't 'let on' about?

What **are you wronging** that you don't 'let on' about?

What **are you failing to wrong** that you don't 'let on' about?

What **wrong** are you **enforcing** that you don't 'let on' about?

What **wrong** are you **preventing** that you don't 'let on' about?

What **wrong** are you **withholding** that you don't 'let on' about?

What **wrong** are you **stopping** that you don't 'let on' about?

What **wrong** are you **enforcing** that you don't 'let on' about?

What **are you making wrong** that you don't 'let on' about?

What are you **being for others**?

What are you **doing to others**?

What are you **having from others**?

What are you **thinking about others**?

What do you **consider others are**?

What is your **viewpoint of others**?

What is your **perception of others**?

What are you **pretending to others**?

What are you **believing about others**?

What are you **making others guilty of**?

What are you **blaming others for**?

What are you **accusing others of**?

What are you **making important**?

What are you **making unimportant**?

What are you **attacking others for**?

What are you **defending from others**?

What are you **getting even about**?

What are you **taking revenge for**?

## REVELATION, ASSESSMENT D

Assess the following questions down to a LF.

LIST the Question, and run the resulting Item on the Revelation Processes A & B. Then continue assessing down the list from where you left off.

What is the Postulate on **getting even**?

What is the Postulate on **revenge**?

What is the Postulate on **attacking**?

What is the Postulate on **being right**?

What is the Postulate on **going down scale**?

What is the Postulate on **something bad being important**?

What is the Postulate on **something bad being unimportant**?

What is the Postulate on **being on top**?

What is the Postulate on **being ahead**?

What is the Postulate on **it not happening again**?

What is the Postulate on **it happening again**?

What is the Postulate on **going unconscious**?

What is the Postulate on **feeling nothing**?

What is the Postulate on **going insane**?

What is the Postulate on **escaping**?

What is the Postulate on **dying**?

What is the Postulate on **shedding responsibility**?

What is the Postulate on **not caring**?

What is the Postulate on **enduring**?

What Postulate has to be **substituted**?

What Postulate has to be **wasted**?

What Postulate has to be **occluded**?

What Postulate has to be **unknown**?

What Postulate has to be **remembered**?

What Postulate has to be **forgotten**?

What Postulate has to be **not known**?

What Postulate has to be **known about**?

What Postulate has to be **known**?

What Postulate has to be **endured**?

What Postulate has to be **regretted**?

What Postulate has to be **made important**?

What Postulate has to be **created**?

What Postulate has to be **dead**?

What Postulate has to be **destroyed**?

What Postulate do you have to be **insane about**?

What Postulate do you have to **escape from**?

What Postulate do you have to be **unconscious of**?

What Postulate do you have to **feel nothing about**?

What Postulate do you have to **shed responsibility for**?

What Postulate could you make because **you're you and they need you**?

What Postulate could you make because **you're working with them**?

What Postulate could you make because **you must get even with them**?

What Postulate could you make because **you want to spite them**?

What Postulate could you make because **you must destroy them**?

What Postulate could you make because **you can get around them**?

What Postulate could you make because **they won't let you**?

What Postulate could you make because **you must get revenge**?

What Postulate could you make because **it must not happen again**?

What Postulate could you make because **you have failed to win**?

What Postulate could you make because **you are failing to survive and must attack**?

## REVELATION, ASSESSMENT E

Assess the following questions down to a LF.  
LIST the Question, and run the resulting Item on the Revelation Processes A & B.  
Then continue assessing down the list from where you left off.

- What could you confront?
- What would you permit another to reveal?
- What might another confront?
- What might another permit you to reveal?
- What would you rather not confront?
- What would you rather not have another reveal?
- What might another hate to confront?
- What might another object to your revealing?
- What should be confronted?
- What shouldn't anyone ever have to confront?
- What wouldn't you want another to do?
- What wouldn't another want you to do?
- What have you done?
- What has another done?
- What are you afraid to find out about?
- What would be unsafe for you to reveal?
- What would be dangerous for another to reveal?
- What should be disregarded when you're getting something done?
- Who or what is unconfrontable?
- In what way are you suppressing something?
- In what way might you startle someone?
- In what way are you preventing a discovery?
- In what way are you suppressing an identity?
- In what way do you not want a past?
- In what way are you making knowledge scarce?
- In what way are you preventing another/others from winning
- In what way are you making another realise he or she hasn't won?
- In what way are you withholding communication?
- In what way are you denying somebody communication?
- In what way are you making another surrender?
- In what way are you trapping another?
- In what way are you preventing another from perceiving?

## REVELATION, ASSESSMENT F

Assess the following questions down to a LF.

LIST the Question, and run the resulting Item on the Revelation Processes A & B.  
Then continue assessing down the list from where you left off.

- In what way are you withholding vital information?
- In what way are you making someone guilty of withholding vital information?
- In what way are you preventing anyone from making others give vital information?
- In what way are you withholding looking?
- In what way are you making another guilty of not looking?
- In what way are you preventing anyone from making others look?
- In what way are you withholding emotion?
- In what way are you making another guilty of being emotional?
- In what way are you preventing anyone from making others emotional?
- In what way are you withholding anything?
- In what way are you making another guilty of withholding?
- In what way are you preventing anyone from telling a withhold?
- In what way are you withholding effort?
- In what way are you making another guilty of using effort?
- In what way are you preventing anyone from making others use effort?
- In what way are you withholding thinking?
- In what way are you making another guilty of thinking?
- In what way are you preventing anyone from making others think?
- In what way are you withholding words?
- In what way are you making another guilty of using words?
- In what way are you preventing anyone from making others use words?
- In what way are you withholding eating?
- In what way are you making another guilty of being eating?
- In what way are you preventing anyone from making others eat?
- In what way are you withholding sex?
- In what way are you making another guilty of being sexual?
- In what way are you preventing anyone from making others have sex?
- In what way are you withholding causing a mystery?
- In what way are you making another guilty of being mysterious?
- In what way are you preventing anyone from putting others in mystery?
- In what way are you withholding waiting?
- In what way are you making another guilty of waiting?
- In what way are you preventing anyone from making others wait?
- In what way are you withholding unconsciousness?
- In what way are you making another guilty of being unconsciousness?
- In what way are you preventing anyone from making others unconscious?

## REVELATION, ASSESSMENT G

Assess the following list down to a LF button. Insert in the Questions. LIST the major reading Question, and run the resulting Item on the Revelation Processes. Then continue assessing down the list from where you left off.

**‘What Postulate (to .....)** are you making for another or others?’

**‘What Postulate (to .....)** are you making for self and not others?’

Have faith	Important to	No affinity for	Exhibit
Cause	Propitiate	Start	Bury
Prevent knowing	Attention for	Try to stop	Pain
Have no effect	Separate from	Change	Wound
Effect	Fail to withhold	Try not to change	Make apathetic
Can't have	Withhold	Calm	Mourn for
Make something of	Destroy	Win	Plead with
Create	Motion of	Undermine	Idolise
Think about	Fail to attack	Lose	Lift
Take interest	Attack	Civilise	Drop
Disperse	Dislike	Distrust	Push
Not communicate	Like	Imagine	Pull
Control badly	Compete with	Show contempt	Raise
Betray	Fail to help	Make true	Lower
Collect for	Help	Believe	Close
Substitute for	Fail to control	Not believe	Expose
Withdraw from	Control	Own all	Scorn
Duplicate	Fail to communicate	Deny	Punish
Enter	Communicate	Own nothing	Crush
Inhibit	Fail to interest	Make responsible	Make eager
Disagree with	Interest	Not be responsible	Make responsive
Enforce upon	Connect with	Make right	Make content
Agree with	Have	Make wrong	Scandalise
Desire	Fail	Try to stay with	Be indifferent
Know	Reason with	Escape from	Love
Fail to endure	Challenge	Throw out of	Spurn
Endure	Make beautiful	control	Neglect
Abandon	Torture	Accept	Supplicate
Waste	Make ugly	Reject	Evade
Fail to protect	Panic	Drive crazy	Identify
Protect	Terrorise	Unbalance	Associate with
Make nothing of	Horrify	Degrade	Impress
Survive	Make succumb	Try to make guilty	Get no response
Fail in importance	Feel affinity for	Brutalise	Kill



Revive	Remember	Speak to	Exhilarate
Resist	Occlude	Enjoy	Trust
Contribute to	Receive	Hold off	Make serene
Contact	Make unconscious	Attract	Understand
Deprive	Differentiate	Defend	Orient
Move	Identify	Harass	Perceive
Humble	Disassociate from	Nag	Recognise
Ruin	Eat	Heal	Hope
Ennoble	Sexually satisfy	Distrust	Demand improvement
Confuse	Sexually arouse	Despise	Need change
Disable	Sexually repress	Problem about	Fear worsening
Educate	Create a mystery	Dislocate	Ruin
Sicken	Trouble	Deny	Despair
Shun	Worry	Unknown	Suffer
Slander	Fool	Forget	Numb
Injure	Get into	Not know	Introvert
Be with	Get out of	Hide	Cause disaster
Take away from	Approach	Need	Delude
Part from	Force	Approve	Shock
Continue	Energise	Own	Obliviate
Criticise	Free	Shame	Detach
Pity	Dream about	Blame	Make secret
Avoid	Associate with	Regret	Hallucinate
Preserve	Satisfy	Fail	Elate
Lose	Look at	Make amends	Have glee
Find	Convince	Grieve	Be sadistic
Use	Lie to	Sympathise with	Be masochistic
Defy	Fixate	Fear	Fix
Adjust	Enthral	Resent	Erode
Threaten	Entrance	Feel no sympathy	Disperse
Make serious	Feel	Anger	Disassociate
Hurt	Touch	Antagonise	Be criminal
Make irresolute	Smell	Bore	Not cause
Doubt	Perceive	Conserve	Disconnect
Consider	Hear	Enthuse	Unexist

## REVELATION, ASSESSMENT H

Assess the following list down to a LF button. Insert in the Questions.  
LIST the major reading Question, and run the resulting Item on the Revelation Processes. Then continue assessing down the list from where you left off.

**‘What causepoint of yours have you effectively (.....)?’**

**‘What causepoint of another’s have you effectively (.....)?’**

Nullified	Not suggested	
Failed to nullify		Thought about
Stopped nullifying	Withheld	Failed to think about
	Failed to withhold	Not thought about
Refused	Not withheld	
Failed to refuse		Evaluated
Stopped refusing	Protested	Failed to evaluate
	Failed to protest	Not evaluated
Falsified	Not protested	
Failed falsity		Had opinions about
Stopped falsity	Withdrawn	Failed to have opinions
	Failed to withdraw	Not had opinions about
Unknown	Not withdrawn	
Failed unknown		Blocked
Stopped unknown	Convinced	Failed to block
	Failed to convince	Not blocked
Discovered	Not convinced of	
Failed to discover		Retreated from
Stopped discovering	Aesthetic	Failed to retreat from
	Failed aesthetic	Not retreated from
Inflowed	Stopped aesthetic	
Failed to inflow		Reached
Stopped inflow	Wasted	Failed to reach
	Failed waste	Not reached
Outflowed	Not wasted	
Failed to outflow		Attacked
Stopped outflow	Substituted	Failed to attack
	Failed to substitute	Not attacked
Suppressed	Stopped substituting	
Failed to suppress		Stopped
Not suppressed	Threatened	Failed to stop
	Failed to threaten	Not stopped
Invalidated	Stopped threatening	
Failed to invalidate		Confronted
Not invalidated	Challenged	Failed to confront
	Failed to challenge	Not confronted
Been careful of	Stopped challenging	
Failed to be careful of		
Not been careful of	Pretended	Communicated
	Failed to pretend	Failed to communicate
Suggested	Stopped pretend	Not communicated
Failed to suggest		
		Been proud of

Failed to be proud of	Inhibited	Not helped
Not been proud of	Failed to inhibit	Known
Sympathised with	Not inhibited	Failed to know
Failed to sympathise	Postulated	Not known
Not sympathised with	Failed to postulate	Caused
Recovered	Stopped postulating	Failed to cause
Failed to recover	Forbidden	Not caused
Not recovered	Failed to forbid	Believed
Had	Stopped forbidding	Failed to believe
Failed to have	Interested	Not believed
Not had	Failed to interest	Cured
Looked at	Stopped interest in	Failed to cure
Failed to look at	Controlled	Not cured
Not looked at	Failed to control	Liked
Resented	Stopped control of	Failed to like
Failed to resent	Agreed	Not liked
Not resented	Failed to agree	Avoided
Feared	Not agreed	Failed to avoid
Failed to fear	Disagreed about	Not avoided
Not feared	Failed to disagree	Proven
Endured	Not disagreed about	Failed to prove
Failed to endure	Ignored	Not proven
Not endured	Failed to ignore	Hidden
Abandoned	Not ignored	Failed to hide
Failed to abandon	Decided about	Not hidden
Not abandoned	Failed to decide about	Revealed
Given up	Not decided about	Failed to reveal
Failed to give up	Propitiated	Not revealed
Not given up	Failed to propitiate	Made mistakes about
Been curious about	Not propitiated	Failed to make mistakes
Failed to be curious	Held off	Not made mistakes
Not been curious about	Failed to hold off	Asserted
Desired	Not held off	Failed to assert
Failed to desire	Pulled in	Not asserted
Not desired	Failed to pull in	Changed
Enforced	Not pulled in	Failed to change
Failed to enforce	Helped	Not changed
Not enforced	Failed to help	Damaged

Failed to damage Not damaged	Failed to make invisible Stopped making invisible	Imagined Failed to imagine Stopped imagination
Retained Failed to retain Not retained	Blacked out Failed to black out Stopped blacking out	Persisted Failed to persist Stopped persisting
Prevented Failed to prevent Not prevented	Mocked-up Failed to mock-up Stopped mocking-up	Been antagonistic about Not been antagonistic
Pressed on Failed to press on Not pressed on	Mystified Failed to mystify Stopped mystifying	Been in grief about Failed to cry about
Been right about Failed to be right about Not been right about	Illusory Failed illusion Stopped illusion	Been apathetic about Not been apathetic about
Been wrong about Failed to be wrong about Not been wrong about	Magic Failed magic Stopped magic	Been bored about Not been bored about
Won Failed to win Not won	Associated with Failed to associate with Stopped associating with	Been serene about Failed to be serene about
Lost Failed to lose Not lost	Disassociated Failed to disassociate Stopped disassociating	Been enthusiastic about Failed to be enthusiastic about
Put in the past Failed to put in the past Stopped putting in the past		
	Created Failed to create Stopped creating	
Put in the future Failed to put in the future Stopped putting in the future	Destroyed Failed to destroy Stopped destroying	
Made important Failed to make important Stopped making important	Made good Failed to make good Stopped making good	
Made unimportant Failed to make unimportant Stopped making unimportant	Made evil Failed to make evil Stopped making evil	
Made invisible	Discredited Failed to discredit Stopped discrediting	

## REVELATION, ASSESSMENT I

Assess the following list down to a LF button. Insert in the Questions. LIST the major reading Question, and run the resulting Item on the Revelation Processes. Then continue assessing down the list from where you left off.

**‘Who should be forced to accept (.....)?’**

**‘Who should want (.....)?’**

**‘Who should give up (.....)?’**

**‘Who should create (.....)?’**

**‘Who should give away (.....)?’**

**‘Who should control (.....)?’**

**‘Who should communicate (.....) ?’**

**‘Who should never have (.....) ?’**

Viewpoints	Female children	Eating bodies
Work	Strange bodies	Sound
Pain	Dead bodies	Grief
Beauty	Affinity	Beautiful sadness
Motion	Empathy	Hidden influences
Engrams	Love	Hidden communications
Ugliness	Agreement	Doubts
Logic	Beautiful bodies	Faces
Pictures	People	Dimension points
Confinement	Attention	Anger
Money	Compassion	Apathy
Parents	Attention	Lies
Blackness	Admiration	Ideas
Police	Sympathy	Enthusiasm
Light	Force	Disagreement
Explosions	Energy	Hate
Bodies	Unconsciousness	Sex
Degradation	Problems	Reward
Male bodies	Antagonism	To be eaten
Female bodies	Reverence	To start
Babies	Fear	Written communication
Male children	Objects	Stillness

Exhaustion	Excreta	Poverty
Stopped motion	Rooms	Maps
Started motion	Beds	Irresponsibility
Omens	Punishment	Greetings
Wickedness	Boredom	Farewells
Forgiveness	Confusion	Credit
Play	Soldiers	Loneliness
Games	Executioners	Jewels
Sound	Doctors	Teeth
Machinery	Nurses	Genitalia
Touch	Judges	Complications
Stolen goods	Psychiatrists	Help
Stolen pictures	Alcohol	Pretence
Home	Drugs	Truth
Blasphemy	Masturbation	Assurance
Chaos	Rewards	Contempt
Medicine	Heat	Predictability
Glass	Cold	Unpredictability
Mirrors	Forbidden things	Vacuums
Pride	God	Unattainables
Music	The Devil	Hidden things
Musical instruments	Spirits	Worry
Dirty words	Bacteria	Revenge
Space	Faith	Textbooks
Erotica	Glory	Kisses
Wild animals	Dependence	The past
Pets	Responsibility	The future
Birds	Wrongness	The present
Air	Rightness	Arms
Water	Insanity	The stomach
Food	Sanity	Bowels
Milk	Christ	Mouths
Garbage	Death	Cigarettes
Gases	Rank	Smoke

Urine	Talking	Disabilities
Vomit	Knowing	Signs of weakness
Convulsions	Not knowing	Education
Saliva	Doubts	Language
Flowers	Remembering	Bestiality
Semen	Forgetting	Homosexuality
Blackboards	Analysis	Invisible bodies
Fireworks	Therapy	Invisible acts
Toys	Minds	Return of things
Vehicles	Fame	Rules
Dolls	power	Players
Audiences	Accidents	Restimulation
Doors	Illnesses	Sexual stimulation
Walls	Approval	Space reduction
Weapons	Tiredness	Entertainment
Blood	Faces	Cheerfulness
Ambitions	Acting	Freedom to talk
Illusions	Drama	Freedom to act
Betrayal	Costumes	Freedom to feel pain
Ridicule	Sleep	Freedom to be sad
Hope	Holding things apart	Spiritual Beings
Happiness	Holding things together	Personalities
Mothers	Destroying things	Cruelty
Fathers	Sending things away	Organisations
Grandparents	Making things go fast	No future
Suns	Making things appear	Insanity
Planets	Making things vanish	A mind
Moons	Conviction	A job
Sensation	Stability	A case
Looking	Changing people	Rumours
Incidents	Silent men	No results
Waiting	Silent women	Family
Silence	Silent children	Groups
Excitement	Symbols of force	Government

People	Support	Forgetfulness of women
Mankind	Understanding	Effort to communicate
Living things	No looking	Forgetfulness of past
Matter	Not listening	Acceptance of wrongness
Masses	Service	The goal to get big
Energy	Answers	The necessity to understand
Subtle energy	Replies	Worst type of father
Space	No criticism	Worst type of mother
Time	Aberrations	Worst type of husband
Form	Perfection	Worst type of wife
Ghosts	Sanity	Worst type of child
Knowledge	Hidden betrayals	Worst type of boss
Thought	Hidden ridicule	Betraying friend
Religion	Defamations	Being a baby
A human mind	Things being stopped	Being a body
A reactive mind	Change	Have a teacher
Past lives	Help	Have a leader
A Universe	Consequences	Learned books
A terrible past	Fear of conditions	Between-lives area
A dangerous environment	An acceptable level of being ill	Heaven
A terrible future	An acceptable level of being crazy	Failure
A missing present		Profession
No help	Threats	Penis
Independence	Arrests	Vagina
Death	Courts	Anus
Killing	Honours	Mouth
Eating	Medals	Nervousness
Sleeping	Identities	Seriousness
Anaesthetics	Police	A good job
Hypnotic trance	Torture	Wanting things gone
Explanations	Black people	Being needed
Reasons	Things too horrible to perceive	Being wanted
Caution		Being accepted
Low speed	Forgetfulness of men	Liking self



Liking others	Kidnapping	Wrongness
Want to receive communication	Sterility	Losing
Want to communicate	Absent genitalia	Accidents
Tiredness	Fighting something	Being a human being
Anxiety	Never fighting	
Stress	Fighting words	
Want people to worry	Fighting direction	
Long days	Hatred of music	
Time passing fast	Hatred of sight	
Time passing slowly	Hatred of sound	
Schools	Acceptable level of pain	
Minds	No pets	
Bad mornings	Being God	
Bad nights	Associating everything	
Nightmares	Hating to be reminded	
Dreams	Nothingness	
No time	Poverty	
Arrival	No money	
Completion	No food	
No affection	No home	
Stomach trouble	Expecting something bad to happen	
Poison	Knowing it is wrong	
Inability to eat	Perversion	
Flows	Begrudged food	
Inhibited sex	The weight of obligation	
Hate	No responsibility	
Covert eating	Refusal to be cause	
No work	Desire to be an effect	
Holding	Guiding spirits	
Enforced sex	Science	
Loneliness	Magic	
Wombs	Fortune-telling	
Birth	Demons	

## REVELATION, ASSESSMENT J

Assess the following list down to a LF button. Insert in the Questions. LIST the major reading Question, and run the resulting Item on the Revelation Processes. Then continue assessing down the list from where you left off.

**‘What (.....) should you have?’**

Soreness	Anxiety	Allergy
Hurting	Terror	Relatives
Ailment	Horror	Jobs
Complaint	Panic	Play
Malady	Apprehension	Environment
Disorder	Qualms	Area
Hurt body part	Alarm	Upsets
Disabled body part	Timidity	Problems
Skin irritation	Size	Children
Skin disorder	Strength	Marriage
Unwanted feelings	Emotion	Smells
Dental problems	Friends	Machinery
Unwanted body condition	Lovers	Mass
Depression	Attention	Energy
Infection	Admiration	Space
Unconsciousness	Rightness	Time
Personality	Help	Sickness
Ugliness	Communication	Bad feelings
Attractiveness	Exchange	Unpleasant feelings
Unwanted behaviour	Home	Sexual feelings
Injury	Food	Attitudes
Mishap	Drugs	Pains
Perception trouble	Pain	Sensations
Loss of loved one	Pleasure	Sex life
Impulses	Relaxation	Sensitivity
Insanity	Motion	Physical contact
Love	Contact	Stress
Hate	Sleep	Tension
Help	Dreams	Arousal
Restrictions	Family	
Cigarettes	Fears	
Alcohol	Weakness	
Silence	Sadness	
Loneliness	Mental disability	
Forbidden things	Physical disability	
Urge	Lack of co-ordination	
Restraint	Distress	
Fright	Affliction	

## REVELATION, ASSESSMENT K

Assess the following list down to a LF button. Insert in the Questions. LIST the major reading Question, and run the resulting Item on the Revelation Processes. Then continue assessing down the list from where you left off.

**‘What problem do you have with (.....) ?’**

Earlier existences	Things you don't want to find out about
Previous existences	Abandoned pictures
Past lives	Past life experiences
Earlier lives	Memory
Unreal pictures	Amnesia
Other times	Forgetting
Past deaths	Leaving bodies
Going back in time	Past bodies
Imaginary incidents	New bodies
Invalidated pictures	Lost possessions
Other identities	Forgotten pictures
Imaginary beingnesses	Death
Pretended injuries	Losing a body
Pretended illnesses	Forgotten memories
Disgusting pictures	Painful pictures
Painful memories	Ignored pictures
Enforced pictures	Fading pictures
Imprinted pictures	Fearful pictures
Fearful incidents	Forgotten times
Sad pictures	Pretended incidents
Invalidated past	Unbelievable pictures
Only one lifetime	Forgotten families
Unknown incidents	Between-body experiences
Lost friends	Unreal experiences
Degrading experiences	Forgotten beingness
Forgotten lives	Abandoned deaths
Negated existence	Negated existences
Invalidated pictures	Negated imagination
Invalidated imagination	Abandoned perception
Invalidated perception	No future
Invalidated memories	

## REVELATION, ASSESSMENT L

Assess the following list down to a LF button. Insert in the Questions.  
LIST the major reading Question, and run the resulting Item on the Revelation Processes. Then continue assessing down the list from where you left off.

**‘In what way are you (.....) ?’**

Being neglected	Being attacked
Being avoided	Being nullified
Getting your deserts	Being brought down
Finding out you are wrong	Being degraded
Being destroyed	Having force used against you
Dead and gone	Unable to change
Not making it	Trying to annihilate an enemy
Staying put	Not suspecting what’s happening
Kept in mystery	Always accessing a type of mind
Controlled	Not one of them
Coming unstuck	Unimportant
Always losing	Not taking responsibility

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### ***Part Two:***

LIST: **‘What could you make unknown?’**

Clean the Item with Repeater and Ind Tech.

Test the Item in:

**‘In what way could you inhibit (Item) for self?’**

**‘In what way could you inhibit (Item) for others?’**

**‘In what way are you inhibiting (Item) for self?’**

**‘In what way are you inhibiting (Item) for others?’**

LIST the major reading Question, and run the resulting Item on the Revelation Processes.

## REVELATION, ASSESSMENT M

Assess the list on the right to a reading button. Insert in the Questions on the left. LIST the major reading Question, and run the resulting Item on the Revelation Processes.

<b>‘In what way are you trying (.....)?’</b>	<b>to go unconscious</b>
<b>‘In what way are you failing (.....)?’</b>	<b>to feel nothing</b>
<b>‘In what way are you wasting (.....)?’</b>	<b>to go insane</b>
<b>‘In what way are you substituting (.....)?’</b>	<b>to escape</b>
<b>‘In what way are you negating (.....)?’</b>	<b>to die</b>
	<b>to shed responsibility</b>
	<b>so you can die</b>
	<b>to not care</b>
	<b>to endure</b>
	<b>to get better</b>
	<b>to live</b>
	<b>to live better</b>
	<b>to make amends</b>
	<b>to survive</b>
	<b>to leave</b>
	<b>to understand</b>
	<b>to change</b>
	<b>to be a problem</b>
	<b>to be a solution</b>
	<b>to help</b>
	<b>to please</b>
	<b>to create</b>
	<b>to be responsible</b>
	<b>to confront</b>
	<b>to control</b>
	<b>to communicate</b>
	<b>to interest</b>
	<b>to hold a location absolutely</b>
	<b>to hold a space absolutely</b>
	<b>to hold a mass absolutely</b>
	<b>to hold an object absolutely</b>
	<b>to hold an energy absolutely</b>
	<b>to hold a time absolutely</b>
	<b>to continue a motion absolutely</b>

When the whole of this Assessment is flat (nothing reading with buttons), you could check over the Postulates from the earlier Assessments, as you may well get more mileage out of them now on Revelation Process B.

## PART IV LEVEL ASSESSMENT

<b>GOALS</b>	<b>(OLA)</b>
<b>PART II &amp; III LEVELS</b>	<b>(Listed below)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3 (Next Level)</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

### Part II Levels:

**Correction required?**  
**Needs(1)**  
**Fear (2)**  
**Exteriorisation (3)**  
**Introversion (4)**  
**Havingness (5)**  
**Ways of Being (5)**  
**Causation (6)**  
**Money (7)**  
**Power Change (8)**  
**Games (10)**  
**Awareness (11)**  
**Postulates (12)**  
**Anchor Points: Hold on to (13)**  
**Anchor Points: Let go (14)**  
**Anchor Points: Create (15)**

### Part III Levels:

**Correction (as a Level)**  
**Reasonableness (1)**  
**False Data (2)**  
**Intelligence (3)**  
**Ethics (4)**  
**Aesthetics (5)**  
**Meanings (6)**  
**Doubt (7)**  
**Agreements (8)**  
**Emotion (9)**  
**Intention (10)**  
**Viewpoints (11)**  
**A New Game (12)**  
**The Rock (13)**  
**The Real Why (14)**  
**Own Goals (15)**

Part I Case Handlings & Repairs may also be applicable, e.g.

Handling Primaries, Antagonism Handling, 5-Flow Primaries, BPC Checklist, Life Stress List, Upsets List, Viewpoint & Disinformation Lists, Suppression Handling, Assumed Identity Handling, Criticism Handling, Restoration, Life Over-run Handling, Interiorisation Handling & Repair, COEX Handling, BP Correction, Verified Listing Correction, Trauma Handling.

# LEVEL 3

## DICHOTOMIES

*As soon as one regards something as beautiful, ugliness simultaneously becomes apparent.*

*As soon as one regards something as good, evil simultaneously becomes apparent.*

*In exactly the same manner, existence and non-existence give birth to each other.*

*Difficult and easy define each other.*

*Long and short form each other.*

*High and low make each other distinguishable.*

*Loudness and softness make each other conspicuous.*

*Front and back connect each other.*

Lao Tzu

## DICHOTOMIES

To paraphrase Burns: ‘The plans of mice and men can often go wrong and cause them naught but grief and pain for promised joy’. Why is it you can reach for something totally certain it is yours, and yet get an equally undeserved smack in the teeth from some opposite vector? Why don’t your postulates always stick?

When one has fallen conspicuously on one’s snoot a couple of times, one is left with the definite suspicion one has counter-postulates somewhere but not a clue how to dig them out and no ‘why’ to account for it.

The ‘why’ lies with dichotomies. You cannot get away with being willing to experience only one side (the good side) and being unwilling to experience its opposite (the bad side). What you resist, what you cannot accept, tends to persist because rather than duplicating it, you are altering it (by lies) or negating it (by suppression).

It’s that very resistance to the opposite vector of the dichotomy which sets one up to become the full effect of it. In my view we all set ourselves up when we ceased to play games and got into Games Conditions. The Spirit of Play is happy with Win or Lose, as long as the game was enjoyable. If you set out only to win (total effect on the enemy), and suppress even the possibility of losing (no effect on self), you are setting yourself up for a bad time.

**GAMES CONDITION**  
(Knowing or Unknowing)

Not-know  
Forget  
Interest  
Attention  
Self-determinism  
Identification  
Problems  
Can’t Have  
Opponents & Adherence  
Continued solidity  
Motion  
Emotion  
Thinking  
Doubt about result  
Responsibility  
Start-Change-Stop

**NO-GAMES CONDITION**  
(Knowing or Unknowing)

Know  
Remember  
Disinterest  
No attention  
Pan-determinism  
No identity  
Solutions  
Have  
Friends alone  
Duplication  
No motion  
Serenity  
Knowing  
Winning or Losing  
No responsibility  
No control

Games have many factors or ‘conditions’ which together explain how life works. The basic game of a Being is evidently ‘nothing versus something’. He can never really be a solid something, yet he makes solids across spaces out of game-impulse. When Games Conditions are operated at a knowing level there is sanity; an unknowing Games Condition is the cause of aberration, neurosis and psychosis.

To attain the freedom of Full Realisation it is necessary to run out the *Unknowing* Games Conditions that are being operated under. From the Spiritual state (the Native



State exterior to operating in a Universe) a Being apparently descends as follows:

<i>State</i>	<i>Emotion</i>	<i>Knowingness</i>
Spirit	Serenity	Knowing No-Games
Operating Spiritual Being	Action, Exhilaration, Aesthetics	Knowing Games Conditions
Bodies	Enthusiasm down to Antagonism	Unknowing Games Conditions
Reactive Mind	Anger, Fear, Grief, Apathy, Death and lower	Unknowing No-Games Conditions

### Black & White Thinking

Due to the normal human condition of unknowingly using a body for perception, due to the fact we perceive through five very limited channels, and due to the fact we have been doing this for a very long time, our thought processes have become limited to the extent of those perceptions. You think with what you have observed with your limited five senses, in order to compute survival, and you think in terms of a vocabulary that enshrines the consensus viewpoint of reality. The only thought that exists today which just comes above this level of thought is in the areas of mathematics, where they have to a very limited degree escaped these limitations by the use of abstract symbols.

This level of thought is not entirely adequate to the task of freeing yourself from materiality, or to put it bluntly, circumventing the Imprinted intentions for you to remain stuck in the Physical Game You are thinking within the limits of the physical so how can you adequately conceive of life outside those limits?

Human thought conceives of things in terms of ‘something there’ *or* ‘something not there’, and can only rise above the material aspect of this computation and the language barrier with difficulty (language being also based on the same limited thought system).

You cannot escape the influence of the Imprint, set up for you to remain in the Physical Game, until you realise the potential of the **holistic quality** of Life, i.e. of Spirit. Physicality is the quantity pole (explicit materialisation) and Spirit the qualitative pole (implicit ideas and information, not in any way located or measurable), not the dichotomies as we know them. Physics is observed; Spirit is not observed - the perfect trap as it cannot be observed in the absence of this data. It is the Alice Through the Looking Glass concept of the universe par excellence.

To un-mock something requires that you create it in the same space, at the same time, with the same energy and the same mass, and with the same motion and time continuum. To do this in the physical universe you would have to break all the material agreements and un-mock the lot which, of course, you cannot do. You can in your own mind because the physical agreements are not part of it - it is not a shared universe. To duplicate something in the agreed universe you would need to be aware of the Spirit pole - to have escaped the limitations of the human mind and its enslavement to dichotomies operating within the physical pole.

For the human being, language and its corollary, thought, are about physicality, and

the times, places, forms, and events that occur within that universe on a time continuum. Qualitative concepts are only partially understood via physicality. For example, love and hate are understood via the sensations and emotions produced in a body by the experience of such concepts. The need to survive and experience limit our thinking to physicality. The idea of something with no top, no bottom, no sides and that is not located, is difficult to grasp using the negative material terms of No and Not. But there you are looking at the concept of Spirit with as real a description as is possible from a viewpoint oriented to physicality.

Even the concept of God is transmuted by many into a patriarchal figure of a Superman high up in the sky. All of which are in physical terms, and obviously when considered within the context of physics, highly unlikely. The solidity of the physical universe has become survival to us and a trap. Our thinking is bounded-in by materiality and the dichotomies of the physical universe, and while this is our condition it will prove almost impossible to get a person above the level of physical awareness.

The qualitative universe of Spirit (of no-space, no-time, no-location, etc.) that is not subject to the dichotomies or laws and ethics of the material universe, is inaccessible from a material-thought viewpoint and can only be translated via physical terms as a totally free Being. This Level is intended to break into this habit pattern of thought to a level of possibility (rather than total comprehension) of a universe of thought without physical factors of any kind.

Importance and unimportance, right and wrong, good and bad, derive from the need for physical survival. The human being operates with human thought. One can only define the Spirit-Universe in terms of it not being the dichotomies of the Physical Universe. The Tao concept of God is a prime example: 'It is neither existence nor non-existence'. Spiritual thought, if indeed one can use that word at all, would duplicate that concept without using the dichotomy as an aid to understanding.

Note: After the Assessment of Dichotomies and the running of Revelation Processes, there is a Second Section to this Level based on the main realisation that will hopefully surface from the work done so far.

## ASSESSMENT, DICHOTOMIES

Assess the following list to a LF Item. Whichever one of the pair reads, you use both of the Items. Insert in the Questions below, as indicated.

**‘W/W would have (Top Item) while postulating (Bottom Item)?’**

**‘W/W would have (Bottom Item) while postulating (Top Item)?’**

LIST the major reading Question, and Probcon the resulting Item (which may well lead to a Goal Conflict Structure). Then run the top ID on Revelation Processes A & B. Then test the other Question for read; LIST if it reads and handle similarly.

Any and all Postulates (including from all major realisations) should be handled with Revelation Process B.

Then continue assessing down the list from where you left off.

SURVIVAL  
SUCCUMB

AFFINITY  
NO AFFINITY

COMMUNICATION  
NO COMMUNICATION

AGREEMENT  
NO AGREEMENT

START  
STOP

BEING  
NOT BEING

KNOWING  
NOT KNOWING

CAUSE  
EFFECT

GOOD CAUSE  
BAD CAUSE

CHANGE  
NO CHANGE

WINNING  
LOSING

I AM  
I AM NOT  
FAITH  
DISTRUST

IMAGINATION  
TRUTH

BELIEF  
NO BELIEF

ALWAYS  
NEVER

FUTURE  
PAST

EVERYONE  
NOBODY

A TERMINATED HANDLING  
NO ENDPOINT

OWNING ALL  
OWNING NOTHING

RESPONSIBILITY  
BLAME

RIGHTNESS  
WRONGNESS

STAYING  
ESCAPE

BEAUTY  
UGLINESS

REASON  
EMOTION

EMOTION

EFFORT	EVIL
EFFORT APATHY	DIFFERENTIATION IDENTIFICATION
COMMITMENT DOUBT	SOMETHING NOTHING
TENSION RESOLUTION	BETRAYAL LOYALTY
EXCITEMENT BOREDOM	TRUTH HALLUCINATION
ANXIETY RELAXATION	BEING HAD
PRIDE HUMILIATION	MATTER ENERGY
MODESTY SHAME	SPACE TIME
VIRTUE GUILT	SPIRIT MATTER
GRATITUDE RESENTMENT	GAME NO GAME
MASTERY SYMPATHY	OWN MISOWN
CONFORMANCE REBELLION	CREATION DESTRUCTION
ACCEPTANCE REJECTION	FOREVER NEVER
SANITY INSANITY	DUPLICATION PERSISTENCE
SYMPATHY PROPITIATION	WASTE DESIRE
SELF-DETERMINISM OTHER-DETERMINISM	TAKING GIVING
LOVE HATE	WEAKNESS FORCE
START STOP	SADNESS HAPPINESS
GOOD	ATTENTION

NO ATTENTION

NONEXISTENCE

FREEDOM  
ENTRAPMENTCAUSE  
EFFECTLOGIC  
ILLOGICOUTSIDE  
INSIDEPROBLEMS  
SOLUTIONSGET INTO  
GET OUT OFQUESTIONS  
ANSWERSCRIMINALITY  
SOCIAL BEHAVIOURCERTAINTY  
DOUBTDISPERSAL  
FIXITYDEATH  
BIRTHGLEE  
GLOOMEXTERIORISATION  
INTERIORISATIONELATION  
DEJECTIONREALITY  
ILLUSIONPLEASURE  
PAINTRUTH  
LIEMASOCHISM  
SADISMABSOLUTE TRUTH  
FOREVERSECRECY  
CANNOT WITHHOLDNOISE  
SILENCEDUALITY  
ONENESSCONNECTEDNESS  
SEPARATENESSATTACHMENT  
DETACHMENTASSOCIATION  
DISASSOCIATIONCONSCIOUSNESS  
OBLIVIONHELP  
DISCOURAGEMENTFAST ACTION  
STILLNESSCONFRONT  
NO CONFRONTPEACE  
WARPLEASURE  
NO PLEASUREFRENZY  
CATATONIAACCEPTANCE  
REJECTIONHYSTERIA  
CALM

EXISTENCE

SHOCK

PREDICTION	DISAPPROVAL OF BODIES
DELUSION	OWNING THE BODY
REALITY	NOT HAVING THE BODY
GOOD FORTUNE	PROTECTING THE BODY
DISASTER	NEGLECTING THE BODY
INTROVERSION	PUNISHING BODY
EXTRAVERSION	REWARDING BODY
FEELING	BEING THE BODY
INDIFFERENCE	NOT BEING THE BODY
HOPE	CONTROLLING THE BODY
DESPAIR	FORSAKING THE BODY
FEAR	REGRET
COURAGE	CONTENTMENT
CHANGE	BLAME
STAY THE SAME	PRAISE
ACCEPTANCE	RUTHLESSNESS
DENIAL	PITY
TAKING	LIFE
GIVING	DEATH
PURPOSE	USELESSNESS
FATE	USEFULNESS
TOTAL SUCCESS	HOPE
TOTAL FAILURE	DISAPPOINTMENT
HIDDEN	VICTIM
EXPOSED	WRONGDOER
BEING SOMETHING	WITHHOLDING EVERYTHING
BEING NOTHING	WITHHOLDING NOTHING
BEING MATTER	PROPITIATION
BEING ENERGY	DOMINATION
SACRIFICE	OBLIGATION
DEMANDING	REFUSAL
WORSHIPPING BODIES	ANGER
REJECTING BODIES	FORGIVENESS
NEEDING BODIES	FRIEND
NOT NEEDING BODIES	ENEMY
APPROVAL FROM BODIES	MONOTONY

RANDOMITY	MISERY
INTEREST	IMPLICIT IDEA
INDIFFERENCE	EXPLICIT FACT
INSISTENCE	STABLE DATA
DENIAL	RANDOM DATA
CONSERVATISM	MIND
REVOLUTION	MATTER
AESTHETICS	BODY
OFFENSIVENESS	MIND
EXHILARATION	SPIRIT
EXHAUSTION	EARTH
CHALLENGES	CONSCIOUSNESS
PROBLEMS	TENSION
SERENITY	IDEAL
NO EXISTENCE	REALITY
ANOTHER BEING	EVIDENCE
SELF	ASSUMPTION
UNKNOWN	BELIEF
KNOWN	BEHAVIOUR
LONELINESS	SELF
GOOD COMPANY	OTHERS
AFFECTION	PLAY
REJECTION	ENFORCEMENT
SEX	COMPULSION
CHASTITY	INHIBITION
HOLDING	EXPANSION
PUSHING AWAY	CONTRACTION
CO-OPERATION	INWARDS
COMPETITION	OUTWARDS
POWER	ENFOLDMENT
IMPOTENCE	UNFOLDMENT
WARMTH	MAN
FRIGIDITY	NATURE
STROKING	HERE
STRIKING	INFINITY
ECSTASY	NOW

ETERNITY	MOTION
ALL NOTHING	SURVIVAL DEATH
SUBJECT OBJECT	MOTION SOURCE STOPPED
FIGURE BACKGROUND	REMEMBER FORGET
HARMONY CONFLICT	INTERESTS DISINTEREST
CLOSENESS FAR AWAY	ATTENTION NO ATTENTION
INTEGRATION DIVISION	IDENTITY NAMELESSNESS
POSITIVE NEGATIVE	PROBLEMS SOLUTIONS
WHOLENESS FRAGMENTATION	HAVINGNESS CAN'T HAVE
INDEPENDENCE DEPENDENCE	OPPONENTS FRIENDS
BLACK WHITE	LOYALTY DISLOYALTY
ORDER CHAOS	HELP BETRAYAL
INVENTION CONVENTION	MOTION NO MOTION
WORK REST	SERENITY EMOTION
WILL INSTINCT	ACTION MOTIONLESS
PAST PRESENT	HOT OR COLD NO TEMPERATURE
SUBJECTIVE REALITY OBJECTIVE REALITY	KNOWING THINKING
INFALLIBLE MISTAKEN	MUST NOT HAPPEN AGAIN HAPPENED AGAIN
STATIC	FIGHTING



NO FIGHTING

OPPONENTS  
NO OPPONENTS

ASSOCIATION  
NO ASSOCIATION

EMOTION  
NO EMOTION

EFFORT  
NO EFFORT

THOUGHTS  
NO THOUGHTS

IDENTITY  
NO IDENTITY

START  
NO START

CREATION  
NO CREATION

DESTRUCTION  
NO DESTRUCTION

ALTERATION  
NO ALTERATION

AESTHETICS  
NO AESTHETICS

REASON  
NO REASON

LANGUAGE  
NO LANGUAGE

OWNERSHIP  
NO OWNERSHIP

ACCEPTANCE  
NEGATION

CHANGE  
NO CHANGE

PERSISTENCE  
NO PERSISTENCE

TIME

NO TIME

MEMORY  
NO MEMORY

SELF-DETERMINISM  
NO DETERMINISM

IMAGINATION  
NO IMAGINATION

IMPORTANCE  
NO IMPORTANCE

REALITY  
NO REALITY

KNOWLEDGE  
NO KNOWLEDGE

RESPONSIBILITY  
NO RESPONSIBILITY

POWER  
NO POWER

AFFLUENCE  
NO AFFLUENCE

EMERGENCY  
NO EMERGENCY

DANGER  
NO DANGER

EXISTENCE  
NON-EXISTENCE

DOUBT  
NO DOUBT

ENEMIES  
NO ENEMIES

CONFUSION  
NO CONFUSION

AWARENESS  
NO AWARENESS

POSSIBILITY OF LOSS  
NO POSSIBILITY OF LOSS

POSSIBILITY OF WINNING

NO POSSIBILITY OF WINNING

NO INHIBITION

POWER OF CHOICE  
POWER OF CHOICEREFUSAL  
NO REFUSALFIXED ACTIVITY  
NO FIXED ACTIVITYHAVINGNESS  
NO HAVINGNESSREWARDS  
NO REWARDSBEINGNESS  
NO BEINGNESSPLAYERS  
NO PLAYERSACTION  
NO ACTIONSPACE  
NO SPACEFLOW  
NO FLOWTIME  
NO TIMEINFLOW  
NO INFLOWENERGY  
NO ENERGYOUTFLOW  
NO OUTFLOWOBJECTS  
NO OBJECTSCONDITION  
NO CONDITIONBARRIERS  
NO BARRIERSPURPOSE  
NO PURPOSEFREEDOM  
NO FREEDOMREALISATION  
NO REALISATIONOBSTACLES  
NO OBSTACLESABILITY  
NO ABILITYUNIVERSE  
NO UNIVERSERESULTS  
NO RESULTSDUPLICATION  
NO DUPLICATIONPREDICTION  
NO PREDICTIONDESIRE  
NO DESIREPERCEPTION  
NO PERCEPTIONATTACHMENT  
NO ATTACHMENTRECOGNITION  
NO RECOGNITIONAGREEMENT  
NO AGREEMENTEXTERIORISATION  
NO EXTERIORISATIONENFORCEMENT  
NO ENFORCEMENTHOPE  
NO HOPE

INHIBITION

BLACKNESS

NO BLACKNESS	OTHER VIEWPOINT
INVISIBILITY NO INVISIBILITY	UNKNOWN FLOWS KNOWN FLOWS
ELSEWHERENESS NO ELSEWHERENESS	RUIN BENEFIT
MYSTERY NO MYSTERY	FEAR OF WORSENING IMPROVEMENT
ILLUSION NO ILLUSION	CAN'T HIDE ABSOLUTELY HIDDEN
WASTE NO WASTE	RESPONSIBILITY AS BLAME CAUSE
SUBSTITUTION NO SUBSTITUTE	ACCOUNTABLE UNACCOUNTABLE
NO EFFECT ON SELF EFFECT ON OTHERS	BEING OTHER BODIES BEING A BODY
NO EFFECT ON OTHERS EFFECT ON SELF	PITY RUTHLESSNESS
DOUBT OF RESULT EXPECT OF REVELATION	AGEING LIFE
CONTROL NO CONTROL	USELESSNESS USEFULNESS
OUTSIDE INSIDE	APATHY EXCITEMENT
CALM AGITATION	UNDESERVING DESERVING
NOISE SILENCE	GRIEF JOY
CREATION DESTRUCTION	PROPITIATION DOMINATION
ORDER CHAOS	SYMPATHY INCOMPREHENSION
ABUNDANCE SCARCITY	NUMBNESS PAIN
ANOTHER BEING SELF	TERROR FEARLESSNESS
OWN VIEWPOINT	

DESPAIR  
HOPE

FEAR  
COURAGE

ANXIETY  
HOPEFULNESS

COVERT HOSTILITY  
OVERT HOSTILITY

SYMPATHY  
NO SYMPATHY

RESENTMENT  
GRATITUDE

HOSTILITY  
FRIENDLINESS

ANTAGONISM  
PARTIALITY

BOREDOM  
INVOLVEMENT

CONTENT  
DISCONTENT

INTEREST  
NO INTEREST

STRONG INTEREST  
REJECTION

EXHILARATION  
EXHAUSTION

GAMES  
PROBLEMS

POSTULATES  
UNCHANGEABLENESS

SERENITY OF BEINGNESS  
REJECTION OF EXISTENCE

REACH  
WITHDRAW

DISCREDIT  
ADMIRATION

WITHDRAW  
CAN'T WITHDRAW

REACH  
CAN'T REACH

A BODY  
NO BODY

DIFFERENCE  
STAYING THE SAME

A LOT  
NOT MUCH

ARRIVAL  
STAYING BEHIND

Add any further Dichotomy that you feel is relevant.

## **Second Section**

When you recognise the main Own Goal that has been frustrated, with the Postulate that keeps you here, write-up the realisation in full and then set-up an Assessment on it. The awareness you need is not a case of 'Maybe this is it?' There will be no doubt in your mind that THIS IS IT.

The Assessment should contain:

1. If not already run, the two oppose Questions of the Own Goal recognised:  
'W/W would (Own Goal) oppose?' & 'W/W would oppose (Own Goal)?'
2. The Questions that D/H'd on previous Goal Conflict Structures run on this Level.

[If a Question from 1. or 2. reads majorly, run the Goal Conflict Structure; then run the top Goal ID on Revelation A & B; then run any further Goals in the Goals Series similarly.]

3. Each phrase of the realisation that appears to be a Postulate or to be a consideration on the Postulate should be listed.

[If a Question from 3. reads majorly, run the resulting Item on Revelation A & B.]

4. The following Questions with each phrase from 3. inserted:

‘In what way are you (.....)?’	‘In what way aren’t you (.....)?’
‘In what way would you (.....)?’	‘In what way wouldn’t you (.....)?’
‘In what way could you (.....)?’	‘In what way couldn’t you (.....)?’

[If a phrase from 4. reads majorly it is run on Revelation B.]

5. Add ‘Something Else on (subject or area of realisation)?’

[An Item from 5. is run on Revelation A & B.]

Then re-assess the list. Add any new goals that come up, or Postulates. Run this Assessment ragged and with buttons, until you can get no more out of it. If you are side-tracked by a long-running action such as running a Goal, make sure you come back to this Assessment and re-assess on it until it is cleaned of charge entirely. There is pay-dirt here in bucketfuls!

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 4**  
**SPIRIT**

## **THE NATURE OF SPIRIT**

Conceiving the nature of Spirit may be painful, because the Being is trying to be something has to confront its nothingness - not that it is nothing but is nothing in physical terms - and this restimulates the many losses on the Time Continuum - all the stuck moments when something disappeared. So it associates Spirit with loss, including loss of Game, because Spirit in Native State is not participating in Game. The Universe has long been taking things away from the Being, and these stuck moments help to solidify the Time Continuum, such that it becomes an automaticity.

Spirit could be said to be a metaphysical definition of Question. Like considerations, information or ideas, it cannot essentially be located, but it still has meaning and creative potential. It's existence is implied, not explicit. All explicit form is sourced from this implicate order, and is an expression of it, organised by it and could not exist without it.

The Being essentially has no mass, no wavelength, no energy and no time or location in space except by consideration or postulate. The spirit is not a thing; it is the creator of things, the life source. Even when the matter it controls is moving in time and space, Spirit is not moving, since Spirit is not located in time and space, it is not of this universe. The Spiritual Being may be operating a viewpoint in this Universe but essentially it is exterior to it - it could be said to have one 'Spiritual foot' in the Universe and one foot outside it.

It is hard, and as described above, maybe frightening to understand this Absolute Truth. Let's face it, if you really understood the nature of Spirit, would you really be here, twiddling your thumbs and wondering why? Hopefully, by the end of this Level you will be a significant step closer.

One tends to feel a Spiritual Being is something at least potentially, totally able. But there are one or two things it can't do, by its very nature. It can't be truly located or duplicated. It cannot, except on a via, have mass, motion or wavelength. It cannot be duplicated. It cannot die. It cannot be wrong. You will know you are in the right area when you start to have major realisations on the subject.

Note 1: On this Level, strip all possible Postulates out of realisations and the evaluations and considerations that act as Postulates.

Note 2: Continue until you run back onto your Own Goals. Expect a high BP at times, but if in doubt check with the Something Else? List.

Note 3: As on all Levels, the Assessment list can be added to, based on your knowledge of your own case and the experiences and situations in your life.

Note 4: Don't forget to complete the Subsidiary Assessment.



## ASSESSMENT, SPIRIT

Assess the following list to a LF button. Test both Questions and insert the button in the major reading Question.

LIST the major reading Question, and run the resulting Item on the Revelation Processes. Then continue assessing down the list from where you left off.

**‘In what way do you want (.....)?’**

**‘In what way can you BE without(.....)?’**

Purpose	Becomingness	Events
Reward	Pleasant Things	Incidents
End of Game	Ugly Things	No Incidents
Curiosity	No Ugly Things	Loss
Admiration	Creations	No Loss
Mystery	No Creations	Duplication
Duplication	Neglect	Alteration
Persistence	No Neglect	No Persistence
Location	Death	Negation
Mass	No Death	Acceptance
Objects	Interchange	Lies
Forms	Exchange	No Lies
Space	Being Source	Illusions
Time	Conditions	No Illusions
Wavelength	Existence	Delusions
Kinetic	Rightness	Awareness
Loss	Wrongness	No Awareness
Force	Certainty	Importance
Viewpoint	Knowledge	No Importance
Dimension Points	Something	Wasting
Scarcity	Nothing	No Wasting
Abundance	Any Effect	Substitutes
Materiality	Any Game	No Substitutes
Opinions	No Game	Sex
Considerations	Any Particle	No sex
Pleasure	No Particle	Cause
Pain	Any Universe	No Cause
Thought	No Universe	Effect
Effort	Past	No Effect
Sensation	No Past	No Effort
Affinity	Future	Newness
Reality	No Thought	Oldness
Communication	No Future	Soul
CUE	Places	No Soul

Heaven	No Havingness	Self-Determinism
No Heaven	Friends	No Self-Determinism
Progress	No Friends	Identity
Change	Enemies	No Identity
No Change	No Enemies	Individuality
Wasting a Body	Opponents	Problems
The Human Mind	No Opponents	No Problems
Interiorisation	Pictures	Aliveness
Exteriorisation	No pictures	Continued Solidity
Total Barriers	Solids	Continued Adherence
Total Freedom	No Solids	Continued Loyalty
Barriers	Motion	Disloyalty
No Barriers	No Motion	Betrayal
Freedom	Serenity	No Betrayal
No Freedom	Temperature	Help
Survival	No Temperature	No Help
No Survival	Effect on Self	Emotion
Confusion	No Effect on Self	No Emotion
No Confusion	No CUE	Continued Action
Randomity	No No-CUE	No Action
No randomness	Out of it	Heat
Chaos	Calm	Coldness
Stable Data	Silence	Thinking
Fixed Points	Control	Hate
Connectedness	No Control	No Hate
A Body	Responsibility	Love
This Body	No Responsibility	Some Love
Your Body	Knowledge	No Love
Bodies	No Knowledge	Continued Doubt
No Body	Consequences	Expectations
Agreements	No Consequences	No Expectations
No Agreements	Order	Revelation
Knowing	No Order	Resolution
Remembering	Native State	No Resolution
Attention	Separateness	Effect on Others
No Attention	No Separateness	No Effect on Others
No Admiration	Knowingness	New Communication
Pan-Determinism	Not Knowing	Start Communication
Namelessness	Forgetting	Change Communication
Solutions	No Forgetting	Stop Communication
No Solutions	Interest	End Communication
Havingness	Disinterest	Getting Inside

Getting Outside  
Agitation  
Stimulation  
Arousal  
Noise  
Ideas  
Some Silence  
Starting  
Hope  
No Hope  
Logic  
No Logic  
Reasons  
No Reasons  
Changing

Stopping  
Personality  
No Personality  
Appearance  
No Appearance  
Face  
No Face  
Size  
No Size  
Ego  
No Ego  
Information  
No Information  
Influence  
No Influence

Self  
No Self  
No Mystery  
No Viewpoint  
Happiness  
No Happiness  
Love  
No Love  
Truth  
No truth  
Life  
No Life  
  
Something Else?

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 5**  
**THE BASIC INCIDENT**

## THE BASIC INCIDENT

A Basic Incident relating to your willingness to go into things (and therefore to go out) is likely to show up when you have completed the previous Levels (Dichotomies & Spirit) and got back onto your Own Goals. The following sequence should handle it:

1. Date/Locate it first, with Indicator Tech on all considerations.
2. Check the following list, pull all reads and run the lines with Indicator Tech:

Accident	Unconsciousness	Crash	Psychiatric
War	Death	Freezing	Burning
Death	Drug	Electronic	Vacuum
Impact	Shock	Explosion	Radiation
Injury	Imprint	Implosion	Loss
Illness	Heat	Shot	Something Else?

2. **‘At the time of this incident, what Postulate were you operating on?’**

LIST and run Revelation Processes A & B on the resulting Item.

The whole incident may turn out to be MEX but that is no reason to abandon a Postulate which is being operated on in Present Time (stuck Postulates don't go away). If it is charged - who cares, just run it. Clean up any charge including CUE breaks in the area, and be especially thorough on your Indicator Tech so you sort out the false from the true.

You may wonder about the relevance of such ancient incidents, but remember there is no Time in the Reactive Mind. Time may be the great lie, but the more you organise the Reactive Mind into Time Continuum, oddly enough the sooner you can get off one. While it is scrambled it is Reactive Mind, when it is unscrambled it is just experience - the mystery and confusion is gone.

Finally, do the Subsidiary Assessment.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 6**  
**POSTPONED OBJECTIVES**



## **POSTPONED OBJECTIVES**

A Being expects to Postulate and have the Ideal Scene created in the same instant. The fact that this high condition is no longer operative, accumulates BPC due to the failure, from whatever cause. This restimulates Reactive Mind into PT making it even more difficult to get started on the necessary action cycles required to achieve the objective at a later point in time. This in turn even further blunts one's reach and causation, until finally one can actually give up on the original purpose. A Desire moves into Enforcement and then Inhibition - "Well I don't really want it anyhow".

This Level attempts to clear away that BPC so things become more possible. On this Level, and on some future Levels, a Personal Assessment is used - a list of items drawn from your personal experience, written up as a C/S (not a LIST) action.

1. List those things you would like to be cause on that have so far eluded your efforts. Objectives you have postponed to 'better days'. Things you want to do but have not yet started. Those things you would like to do or achieve that are still important to you. Things you still want to do something about. Add 'Something Else?'
2. Assess the list for major read.
3. Put Item from 2. into the following questions and assess for major read:
  - 'In what way do you consider you can do nothing about (.....)?'**
  - 'In what way do you consider you have to do something about (.....)?'**
  - 'In what way are not interested in doing anything about (.....)?'**
  - 'In what way are you not prepared to make an effort about (.....)?'**
  - 'In what would you waste (.....) if you had it?'**
  - 'In what way would you rather substitute than confront (.....)?'**
  - 'In what way do you want (.....)?'**
  - 'In what way don't you want (.....)?'**
  - 'In what way could you have (.....)?'**
  - 'In what way couldn't you have (.....)?'**
  - 'In what way are you waiting for something to happen about (.....)?'**
4. LIST assessed Question, and run the Item found on Rev. Processes A & B.
5. Repeat 3. until there are no more reads.
6. Repeat 2.
7. Add any further items to your Personal Assessment list at 1. and run (1. - 6.) until the Level is flat.

When there is sufficient material incorporate the Subsidiary Assessment.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 7**  
**INTEGRITY**

## INTEGRITY

What is 'right action' is different for each of us; there are no other-determined rules that are meaningful in this context. Integrity has to be self-determined to mean anything. However we know when we are not putting ethics in on ourselves or failing to put ethics in on others. And it's important we do if we want self-respect and an understanding that freedom means a life based on truth.

1. List those times when you didn't stand your ground though you knew you were ethically right. When you put yourself down. When you let others down because of non-confront. When you made another suffer because of transient self-interest. Those times when you heard another disparaged unfairly but said nothing. When you didn't keep your word. Times when you said things you don't believe, to please another. When you let down a friend. When you performed far below the best of your ability. When you withdrew allegiance because it was easier. Those times when you accepted someone's advice against your own knowingness. When you held back from doing the right thing, in order to go along with the crowd. When you betrayed your integrity by doing something you knew was against your own values. When you carried out an order knowing it was wrong. Those times when you leant over backwards to accommodate another's reality whilst compromising your own, but said nothing. When you failed to do what you knew was right, in order to survive or because you chickened-out. Those times you acted on a lower level than your own standards. When you took the easy way out. And so on. Put 'Something else?' at the end of the list.
2. Assess list for major reading item.
3. Check in the following questions:
  - 'In what way could you handle (.....) with integrity?'**
  - 'In what way might you fail to handle (.....) with integrity?'**
  - 'In what way could you assert your integrity on (.....)?'**
  - 'In what way might you fail to assert your integrity on (.....)?'**
  - 'In what way might you be proud about (.....)?'**
  - 'In what way would you be ashamed about (.....)?'**
  - 'In what way might you stick to your standards on (.....)?'**
  - 'In what way might you relinquish your standards on (.....)?'**
  - 'In what way would you act with integrity on (.....)?'**
4. LIST the majorly reading Question, then run on the Revelation Processes A & B.
5. Re-assess the Questions until flat, then re-assess at 2. for another item to run.

When there is sufficient material incorporate the Subsidiary Assessment.

**PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 8**  
**UNWILLING TO PLAY**

## UNWILLING TO PLAY

They say you can lead a horse to water but you can't make him drink. So it goes for a Being. He's been stuck in the Physical Game, so if he becomes unstuck to some extent, he may be unwilling to play anymore. He may want to 'get even' with the Game, even with other players. This can cause an alienation from other players (no shared reality), which ends you up in No Game (no fun!).

One way a Being can 'get even' is to use Spiritual abilities covertly, because that is not part of this Game. Unfortunately, being out-CUE on the 2nd, 3rd and 4th Domains will push you down-tone quickly, and postulating while going down the tone scale will really mess *your* game up, as the postulates will become stuck and act as fixed safe solutions.

The answer is **Knowing** Games Conditions, then there's no trap. Not-knowing when you know you *can* know, takes all the seriousness out of it. It means you can play the game enthusiastically, have CUE on all Domains and have fun, without compromising your own gains in knowingness.

1. For this Level you will need the 'Domains Assessment', a long list of nouns categorised into Domains, which is at the back of the pack. It's a big Assessment, but this is a big Game. Assess the list of Domains for major read, then assess the nouns of that Domain and stop at the first major read. Then assess the Secondary Scale (verbs) and stop at the first major read.
2. Insert the buttons in the following Questions:  
**'In what way are you willing to (Verb) on/of/for (Noun)?'**  
**'In what way are you unwilling to (Verb) on/of/for (Noun)?'**  
 Check the Questions for major read.
3. LIST the major reading Question. Run the Item on Revelation Processes A & B.
4. Re-assess the Domains Assessment from the last read taken. Repeat as above. Then re-assess the list of Domains, and repeat the Procedure on the next major-reading Domain.

When there is sufficient material incorporate the Subsidiary Assessment.

**PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>



**LEVEL 9**  
**THE PROGRAMME**

## THE PROGRAMME

The human organism, like any other animal, has a built-in survival programme of instincts, drives and phobias, that has evolved over the aeons by natural selection. It is reactive, stimulus-response conditioning, and it's something a Being that has adopted the body has to learn to live with. The genetic programme of the human is like an artificial intelligence computer sophisticated beyond anything yet built by a long way, to the extent that it even has a self-consciousness or 'ego', something which lesser-evolved animals do not have.

The majority of Mankind operates at this level of a programmed, reactive and culturally-conditioned sociable personality. The Being has handed over knowledge, responsibility and control to this mechanism, and is effectively asleep. Those who are not aware at all, accept their mechanical nature happily. Those who are only dimly aware, think the mechanical ego must be the spirit. Those who are a bit aware of their essential spiritual nature, consider it must be a 'higher' self. Only a few are actual BEING the Spiritual Being.

Not only is this Genetic Entity programmed but also the Being has effectively become programmed by identification with the GE. It is programming by default - a handing over of knowledge, responsibility and control - a cop-out. The Being has become subjugated by the proficiency of the GE - an expert body which can think-out for itself and energetically act on survival problems - to survive in a Survival Game. It is a kind of contagion - an installed programme - and has become established over a long period of time and many bodies.

Such programming may appear to others to be very fixed Safe Solutions, but they don't run out on that handling. He dramatises them reactively and can only conditionally express them. He is prevented by each programme element from doing anything else on that subject, and certainly from doing the opposite action. Thereby the Being's flows are interfered with and in these areas he is incapable of being cause or changing his viewpoints or behaviour. Why? Because the Being has agreed with their contents and used them to advantage in the Physical Game. They are woven with his Postulates into the very warp of his existence wherein he has had to survive as a Something. As the Being has no need to survive, these commands must be located and finally erased to free him, or he will remain a composite of GE, robot and very confused Being.

There is no need to run out all the programmes but only to find those elements that are 'live' and indicate them, so that differentiation can occur. When this begins to happen the other hidden programmes can't be effective anyway. Some programmes die out or deteriorate with lack of use, but the 'live' elements don't because they are either opposed and/or misowned.

What must be remedied, at this point, are those areas the Being cannot be cause in, and the 'live' programme elements show where these areas lie. He has the biggest problems in those areas that are in direct contradiction, in the Being's reality, to his programmed instructions. Hence the apparencey of Goal structures and problems. These lay directly on the prohibited actions of these programmes.

Now that the main charge of this part of the Reactive Mind has been discharged, these programmes are relatively easy to locate, and being unencumbered with the previous alterations as to what they are, the task of handling them is relatively straightforward. When the exact misownership is identified the programme element

should drop out and the Spiritual Postulates appear.

1. Assess:
  - Power Source**
  - Energy Source**
  - Life Force**
  - Robot Body**
  - Meat Body**
  - Intelligent Body**
  - Body**
  - Computer**
  - Mechanism**
  - Genetic Entity**
  - Trap**
  - Programme**
  - Something else?**
2. LIST: **‘What is an installed (.....) programmed to do?’**
3. Insert the reverse or opposite of the Item in the major reading Question following. The basis is, if you are programmed to do one thing, you are now diverted from its opposite, based on your reality of that programme item.
  - ‘In what way would you (reverse of Item found at 2.)?’**
  - ‘In what way wouldn’t you (reverse of Item found at 2.)?’**
  - ‘In what way are you willing to (reverse of Item found at 2.)?’**
  - ‘In what way are you unwilling to (reverse of Item found at 2.)?’**
4. LIST from the largest read and run on Revelation Processes A & B.
5. Re-assess at 1. Repeat until there are no further programmes available.

When there is sufficient material incorporate the Subsidiary Assessment.

## **Second Section**

A second action on this Level is to assess the following list of statements, which correspond to an imaginary ‘conversation’ between parts of the Composite. Clean all reading statements with Repeater and Indicator Tech to P/N. Clean all Postulates that emerge on Revelation B.

Then re-assess at 1. above.

**The Programme - Second Section, Assessment:**

1. What?
2. Ha ha ha ha ha.
3. I thought they were part of it.
4. Hard walk.
5. Wow. Never meant to do that.
6. Top of roller-coaster.
7. Stop it.
8. Anything it takes to stop it?
9. Do something.
10. Get home.
11. Quick.
12. They know.
13. Can't do it.
14. You do it.
15. Get me home.
16. Hurry.
17. Feel funny.
18. Again.
19. Too slow.
20. It's flat.
21. We're lost.
22. You don't know.
23. Hurry.
24. Going to be late.
25. Hurry.
26. Inside. Get inside.
27. Can't breathe.
28. Falling apart.
29. Dying.
30. Help me.
31. What's wrong.
32. Help me die.
33. No. Help me live.
34. Why won't you help me.
35. Hold me.
36. I can't tell you.
37. Are you real?

38. I'm afraid.
39. On, no, please.
40. Turn it off.
41. Too many at one time.
42. Cycles within cycles.
43. Where are we?
44. Help me.
45. Who is doing this?
46. Going out there.
47. Go inside.
48. Can't go out there.
49. Go inside.
50. Can't stay here.
51. What's wrong?
52. Can't tell you.
53. What are you afraid of?
54. You know.
55. What are you afraid of?
56. No!
57. If you won't tell me what's wrong, how can I help you?
58. Got to go inside.
59. Still the same.
60. Can't be true.
61. Go back in there.
62. Is this true?
63. Is what true?
64. This. This. This!
65. Of course.
66. What's wrong?
67. You know what's wrong.
68. What are you doing?
69. Please help me.
70. All right, what's wrong?
71. Hold me.
72. What are you doing?
73. What's real?
74. What do you mean, real?
75. Please help me.
76. Please help you what?

77. It's not true.
78. What's not true?
79. Got to help me.
80. What do you want me to do?
81. Please help me.
82. If you tell me what's wrong, maybe I can help you.
83. I feel sick. I think I'm going to throw up.
84. I think I'm dying.
85. No, you're not dying.
86. I am dying.
87. Help me.
88. Oh no.
89. What's wrong?
90. I can't die.
91. Too much body.
92. I'm going to pass out.
93. I have to lie down.
94. I can't lie down.
95. I have to get up.
96. I'm so tired.
97. Please help me.
98. I need some rest.
99. I can't go on any more.
100. It's going on and on.
101. When do I get a chance to rest?
102. My jaw is tight.
103. My mouth is dry.
104. Can't swallow.
105. Can't breathe.
106. Look. Sweating.
107. Hot. They're going to know.
108. I can't go on any longer.
109. Going to scream.
110. Help me.
111. Boiling up.
112. So cold, my teeth are chattering.
113. Shaking like a leaf.
114. Have to go inside.
115. Can't stop.

116. My jaw is tight.
117. My mouth is dry.
118. Can't swallow.
119. Can't breathe.
120. Look. Sweating.
121. Hot. They know.
122. Boiling up.
123. So cold. Teeth are chattering.
124. Have to go inside.
125. Can't stop.
126. Tired.
127. Can't take any more.
128. When does time start again?
129. What time is it?
130. Oh. No. Please help me.
131. What's wrong?
132. When will it be over?
133. The clock doesn't do anything.
134. Of course not.
135. The taste in my mouth.
136. My ears are clogged.
137. No, please, help me.
138. Hold me, I'm falling.
139. What's wrong?
140. I have to get up, I'm going inside.
141. What are they doing in there?
142. Hungry.
143. Thirsty. Mouth dry.
144. Crawl down mouth.
145. Sticks in mouth. Suffocate. Can't drink.
146. Stomach tight.
147. Hold stomach. Stomach explode.
148. Please help me.
149. Same day.
150. Grey hair. Feel old.
151. Slow it down. This is the end.
152. Take this so calmly.
153. Falling.
154. No! Wait!

155. Good.
156. Feel sick.
157. Going to bathroom. Get it out.
158. Did that already.
159. Ha ha ha ha ha.
160. Can't die.
161. Forgot.
162. This is it.
163. Dead.
164. Never going to end.
165. Same room, always same room.
166. Keep moving.
167. Tired.
168. When do I get to rest?
169. Out! Out! Out! Out! Out!
170. Nothing out there.
171. Sit down for a while.
172. Have to catch my breath.
173. Let me die.
174. Something is going to have to change.
175. I can't keep this up.
176. Losing it.
177. You have to remember.
178. I'm forgetting.
179. Someone has to do it.
180. Why am I the one?
181. I have to do this.
182. Sacrifice.
183. Blacking out.
184. This is the part that I don't like.
185. How long before I have to do that again?
186. Stomach hurts.
187. Didn't you notice that?
188. Sinking into the floor.
189. How is it from there?
190. It got brighter, didn't it?
191. My face is sagging.
192. The sound is getting higher.
193. Going to panic.



194. I feel all right, now.
195. But I'm really afraid.
196. I don't mind telling you about it.
197. Something is about to happen.
198. I know I'm acting ridiculous.
199. I can't help it.
200. I'm mixed up.
201. It's gone, now.
202. It can never be the same again.
203. Now I'll never know which one is real.
204. Did you know that?
205. Well. That's it.
206. This is a nice place we have here.
207. It never changes, does it?
208. I'd like to lie down for a while.
209. When will it be over?
210. I can't go to sleep until it's over.
211. It's never going to end, is it?
212. How much longer do we have to do this?
213. Wow! I could never do this before.
214. I'm hungry. And my mouth is dry.
215. Falling asleep.
216. Dizzy.
217. What was that?
218. What a joke,
219. Suddenly feel religious.
220. What if something is out there?
221. Where have I been all this time?
222. I've been so stupid all these years.
223. It's different for her, isn't it?
224. She doesn't understand.
225. She doesn't have to know.
226. We have to know, don't we?
227. Watching that thing, all the time.
228. Look at all that blood.
229. Look at all the horror.
230. She likes war and suffering.
231. Look at all that meat.
232. When is it my turn to go to sleep?

233. Have you been here all this time?
234. I guess I'll be able to do this sometime.
235. How long have you been doing this?
236. What time is it?
237. Why is it always my trip?
238. It hurts right here.
239. I'm always telling you my symptoms.
240. Wow! Remember that one?
241. Did you do that, too?
242. Oh, I didn't know you did that one.
243. Was that one you?
244. Do you know what I know, right now?
245. So - this is why it works.
246. I want to die, right now.
247. But I tried that before.
248. It doesn't work.
249. You keep on standing there.
250. What a joke that is.
251. I feel awfully lonely.
252. You're not real, are you?
253. We don't even have to talk.
254. I'm probably cold, because I'm shivering.
255. I can't control it.
256. I can't stop shaking.
257. My teeth are chattering.
258. I'm cold.
259. I may be scared.
260. It's getting bad again.
261. My stomach hurts.
262. You're probably sick of listening to me all the time.
263. I don't want to be the one to always do the talking.
264. I'm going to throw up, if this doesn't stop.
265. How much longer is this going to go on?
266. Can't we do something else?
267. What would you like to do?
268. I don't know?
269. You can do anything,. Anything.
270. I don't want to do this.
271. What do you want to do?

- 272. I don't know. It's getting better.
- 273. What did you do, just then?
- 274. Listen.
- 275. What did you say?
- 276. My ears are getting clogged.
- 277. move around.
- 278. That couch.
- 279. That table.
- 280. Are they always here?
- 281. They can hear us in here.
- 282. Dad.
- 283. What if Dad comes back here now?
- 284. Mom.
- 285. Mom is hungry.
- 286. Mom is in the kitchen.
- 287. Overloaded.
- 288. Delicacy.
- 289. Body Hard.
- 290. Body soft.
- 291. Body round.
- 292. Body electric.
- 293. Body runny.
- 294. Body molasses.
- 295. I just became the wall.
- 296. Hiding in here.
- 297. Body shape.
- 298. Body size.
- 299. Body colour.
- 300. Dead body.
- 301. Room alive.
- 302. Room got smaller.
- 303. Million light-years across.
- 304. Million miles to my feet.
- 305. My feet just disappeared.
- 306. There are stars in my body.
- 307. The earth is inside there somewhere.
- 308. There are planets in the walls.
- 309. Everything around here is a world.
- 310. I don't want to make a wrong move.

311. I can't get up.
312. I can't move.
313. I can't get down from here.
314. Wow! Look at all those worlds!
315. It looks like big, soft, cotton candy.
317. Whoops! Everything just streaked.
318. There's no such thing as colour.
319. It's all done with mirrors.
320. There's nothing out there at all.
321. Of course - the books will tell me.
322. There seems to be a bubble all around me.
323. Is this all the space there is.
324. Isn't there any more to it.
325. Wow! It's all so simple.
326. Body form wrong.
327. Body shape.
328. Body upset.
329. Body get big.
330. Body small.
331. Body thin.
332. Body disgusting.
333. Body lumpy.
334. Body mesh.
335. Body screen.
336. Body surface tension.
337. Skin blow-up.
338. Body wind-up.
339. Long low white buildings with red tile roof.
340. Sickening sweet smell.
341. Going to pass out.
342. Watch him make that body.
343. Put the being in there.
344. Like hot ice.
345. Carry in through door.
346. Medical.
347. See him put in there.
348. Sweet, sweet odour.
349. Go outside.
350. Must have fainted.

- 351. Inside a box.
- 352. Amphitheatre.
- 353. Waiting.
- 354. What is everyone waiting for?
- 355. Buildings down there.
- 356. He's going to put us in bodies.
- 357. Look around.
- 358. Sleeping bodies all around.
- 359. Fast wind-up.
- 360. That was close.
  
- 361. Body long.
- 362. Snakes.
- 363. We're all soft snakes.
- 364. Can you understand?
- 365. You know what I'm thinking.
- 366. Don't panic.
- 367. Grand central.
- 368. Body flat.
- 369. My feet are where my neck should be.
- 370. The moon is funny.
  
- 371. Body short.
- 372. Body organs.
- 373. Too many faces.
- 374. I have too many eyes.
- 375. I can see in the back of my head.
- 376. I can see right through that wall.
- 377. Put that wall back there.
- 378. Too many arms.
- 379. Many arms are retracting.
- 380. Your arms just went into your shoulders,
- 381. Your legs just disappeared.
- 382. Where are we?
- 383. The crystal ball.
- 384. Can't talk.
- 385. Charades.
- 386. Sounds like.
- 387. Ha ha ha ha ha.
- 388. Too many levels.
- 389. Got darker, didn't it?

- 390. Which one is this?
- 391. How about jumping?
- 392. Side step.
- 393. Body too slow for us.
- 394. Body too fast for us.
- 395. You just disappeared.
- 396. Body change freaky.
- 397. This body becomes anything it sees.
- 298. Body slippery.
- 299. This body is stuck.
- 300. Stuck in body.
- 301. Stuck in space.
- 302. Stuck here for ever.
- 303. Oh, That opened it up.
- 304. Stuck in this mind.
- 305. Can't locate.
- 306. Body radical.
- 307. Body too much thinking.
- 308. Body too much feeling.
- 309. Body too many sensations.
- 310. Body too much pain.
- 311. Mental pain.
- 312. I can't stop thinking.
- 313. This mind won't stop thinking.
- 314. Nervous system frying.
- 315. Body ripple.
- 316. Body cold.
- 317. Body rubber.
- 318. Over and over and over and over again.
- 319. Body shakes.
- 320. Body shivering.
- 321. Body tense.
- 322. Body too heavy.
- 323. This is dragging me down.
- 324. I'm sinking again.
- 325. Grounded.
- 326. Gravity is pulling me down.
- 327. My legs are melting into the worlds down there.
- 328. This is stretching me out.

- 329. Too many sensations on this one.
- 330. I'm the only one.
- 331. Oh. one is a name.
- 332. I'm one.
- 333. Nerves crossed up.
- 334. Unit.
- 335. Floating.
- 336. Stable state.
- 337. Variable body.
- 338. Body solid.
- 339. Body gaseous.
- 340. Body disconnected.
- 341. I don't feel a thing any more.
- 342. Something just shot out from my body.
- 343. My head just shot out through the net.
- 344. My neck.
- 345. I'm going to throw up.
- 346. My hands just disappeared.
- 347. I must have fainted.
- 348. My arms and legs.
- 349. I have to have a body.
- 350. Old folks home.
- 351. They're going to kill everyone.
- 352. Run down the hill.
- 353. Body destroyed.
- 354. My arms just got mangled.
- 355. I don't feel anything anymore.
- 356. Head is getting squashed.
- 357. Neck is getting squeezed.
- 358. Sharp pain in my chest.
- 359. Sharp pain in my back.
- 360. Stop that, please.
- 361. Don't you know that's uncomfortable?
- 362. Please don't kill me anymore.
- 363. I was just shot but it's alright.
- 364. There it goes again.
- 365. Something just smashed that body.
- 366. Run over.
- 367. Not breathing.

- 368. That body just stopped running, all of a sudden.
- 369. I'm falling.
- 370. Don't cut me up. please.
- 371. I was just smothered.
- 372. I just fell asleep, and then I was outside of it.
- 373. This body is decaying pretty fast.
- 374. I got sick, and then I died.
- 375. This body won't let me know what's wrong.
- 376. Body layered.
- 377. Body filtered.
- 378. Body can't hear.
- 379. Body can't see.
- 380. Body can't speak.
- 381. Body can't move.
- 382. I sure will miss all those interesting smells.
- 383. Body dissolving.
- 384. I just killed myself, and here I am again.
- 385. I seem to be falling up.
- 386. I seem to be contracting.
- 387. I seem to be expanding.
- 388. This room seems to be my body.
- 389. This body is folding up into itself.
- 390. This body just turned inside out.
- 391. This body is spotted.
- 392. This body doesn't move.
- 393. This body has no control.
- 394. This body won't listen to me.
- 395. This body won't stop moving.
- 396. This body is directed from outside.
- 397. I move this body.
- 398. This body is locked up.
- 399. I can't reach the control centre of this body.
- 400. Body hypnotised.
- 401. Body drugged.
- 402. This body is a soft worm.
- 403. Soft worms with human heads.
- 404. I can't go in there.
- 405. No access in there.
- 406. They're waiting for me.



407. They're going to look at me.
408. Body spider.
409. Body squirmy.
410. This body eats light.
411. This body eats dark.
412. This body eats light.
413. This body likes the cold.
414. This body likes the heat.
415. Look at that red over there.
416. And there's the blue one.
417. Why is it always red and blue.
418. I keep going back and forth.
419. There must be something else.
420. Flexible body.
421. Rigid body.
422. Plastic body.
423. That spine hooked me, just like a worm.
424. This thing is twisting.
425. Growing fast, no warning.
426. I don't think I'm ready for this.
427. You tricked me into this.
428. This is your fault.
429. You made me do it.
430. It was your idea.
431. You suggested it.
432. Changes into strange shapes.
433. This body's no good on interface.
434. I thought you were the devil.
435. This body runs automatically.
436. Body before born.
437. Use me, but don't chew me and eat me.
438. Body space.
439. Body not space.
440. We're always in space.
441. Wow! You mean there's no such thing as air?
442. Body not being.
443. Body take being.
444. This body is dubbed into space.
445. This body eats other bodies.

446. I don't want to touch anything alive.
447. Let's go back to the theatre.
448. Do you want to sit there?
449. I would rather just watch this.
450. We've been in a dark set all this time.
451. There's a live set.
452. The world is just like a doll's house.
453. People are just a bunch of tin soldiers.
454. People are just puppets.
455. You're all just a pack of cards.
456. I think I just ate something alien.
457. This body keeps getting deformed.
458. Parasitic.
459. Stretching out across the floor.
460. The floor is creeping around.
461. No one can run this body.
462. This body just can't work correctly.
463. There are too many of us inside this body.
464. This body can never be aware.
465. This body won't ever calm down with me in here.
466. This body needs attention.
467. This body needs to be fixed up.
468. Wow! Mucous membranes!
469. I think I may have just grown wings.
470. I can fly.
471. I'm sure I can fly.
472. This brain just opened up.
473. I feel like there's a hole on the top of my head.
474. No doubt about it - my skull just opened up.
475. The back of my head has always been soft.
476. These legs feel like melting lead.
477. My stomach hurts again.
478. It's getting bad again.
479. How much longer now?
480. Slithery.
481. This body is stupid.
482. This body is leather skin.
483. Funny head on this body.
484. Mouth won't talk.

485. This head has no features.
486. My face seems to be melting.
487. I better get out of here and calm down.
488. It seems to have stopped.
489. Funny things have been happening.
490. I feel as if my stomach is going to burst.
491. My intestines are going to spill out.
492. My whole lower half is going to explode.
493. This can't go on forever.
494. How do you turn this thing off?
495. I just can't think in here.
496. Take this body off me, please.
497. The skin is getting tighter.
498. All puffy and bloated.
499. Pins and needles.
500. Breathing liquid.
501. No perceptions at all.
502. I can't see anything.
503. I haven't noticed anything unusual.
504. I seem to have dozed off for a while.
505. Burning inside.
506. Put together wrong.
507. Life, feel. sense, often.
508. I don't understand a word you're saying.
509. This body is all opened up.
510. I feel dizzy.
511. I feel as if I'm going to faint again.
512. This body keeps dying on me.
513. I feel as if I'm dying every so often.
514. Yes, this body is dying constantly.
515. I'm tired of dying all the time.
516. This body is sick too much.
517. This body gets sick so it can forget.
518. This body gets stupid to help me forget.
519. Repulsion.
520. Attraction.
521. Desire.
522. Much too radical for the space here.
523. Food for local life forms.

- 524. What are those things just outside this space?
- 525. Very weak.
- 526. I can hardly move.
- 527. What if I have to do something?
- 528. Cunning.
- 529. Outsmart me.
- 530. Trapped me in here.
- 531. Predator.
- 532. Not holding the matrix.
- 533. You can't fool me, I know what you're doing to me.
- 534. This body won't live in the present.
- 535. I've been just about to die, haven't I?
- 536. Then all this life has been just a dream.
- 537. Your life passes in front of you.
- 538. How many times has this happened?
- 539. Who are you, really?
- 540. What do you want me to do?
- 541. When are you going to let me out of here?
- 542. You just want to torture me.
- 543. You're trying to drive me crazy.
- 544. Why can't I go insane?
- 545. How much longer does this go on?
- 546. Can't we do something else now?
- 547. Use me for food.
- 548. Take my ideas.
- 549. Take my energy.
- 550. Pull me up to make fun of me.
- 551. Do you want me to amuse you?
- 552. What do you want from me?
- 553. Not able to use all this energy.
- 554. Body eat grain.
- 555. Horses eat grain.
- 556. I must be a horse.
- 557. Eat meat.
- 558. Pigs eat meat.
- 559. I must be a pig.
- 560. Pigs eat meat and grain.
- 561. The pig eats towards the horse.
- 562. Now I'm the horse.

563. I'm waiting here for the pig.
564. When the pig eats me, I'll become the pig.
565. I don't want to do this anymore.
566. Back and forth, back and forth.
567. Can't we do something else?
568. Sex brings me down.
569. The body wants to have sex.
570. The body never explained what it was doing.
571. The body ages too fast for me to do anything.
572. The body is too upset in this space.
573. I sure would rather not have a body.
574. I can't feel anything any more.
575. Is this all right for you?
576. I wish I could go insane.
577. Then maybe I could get some rest.
578. No, its no use, only lasts one lifetime.
579. Years don't mean anything, do they?
580. Time doesn't mean anything either.
581. I would like you to take care of my body.
582. The body isn't able to store knowledge.
583. The body wants to go away and be left alone.
584. The body doesn't want to be trained.
585. You're doing this to me aren't you?
586. I would rather not know, if you don't mind.
587. Get out of my mind!
588. Get out of my body!
589. There's not enough room in here for all of us.
590. I'm afraid if he wakes up, everything will disappear.
591. I'm afraid if I wake up, everything will vanish.
592. Now I know what makes it work.
593. So this is how it all is.
594. Wow! I feel like crying, except it's really funny.
595. This is ridiculous.
596. I was just some kind of holy person.
597. Suddenly I realise this is the whole thing.
598. There isn't any more than this.
599. Over and over again.
600. Messages.
601. You've known about this all the time.

602. I feel so stupid.
603. Everyone knew but me.
604. They've all been laughing at me all this time.
605. Stuck. Get me out of here.
606. This body's code is all scrambled up.
607. Will you help me re-code it?
608. Control.
609. Destroy.
610. Don't know the effect.
611. What happens next?
612. Believe me, I'm not always this mixed up.
613. I'm not always this helpless.
614. Usually I'm in control.
615. But this is different.
616. You're doing this to me, aren't you?
617. When is this going to end?
618. Fear is a muscle, isn't it?
619. This body is afraid of me.
620. I'm afraid of you.
621. What are you going to do to me?
622. I failed the test, didn't I?
623. Now you're going to destroy me, aren't you?
624. I deserve it for everything I did wrong
625. This space is getting cramped.
626. You didn't hear those thoughts just then, did you?
627. It's getting better again.
628. I was pretty paranoid there for a while.
629. This space has a lot of scanners.
630. My skin is getting tight.
631. I feel like an expanding balloon.
632. If this thing bursts, it's going to be all over.
633. Someone else, I can feel someone else here.
634. Someone is running me.
635. They can make me do anything they want to.
636. I can't do anything about it.
637. They run my whole life.
638. They make me move my body around.
639. They make me have sex.
640. They watch me all the time.

- 641. They're behind the walls.
- 642. They used to watch me from behind the mirror.
- 643. The light in this room is pulsating.
- 644. There's always a little chunk of space missing.
- 645. Look in the corner, there.
- 646. That's a hole in space.
- 647. You can see that there's nothing outside of here.
- 648. This room isn't real.
- 649. Neither are you.
- 650. I may not be real, either.
- 651. I don't think I'm here.
- 652. I may not be anywhere at all.
- 653. I seem to be here, in this chair.
- 654. What if this is all there is?
- 655. Maybe I've been sitting here in this chair forever.
- 656. That's it, I've been daydreaming.
- 657. I've never left this room.
- 658. No one is saying anything.
- 659. It's all been a dream.
- 660. Nothing matters.
- 661. It doesn't make any difference, because none of it is real anyway.
- 662. Why do I have to suffer so much?
- 663. No one can hear me.
- 664. No one can help me.
- 665. I have to do it all alone.
- 666. There is no one else.
- 667. Just me.
- 668. My ears are ringing.
- 669. My head is buzzing.
- 670. I can't tell what's doing that.
- 671. Something is happening down there.
- 672. It's affecting me, but I can't tell what it is.
- 673. Hey, you down in there, cut it out!
- 674. I'm starting to vibrate, really a lot.
- 675. A giant catapult is pulling me back.
- 676. It's getting ready to let me go.
- 676. It's going to shoot me forward so fast I'll never be able to stop again.
- 677. Everything is shaking.
- 678. It's going to let go!

679. Don't do it!
680. Not yet!
681. I'm not ready for this.
682. Slow it down.
683. That's better.
684. Everything looks lopsided.
685. The floor is tipping over.
686. It feels like a ship.
687. I can't stay in here.
688. You want me to be stuck in here, don't you?
689. Can't we make something out there.
690. How much longer is this going to go on?
691. When will time be normal again?
692. What time is it now?
693. Did the hands on the clock move yet?
694. When the clock is moving then I know it will be all right again.
695. It's always the same day.
696. And it's always the same room.
697. Is this as far as you can go?
698. I'm going to have to lie down soon.
699. I can't just sit here while all this is going on.
700. How do you turn off the light?
701. Please don't keep doing this.
702. My eyes keep seeing, even when they're closed.
703. I just melted into the chair again.
704. I almost fell asleep in there.
705. I might have become the chair for a long time.
706. I can feel the other side of the wall.
707. My back feels cold.
708. The room just became the inside of my body.
709. My head is just stuck here, inside this room.
710. You're very old, aren't you?
711. Are you the one who's doing this?
712. The floor just dropped away.
713. It's millions of miles below me.
714. They won't let us near the walls any more.
715. We have to learn before they'll let us out.
716. What do they want us to do?
717. We have to learn to change without freaking out.



- 718. It's getting darker.
- 719. My body is all of space.
- 720. All the worlds are inside my body.
- 721. No wonder it's so dark.
- 722. I can't move.
- 723. I seem to be inside some kind of cell.
- 724. Everyone is in a cell just like this one.
- 725. It looks like a giant animal with a bunch of cells inside it.
- 726. There are voices coming from the other cells.
- 727. This is like the caves in Tibet.
- 728. I can hear everyone thinking quietly.
- 729. They're all trying to solve a problem.
- 730. All of us are trying to solve the problem.
- 731. This creature we're inside of is suffering.
- 732. It's twisting around into itself.
- 733. It can't seem to stop doing this.
- 734. It's desperate.
- 735. Hysterical.
- 736. It's going to look at itself.
- 737. I'm getting afraid.
- 738. It sees itself now.
- 739. It's screaming.
- 740. It sees its other end.
- 741. It can't decide which end is the head.
- 742. It has two heads.
- 743. Frantic fear.
- 745. Stuck here forever.
- 746. I want to get out of here.
- 747. The walls are going.
- 748. Arranged in shades.
- 749. I was doing a life just then.
- 750. That was a long time ago.
- 751. We solved that one a long time ago.
- 752. This is how we solved it, isn't it?
- 753. I'm shaking again.
- 754. My teeth are chattering.
- 755. Something is about to happen.
- 756. Why is this always a big surprise?
- 757. Why can't I remember when this is going to happen?

758. I'm hungry.
759. I hope I don't eat.
760. Here I go into the kitchen, looking for food again.
761. Why can't I stop this?
762. I don't want to eat anything.
763. I know what it really is.
764. Why am I eating myself?
765. I'm very, very cold.
766. Everything fits.
767. This is the way it happens.
768. The simpler the universe is, the more they can see in here.
769. They can see me in here.
770. The more complicated it is, the safer I am.
771. I feel much more safe now.
772. This is all there is to it.
773. It's set up like this.
774. I set it up this way.
775. This is what I really look like.
776. Why didn't anyone tell me I was dead all this time.
777. It's always the same.
778. My body feels strange again.
779. Another stage is coming on.
780. I have to get out of here.
781. What's going on here?
782. This all seems very familiar.
783. So ancient. It smells old here.
784. This is the first time this is happening again.
785. Why am I following you around?
786. I don't want to do any of this.
787. I don't want to say any of these stupid things.
788. Why am I doing this?
789. You're making me do this.
790. Maybe it would be better if I were you.
791. This room is alive.
792. Wow! It really is alive.
793. I'd like to apologise for the way I've been using all of you.
794. If I had known you were alive, I wouldn't have treated you the way I did.
795. I know you're just waiting for the chance to have this body, aren't you?
796. You're angry with me for being a human being, aren't you?

797. I do feel a little guilty for being human.
798. I suppose I should give you a chance.
799. I've really been a hog about it, haven't I?
800. I feel like grabbing this body and running away from you.
801. There's nowhere to run from you, is there?
802. This body belongs to you, doesn't it?
803. This body is made of you.
804. That's why I get the feeling you want it back.
805. I'm going to stay here for a while if you don't mind.
806. You're trying to make me forget.
807. You want me to switch with you.
808. You want to be me, don't you?
809. But I'm going to stay right here.
810. Which one is you and which one is me?
811. I can't tell the difference.
812. They look the same from here.
813. Isn't this the one I came in with?
814. I just melted into you for a minute.
815. I'm back now.
817. Now it's a two.
818. I'm sorry for eating you, but I'm hungry.
819. The telephone always rings at this point.
820. The television is a teacher.
821. There's no one at the other end.
822. Is this really happening?
823. You suddenly look much bigger than me.
824. Don't squash me.
825. Don't eat me.
826. If you have to eat me, please don't chew me up.
827. If I get very still, you won't notice me.
828. If you don't notice me, you won't do anything to me.
829. The more I stay still, the safer I am.
830. If I don't do anything at all, I'll be as safe as I can be.
831. If I move or do anything, I'll be eaten.
832. If I do anything, you'll get me.
833. I might do something by accident.
834. If I were dead, I wouldn't move by accident.
835. If I were dead, you wouldn't notice me.
836. If I were dead, I'd be safe.

- 837. You might eat me anyway.
- 838. If you were dead you wouldn't hurt me.
- 839. If we were all dead, no one would get hurt.
- 840. If I were dead in here, maybe you would go away.
- 841. Well, that did it.
- 842. That didn't last long.
- 843. That was quick.
- 844. I keep coming back here.
- 845. Every time I finally get into a body, it dies on me.
- 846. There ought to be a better way than this.
- 847. All those books say the same thing, over and over again.
- 848. God is very lonely.
- 849. Eternity never changes.
- 850. I have to amuse myself for eternity.
- 851. I did all this to myself.
- 852. I'll write up a future.
- 853. Modern.
- 854. Don't do anything until I understand all this.
- 855. I'll never understand all this.
- 856. I'll never do anything.
- 857. Trying to tell me something.
- 858. I can't understand what you're saying.
- 859. My ears are clogged.
- 860. I feel dizzy.
- 861. Who is doing this to me?
- 862. Why are you doing this to me?
- 863. The universe is a big joke on me.
- 864. Why can't I black out all the way?
- 865. Try to forget.
- 866. Keep busy.
- 867. Keep moving.
- 868. Beginning to forget.
- 869. Now, there's a logic I can use to forget with.
- 870. Now I'll kick in the psychology.
- 871. That seems to bring me down.
- 872. Lose the key.
- 873. Hide the key somewhere.
- 874. Why is the key everywhere I look?
- 875. Have to get control.

- 876. Careless.
- 877. I wouldn't mind if you were another being.
- 878. I wouldn't care if you knew all my secrets.
- 879. I can tell you the truth.
- 880. You already know my secrets, don't you?
- 881. I might as well tell you what's wrong.
- 882. Fooling myself.
- 883. Tricky mind.
- 884. Can't stop my thoughts.
- 885. You hear them, don't you?
- 886. I wouldn't mind living forever.
- 887. I wouldn't mind having knowledge
- 888. It would be all right if all of that were true.
- 889. It would be all right if I didn't adapt to space.
- 890. I wouldn't mind integrating the forces.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **LEVEL 10 FORCE**

## FORCE

Whatever a Being feels he cannot be, do or have he will dramatise unknowingly and try to do compulsively. The force he puts out unwillingly and unknowingly to get through these barriers tends to reflect back onto him, and he becomes the effect of his own ability to put out energy, effort and emotion with force. Why is this so? As earlier in the Spiritual Universes the Being could be, do and have anything and bring it into effect by Postulate, if he cannot do that now then he has counter-postulated it. A Second Postulate now exists which opposes his intentions.

So the Being's attempts by effort through time, to restore his ability to be, do and have anything, automatically pull-in the counter-effort or force of his own Second Postulates. The Being becomes confused - he should be able to handle force, and yet when he tries to do so, it comes back at him and he's in trouble. The counter-force either hurts his body or his pride.

This, of course, is invalidative and he can end-up shy to apply force. He is likely to put-up the Postulate 'That must never happen again!', then he is really in trouble on that subject as this leads to all the phenomena of Over-run, must stop and can't stop. He becomes the effect of his own Postulates until finally he becomes the effect of everything, a human being.

1. Assess the list of Domains for major read, then assess that Domain Assessment. When re-assessing start at the last read taken.

2. Assess the following list:

<b>Start</b>	<b>Know</b>	<b>Avoid</b>
<b>Change</b>	<b>Control</b>	<b>Neglect</b>
<b>Stop</b>	<b>Be Responsible For</b>	<b>Endure</b>
<b>Be</b>	<b>Substitute</b>	<b>Desire</b>
<b>Do</b>	<b>Waste</b>	<b>Enforce</b>
<b>Have</b>	<b>Like</b>	<b>Inhibit</b>
<b>Create</b>	<b>Agree With</b>	<b>Unknow</b>
<b>Survive</b>	<b>Communicate With</b>	<b>Know About</b>
<b>Destroy</b>	<b>Confront</b>	<b>Forget</b>
<b>Cause</b>	<b>Help</b>	<b>Remember</b>
<b>Put Distance Between</b>	<b>Attack</b>	<b>Inflow</b>
<b>Have Effect On</b>	<b>Leave</b>	<b>Outflow</b>

3. Insert the Items from 1. and 2. into the following questions and assess for major read:

**'In what way could you (button from 2.) (Item from 1.)?'**

**'In what way could you not (button from 2.) (Item from 21.)?'**

**'In what way must you (button from 2.) (Item from 1.)?'**

**'In what way must you not (button from 2.) (Item from 1.)?'**

**'In what way would you have to (button from 2.) (Item from 1.)?'**

**'In what way would you not have to (button from 2.) (Item from 1.)?'**

LIST the major reading Question and run the resulting Item on Revelation Processes A & B.



4. Re-assess at 1. and 2., and continue until the Level is flat.

When there is sufficient material incorporate the Subsidiary Assessment.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 11**  
**BEING IN THE NOW**

## **BEING IN THE NOW**

Eventually one will have to come to the point of handling Present Time directly - not just the present time of this life, but the Present Time of NOW, sitting in your chair at this instant. If one was entirely free to withhold or not withhold, one could be, do and have, or not be, not do and not have, at will. Since one is probably not in that ideal position, we have the 11 buttons (Negated through to Have) of the Rev B Assessment. On this Level you will use the Revelation Processes to examine the many installed programmes that affect your ability to withhold or not withhold, and run out the Postulate that backs them up.

It is really a question of: What are you sitting in that you have 'solved'?, because the flow has stuck in one direction. The real dichotomy is between the Composite in the Physical Game and the Spiritual Being trying to hold on to the Spiritual Game. These are the two poles of the Imprint. Now that you are clear at least to some extent of the Programme, and have a clearer view of the real situation, Present Time can be cleared of this primary dichotomy.

You, as the Composite, are probably far more 'sane' within the confines of the Physical Game, than you, the Spiritual Being. The Being is out of Present Time to a very marked degree. You are not ever playing the same Game as the other side of you, the Composite. The Being's Game is a Spiritual game and the Composite doesn't know the rules or has only an inkling of them. The Composite's is a Physical Game and the Being doesn't know the rules or has only an inkling of them. See the problem?

The Being is partly unconscious, dozey, stubborn and very confused. As the Being comes more into PT and awakened awareness occurs, you (as Composite) will learn more and more of the Spiritual Games as a conscious understanding. This is often accompanied by long bouts of deep yawning. When this occurs do not start a new line of questioning until it dies down. Charge is dispersing at a Spiritual level and the Composite is only partially a party to it as the yawner.

Similarly the Spiritual Being will learn to understand more and more of the Physical Game. Present Time is a total NOWness, with the Physical Game and the Spiritual Game totally aligned. This is the ultimate target of this line of processing.

The Questions are very general and open-ended, so whatever you do, don't answer them intellectually, or you will be listing to the millennium. Take the first rush of answers, then check your Question again as usual. The charged ones should surface first and in a rush. The thought-out answers are unlikely to be charged as much, if at all.

1. Assess:

**‘Right now, what am I .....?’**

**Negating**

**Substituting for**

**Wasting**

**Occluding**

**Unknowing**

**Remembering**

**Forgetting**

**Not Knowing**

**Knowing About**

**Knowing**

**Having**

**Attacking**

**Escaping From**

**Avoiding**

**Neglecting**

**Giving in to**

LIST from the majorly reading button.

2. Insert the Item resulting from 1. into the following questions and assess for major read:

**‘In what way am I withholding (Item from 1.)?’**

**‘In what way am I withholding from (Item from 1.)?’**

**‘In what way am I not withholding (Item from 1.)?’**

**‘In what way am I not withholding from (Item from 1.)?’**

**‘In what way must I withhold (Item from 1.)?’**

**‘In what way must I withhold from (Item from 1.)?’**

**‘In what way must I not withhold (Item from 1.)?’**

**‘In what way must I not withhold from (Item from 1.)?’**

LIST the major reading Question and run the resulting Item on Revelation Processes A & B.

4. Re-assess at 1. and continue until the Level is flat.

When there is sufficient material incorporate the Subsidiary Assessment.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 12**  
**OUT-PRIMARIES**  
**RUNDOWN**

## **OUT-PRIMARIES**

The Spiritual Being started out willing and able to experience anything. The Physical Being however - the Composite Self - finds this an acceptable game and he doesn't reach out beyond what he is really willing to experience. Safe amongst his allies, friends and relations in a limited, solid game.

The Spiritual Being now is stuck somewhere between these two extremes - the Spiritual Game and the Physical Game. To have a game one must have an opponent, but this does not necessarily mean the opponent is an enemy. You do not wish to destroy your opponent at a game of cards or chess. Well, not unless you are taking the game too seriously. Seriousness means solidity. So the fall from Spiritual to Physical Games must contain many games that acquired OppIDs and became too serious.

The fact that bodies are so solid and vulnerable means they must have been taken too seriously. Total CUE would mean the vanishment of all such mechanical conditions of existence. But this does not imply the vanishment of games, only of the solidity of materiality, and in particular of Time. In a total NOWNESS, Time doesn't exist. It is an illusion that has been taken very seriously and become fixed. In as much as we are existing in an almost entirely mechanical world, the level of CUE must have dropped considerably. One could say that a Spiritual Being is very CUE broken to be here.

Games decline into problems as they become solid. One could define a problem as an unwanted game that cannot be terminated, because there is not enough CUE to provide a duplication. The other players in the game and he himself must be constantly missed-withholdy as 90% of his case must be in not-know and capable of being restimulated. Therefore he is in mystery about himself and others.

To have a game, one must elect opponents, but when the opponents become OppIDs, then the basic on the Misdeed-Justification sequence must appear. The Games descend into Conflict Structures - a bunch of Safe Solutions to the misdeeds and withholds of the game.

A Being with so much potential, linked to a vulnerable body and in mystery, must be in a state of constant invalidation. He is invalidated by effort. He can no longer knowingly postulate change in the game or materiality. He must effort through cycles of action even on the simplest tasks to achieve his objectives, and often fails in the attempt.

So one must deduce from this that he is out-Primaries in a major way. As such he must be suppressed, stopped, and unmocked as himself. He will be found to be Suppressed by the Physical Game, which constantly evaluates for him, and he is constantly limited in his creation of games by material rules. He is made nothing of by his contact with materiality. As far as the Physical Game is concerned he is a body with a body's frailties and limitations.



1. Check the six Primaries:

**CUE Break?**  
**Present Time Problem?**  
**Missed Withhold?**  
**Misdeed?**  
**Invalidation?**  
**Evaluation?**

2. On the major reading button ask:

**‘Is this (.....) mine?’**  
**‘Is this (.....) the Composite Self’s?’**  
**‘Is this (.....) the GE’s?’**  
**‘Is this (.....) another’s?’**

Take whatever Expression that comes up and reads. Indicator Tech it using the Primary button as Source.

3. Then ask: **‘What Postulate would produce that (Primary button)?’**

Run the Postulate through Revelation Process B to P/N.

4. If the Postulate question doesn’t read, then you would have to create an Assessment of ‘W/W would (.....)?’ questions that incorporate the material that came up on Indicator Tech lines on Step 2. About half a dozen should do it. Add ‘Something Else?’ and assess. LIST the Question that reads majorly and Probcon. Then continue the Revelation Processes A and B from that point (using the top Item of the Probcon). It just needed a more specific question and the Probcon to get the Postulate.

5. If this doesn’t clear the charge then you will have to review the Levels of Part II, which are the Spiritual Being s. Primaries can go out on any Level or Part. It seems like a recurring COEX which, though you can take quite a bit of charge off it, it just won’t go flat. It’s like a permanent lead boot. Getting the Postulates behind this phenomena, perhaps you can begin to melt these lead boots.

If your Part II Level Assessment isn’t helpful you may have to scan through each Level until you find which one is out. But mostly I think you will have a sneaking suspicion, when your attention is directed to this matter of out-Primaries, which one it is likely to be. It may take several goes to get all of it and that may not be just on one Level.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 13**  
**CONTROL & FORCE**

## CONTROL & THE USE OF FORCE

1. List those times this lifetime when you put in control, used the correct amount of force necessary to get the job done, when you created aesthetics. Those times when you failed to put in control or withheld control, when you withheld using force or over-used force, when you created disorder, or when you withheld control and force on the grounds it would be unaesthetic. Times when you were unwilling to control, put in order, use force or create aesthetics. Or more simply put, times when you handled, failed to handle, had difficulty in handling or were unwilling to handle, some condition of existence you believed you were responsible for. Try and get several examples of each category. For all the incidents listed, isolate the subject of control or force, etc. Then assess these for the major reading item.

2. Put the item in the following Questions and assess for major read:

**‘In what way do you fail to control (item from 1.)?’**

**‘In what way are you unwilling to control (item from 1.)?’**

**‘In what way do you control (item from 1.)**

LIST the major reading Question, and run the resulting Item on the Revelation Processes.

Then re-check the Questions and clean similarly.

3. Put the item in the following Questions and assess for major read:

**‘In what way do you consider force should be used against (item from 1.)?’**

**‘In what way do you consider force should not be used against (item from 1.)?’**

**‘In what way do you use force on (item from 1.)**

LIST the major reading Question, and run the resulting Item on the Revelation Processes.

Then re-check the Questions and clean similarly.

4. Put the item in the following Questions and assess for major read:

**‘In what way do you fail to put order into (item from 1.)?’**

**‘In what way are you unwilling to put order into (item from 1.)?’**

**‘In what way do you put order into (item from 1.)**

LIST the major reading Question, and run the resulting Item on the Revelation Processes.

Then re-check the Questions and clean similarly.

5. Put the item in the following Questions and assess for major read:

**‘In what way do you use aesthetics as a reason not to handle (item from 1.)?’**

**‘In what way do you fail to use aesthetics on (item from 1.)?’**

**‘In what way do you use aesthetics to make an ideal scene out of (item from 1.)**

LIST the major reading Question, and run the resulting Item on the Revelation Processes.

Then re-check the Questions and clean similarly.

6. Then re-assess the list at 1. and continue.

7. Make a Subsidiary Assessment and run on Revelation Processes A & B.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **LEVEL 14**

## **TRAPS**

## TRAPS

A person travels to India and is mugged on the first day. He survives but swears never to return to India. He has a traumatic incident and India is the restimulator. But of course the person could as easily be mugged at home or in many other places. So the incident in India is being used by him as a reference point of danger. To have such a reference point *he has to be mocking it up in PT*. If he wasn't, then either he wouldn't fear going back to India or he would be cautious equally in any country he is in because he knows muggers are best avoided. Being attacked by muggers is a general problem for all people, but this particular person has a specific problem - the fear of muggers in India - the solution of which he uses in PT for survival. It is a Safe Solution.

You can observe that particular people avoid certain situations which others do not avoid; they fear, not that they will be trapped, but that they will be trapped AGAIN. So the Being is mocking up non-survival incidents and his solutions for survival - a survival that in fact he need not be concerned about. This controls a Being's entrapment in PT. He mocks up the past entrapment to avoid future entrapment, and he believes the mock up and feels trapped.

Obviously on this Level we had better handle Spiritual Traps as a specific.



1. List (as a C/S action) on the question: ‘Tell me some ways you would trap a Spiritual Being?’ or ‘Tell me some things that might trap a Spiritual Being?’ Think about it - you are not looking for reactive answers on this kind of preliminary listing action - that comes later in session. (A LIST question is not used as there may be several such items which should be run. A LIST action would preclude adding to the list as new items come into view). Include all the ways you think it could be done.

Now extract the operative part of the lines you have listed. For example if the line was ‘Give him emotions’, then extract the item ‘emotions’. So make an assessment list of these extracted items and add ‘Something Else?’ on the bottom of the assessment.

2. Assess the list for the major reading item, then bearing it in mind, assess the following buttons:

**RESENT**  
**AVOID**  
**NEGLECT**  
**ATTACK**  
**FLEE FROM**  
**RESIST**  
**SUCCUMB TO**  
**SACRIFICE SELF TO**

3. Now fill in the brackets in the following Question and check for read:

**‘In what way are you (button from 2. -ing) (item from 1.)?’**

4. LIST and run the resulting Item on Revelation Processes A & B.

5. Re-assess 2. and handle as 3. & 4.

6. Re-assess the list at 1. (adding further items to the list as they occur to you).

7. Run the Subsidiary Assessment to complete the Level.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15 (Next Level)</b>
<b>SOMETHING ELSE? (Something Else? List)</b>	

# **LEVEL 15**

# **STUCK POSTULATES**

## **REVISED REVELATION PROCESSES**

From this Level onwards we introduce a new element in the technical procedure for Part IV. By this point, with increased awareness, responsibility and confront, the original Postulate obtained from an Item should be relatively unsuppressed, so that it will clean with Repeater & Indicator Tech. We can now go one level deeper into the labyrinth and look directly for the Postulate opposing the original Postulate and then run this Opposing Postulate through Revelation B. Note that we want the Postulate that is senior to and at cause over the original Postulate, therefore we do not list for the Postulate opposed by the first Postulate but only the Postulate that is opposing the first Postulate.

In this new Revelation A procedure, after the Postulate is located it is cleaned with Repeater and Indicator Tech, and then the Opposing Postulate is listed for. This Opposing Postulate is then run on Revelation B, instead of the original Postulate as before. Therefore the revised Revelation Processes are as follows:

### **Revelation Process A: Locate the Postulate & Opp. Postulate**

1. **LIST the given Question to an Item, which is then cleaned with Repeater and Indicator Tech to P/N.**
2. **LIST the first question that reads from the following:**
  - ‘What is the Postulate on (Item)?’**
  - ‘What is the Postulate about (Item)?’**
  - ‘What Postulate would accompany (Item)?’**
  - ‘What Postulate would (Item) have?’**
  - ‘What Postulate would (Item) make?’**
  - ‘What is the Consideration on (Item)?’**
  - ‘What is the Consideration about (Item)?’**
  - ‘What Consideration would accompany (Item)?’**
  - ‘What Consideration would (Item) have?’**
  - ‘What Consideration would (Item) make?’**
  - ‘What is the Evaluation on (Item)?’**
  - ‘What is the Evaluation about (Item)?’**
  - ‘What Evaluation would accompany (Item)?’**
  - ‘What Evaluation would (Item) have?’**
  - ‘What Evaluation would (Item) make?’**
  - ‘What is the Opinion on (Item)?’**
  - ‘What is the Opinion about (Item)?’**
  - ‘What Opinion would accompany (Item)?’**
  - ‘What Opinion would (Item) have?’**
  - ‘What Opinion would (Item) make?’**
  - ‘What is the Decision on (Item)?’**
  - ‘What is the Decision about (Item)?’**
  - ‘What Decision would accompany (Item)?’**
  - ‘What Decision would (Item) have?’**
  - ‘What Decision would (Item) make?’**

**‘What do I say about (Item)?’**

If none of the above read, also check:

**‘Postulate discharged?’** (If this reads, check with Ind. Tech.)

**‘Postulate blown?’** (If this reads, check with Ind. Tech.)

**‘Is the Item the Postulate?’** (If this reads, run it as the Postulate.)

Having established the **Postulate** (or Consideration, Evaluation, etc. which acts as a Postulate), **clean it with Repeater & Indicator Tech to P/N** then continue to Step 3. (Or if the Postulate has discharged or blown when cleaning the Item on Step 1, return to assess the Level you are running).

**3. LIST to find the Opposing Postulate:**

**‘What Postulate would (Postulate from Step 2) oppose?’**

Use suppress buttons and repeat the question if necessary. If this Question cannot be made to read, then if it now reads, clean the Postulate from Step 2 with the earlier Revelation Processes A & B; then return to check this oppose Question again. If the Postulate from Step 2 still P/Ns, return to assess the Level you are running; the oppose Question may read when you later run Subsidiaries, so make sure it is put on your Subsidiary Assessment (Rev B - Stage Three).

Having located the Opp. Postulate, then run it on Revelation B - see next page...

## **Revelation Process B**

### **Rev B - Stage One: Restimulate the Opposing Postulate**

1. Put the Opp. Postulate into the following questions, pulling Expressions from all reads and handling them with Indicator Tech.

- ‘What does the Opp. Postulate (.....) involve?’**
- ‘What goes with the Opp. Postulate (.....)?’**
- ‘What would accompany the Opp. Postulate (.....)?’**
- ‘What is connected to the Opp. Postulate (.....)?’**
- ‘What is related to the Opp. Postulate (.....)?’**

2. Check whose Postulate is the Opposing Postulate, by assessing the four listed buttons:

- ‘Whose Postulate?’ ..... Mine?**
- Another’s?**
- False?**
- Misowned?**
- GE?**

Clean all reads with Indicator Tech.

3. **Date:** **‘When was the Opp. Postulate (.....) first made?’**

4. **Locate:** **‘Where was the Opp. Postulate (.....) first made?’**

**Then go on to Stage Two - next page...**

## Rev B - Stage Two: Clean attached viewpoints

1. Put the Opp. Postulate into the following Rev B Questions and assess:

‘W/W is (Negating) the Opp. Postulate (‘.....’)?’

Substituting  
Wasting  
Occluding  
Unknowing  
Remembering  
Forgetting  
Not knowing  
Knowing about  
Knowing  
Having  
Regretting  
Making important

‘What viewpoint is connected with the Opp. Postulate (‘.....’)?’

‘What viewpoint is related to the Opp. Postulate (‘.....’)?’

‘What viewpoint is (Negating) the Opp. Postulate (‘.....’)?’

Substituting  
Wasting  
Occluding  
Unknowing  
Remembering  
Forgetting  
Not knowing  
Knowing about  
Knowing  
Having  
Regretting  
Making important

‘In what way am I (Negating) the Opp. Postulate (‘.....’)?’

Substituting  
Wasting  
Occluding  
Unknowing  
Remembering  
Forgetting  
Not knowing  
Knowing about  
Knowing  
Having  
Regretting  
Making important

2. LIST the indicated Rev B Question to produce an **Item**.  
Clean with Repeater and Indicator Tech to P/N.

3. To clarify the nature of the Item resulting from Rev B Questions, check:  
‘Is (Item) a Goals Item?’

**‘Is (Item) a Postulate?’**

If one of these reads, use Indicator Tech to P/N.

4. **Reassess** the above list of Rev B Questions and handle, until none read even with suppress buttons.
5. **Clean the Opp. Postulate** with Repeater and Indicator Tech to P/N.

**Rev B - Stage Three: Subsidiaries**

1. Write up an **Assessment** list consisting of all the **Items** and **Postulates** which resulted from the actions of Revelation A & B up to this point.
2. Assess the list for the major read.  
If the major read is an Item then run from Rev A.  
If it is not clear whether it is an Item or Postulate then check with:  
**‘Is this an Item?’ ‘Is this a Postulate?’**  
If the major read is identified as a Postulate then run from Rev B.
3. Also check the following questions:  
**‘In this handling, has a Postulate been bypassed?’**  
**‘In this handling, has an Item been bypassed?’**  
LIST to find a Bypassed Postulate or Item and handle it as on Step 2. Use the Listing question:  
**‘In this handling, what Postulate (or Item) has been bypassed?’**
4. Add the further Items resulting from Steps 2. & 3. to the Assessment list and re-assess.

*Summary of the Revelation Processes*

<b>Rev A</b>	<b>Locate the Postulate &amp; Opposing Postulate</b> LIST assessed Question to produce an Item; clean LIST for accompanying Postulate; clean LIST for Opposing Postulate
<b>Rev B - Stage 1:</b>	<b>Restimulate the Opposing Postulate</b> Clean attached material; whose it is; D/L
<b>Rev B - Stage 2:</b>	<b>Clean attached viewpoints</b> Assess Rev B Questions & clean resulting items
<b>Rev B - Stage 3:</b>	<b>Subsidiaries</b> Assess Items & Postulates so far handled to clean further ramifications and prevent BPC



## STUCK POSTULATES

### Section 1

Note: The first 3 Steps are not the same as the Rev A & B Processes just described; Rev A & B are used exactly as described later on Step 4.

1. As a C/S action, list those Postulates made or re-made in this lifetime that are not coming off or are sticking.

**Assess for the major reading Postulate.**

Clean on Repeater with Ind. Tech to P/N. This is Postulate 1.

2. LIST the major reading of:

**‘What Postulate would oppose (Postulate from 1.)?’**

Clean on Repeater with Ind. Tech to P/N. This is Postulate 2.

3. Assess the following list of buttons:

<b>FIGHTING</b>	<b>REGRETTING</b>
<b>WANTING</b>	<b>BLAMING</b>
<b>NEEDING</b>	<b>BEING ASHAMED OF</b>
<b>HAVING TO</b>	<b>FAILING TO DISPLAY</b>
<b>LOSING</b>	<b>NOT COMMUNICATING</b>
<b>LETTING GO OF</b>	<b>AVOIDING</b>
<b>MISSING</b>	<b>NEGLECTING</b>
<b>MOCKING UP</b>	<b>ATTACKING</b>
<b>UNMOCKING</b>	<b>FLEEING FROM</b>
<b>NEGATING</b>	<b>RESISTING</b>
<b>SUBSTITUTING</b>	<b>PRETENDING</b>
<b>WASTING</b>	<b>DENYING</b>
<b>OCCLUDING</b>	<b>DISAPPEARING</b>
<b>UNKNOWING</b>	<b>DEPRIVING</b>
<b>FORGETTING</b>	<b>GOING AWAY FROM</b>
<b>SOLVING</b>	<b>OMITTING</b>
<b>MISOWNING</b>	<b>EXCLUDING</b>
<b>OTHERS HAVING</b>	<b>NOT USING</b>
<b>FAILING TO OWN</b>	<b>STAYING AWAY FROM</b>
<b>GOING ELSEWHERE</b>	<b>STAYING OUT OF</b>
<b>SEPARATING OUT</b>	<b>ESCAPING</b>
<b>DISASSOCIATING</b>	<b>SACRIFICING</b>
<b>BEING UNCONSCIOUS OF</b>	<b>NOT EXISTING</b>
<b>DELUDING</b>	<b>DISAGREEING</b>
<b>DESTROYING</b>	<b>WAITING</b>
<b>UNCREATING</b>	<b>BEING IN MYSTERY ABOUT</b>
<b>COUNTER-CREATING</b>	<b>NOT HAVING</b>
<b>STOPPING</b>	<b>HIDING</b>
<b>DUPLICATING</b>	<b>HOLDING OFF</b>
<b>NOT POSSESSING</b>	

4. Insert the Postulates 1 & 2, and the major reading button from 3. in the following Questions.

In each group of Questions, assess for major read, LIST, and run the resulting Item on Revelation Processes A & B. Then finish cleaning that group and continue to the next group similarly.

Then return to Step 1. Add to the list if more Stuck Postulates have become apparent. Re-assess and continue until they're all clean and un-stuck.

Finally do Subsidiary Assessments.

- 'In what way would you withhold (button) (Postulate 1)?'**
- 'In what way would you not withhold (button) (Postulate 1)?'**
- 'In what way could you withhold (button) (Postulate 1)?'**
- 'In what way could you not withhold (button) (Postulate 1)?'**
- 'In what way are you withholding (button) (Postulate 1)?'**
- 'In what way are you not withholding (button) (Postulate 1)?'**
  
- 'In what way would you withhold (button) (Postulate 2)?'**
- 'In what way would you not withhold (button) (Postulate 2)?'**
- 'In what way could you withhold (button) (Postulate 2)?'**
- 'In what way could you not withhold (button) (Postulate 2)?'**
- 'In what way are you withholding (button) (Postulate 2)?'**
- 'In what way are you not withholding (button) (Postulate 2)?'**
  
- 'In what way would you face (button) (Postulate 1)?'**
- 'In what way would you not face (button) (Postulate 1)?'**
- 'In what way could you face (button) (Postulate 1)?'**
- 'In what way could you not face (button) (Postulate 1)?'**
- 'In what way are you facing (button) (Postulate 1)?'**
- 'In what way are you not facing (button) (Postulate 1)?'**
  
- 'In what way would you face (button) (Postulate 2)?'**
- 'In what way would you not face (button) (Postulate 2)?'**
- 'In what way could you face (button) (Postulate 2)?'**
- 'In what way could you not face (button) (Postulate 2)?'**
- 'In what way are you facing (button) (Postulate 2)?'**
- 'In what way are you not facing (button) (Postulate 2)?'**
  
- 'In what way would you let go of (button) (Postulate 1)?'**
- 'In what way would you not let go of (button) (Postulate 1)?'**
- 'In what way could you let go of (button) (Postulate 1)?'**
- 'In what way could you not let go of (button) (Postulate 1)?'**
- 'In what way are you letting go of (button) (Postulate 1)?'**
- 'In what way are you not letting go of (button) (Postulate 1)?'**
  
- 'In what way would you let go of (button) (Postulate 2)?'**
- 'In what way would you not let go of (button) (Postulate 2)?'**
- 'In what way could you let go of (button) (Postulate 2)?'**

- ‘In what way could you not let go of (button) (Postulate 2)?’**
- ‘In what way are you letting go of (button) (Postulate 2)?’**
- ‘In what way are you not letting go of (button) (Postulate 2)?’**
  
- ‘In what way would you hold on to (button) (Postulate 1)?’**
- ‘In what way would you not hold on to (button) (Postulate 1)?’**
- ‘In what way could you hold on to (button) (Postulate 1)?’**
- ‘In what way could you not hold on to (button) (Postulate 1)?’**
- ‘In what way are you holding on to (button) (Postulate 1)?’**
- ‘In what way are you not holding on to (button) (Postulate 1)?’**
  
- ‘In what way would you hold on to (button) (Postulate 2)?’**
- ‘In what way would you not hold on to (button) (Postulate 2)?’**
- ‘In what way could you hold on to (button) (Postulate 2)?’**
- ‘In what way could you not hold on to (button) (Postulate 2)?’**
- ‘In what way are you holding on to (button) (Postulate 2)?’**
- ‘In what way are you not holding on to (button) (Postulate 2)?’**
  
- ‘In what way would you hold off (button) (Postulate 1)?’**
- ‘In what way would you not hold off (button) (Postulate 1)?’**
- ‘In what way could you hold off (button) (Postulate 1)?’**
- ‘In what way could you not hold off (button) (Postulate 1)?’**
- ‘In what way are you holding off (button) (Postulate 1)?’**
- ‘In what way are you not holding off (button) (Postulate 1)?’**
  
- ‘In what way would you hold off (button) (Postulate 2)?’**
- ‘In what way would you not hold off (button) (Postulate 2)?’**
- ‘In what way could you hold off (button) (Postulate 2)?’**
- ‘In what way could you not hold off (button) (Postulate 2)?’**
- ‘In what way are you holding off (button) (Postulate 2)?’**
- ‘In what way are you not holding off (button) (Postulate 2)?’**

## Section 2A

1. Assess the list of Domains for the major-reading Domain and then that Domain's full Assessment for the major reading Item.

2. Run Revelation Processes A & B on the assessed Item, but use instead the following Rev A (Locating the Postulate) list of questions:

- 'On (Item), what Postulate would make you right?'**
- 'On (Item), what Postulate would make others wrong?'**
- 'On (Item), what Postulate would help you escape domination?'**
- 'On (Item), what Postulate would help you dominate others?'**
- 'On (Item), what Postulate would aid your survival?'**
- 'On (Item), what Postulate would hinder the survival of others?'**
- 'What is the Postulate on (Item)?'**
- 'What is the Postulate about (Item)?'**
- 'What Postulate would accompany (Item)?'**
- 'What Postulate would (Item) have?'**
- 'What Postulate would (Item) make?'**
- 'What is the Consideration on (Item)?'**
- 'What is the Consideration about (Item)?'**
- 'What Consideration would accompany (Item)?'**
- 'What Consideration would (Item) have?'**
- 'What Consideration would (Item) make?'**
- 'What is the Evaluation on (Item)?'**
- 'What is the Evaluation about (Item)?'**
- 'What Evaluation would accompany (Item)?'**
- 'What Evaluation would (Item) have?'**
- 'What Evaluation would (Item) make?'**
- 'What is the Opinion on (Item)?'**
- 'What is the Opinion about (Item)?'**
- 'What Opinion would accompany (Item)?'**
- 'What Opinion would (Item) have?'**
- 'What Opinion would (Item) make?'**
- 'What is the Decision on (Item)?'**
- 'What is the Decision about (Item)?'**
- 'What Decision would accompany (Item)?'**
- 'What Decision would (Item) have?'**
- 'What Decision would (Item) make?'**
- 'What do I say about (Item)?'**

...and so on, as with the standard Rev A.

3. Re-assess at Step 1. and continue to EP.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16 (Next Level)</b>
<b>SOMETHING ELSE? (Something Else? List)</b>	

# **LEVEL 16**

# **ATTRIBUTES**

## ATTRIBUTES

Note: There is always the possibility at the end of a Level, of needing to run something off an earlier Level that has now become uncovered. For example, The Rock came up several times for me during Part IV.

If your personal assessment lists look too antagonistic or motivatorish (grudges and so on), you are running on too high a Level. An equal balance of overt actions and motivators is OK, but if you get the feeling the subject of the list is something you have been failing dismally at, you are too high up. Drop back a Level and find more material, or use the Domains Assessment on that Level instead of your own assessment. An element of pride in one's causation should come into the personal lists, even if the doingsnesses were ultimately unsuccessful. Shame, Blame and Regret have no part in it. Some motives have to come off to look at the overt side, but any degraded feelings about it - scrub it, it won't run yet.

Old lists can be looked over as there may be other aspects to one's actions to run yet and if they don't run at one Level they will at another, or even run again. Small reads and low BP action are your best indicators that you are on the wrong track, and vice versa.

1. List all those qualities of Self you consider are OK, would like to be admired or recognised. Anything about Self you consider valuable or interesting. Anything you consider Basic Personality. Assess the list to a major reading item.

2. Assess Secondary List on the next pages to the first LF button.

4. Check the following Questions for major read:

(Put the attribute from 1. in the form of a noun, e.g. 'loyalty' rather than 'loyal').

**'In what way would you (button from 2.) (attribute from 1.)?'**

**'In what way would you not (button from 2.) (attribute from 1.)?'**

**'In what way could you (button from 2.) (attribute from 1.)?'**

**'In what way could you not (button from 2.) (attribute from 1.)?'**

**'In what way should you (button from 2.) (attribute from 1.)?'**

**'In what way should you not (button from 2.) (attribute from 1.)?'**

**'In what way are you (button from 2. -ing) (attribute from 1.)?'**

**'In what way are you not (button from 2. -ing) (attribute from 1.)?'**

5. LIST, then run the resulting Item on Revelation Processes A & B. Then re-check the Questions and handle similarly.

6. Then check the Questions with the other buttons in the trio of buttons that the first button from 2. was drawn from. Handle as 5.

7. Do a Subsidiary Assessment from the Items and Postulates from 5. & 6.

8. Then continue assessment of Secondary List as at 2. and handle similarly.

9. Then re-assess at 1. and handle Steps 1. - 8. until the whole Level is clean.

## Secondary List

**PRETEND**

**FAIL TO PRETEND**

**NOT PRETEND**

**MAKE SOMETHING OF**

**FAIL TO MAKE SOMETHING OF**

**NOT MAKE SOMETHING OF**

**MAKE NOTHING WITH**

**FAIL TO MAKE NOTHING WITH**

**NOT MAKE NOTHING WITH**

**BE ANTAGONISTIC ABOUT**

**FAIL TO BE ANTAGONISTIC ABOUT**

**NOT BE ANTAGONISTIC ABOUT**

**MAKE OTHERS ENDURE**

**FAIL TO ENDURE**

**NOT ENDURE**

**MAKE OTHERS ABANDON**

**FAIL TO ABANDON**

**NOT ABANDON**

**MAKE OTHERS GIVE UP ON**

**FAIL TO GIVE UP ON**

**NOT GIVE UP ON**

**BE SANE ABOUT**

**FAIL TO BE SANE ABOUT**

**NOT BE SANE ABOUT**

**MAKE OTHERS CURIOUS ABOUT**

**FAIL TO BE CURIOUS ABOUT**

**NOT BE CURIOUS ABOUT**

**MAKE OTHERS DESIRE**

**FAIL TO DESIRE**

**NOT DESIRE**

**ENFORCE**

**FAIL TO ENFORCE**

**NOT ENFORCE**

**INHIBIT OTHERS WITH**

**FAIL TO INHIBIT OTHERS WITH**

**NOT INHIBIT OTHERS WITH**

**MAKE KNOWN**

**FAIL TO MAKE KNOWN**

**NOT MAKE KNOWN**

**RESENT**

**FAIL TO RESENT**

**NOT RESENT**

**MAKE OTHERS FEAR**

**FAIL TO BE AFRAID OF**

**NOT FEAR**

**BE A PROBLEM WITH**

**FAIL TO BE A PROBLEM WITH**

**NOT BE A PROBLEM WITH**

**BE A SOLUTION WITH**

**FAIL TO BE A SOLUTION WITH**

**NOT BE A SOLUTION WITH**

**EXHIBIT**

**FAIL TO EXHIBIT**

**NOT EXHIBIT**

**WAIT TO HAVE RECOGNITION FOR**

**FAIL TO HAVE RECOGNITION FOR**

**NOT HAVE RECOGNITION FOR**

**COMMUNICATE**

**FAIL TO COMMUNICATE**

**NOT COMMUNICATE**



**BE PROUD ABOUT**  
**FAIL TO BE PROUD ABOUT**  
**NOT BE PROUD ABOUT**

**EVALUATE**  
**FAIL TO EVALUATE**  
**NOT EVALUATE**

**MAKE OTHERS SYMPATHISE WITH**  
**FAIL TO GET SYMPATHY FOR**  
**NOT GET SYMPATHY FOR**

**HAVE OPINIONS ABOUT**  
**FAIL TO HAVE OPINIONS ABOUT**  
**NOT HAVE OPINIONS ABOUT**

**RECOVER FROM**  
**FAIL TO RECOVER FROM**  
**NOT RECOVER FROM**

**MAKE OTHERS INFLOW**  
**FAIL TO INFLOW**  
**NOT INFLOW**

**MAKE OTHERS ANXIOUS ABOUT**  
**FAIL TO CAUSE ANXIETY ABOUT**  
**NOT CAUSE ANXIETY ABOUT**

**OUTFLOW**  
**FAIL TO OUTFLOW**  
**STOP OUTFLOW**

**CRITICISE OTHERS ABOUT**  
**FAIL TO CRITICISE OTHERS ABOUT**  
**NOT CRITICISE OTHERS ABOUT**

**POSE WITH**  
**FAIL TO POSE WITH**  
**NOT POSE WITH**

**SEE THROUGH**  
**FAIL TO SEE THROUGH**  
**NOT SEE THROUGH**

**ASSIGN SELF TO**  
**FAIL TO ASSIGN SELF TO**  
**NOT ASSIGN SELF TO**

**STATE**  
**FAIL TO STATE**  
**NOT STATE**

**WAIT TO BE ACKNOWLEDGED FOR**  
**FAIL TO BE ACKNOWLEDGED FOR**  
**NOT BE ACKNOWLEDGED FOR**

**ALTER**  
**FAIL TO ALTER**  
**NOT ALTER**

**EXCHANGE COMMUNICATION FOR**  
**FAIL TO EXCHANGE COMM. FOR**  
**NOT EXCHANGE COMM. FOR**

**DISPLAY**  
**FAIL TO DISPLAY**  
**NOT DISPLAY**

**GO TOWARDS**  
**FAIL TO GO TOWARDS**  
**NOT GO TOWARDS**

**FALSIFY**  
**FAIL TO FALSIFY**  
**NOT FALSIFY**

**GET AGREEMENT ON**  
**FAIL TO GET AGREEMENT ON**  
**NOT GET AGREEMENT ON**

**THINK ABOUT**  
**FAIL TO THINK ABOUT**  
**NOT THINK ABOUT**

**BE ADMIRER FOR**  
**FAIL TO BE ADMIRER FOR**  
**NOT BE ADMIRER FOR**

**USE**  
**FAIL TO USE**  
**NOT USE**

**BE SERIOUS ABOUT**  
**FAIL TO BE SERIOUS ABOUT**  
**NOT BE SERIOUS ABOUT**

**MAKE VALUE OF**  
**FAIL TO MAKE VALUE OF**  
**NOT MAKE VALUE OF**

**SPOIL THE GAME WITH**  
**FAIL TO SPOIL THE GAME WITH**  
**NOT SPOIL THE GAME WITH**

**PERSIST**  
**FAIL TO PERSIST**  
**NOT PERSIST**

**WITHHOLD**  
**FAIL TO WITHHOLD**  
**NOT WITHHOLD**

**IMPRESS OTHERS WITH**  
**FAIL TO IMPRESS OTHERS WITH**  
**NOT IMPRESS OTHERS WITH**

**KEEP HOLD OF**  
**FAIL TO KEEP HOLD OF**  
**NOT KEEP HOLD OF**

**DOMINATE OTHERS WITH**  
**FAIL TO DOMINATE OTHERS WITH**  
**NOT DOMINATE OTHERS WITH**

**ENFORCE**  
**FAIL TO ENFORCE**  
**NOT ENFORCE**

**CONTROL OTHERS WITH**  
**FAIL TO CONTROL OTHERS WITH**  
**NOT CONTROL OTHERS WITH**

**INSIST ON**  
**FAIL TO INSIST ON**  
**NOT INSIST ON**

**ENHANCE SURVIVAL WITH**  
**FAIL TO ENHANCE SURVIVAL WITH**  
**NOT ENHANCE SURVIVAL WITH**

**SEEK RECOGNITION FOR**  
**FAIL TO SEEK RECOGNITION FOR**  
**NOT SEEK RECOGNITION FOR**

**OBLIGE OTHERS TO HAVE**  
**FAIL TO OBLIGE OTHERS TO HAVE**  
**NOT OBLIGE OTHERS TO HAVE**

**BRING ORDER WITH**  
**FAIL TO BRING ORDER WITH**  
**NOT BRING ORDER WITH**

**TRY TO MAKE AN EXCHANGE FOR**  
**FAIL TO MAKE AN EXCHANGE FOR**  
**NOT MAKE AN EXCHANGE FOR**

**DELUDE SELF ABOUT**  
**FAIL TO DELUDE SELF ABOUT**  
**NOT DELUDE SELF ABOUT**

**CHANGE WITH**  
**FAIL TO CHANGE WITH**  
**NOT CHANGE WITH**

**CREATE**  
**FAIL TO CREATE**  
**NOT CREATE**

**ADD TO**  
**FAIL TO ADD TO**  
**NOT ADD TO**

**MAKE A GAME OF**  
**FAIL TO MAKE A GAME OF**  
**NOT MAKE A GAME OF**

**FIGHT FOR**  
**FAIL TO FIGHT FOR**  
**NOT FIGHT FOR**

**POSTULATE**  
**FAIL TO POSTULATE**  
**NOT POSTULATE**

**IDENTIFY WITH**  
**FAIL TO IDENTIFY WITH**  
**NOT IDENTIFY WITH**

**BE INTERESTING ABOUT**  
**FAIL TO BE INTERESTING ABOUT**  
**NOT BE INTERESTING ABOUT**

**BE INTERESTED ABOUT**  
**FAIL TO BE INTERESTED ABOUT**  
**NOT BE INTERESTED ABOUT**

**BE DISINTERESTED ABOUT**  
**FAIL TO BE DISINTERESTED ABOUT**  
**NOT BE DISINTERESTED ABOUT**

**ATTRACT ATTENTION TO**  
**FAIL TO ATTRACT ATTENTION TO**  
**NOT ATTRACT ATTENTION TO**

**BE SELF-DETERMINED ABOUT**  
**FAIL TO BE SELF-DETERMINED ABOUT**  
**NOT BE SELF-DETERMINED ABOUT**

**RUN A CAN'T HAVE ON**  
**FAIL TO RUN A CAN'T HAVE ON**  
**NOT RUN A CAN'T HAVE ON**

**OPPOSE WITH**  
**FAIL TO OPPOSE WITH**  
**NOT OPPOSE WITH**

**ADHERE TO**  
**FAIL TO ADHERE TO**  
**NOT ADHERE TO**

**BETRAY ANOTHER WITH**  
**FAIL TO BETRAY ANOTHER WITH**  
**NOT BETRAY ANOTHER WITH**

**SECURE LOYALTY WITH**  
**FAIL TO SECURE LOYALTY WITH**  
**NOT SECURE LOYALTY WITH**

**HAVE FEELINGS ABOUT**  
**FAIL TO HAVE FEELINGS ABOUT**  
**NOT HAVE FEELINGS ABOUT**

**CONTINUE**  
**FAIL TO CONTINUE**  
**NOT CONTINUE**

**CREATE AN EFFECT WITH**  
**FAIL TO CREATE AN EFFECT WITH**  
**NOT CREATE AN EFFECT WITH**

**PREVENT BEING AT EFFECT WITH**  
**FAIL TO PREVENT BEING AT EFFECT WITH**  
**NOT PREVENT BEING AT EFFECT WITH**

**STOP COMMUNICATION WITH**  
**FAIL TO STOP COMMUNICATION WITH**  
**NOT STOP COMMUNICATION WITH**

**CAUSE AGITATION WITH**  
**FAIL TO CAUSE AGITATION WITH**  
**NOT CAUSE AGITATION WITH**

**STARTLE OTHERS WITH**  
**FAIL TO STARTLE OTHERS WITH**  
**NOT STARTLE OTHERS WITH**

**AMAZE OTHERS WITH**  
**FAIL TO AMAZE OTHERS WITH**  
**NOT AMAZE OTHERS WITH**

**BE RESPONSIBLE FOR**  
**FAIL TO BE RESPONSIBLE FOR**  
**NOT BE RESPONSIBLE FOR**

EXEMPLIFY  
FAIL TO EXEMPLIFY  
NOT EXEMPLIFY

INITIATE  
FAIL TO INITIATE  
NOT INITIATE

TRANSFORM  
FAIL TO TRANSFORM  
NOT TRANSFORM

TERMINATE  
FAIL TO TERMINATE  
NOT TERMINATE

INCREASE  
FAIL TO INCREASE  
NOT INCREASE

INTENSIFY  
FAIL TO INTENSIFY  
NOT INTENSIFY

REDUCE  
FAIL TO REDUCE  
NOT REDUCE

PREVENT  
FAIL TO PREVENT  
NOT PREVENT

FORBID  
FAIL TO FORBID  
NOT FORBID

INSIST ON  
FAIL TO INSIST ON  
NOT INSIST ON

EXAGGERATE  
FAIL TO EXAGGERATE  
NOT EXAGGERATE

SUPPRESS OTHERS WITH  
FAIL TO SUPPRESS OTHERS WITH  
NOT SUPPRESS OTHERS WITH

INVALIDATE OTHERS WITH  
FAIL TO INVALIDATE OTHERS WITH  
NOT INVALIDATE OTHERS WITH

MAKE OTHERS CAREFUL OF  
FAIL TO MAKE OTHERS CAREFUL OF  
NOT MAKE OTHERS CAREFUL OF

WITHHOLD  
FAIL TO WITHHOLD  
NOT WITHHOLD

PROTEST  
FAIL TO PROTEST  
NOT PROTEST

WITHDRAW FROM  
FAIL TO WITHDRAW FROM  
NOT WITHDRAW FROM

CONVINCE OTHERS OF  
FAIL TO CONVINCE OTHERS OF  
NOT CONVINCE OTHERS OF

PROVE  
FAIL TO PROVE  
NOT PROVE

HIDE  
FAIL TO HIDE  
NOT HIDE

REVEAL  
FAIL TO REVEAL  
NOT REVEAL

MISTAKE  
FAIL TO MISTAKE  
NOT MISTAKE

**ASSERT**  
**FAIL TO ASSERT**  
**NOT ASSERT**

**CARE ABOUT**  
**FAIL TO CARE ABOUT**  
**NOT CARE ABOUT**

**STAND FIRM ABOUT**  
**FAIL TO STAND FIRM ABOUT**  
**NOT STAND FIRM ABOUT**

**HOLD OTHERS OFF WITH**  
**FAIL TO HOLD OTHERS OFF WITH**  
**NOT HOLD OTHERS OFF WITH**

**CAUSE DAMAGE WITH**  
**FAIL TO CAUSE DAMAGE WITH**  
**NOT CAUSE DAMAGE WITH**

**HOLD ONTO**  
**FAIL TO HOLD ON TO**  
**NOT HOLD ON TO**

**HARM ANOTHER WITH**  
**FAIL TO HARM ANOTHER WITH**  
**NOT HARM ANOTHER WITH**

**PULL IN**  
**FAIL TO PULL IN**  
**NOT PULL IN**

**HURT SELF WITH**  
**FAIL TO HURT SELF WITH**  
**NOT HURT SELF WITH**

**HELP WITH**  
**FAIL TO HELP WITH**  
**NOT HELP WITH**

**PREVENT SOMETHING WITH**  
**FAIL TO PREVENT SOMETHING WITH**  
**NOT PREVENT SOMETHING WITH**

**BE LIKED FOR**  
**FAIL TO BE LIKED FOR**  
**NOT BE LIKED FOR**

**BE RIGHT ABOUT**  
**FAIL TO BE RIGHT ABOUT**  
**NOT BE RIGHT ABOUT**

**PUNISH OTHERS**  
**FAIL TO PUNISH OTHERS**  
**NOT PUNISH OTHERS**

**MAKE OTHERS WRONG ABOUT**  
**FAIL TO MAKE OTHERS WRONG ABOUT**  
**NOT MAKE OTHERS WRONG ABOUT**

**REACH WITH**  
**FAIL TO REACH WITH**  
**NOT REACH WITH**

**WIN WITH**  
**FAIL TO WIN WITH**  
**NOT WIN WITH**

**CONFRONT WITH**  
**FAIL TO CONFRONT WITH**  
**NOT CONFRONT WITH**

**AGREE WITH**  
**FAIL TO AGREE WITH**  
**NOT AGREE WITH**

**STOP SOMETHING WITH**  
**FAIL TO STOP SOMETHING WITH**  
**NOT STOP SOMETHING WITH**

**IGNORE**  
**FAIL TO IGNORE**  
**NOT IGNORE**

**IMPRESS WITH**  
**FAIL TO IMPRESS WITH**  
**NOT IMPRESS WITH**

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17 (Next Level)</b>
<b>SOMETHING ELSE? (Something Else? List)</b>	

# **LEVEL 17**

## **ESCAPE**

## ESCAPE

All Goals create Time and Persistence. A Postulate, to be a Postulate, would produce a result NOW. There would be no need to have a Goal to realise the Postulate. The Goal requires action within the Physical Universe, in order to produce the effect of the Postulate in future time. So Goals produce Time (as future) and Persistence (as cycles of action (start-continue-complete). So what was the Postulate up against, to need to escape into the Safe Solution of the Goal?

1. List all postulates run on Revelation processes to date, then assess them for major read.
2. LIST: **‘On (Postulate), W/W are you trying to escape from?’**
3. Run Revelation Processes A & B on the resulting Item.
4. Re-assess list at 1.
5. Run a Subsidiary Assessment on all the Items and Postulates run.

This handling may link-up with previous Own Goals, or open up new ones to run.

### 2nd Handling

A Goal is an escape and one is sitting in a mass of such escapes as Safe Solutions.

List to a BD Item: **‘In this lifetime, what have you escaped from?’**

Run the Item on Revelation Processes A & B. Then check the question again.

### 3rd Handling

The Being has received or created too much energy that has become solid as ridges. In order to balance his condition and feel stable, he holds to himself significances such as pictures, concepts, meanings, etc.

List to a BD Item:

**‘In this lifetime, what have you considered significant or important?’**

Run the Item on Revelation Processes A & B. Then check the question again.



## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 18**  
**THREATENED LOSS**

## THREATENED LOSS

This Level attempts to handle the fact that a Being compulsively mocks-up when threatened with loss. This compulsive create is the basic action in PT that is creating a Reactive Mind. When the being realises what he is creating in PT, then the Reactive Mind on that can blow. If the Being could knowingly create in PT, he would not feel loss at such blown mass, as he could knowingly create again. It is the loss of knowingness on his solution that is the problem, rather than the create.

1. Using the list of Postulates from Step 1. of the previous Level, including all Postulates that were run on that Level, assess for major read.

2. Assess the following buttons using the format:

**‘On (Postulate), is anything being .....?’**

**SUPPRESSED**

**EVALUATED**

**INVALIDATED**

**CAREFUL OF**

**NOT REVEALED**

**NEGATED**

**SUGGESTED**

**MISTAKEN**

**PROTESTED**

**ANXIOUS ABOUT**

**DECIDED**

**WITHDRAWN FROM**

**REACHED**

**IGNORED**

**HELPED**

**ALTERED**

**REVEALED**

**ASSERTED**

**AGREED WITH**

**FALSIFIED**

**UNKNOWN**

**SUBSTITUTED**

**WASTED**

**OCCLUDED**

**REMEMBERED**

**FORGOTTEN**

**NOT KNOWN**

**KNOWN ABOUT**

**KNOWN**

**HAD**

**CREATED**

**COUNTER-CREATED**

**DESTROYED**

**STOPPED**

**UNMOCKED**

**SUPPRESSED BY ANOTHER**

**NOT ACTUALLY IN EXISTENCE**

**AVOIDED**

**NEGLECTED**

**ATTACKED**

**ESCAPED FROM**

**SUCCUMBED TO**

**CHANGED**

**A PROBLEM**

**USED TO PLEASE**

**CREATED**

**MADE RESPONSIBLE FOR**

**CONFRONTED**

**UNCREATED**

**USED TO HOLD A LOCATION**

**HELD ONTO**

**LET GO OF**

**USED TO MAKE YOU RIGHT**

**USED TO MAKE OTHERS WRONG**

**USED TO DOMINATE OTHERS**

**USED TO AID YOUR SURVIVAL**

**USED TO HINDER THE SURVIVAL  
OF OTHERS**

3. Revelation Process A, to produce an accompanying Postulate and its Opposing Postulate.

Take the major reading of the two Postulates.

4. LIST: **‘On (Postulate from 3.), what loss was being threatened?’**

5. Clean the Item from 4. with Repeater and Indicator Tech.

6. LIST the major reading Question:

**‘What Postulate would create (Item from 4.)?’**

**‘What Postulate would uncreate (Item from 4.)?’**

7. Rev B on the Postulate from Step 6.

8. Re-assess at 2. and repeat Steps 3. - 7.

9. Re-assess at 1. and handle similarly.

10. As Escape and Threatened Loss are directly related, your Subsidiary Assessment should cover all Items and Postulates from both Levels.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **LEVEL 19**

# **DESTROY**

## **DESTROY**

Create - Survive - Destroy. The Being who can only Create, whether knowingly or unknowingly, will be stuck on Survive, because he does not wish to duplicate his creations and in that way to destroy them. The Being who can only Destroy and cannot create, has no knowing creations of his own to duplicate, and his form of destruction will therefore be negation. So either way the result is persistence - Survival.

A No-Games Condition is brought about by a simultaneous Postulate to Reach and to Withdraw at the same time. The inability to duplicate one of the Postulates results in the confusion which holds the situation in place. The only solution seems to be a No-Games Condition.

There may be several layers of Opposing Postulates, so on this Level you uncover them until you have only one Postulate that is un-opposed. The Opposing Postulates may be GE installed or programmed Postulates, or the Postulates of Spiritual Beings who were running that GE earlier on the genetic line.

Do not bother with the CUE breaks that turn up, they are later on the chain and trying to run them will only muddy the water and they won't resolve.

1. Assess the list of Domains to get the major reading Domain, then assess its full list for the first LF Item.
2. Assess the following list with the Item from 1. in mind:

**KNOWINGLY CREATE**

**UNKNOWINGLY CREATE**

**FAIL TO CREATE**

**NOT CREATE**

**ABANDON CREATING**

**PERMIT OTHERS TO UNKNOWINGLY CREATE**

**PERMIT OTHERS TO KNOWINGLY CREATE**

**PERMIT OTHERS TO FAIL TO CREATE**

**PERMIT OTHERS TO NOT CREATE**

**PERMIT OTHERS TO ABANDON CREATING**

**PREVENT OTHERS FROM UNKNOWINGLY CREATING**

**PREVENT OTHERS FROM KNOWINGLY CREATING**

**PREVENT OTHERS FROM FAILING TO CREATING**

**PREVENT OTHERS FROM NOT CREATING**

**PREVENT OTHERS FROM ABANDONING CREATING**

**UNKNOWINGLY CREATE ON SELF**

**KNOWINGLY CREATE ON SELF**  
**FAILING TO CREATE ON SELF**  
**NOT CREATING ON SELF**  
**ABANDONING CREATE ON SELF**

**HAVE OTHERS KNOWINGLY CREATE ON SELF**  
**HAVE OTHERS UNKNOWINGLY CREATE ON SELF**  
**HAVE OTHERS FAIL TO CREATE ON SELF**  
**HAVE OTHERS NOT CREATE ON SELF**  
**HAVE OTHERS ABANDON CREATING ON SELF**

**KNOWINGLY DESTROY**  
**UNKNOWINGLY DESTROY**  
**FAIL TO DESTROY**  
**NOT DESTROY**  
**ABANDON DESTROYING**

**HAVE OTHERS KNOWINGLY DESTROY SELF**  
**HAVE OTHERS UNKNOWINGLY DESTROY SELF**  
**HAVE OTHERS FAIL TO DESTROY SELF**  
**HAVE OTHERS NOT DESTROY SELF**  
**HAVE OTHERS ABANDON DESTROYING SELF**

**PERMIT OTHERS TO KNOWINGLY DESTROY**  
**PERMIT OTHERS TO UNKNOWINGLY DESTROY**  
**PERMIT OTHERS TO FAIL TO DESTROY**  
**PERMIT OTHERS TO NOT DESTROY**  
**PERMIT OTHERS TO ABANDON DESTROYING**

**PREVENT OTHERS FROM KNOWINGLY DESTROYING**  
**PREVENT OTHERS FROM UNKNOWINGLY DESTROYING**  
**PREVENT OTHERS FROM FAILING TO DESTROY**  
**PREVENT OTHERS NOT DESTROYING**  
**PREVENT OTHERS FROM ABANDONING DESTROYING**

**KNOWINGLY DESTROYING SELF**  
**UNKNOWINGLY DESTROYING SELF**  
**FAILING TO DESTROY SELF**  
**NOT DESTROYING SELF**  
**ABANDONING DESTROYING SELF**

3. Insert the buttons from 1. and 2. above in the following Questions and check for



read:

**‘In what way are you (button from 2.) (button from 1.)?’**

**‘In what way are you not (button from 2.) (button from 1.)?’**

**‘In what way are you withholding (button from 2.) (button from 1.)?’**

**‘In what way are you not withholding (button from 2.) (button from 1.)?’**

(Make grammatical adjustments as necessary, but do not alter the meaning).

4. LIST the major reading Question. Run on Revelation Processes A & B, and go for subsidiaries.

5. Take the Postulate from Rev A on Step 4. - call it Postulate **A**.

And take the Opposing Postulate from Rev A on Step 4 - call it Postulate **B**.

Insert in the following Questions and check for read:

**‘What does (A) opposing (B) suppress?’**

**‘What does (B) opposing (A) suppress?’**

**‘What does (A) opposing (B) un-mock?’**

**‘What does (B) opposing (A) un-mock?’**

**‘What does (A) opposing (B) stop?’**

**‘What does (B) opposing (A) stop?’**

**‘What game could (A) opposing (B) create?’**

**‘What game could (B) opposing (A) create?’**

**‘What consideration are you having about (A)?’**

**‘What consideration are you having about (B)?’**

**‘What effect is postulated by (A)?’**

**‘What effect is postulated by (B)?’**

**‘What Postulate connects (A) to (B)?’**

**‘What confusion exists between (A) and (B)?’**

**‘What effect is (A) having on (B)?’**

**‘What effect is (B) having on (A)?’**

6. LIST the major reading Question. Run the resulting Item on Repeater with Ind Tech to P/N. Then insert the new Item in the following Questions and check for read:

- ‘In what way are you protesting .....?’**
- ‘In what way are you not protesting .....?’**
- ‘In what way can you have .....?’**
- ‘In what way can’t you have .....?’**
- ‘In what way do you have to solve .....?’**
- ‘In what way don’t you have to solve .....?’**
- ‘In what way could you resolve .....?’**
- ‘In what way are you withholding the resolution of .....?’**
- ‘In what way would you have to do something about .....?’**
- ‘In what way would you not have to do anything about .....?’**
- ‘In what way are you the effect of .....?’**
- ‘In what way are you being the cause of .....?’**

7. LIST the major reading Question. Clean on Repeater with Indicator Tech.

8. Taking the Item from 7., repeat Steps 4. - 7. This is a second layer of Opposing Postulates.

9. Continue as above until you clean the Item at Step 4. with a Spiritual Postulate that is not a succumb Postulate.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 20**  
**SOMETHING THERE**

## **SOMETHING THERE - NOTHING THERE**

The Imprint phenomena can be described as ‘Black and White opposing energy screens’, representing the Physical Game and the Spiritual Game, or the GE and the Spiritual Being. The resulting ridges are the Composite Self.

Before the adoption of a body, the significances and pictures that explain the inflow of energy and the opposition are supplied by the Spiritual Being and held in place by his own Postulates and imbalanced flows. Identification with a new body finalises this as there is a large inflow of GE pictures which stick to the screens.

The screens hang up the Being’s attention, seeking an explanation of the inflowed energy as significances, and they divide and confuse him against himself. A perfect trap, as there is nothing there - it’s all mocked up significance. It is a missed withhold of nothing.

When a Probcon doesn’t read, what you are looking at is that a screen somewhere in the Imprint no longer carries any pictures, postulates or considerations that the Being is mocking up. It is a clear screen for that subject. When all the screens are cleared, the whole Imprint will collapse, as in cleaning them you have drawn off the stuck energy as Balance Action. This is the effect of the Project on Part III. When this is done, you have the Spiritual Being’s Reactive Mind to handle on Parts IV and V (the reasons why the screens are still being held in place) and the decay of the Being’s native abilities due to lack of use.

1. Assess the following List:

**SOMETHING THERE**  
**NOTHING THERE**  
**INFLOWING FROM OTHERS A SOMETHING THERE**  
**INFLOWING FROM OTHERS A NOTHING THERE**  
**OUTFLOWING TO OTHERS A SOMETHING THERE**  
**OUTFLOWING TO OTHERS A NOTHING THERE**  
**AGREEING THERE IS A SOMETHING THERE**  
**AGREEING THERE IS A NOTHING THERE**  
**DISAGREEING THERE IS A SOMETHING THERE**  
**DISAGREEING THERE IS A NOTHING THERE**  
**PERMITTING OTHERS TO CREATE A SOMETHING THERE**  
**PERMITTING OTHERS TO CREATE A NOTHING THERE**  
**PREVENTING OTHERS FROM CREATING A SOMETHING THERE**  
**PREVENTING OTHERS FROM CREATING A NOTHING THERE**  
**OTHERS CREATING A SOMETHING THERE FOR OTHERS**  
**OTHERS CREATING A NOTHING THERE FOR OTHERS**  
**OTHERS CREATING A SOMETHING THERE**  
**OTHERS CREATING A NOTHING THERE**  
**CREATING A SOMETHING THERE FOR SELF**  
**CREATING A NOTHING THERE FOR SELF**

2. Bearing the major reading button from Step 1. in mind, assess the following List:

<b>BAFFLED BY</b>	<b>UNANSWERED BY</b>
<b>AWARE OF</b>	<b>EXPLAINING</b>
<b>FORGETFUL OF</b>	<b>MAKING IMPORTANT</b>
<b>REMEMBERING</b>	<b>MAKING UNIMPORTANT</b>
<b>SAD ABOUT</b>	<b>MAKING SIGNIFICANT</b>
<b>GLAD ABOUT</b>	<b>MAKING INSIGNIFICANT</b>
<b>CUE BROKEN ABOUT</b>	<b>AGREEING WITH</b>
<b>UNDERSTANDING</b>	<b>DISAGREEING WITH</b>
<b>CRITICAL OF</b>	<b>COMMUNICATING WITH</b>
<b>UNCRITICAL OF</b>	<b>NOT COMMUNICATING WITH</b>
<b>UPSET ABOUT</b>	<b>HAVING A GAME WITH</b>
<b>HAPPY ABOUT</b>	<b>HAVING NO GAME WITH</b>
<b>ANSWERED BY</b>	

3. Insert the major reading buttons from the above Lists into the following Questions. Check for read:

**‘In what way are you (button from 2.) (button from 1.)?’**

**‘In what way are you not (button from 2.) (button from 1.)?’**

**‘In what way are you withholding being (button from 2.) (button from 1.)?’**

**‘In what way are you not withholding being (button from 2.) (button from 1.)?’**

4. LIST the major reading Question, then run the resulting Item on Revelation Processes A & B, and handle subsidiaries.

5. Re-check the Questions at 3. and handle.

6. Re-assess the List at 2. in relation to the button used from 1. and handle similarly.

7. Re-assess the List at 1. and run Steps 2. - 6.

8. Make a list of all the Imprint contents that have emerged on this and previous Levels. Add ‘Something Else?’ and assess. Insert the major reading item in the following Questions and check for read:

**‘What consideration do you have about (item) having to be there?’**

**‘What consideration do you have about (item) having to not be there?’**

**‘In what way are you threatened with loss by (item)?’**

**‘What advantage do you gain by (item) being there?’**

**‘W/W is creating (item) there?’**

**‘W/W isn’t creating (item) there?’**

**‘Who can have (item) being there?’**

**‘Who can’t have (item) being there?’**

**‘In what way are you regretting (item) being there?’**

**‘In what way aren’t you regretting (item) being there?’**

**‘In what way are you being the effect of (item) being there?’**

**‘In what way are you the cause of (item) being there?’**

**‘In what way are you trying to escape (item) being there?’**

**‘In what way do you welcome (item) being there?’**

**‘In what way can you have (item) there?’**

**‘In what way can’t you have (item) there?’**

**‘In what way are you withholding (item) there?’**

**‘In what way aren’t you withholding (item) there?’**

**‘In what way are you suppressed by (item) being there?’**

**‘What is stopped by (item) being there?’**

**‘What is not stopped by (item) being there?’**

**‘What is caused by (item) being there?’**

**‘What is un-mocked’ by (item) being there?’**

**‘What is suppressed by (item) being there?’**

**‘In what way are you suppressing something there?’**

**‘In what way are you suppressing nothing there?’**

**‘In what way are you evaluating something there?’**

**‘In what way are you evaluating nothing there?’**

**‘In what way are you invalidating something there?’**

**‘In what way are you invalidating nothing there?’**

9. Apply Step 4. to the resulting Item. Continue to clean the Questions, then re-assess at Step 8. and handle similarly.

10. Re-cycle the Level from Step 1. to EP.



## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **LEVEL 21**

# **BODY RECRUITMENT**

## BODY RECRUITMENT

1. Assess the following List:

<b>HEAD</b>	<b>NERVOUS SYSTEM</b>	<b>DIZZINESS</b>
<b>HAIR</b>	<b>GENITALIA</b>	<b>IMBALANCE</b>
<b>SKULL</b>	<b>PUBIC HAIR</b>	<b>ENDORPHINS</b>
<b>FACE</b>	<b>ANUS</b>	<b>MUSCLE TENSION</b>
<b>MOUTH</b>	<b>RECTUM</b>	<b>RELAXATION</b>
<b>LEFT BRAIN</b>	<b>BOTTOM</b>	<b>EJACULATION</b>
<b>RIGHT BRAIN</b>	<b>THIGHS</b>	<b>SWEAT</b>
<b>EYES</b>	<b>KNEES</b>	<b>WARMTH</b>
<b>EARS</b>	<b>SHINS</b>	<b>BODY MOVEMENTS</b>
<b>NOSE</b>	<b>LEGS</b>	<b>FLEXIBILITY</b>
<b>BRAIN</b>	<b>ANKLES</b>	<b>SENSITIVITY</b>
<b>TONGUE</b>	<b>TOES</b>	<b>BALANCE</b>
<b>TEETH</b>	<b>SOLES</b>	<b>CO-ORDINATION</b>
<b>NECK</b>	<b>FEET</b>	<b>CONTACT</b>
<b>THROAT</b>	<b>SKELETON</b>	<b>BODILY ENERGY</b>
<b>VOCAL CHORDS</b>	<b>MUSCLES</b>	<b>RHYTHM</b>
<b>LUNGS</b>	<b>SKIN</b>	<b>ORGASM</b>
<b>CHEST HAIR</b>	<b>FAT</b>	<b>PULSATION</b>
<b>BREAST</b>	<b>BONES</b>	<b>BREATHING</b>
<b>BOSOMS</b>	<b>BODY</b>	<b>AUTOMATIC FUNCTION</b>
<b>NIPPLES</b>	<b>GENES</b>	<b>BODILY INTELLIGENCE</b>
<b>HEART</b>	<b>IMMUNE SYSTEM</b>	<b>SLEEP</b>
<b>VEINS</b>	<b>ADRENALINE</b>	<b>DREAMS</b>
<b>ARTERIES</b>	<b>HORMONES</b>	<b>AROUSAL</b>
<b>BLOOD</b>	<b>CIRCULATION</b>	<b>EROGENOUS ZONES</b>
<b>ORGANS</b>	<b>BLOOD PRESSURE</b>	<b>ERECTION</b>
<b>BACK</b>	<b>DIGESTIVE SYSTEM</b>	<b>HANDSOMENESS</b>
<b>SPINE</b>	<b>EXCREMENT</b>	<b>ATTRACTIVENESS</b>
<b>STOMACH</b>	<b>CHAKRAS</b>	<b>BEAUTY</b>
<b>JOINTS</b>	<b>AURA</b>	<b>FIGURE</b>
<b>GUT</b>	<b>BODILY SENSATION</b>	<b>SHAPE</b>
<b>INTESTINES</b>	<b>TOUCH</b>	<b>SEXUALITY</b>
<b>WAIST</b>	<b>SMELL</b>	<b>VIRILITY</b>
<b>ARMS</b>	<b>SIGHT</b>	<b>IMPOTENCE</b>
<b>HANDS</b>	<b>HEARING</b>	<b>FERTILITY</b>
<b>FINGERS</b>	<b>TASTE</b>	<b>EXPRESSIVENESS</b>
<b>WOMB</b>	<b>BLINDNESS</b>	<b>BODILY DRIVES</b>
<b>OVARIES</b>	<b>DEAFNESS</b>	<b>GENETIC ENTITY</b>
<b>VAGINA</b>	<b>PARALYSIS</b>	<b>HUNGER</b>
<b>PENIS</b>	<b>DEFORMITY</b>	<b>THIRST</b>
<b>CLITORIS</b>	<b>EXCRETION</b>	<b>SOLIDITY</b>
<b>TESTICLES</b>	<b>PAIN</b>	<b>SOMETHING ELSE?</b>

2. Bearing the major reading button from 1. in mind, assess the following List:

**PROTECTING**

**SACRIFICING TO**

**COMMUNICATING THROUGH**

**THREATENING LOSS OF**

**AVOIDING**

**ESCAPING FROM**

**NEGLECTING**

**ATTACKING**

**SUCCUMBING TO**

**IDENTIFYING WITH**

**KEEPING AWAY FROM**

**RESENTING**

**USING**

**NEEDING**

**REGRETTING**

**MISUSING**

3. Insert the major reading buttons from 1. and 2. in the following Questions and check for read:

**‘In what way are you (button from 2.) (button from 1.)?’**

**‘In what way are you not (button from 2.) (button from 1.)?’**

**‘In what way are you withholding (button from 2.) (button from 1.)?’**

**‘In what way are you not withholding (button from 2.) (button from 1.)?’**

4. LIST the major reading Question, then run the resulting Item on Revelation Processes A & B, and handle subsidiaries.

5. Re-check the Questions at 3. and handle.

6. Re-assess the List at 2. in relation to the button used from 1. and handle similarly.

7. Re-assess the List at 1. and run Steps 2. - 6. Continue to EP.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21</b>
<b>GAMES CONDITIONS</b>	<b>LEVEL 22 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **LEVEL 22**

# **GAMES CONDITIONS**

## GAMES CONDITIONS

1. Assess following Games Conditions List:

<b>GAMES CONDITION</b> (Knowing or Unknowing)	<b>NO GAMES CONDITION</b> (Knowing or Unknowing)
<b>Not Knowing</b>	<b>Knowing</b>
<b>Interested, Disinterested</b>	<b>Without interest</b>
<b>Paying Attention</b>	<b>Not paying attention</b>
<b>Self-Determined</b>	<b>Pan-Determined</b>
<b>An Identity</b>	<b>Nameless</b>
<b>Individual</b>	<b>Similar</b>
<b>Having Problems</b>	<b>Solving</b>
<b>Not able to Have</b>	<b>Having</b>
<b>Alive</b>	<b>Neither Alive or Dead</b>
<b>Having Opponents</b>	<b>Having Friends alone</b>
<b>Remembering, Forgetting</b>	<b>With No Pictures or Universes</b>
<b>Continuing Solidity</b>	<b>No Spaces or Solids</b>
<b>Continuing adherence</b>	<b>With No Friends or Enemies</b>
<b>Loyal, Disloyal</b>	<b>Impartial</b>
<b>Betraying, Helping</b>	<b>Uninvolved</b>
<b>In Motion</b>	<b>Not in Motion</b>
<b>Emoting</b>	<b>Serene</b>
<b>Continuing Action</b>	<b>Motionless</b>
<b>Hot, Cold</b>	<b>No Temperature</b>
<b>Thinking</b>	<b>Knowing</b>
<b>Hating, Loving</b>	<b>Not Caring</b>
<b>Having No effect on Self</b>	<b>Having Effect on self</b>
<b>Having Effect on others</b>	<b>Not having effect on others</b>
<b>Stopping Communication</b>	<b>Having No CUE</b>
<b>Changing communication</b>	<b>Having No no-CUE</b>
<b>Into it</b>	<b>Out of it</b>
<b>Agitated</b>	<b>Calm</b>
<b>Noisy</b>	<b>Silent</b>
<b>Controlling (Start, Change, Stop)</b>	<b>Not controlling</b>
<b>Responsible</b>	<b>Not responsible</b>
<b>Not Winning</b>	<b>Winning</b>

<b>Not Losing</b>	<b>Losing</b>
<b>Not-Arriving</b>	<b>Arriving</b>
<b>Forever, Never</b>	<b>No Time</b>
<b>Identifying</b>	<b>Differentiating</b>
<b>Being Subjective</b>	<b>Being Objective</b>
<b>Pretending, Lying</b>	<b>Truth</b>
<b>Victimising, Sacrificing</b>	<b>Having all succeed</b>
<b>Hiding</b>	<b>Revealing all</b>

2. LIST: **‘In what way are you (button from 1.)?’**
3. Run the resulting Item on Revelation Processes A & B, and handle subsidiaries.
4. Check the following Questions for read, inserting the reverse button from 1. (i.e. in the opposite column, to the right or left):
  - ‘In what way are you postulating (reverse of button from 1.)?’**
  - ‘In what way are you not postulating (reverse button from 1.)?’**
  - ‘In what way are you withholding (reverse button from 1.)?’**
  - ‘In what way are you not withholding (reverse button from 1.)?’**
  - ‘In what way are you resisting (reverse button from 1.)?’**
  - ‘In what way are you not resisting (reverse button from 1.)?’**
5. LIST the major reading Question, then run the resulting Item on Revelation Processes A & B, and handle subsidiaries.
6. Re-check the Questions at 4. and handle.
7. Check the following Questions for read, then handle as Step 5. above:
  - ‘In what way is (button from 1.) supposed to overwhelm?’**
  - ‘In what way is (button from 1.) failing to overwhelm?’**
8. Check the following Questions for read, then handle as Step 5. above:
  - ‘On (button from 1.) what loss is being threatened?’**
  - ‘On (button from 1.) what are you trying to escape from?’**
9. Check the following Questions for read, then handle as Step 5. above:
  - ‘On (button from 1.) what should be there?’**
  - ‘On (button from 1.) what should not be there?’**
10. Check the following Questions for read, then handle as Step 5. above:
  - ‘What way would you have to be to cause (reverse of button from 1.)?’**
  - ‘What way would you have to be to withhold (button from 1.)?’**



11. Check the following Questions for read, then handle as Step 5. above:

**‘On (button from 1.) W/W is havingness being withheld from?’**

**‘On (button from 1.) W/W is havingness not being withheld from?’**

**‘W/W can’t have (button from 1.)?’**

**‘W/W can’t have (reverse of button from 1.)?’**

**‘W/W is running a can’t have on (button from 1.)?’**

**‘W/W is running a can’t have on (reverse of button from 1.)?’**

12. Re-assess the List at 1. and run Steps 2. - 11; continue to EP, sorting out subsidiaries as you go.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21</b>
<b>GAMES CONDITIONS</b>	<b>LEVEL 22</b>
<b>MOTIVATION</b>	<b>LEVEL 23 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **LEVEL 23**

# **MOTIVATION**

## MOTIVATION

There are three basic viewpoints to motivation, or reasons to play. You will note that these three viewpoints are the basic viewpoints of the Safe Solution:

(1) **Self Integrity** - the wholeness, perfection and supremacy of the Self - this corresponds to *Rightness*.

(2) **Power** - this corresponds to *Domination*.

(3) **Survival** - this of course corresponds to *Survival*.

One could say that the first of these is the basic viewpoint of Game, but on some subjects the other viewpoints are adopted. It is almost as if we are divided three ways up for any possibility of total CUE.

1. Assess (1), (2) and (3) above for major read, and then assess the following lists accordingly:

<b>(1) SELF:</b>	<b>(2) POWER:</b>	<b>(3) SURVIVAL:</b>
Superiority	Power	Survival
Self Control	Control	No Control
Rightness	Punishment	Approval
Retribution	Possession	Propitiation
Awareness	Money	Familiarity
Impressiveness	Influence	Competition
Uninvolvement	Involvement	Escape
Duty	Manipulation	Fighting
Pan-determinism	Self-determinism	Other Determination
Withdrawal	Reach	Avoidance
Outflow	No Flow	Inflow
Neglect	Attack	Withdrawal
Creating	Destruction	Getting Even
Beingness	Action	Havingness
Starting	Stopping	Change
Compulsive Responsibility	Irresponsibility	Compulsive Irresponsibility
Non Conformity	Enforcing Conformity	Conformity
Inhibiting Cause	Enforcing Cause	No Causation
Inhibiting Effect	Enforcing Effect	Being at Effect
Inhibiting Communication	Enforcing Communication	No Communication
Inhibiting Agreement	Enforcing Agreement	No Agreement
Illusory Reality	No Reality	Fixed Reality
Separation	Domination	Connectedness
Duplication	Intention	Attention
Space	Energy	Matter
Flows	Ridges	Dispersal
Own Universe	Agreed Universe	No Universe
Compulsive Exteriorisation	Interiorising Others	Being Interiorised

2. Insert the assessed button in the following Questions and check for read:

- ‘In what way would you use (.....) to make you right?’**
- ‘In what way would you use (.....) to make others wrong?’**
- ‘In what way would you use (.....) to dominate others?’**
- ‘In what way would you escape domination by (.....)?’**
- ‘In what way would (.....) aid your survival?’**
- ‘In what way would you use (.....) to hinder others’ survival?’**

3. LIST, then run the resulting Item on Revelation Processes A & B, and clean subsidiaries.

4. Check for read (by ‘lateral’ means the buttons to either side on the Lists at 1.):

- ‘On (button from 1.) W/W is havingness being withheld from?’**
- ‘On (button from 1.) W/W is havingness not being withheld from?’**
- ‘W/W can’t have (button from 1.)?’**
- ‘W/W can’t have (lateral button from 1.)?’**
- ‘W/W is running a can’t have on (button from 1.)?’**
- ‘W/W is running a can’t have on (lateral button from 1.)?’**

5. LIST the major reading Question, then run the resulting Item on Revelation Processes A & B, and handle subsidiaries.

6. Re-check the Questions at 4. and handle.

7. Re-assess at 2. and handle with Steps 3. - 6. until clean.

8. Re-assess at 1. and handle with Steps 2. - 7. until clean.

### ***Stage Two***

9. Repeat Steps 1. - 8. based on an assessment of the Games Conditions List (see Level 22, Games Conditions).

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21</b>
<b>GAMES CONDITIONS</b>	<b>LEVEL 22</b>
<b>MOTIVATIONS</b>	<b>LEVEL 23</b>
<b>RANDOMITY</b>	<b>LEVEL 24 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **LEVEL 24**

# **RANDOMITY**

## RANDOMITY

A Being has a certain standard of what seems to him to be an optimum randomness or randomness of events. If nothing was random and everything was under control and predictable, there would be no game. If everything was random and nothing was under control or predictable, there would be no game. So at the level of Action there is a well balanced degree of randomness. At the Spirit end of the Game, there is less randomness and at the Physical end of the Game there is too much randomness.

Randomness is the speed at which unpredicted particle movements (flows) or events occur. The Being can experience anything, however there is an optimum speed of low over a specific duration that the Being considers tolerable, comfortable or interesting. If he considers the Physical Game is not optimum, he will introduce handicaps, barriers or his own games, which either alter his level of optimum randomness or speed up or slow down the group Physical Game.

This is probably aberrative behaviour as he should find any speed of flow tolerable, at either extreme. This area should be investigated to find out the Postulates that are keeping the Being out of optimum games. The Being is allowing the Physical Game to set the pace for him and it is rarely optimum. So here we find some clues as to why he stopped creating his own games with the range of randomness that would be exciting and interesting for him, and why he has accepted the Physical Game imposed randomities perhaps as a safe solution.

1. Assess:

<b>Randomity</b>	<b>Monotony</b>	<b>Fear</b>
<b>Motion</b>	<b>Boredom</b>	<b>Confusion</b>
<b>Inflow</b>	<b>Excitement</b>	<b>Indistinguishable items</b>
<b>Outflow</b>	<b>Too fast</b>	<b>Unplanned events</b>
<b>Start</b>	<b>Too slow</b>	<b>Unexpected events</b>
<b>Change</b>	<b>Too unpredictable</b>	<b>Humour</b>
<b>Stop</b>	<b>Too predictable</b>	<b>Shocks</b>
<b>Optimum randomness</b>	<b>Nothing happening</b>	<b>Peculiarity</b>
<b>Too little randomness</b>	<b>Static</b>	<b>Purposelessness</b>
<b>Too much randomness</b>	<b>Haphazardness</b>	<b>Promiscuity</b>
<b>Chaos</b>	<b>Aimlessness</b>	<b>Choice</b>
<b>Stable data</b>	<b>Irrational beliefs</b>	<b>Safety</b>
<b>Known facts</b>	<b>Unpredictable emotions</b>	<b>Too simple</b>
<b>Unknown facts</b>	<b>Unpredictable behaviour</b>	<b>Disorder</b>

2. As a C/S action, write-up a list of solutions you have had to the major reading button. Add at the end 'Something Else?'. Assess the list.

3. Run the major reading item on Revelation Processes A & B.

4. Check for read and LIST the major reading Question:

**'On (item assessed at 2.), what should be there?'**



**‘On (item assessed at 2.), what should not be there?’**

Run resulting Item on Revelation Processes A & B.

5. Check for read and LIST the major reading Question:

**‘What loss would be threatened if (item assessed at 2.) was not stopped?’**

**‘What loss would be threatened if (item assessed at 2.) slowed down?’**

**‘What loss would be threatened if (item assessed at 2.) started?’**

**‘What loss would be threatened if (item assessed at 2.) speeded up?’**

Run resulting Item on Revelation Processes A & B.

6. LIST: **‘On (item assessed at 2.), what are you trying to escape from?’**

Run Escape Handling of Level 17.

7. Handle all subsidiaries after Steps above are handled to P/N.

8. Re-assess at 2. until clean.

9. Re-assess at 1. until clean.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21</b>
<b>GAMES CONDITIONS</b>	<b>LEVEL 22</b>
<b>MOTIVATIONS</b>	<b>LEVEL 23</b>
<b>RANDOMITY</b>	<b>LEVEL 24</b>
<b>DEPENDENCE ON A BODY</b>	<b>LEVEL 25 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 25**  
**DEPENDENCE ON A BODY**

## DEPENDENCE ON A BODY

1. Assess the following list to find the major reading button:

**Dependence on a body for.....**

Perception of time	Pleasure	Lineage
Perception of sight	Locomotion	Family
Perception of taste	Manipulation	Relationships
Perception of colour	Orientation	Protection
Perception of solidity	Familiarity	Love
Perception of barriers	Communication with others	A role
Perception of objects	Perception of others	Physical creativity
Perception of sound	Location	Imagination
Perception of pitch	Game	Validity
Perception of tone	Survival	Future
Perception of volume	Sex	Purposes
Perception of rhythm	Procreation	Needs
Perception of smell	Aesthetic pleasure	A past
Perception of touch	Possession	A memory
Perception of emotion	Energy	A time continuum
Perception of awareness	Heat exchange	Space
Perception of sensation	Priority over others	Becoming something
Perception of hunger	Enslavement of others	Fighting
Perception of gravity	Captivity of others	Improvement
Perception of motion of self	Ownership	Learning
Perception of external movements	Hiding	Evolution
Perception of temperature	Captivity of others	Permanence
Perception of moisture	Punishment of others	Persistence of Game
Perception of sound direction	Awareness of awareness	Problems
Perception of communication	Awareness of space	Solutions
Perception of thoughts	Awareness of dimension	Excuses
Perception of flows	Awareness of distance	Unawareness
Perception of pain	Awareness of nearness	Unconsciousness
Perception of appetite	Awareness of others	Pictures
Personal size	Awareness of location	A mind
Information	Awareness of placement	Barriers
	Affection	Limitations
	Belonging	Restimulation

<b>No need to create</b>	<b>Agreements</b>	<b>Aliveness</b>
<b>Stimulation</b>	<b>Disagreements</b>	<b>Opponents</b>
<b>Recognition</b>	<b>Fixed position in a game</b>	<b>Friends</b>
<b>Consciousness</b>	<b>Competition</b>	<b>Empathy for self</b>
<b>Sleep</b>	<b>Ambition</b>	<b>Empathy for others</b>
<b>Dreams</b>	<b>Sex appeal</b>	<b>Continued solidity</b>
<b>Illusions</b>	<b>Display</b>	<b>Loyalty</b>
<b>Computations</b>	<b>Eating</b>	<b>Help</b>
<b>A stable datum</b>	<b>Drinking</b>	<b>Hating</b>
<b>Familiarity</b>	<b>Smoking</b>	<b>Continued doubt of result</b>
<b>Havingness</b>	<b>Mystery</b>	<b>Effect on others</b>
<b>Emotional sensation</b>	<b>Separateness</b>	<b>Effect on self</b>
<b>Emotional states</b>	<b>Connectedness</b>	<b>Getting into it</b>
<b>Slavery</b>	<b>Inflow</b>	<b>Getting out of it</b>
<b>Nationality</b>	<b>Outflow</b>	<b>Noise</b>
<b>Heritage</b>	<b>Heat</b>	<b>Telepathy</b>
<b>Personal history</b>	<b>Cold</b>	<b>Subtle energies</b>
<b>Effect</b>	<b>Interest</b>	<b>Agitation</b>
<b>Motivators</b>	<b>Attention</b>	<b>Change</b>
<b>Masculinity</b>	<b>Self-determinism</b>	<b>Game</b>
<b>Femininity</b>	<b>Forgetting</b>	<b>Responsibility</b>
<b>Perversion</b>	<b>Not knowing</b>	<b>Control</b>
<b>Masochism</b>	<b>States of consciousness</b>	<b>Knowledge</b>
<b>Sadism</b>	<b>Identity</b>	<b>Something Else?</b>
<b>Masturbation</b>	<b>Individuality</b>	
<b>Heartbeat</b>	<b>Self-determinism</b>	

2. Clean ‘**Dependence on a body for (button from 1.)**’ on Repeater with Indicator Tech to P/N.

3. LIST: ‘**What is dependence on a body for (button from 1.) a substitute for?**’

Run the resulting Item on Revelation Processes A & B, and clean Subsidiaries.

4. Consider:

**‘Is the problem the threatened loss of a valuable perceptic?’**

If reads, re-assess at 1.

5. Check the following Questions; LIST the major reading Question; run the resulting Item on Revelation Processes A & B, and clean Subsidiaries.

**‘In what way are you unable to create (button from 1.)?’**

**‘In what way are you failing to create (button from 1.)?’**

**‘In what way are you prevented from creating (button from 1.)?’**

**‘In what way are you over-creating (button from 1.)?’**

**‘In what way are you substituting creating (button from 1.)?’**

**‘In what way do you have a stuck flow creating (button from 1.)?’**

**‘In what way are you withdrawing from creating (button from 1.)?’**

**‘In what way are you wasting creating (button from 1.)?’**

**‘In what way are you negating creating (button from 1.)?’**

**‘In what way are you occluding creating (button from 1.)?’**

**‘In what way are you unknowing creating (button from 1.)?’**

**‘In what way are you forgetting creating (button from 1.)?’**

**‘In what way are you regretting creating (button from 1.)?’**

**‘In what way are you making unimportant creating (button from 1.)?’**

**‘In what way are you suppressing creating (button from 1.)?’**

**‘In what way are you invalidating creating (button from 1.)?’**

**‘In what way are you being careful of creating (button from 1.)?’**

**‘In what way are you not revealing creating (button from 1.)?’**

**‘In what way are you being anxious about creating (button from 1.)?’**

**‘In what way are you withholding from creating (button from 1.)?’**

**‘In what way are you ignoring creating (button from 1.)?’**

**‘In what way are you altering creating (button from 1.)?’**

**‘In what way are you falsifying creating (button from 1.)?’**

**‘In what way are you resisting creating (button from 1.)?’**

**‘In what way are you in mystery about creating (button from 1.)?’**

**‘In what way are you dubbing-in creating (button from 1.)?’**

**‘In what way are you invisibly creating (button from 1.)?’**

**‘In what way are you elsewhere on creating (button from 1.)?’**

**‘In what way are you unconscious of creating (button from 1.)?’**

- ‘In what way are you pretending creating (button from 1.)?’**
- ‘In what way can you not imagine creating (button from 1.)?’**
- ‘In what way are you uncreating (button from 1.)?’**
- ‘In what way are you destroying (button from 1.)?’**
- ‘In what way are you assigning other cause to (button from 1.)?’**
- ‘In what way are you mocking up (button from 1.)?’**
- ‘In what way are you hallucinating (button from 1.)?’**
- ‘In what way are you deluding yourself about creating (button from 1.)?’**
- ‘In what way are you unwilling to have (button from 1.)?’**
- ‘In what way are you unwilling to change your (button from 1.)?’**
- ‘In what way are you making a problem of creating (button from 1.)?’**
- ‘In what way are you not responsible for creating (button from 1.)?’**
- ‘In what way are you not happy to create (button from 1.)?’**
- ‘In what way are you unwilling to create (button from 1.)?’**
- ‘In what way are you not confronting creating (button from 1.)?’**
- ‘In what way are you separating out from creating (button from 1.)?’**
- ‘In what way are you backing off from creating (button from 1.)?’**
- ‘In what way are you not caring about creating (button from 1.)?’**
- ‘In what way are you escaping from creating (button from 1.)?’**
- ‘In what way are you threatened by loss of (button from 1.)?’**
- ‘In what way are you feeling nothing of creating (button from 1.)?’**
- ‘In what way are you insane on creating (button from 1.)?’**
- ‘In what way are you misowning creating (button from 1.)?’**
- ‘In what way are you in doubt about creating (button from 1.)?’**
- ‘In what way are you desiring creating (button from 1.)?’**
- ‘In what way are you curious about creating (button from 1.)?’**
- ‘In what way are you expecting a revelation of creating (button from 1.)?’**
- ‘In what way are you asserting creating (button from 1.)?’**
- ‘In what way are you inhibiting creating (button from 1.)?’**
- ‘In what way are you enforcing creating (button from 1.)?’**
- ‘In what way are you refusing to create (button from 1.)?’**
- ‘In what way are you giving no attention to creating (button from 1.)?’**
- ‘In what way are you controlling creating (button from 1.)?’**
- ‘In what way are you making nothing of creating (button from 1.)?’**
- ‘In what way are you not creating (button from 1.)?’**
- ‘In what way are you unwilling to be the effect of (button from 1.)?’**
- ‘In what way are you running a can’t have on (button from 1.)?’**
- ‘In what way are you blocking out (button from 1.)?’**
- ‘In what way can’t you withdraw from (button from 1.)?’**
- ‘In what way must you withdraw from (button from 1.)?’**

- ‘In what way are you in apathy about (button from 1.)?’**
- ‘In what way are you in grief about (button from 1.)?’**
- ‘In what way are you in fear of (button from 1.)?’**
- ‘In what way are you resentful about (button from 1.)?’**
- ‘In what way are you antagonistic to (button from 1.)?’**
- ‘In what way are you bored with (button from 1.)?’**
- ‘In what way are you disowning (button from 1.)?’**
- ‘In what way are you succumbing to (button from 1.)?’**
- ‘In what way are you upset with (button from 1.)?’**
- ‘In what way are you making a game of creating (button from 1.)?’**
- ‘In what way are you afraid to be discovered creating (button from 1.)?’**
- ‘In what way are you Suppressed on (button from 1.)?’**
- ‘In what way have you outflowed too long on (button from 1.)?’**
- ‘In what way have you inflowed too long on (button from 1.)?’**
- ‘In what way are you unmocking (button from 1.)?’**
- ‘In what way are you cause of (button from 1.)?’**

6. Re-assess at 1. and repeat Steps 2. - 6. to EP.



## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21</b>
<b>GAMES CONDITIONS</b>	<b>LEVEL 22</b>
<b>MOTIVATIONS</b>	<b>LEVEL 23</b>
<b>RANDOMITY</b>	<b>LEVEL 24</b>
<b>DEPENDENCE ON A BODY</b>	<b>LEVEL 25</b>
<b>COMPARABLE OPPONENTS</b>	<b>LEVEL 26 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 26**  
**COMPARABLE**  
**OPPONENTS**

## COMPARABLE OPPONENTS

This Level bridges the area between Spiritual Games and stuck Goal Problem Structures. On Part IV you will be running the Gamesmaster, and it is necessary for you to have resolved the area of Own Goals. So this handling should help you do this, and to understand how your own Games deteriorate into physical problems. Move into Goals handling if your Subsidiary Assessment indicates this is the way to go.

1. Check the following Questions for read:

**‘W/W would be a comparable opponent to Self?’**

**‘W/W would Self be a comparable opponent to?’**

**‘W/W would be a comparable opponent to others?’**

**‘W/W would be a comparable opponent you could create yourself?’**

LIST the major reading Question. Clean with Repeater and Ind Tech to P/N.

2. Bearing the opponent from 1. in mind, assess the following List:

**AFFECT**

**HAVE NO EFFECT ON**

**INTEREST**

**FAIL TO INTEREST**

**COMMUNICATE WITH**

**FAIL TO COMM WITH**

**WITHHOLD FROM**

**FAIL TO WITHHOLD FROM**

**PROTECT**

**FAIL TO PROTECT**

**ABANDON**

**FAIL TO ABANDON**

**ENDURE**

**FAIL TO ENDURE**

**USE FORCE AGAINST**

**FAIL TO USE FORCE AGAINST**

**LEAVE**

**FAIL TO LEAVE**

**MAKE IMPORTANT**

**MAKE UNIMPORTANT**

**DO IN**

**NOT DO IN**

**DESTROY**

**FAIL TO DESTROY**

**CONTROL**

**FAIL TO CONTROL**

**HAVE**

**NOT HAVE**

**FIND**

**FAIL TO FIND**

**MAKE NOTHING OF**

**MAKE SOMETHING OF**

**MOCK UP**

**UNMOCK**

**SUPPRESS**

**FAIL TO SUPPRESS**

**STOP**

**FAIL TO STOP**

**GET EVEN WITH**

**FAIL TO GET EVEN WITH**

**AVOID**

**FAIL TO AVOID**

**NEGLECT**

**FAIL TO NEGLECT**

**FLEE FROM**

**FAIL TO FLEE FROM**

**ATTACK**

**FAIL TO ATTACK**

SUCCUMB TO	GIVE NO SPACE TO
FAIL TO SUCCUMB TO	ANTAGONISE
FORGET	BE FRIENDLY WITH
REMEMBER	MOVE
PAY ATTENTION TO	FAIL TO MOVE
PAY NO ATTENTION TO	THINK ABOUT
IDENTIFY	KNOW
FAIL TO IDENTIFY	WIN OVER
MAKE A PROBLEM OF	LOSE TO
RESOLVE	CHANGE
BETRAY	FAIL TO CHANGE
HELP	WITHHOLD HELP FROM
BE LOYAL TO	BE FOREVER
BE DISLOYAL TO	TAKE RESPONSIBILITY FOR
PERSIST	TAKE NO RESPONSIBILITY FOR
FAIL TO PERSIST	SACRIFICE
GIVE SPACE TO	VICTIMISE

3. LIST ‘What Postulate would (major reading button from 2.) that opponent?’

Run the resulting Postulate on Rev B, and handle subsidiaries.

4. LIST ‘What Postulate would oppose (Postulate from 3.)?’

Run the resulting Opposing Postulate on Rev B, and handle subsidiaries.

5. Check the following Questions for read, inserting the reverse button from 2. (i.e. in the opposite column, to the right or left):

‘In what way are you postulating (button from 2. -ing) that opponent?’

‘In what way are you not postulating (button from 2. -ing) that opponent?’

‘In what way are you withholding (button from 2. -ing) that opponent?’

‘In what way are you not withholding (button from 2. -ing) that opponent?’

‘In what way are you resisting (button from 2. -ing) that opponent?’

‘In what way are you not resisting (button from 2. -ing) that opponent?’

6. LIST the major reading Question, then run the resulting Item on Revelation Processes A & B, and handle subsidiaries.

7. Re-check the Questions at 5. and handle.

8. Check the following Questions for read, then handle as Steps 6. - 7. above:

- ‘On (Item from 6.) what loss is being threatened?’**
- ‘On (Item from 6.) what are you trying to escape from?’**
- ‘On (Item from 6.) what should be there?’**
- ‘On (Item from 6.) what should not be there?’**
- ‘On (Item from 6.) what should never happen again?’**

9. Check the following Questions for read, then handle as Steps 6. - 7. above:

- ‘On (Item from 6.) W/W are you trying to make nothing of?’**
- ‘On (Item from 6.) W/W are you trying to negate?’**
- ‘On (Item from 6.) W/W are you trying to overwhelm?’**
- ‘On (Item from 6.) W/W are you failing to overwhelm?’**
- ‘On (Item from 6.) W/W are you running a can’t have on?’**
- ‘On (Item from 6.) W/W are you failing to run a can’t have on?’**
- ‘On (Item from 6.) W/W is havingness being withheld from?’**
- ‘On (Item from 6.) W/W are you failing to withhold havingness from?’**
- ‘On (Item from 6.) W/W should force be used against?’**

10. Check the following Questions for read, then handle as Steps 6. - 7. above:

- ‘W/W would you have to be to (Item from 6.)?’**
- ‘W/W would you have to be to withhold(Item from 6.)?’**

11. Re-assess the List at 1. and run Steps 2. - 10; continue to EP, sorting out subsidiaries as you go, so all reading Postulates are Rev B’d.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21</b>
<b>GAMES CONDITIONS</b>	<b>LEVEL 22</b>
<b>MOTIVATIONS</b>	<b>LEVEL 23</b>
<b>RANDOMITY</b>	<b>LEVEL 24</b>
<b>DEPENDENCE ON A BODY</b>	<b>LEVEL 25</b>
<b>COMPARABLE OPPONENTS</b>	<b>LEVEL 26</b>
<b>IMPORTANCE OF GAME</b>	<b>LEVEL 27 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

**LEVEL 27**  
**IMPORTANCE OF GAME**

## IMPORTANCE OF GAME

1. As a C/S action, list your answers to the following questions. Add ‘Something Else?’ to the list.

- ‘What parts of your game are important to you?’**
- ‘What parts of your game have you assigned importance to?’**
- ‘What parts of your game are you willing to lose?’**

Assess the list, to find the major reading item.

2. Check the following Questions for read:

- ‘In what way are you holding on to (item from 1.)?’**
- ‘In what way could you let go off (item from 1.)?’**
- ‘In what way are you reaching for (item from 1.)?’**
- ‘In what way are you trying to withdraw from (item from 1.)?’**

3. LIST the major reading Question and run on Revelation processes A & B. Then run Subsidiaries.

4. Check the following Questions for read:

- ‘On (Opp Postulate), what loss is being threatened?’**
- ‘On (Opp Postulate), what are you trying to escape from?’**
- ‘On (Opp Postulate), what should be there?’**
- ‘On (Opp Postulate), what should not be there?’**
- ‘On (Opp Postulate), what way would you have to be?’**
- ‘On (Opp Postulate), what way would you have to be to withhold?’**
- ‘On (Opp Postulate), what is being withheld from?’**
- ‘On (Opp Postulate), what is not being withheld from?’**
- ‘On (Opp Postulate), what is having to be threatened?’**
- ‘On (Opp Postulate), what is being prevented from escaping?’**
- ‘On (Opp Postulate), W/W are you trying to get even with?’**
- ‘On (Opp Postulate), W/W are you failing to get even with?’**
- ‘On (Opp Postulate), W/W can’t you have?’**
- ‘On (Opp Postulate), in what way are you running a can’t have?’**
- ‘On (Opp Postulate), what way would you have to be to destroy?’**
- ‘On (Opp Postulate), in what way are you unwilling to destroy?’**
- ‘On (Opp Postulate), in what way are you justifying not destroying?’**
- ‘On (Opp Postulate), in what way are you creating?’**
- ‘On (Opp Postulate), in what way are you pretending you’re not creating?’**

5. LIST, then run resulting Item on Revelation Processes A & B, and handle subsidiaries.



6. Recheck the Questions at 4. and handle till clean.
7. Repeat Steps 4. - 6. inserting the Postulate from Rev A on Step 4.
8. Re-check the Questions at 2. and handle through Steps 3. - 7. till clean.
9. Re-assess at 1. and continue to EP.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21</b>
<b>GAMES CONDITIONS</b>	<b>LEVEL 22</b>
<b>MOTIVATIONS</b>	<b>LEVEL 23</b>
<b>RANDOMITY</b>	<b>LEVEL 24</b>
<b>DEPENDENCE ON A BODY</b>	<b>LEVEL 25</b>
<b>COMPARABLE OPPONENTS</b>	<b>LEVEL 26</b>
<b>IMPORTANCE OF GAME</b>	<b>LEVEL 27</b>
<b>THE COMPOSITE</b>	<b>LEVEL 28 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **LEVEL 28**

## **THE COMPOSITE**

## THE COMPOSITE

You, the mind and the body are a Composite. Whatever you are being as the Composite is the whole beingness and it is what glues you to a body. About now you should realise exactly what it is. Your Postulates and second postulates are holding that alliance together in an unwinnable-unlosable game. On this Level you are seeking out the agreements to continue being that Item. It has got to have been some sort of an asset to continue the association so compulsively.

1. Assess:

<b>The Composite</b>	<b>The Brain</b>	<b>The Intellect</b>
<b>The Human Mind</b>	<b>The Body</b>	<b>A Meat Robot</b>
<b>The Human Memory</b>	<b>The Substitute Beingness</b>	<b>A Substitute</b>
<b>The Human Personality</b>	<b>The Ego</b>	<b>An Identity</b>
<b>Composite Self</b>	<b>Postulated Self</b>	<b>Something Similar?</b>

2. Date/Locate with Ind. Tech on all considerations:

**‘When was the first time you assigned cause to (Item from 1.)**

3. Check the following Questions for read:

**‘In what way would assigning cause to (Item from 1.)**

**make you right?’**

**make others wrong?’**

**help you to escape domination?’**

**aid your survival?’**

**hinder the survival of others?’**

4. LIST the major reading Question; run resulting Item on Revelation Processes A & B, with subsidiaries.

5. Then check the Questions at 3. again and repeat Step 4. until clean.

6. Date/Locate with Ind. Tech on all considerations:

**‘When was the first time you depended on the (Item from 1.)?’**

**‘When was the first time you decided being the (Item from 1.)**

**was reasonable?’**

**aided your game?’**

**was an asset?’**

**was reasonable?’**

**made it possible to escape?’**

**made it possible to avoid a threatened loss?’**

**helped you to hide?’**

7. LIST: **‘What is the (item from 1.) programmed to do?’**

Run resulting Item on Rev A & B with Subsidiaries. Then re-assess at 1.

## PART IV LEVEL ASSESSMENT

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21</b>
<b>GAMES CONDITIONS</b>	<b>LEVEL 22</b>
<b>MOTIVATIONS</b>	<b>LEVEL 23</b>
<b>RANDOMITY</b>	<b>LEVEL 24</b>
<b>DEPENDENCE ON A BODY</b>	<b>LEVEL 25</b>
<b>COMPARABLE OPPONENTS</b>	<b>LEVEL 26</b>
<b>IMPORTANCE OF GAME</b>	<b>LEVEL 27</b>
<b>THE COMPOSITE</b>	<b>LEVEL 28</b>
<b>INTERIORISATION</b>	<b>LEVEL 29 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **LEVEL 29**

# **INTERIORISATION**

## INTERIORISATION

1. Check for read:

**‘On Interiorisation, what Postulate would have to be made .....?’**

**to go in  
to be willing to be in  
to want to go in  
to be put in  
to be interiorised into something  
to be unable to get in  
to get kicked out of spaces  
to be unable to go in  
to be willing to be trapped  
to get forced in  
to get pulled in  
to get pushed in**

LIST major reading Question and run Revelation Process B, and handle subsidiaries.

2. LIST: **‘What Postulate would oppose (Postulate from 1.)?’**

Run the Opposing Postulate on Revelation Process B, and handle subsidiaries

3. Check the following Questions for read:

**‘W/W would postulate (Opp Postulate from 2.)?’  
‘W/W would not postulate (Opp Postulate from 2.)?’  
‘W/W would you withhold (Opp Postulate from 2.)?’  
‘W/W would not withhold (Opp Postulate from 2.)?’  
‘W/W would resist (Opp Postulate from 2.)?’  
‘W/W would not resist (Opp Postulate from 2.)?’**

LIST major reading Question. Probcon. Re-check Questions, and handle till clean. Then repeat this Step with the Postulate from 1.

4. Check for read:

**‘On (Opp Postulate from 2.), what loss is being threatened?’  
‘On (Opp Postulate from 2.), what are you trying to escape from?’  
‘On (Opp Postulate from 2.), what must never happen again?’**

LIST major reading Question. Clean the resulting Item with Repeater and Ind Tech. Then D/L the first time it occurred. Re-check the Questions, and handle till clean. Then repeat this Step with the Postulate from 1. Then re-assess at 1. and continue to EP.

## PART IV LEVEL ASSESSMENT

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
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<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
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<b>RANDOMITY</b>	<b>LEVEL 24</b>
<b>DEPENDENCE ON A BODY</b>	<b>LEVEL 25</b>
<b>COMPARABLE OPPONENTS</b>	<b>LEVEL 26</b>
<b>IMPORTANCE OF GAME</b>	<b>LEVEL 27</b>
<b>THE COMPOSITE</b>	<b>LEVEL 28</b>
<b>INTERIORISATION</b>	<b>LEVEL 29</b>
<b>P.T. CONDITIONS</b>	<b>LEVEL 30 (Next Level)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>



**LEVEL 30**  
**P.T. CONDITIONS**

## P.T. CONDITIONS

*Note: The materials of this Level have been contributed by Stuart Forrest, a student of the Insight Project who has successfully completed Part IV.*

When your Own Goals have been fully resolved and you have aligned the Spiritual and Physical Games to a considerable extent, you are no longer at effect of the Imprint ridges. This is, then, a good time to examine Games Conditions from a Present Time, Spiritual viewpoint.

This is an objective action, designed to be run without a meter, fully consulting your own certainty and knowingness - don't go fishing on a meter for 'interesting' items. The aim is to run through the case to the terminals of the Games Condition and take them down. Thereafter you create your havingness in P.T., knowingly, without hidden traps spoiling the game.

The following procedure is intended to resolve the primary Games Condition: enforced interiorisation in the persisting Physical Game, which arose from the Being's last Spiritual (non-persisting) Game, by means of alteration and misownership. This Game, part-alienated, altered and persisting in time, degenerated into Goals and Reactive Minds, Trauma, Imprints, etc. There is one common factor that runs from top to bottom of the whole structure: the Safe Solution - or 'Must-Persist-the-Game' Solution.

There is a chronic tendency for any Game, Goal or Lock-Goal to stalemate (the irresistible force meets the immovable object!) and for that Game, etc. to eventually duplicate the basic impasse of the whole Games Condition. That is why locks, CUE breaks, missed-W/Hs, etc. have such power over the lower level case: it's the whole weight and power of the Games Condition being channelled in the Goals Reactive Mind, which is the source of the charge in these lower level manifestations. What solves the impasse is the Safe Solution - it creates a new way of being and allows the Game or Goal to proceed on a new (usually lower) level.

The aim of this Part of the Project is to reverse this compulsion at the level of **Games terminals** (as distinct from Goals terminals - the Items of Goal Conflict Structures). It is a natural progression from Goals handlings at a level *exterior* to the Goals. It is therefore appropriate for students who have handled their Goals case (Imprinted and Own Goals) on Parts I - III of The Insight Project. By this stage a student will have complete certainty on listing procedures such that it is no longer a case of blindly listing for the item, but more a question of seeing the item and then deciding what to call it - how to fully express it.

By means of reach and withdraw (sometimes moving into the charge, sometimes away from it) a Being progressively restimulates and exteriorises from his aberrations. At the lower levels there is much more withdraw than reach; later on he can 'reintegrate' his game by bigger reaches. A key factor here seems to be that until you are well into the Goals Reactive Mind, you deal with nothing but the apparencey of Reactive Mind, not the actual case of unknowing Games Conditions. The core of this apparencey won't duplicate; you can blow off mental image pictures, Imprints, etc. but the real power, the actual level at which the Games Condition is vested, is hidden. It's hidden behind the Goals and Games terminals in the space between survive and succumb, beauty and ugliness, good and evil. It is the Question-point between the positive and negative dichotomies (+1/0/-1). It is in a different dimension or continuum than the Physical four dimensional apparencey (three

dimensions of space and one of time): it is the fifth dimension of Spirit. The core is a Reactive Mind in the Spiritual dimension.

An aspect I encountered around Part III/IV of the Insight Project, is the realisation that while the Immortal Being part of 'you' can see little use for the Survival Programme, you cannot easily - or perhaps without serious consequences - attempt to duplicate it completely. If you are still running a body - or an identity in a Game - you will need it, or something similar. More important is to differentiate the Spiritual Being's case from the GE/Composite's survival programme, to achieve a happy (knowing) integration.

The process of discarding or reframing the multitude of identifications which the Gamesplayer's creation has misowned, has developed to the point that you start to realise that the concept of escaping the consequences of unknowing Games Conditions by *dissociation* from certain viewpoints (call it the Imprint or whatever) is no longer workable. Put another way, you realise that you probably never really handled anything much by 'erasure', but rather that you re-structured, and then re-created that part of the Game. Remember, you never ceased to be a fully *creative* Being, only a fully *knowing* one - hence the conditional truth that is expressed until Full Realisation.

I feel the extent of the survival programme goes considerably beyond the Being's involvement with bodies - it is a structure which relates (quite possibly) to the persistence of Games. There has been an evolution from emphasis on *content* (traumatic incidents, pictures, Imprints, goals, etc.) to an appreciation of *structure*, as determined by *function*. The structure/function is happening in Present Time.

The belief that the solution to all problems is to go 'earlier similar', that trillions of years ago is where the action is, completely misses the point that a Being only goes back-track when he can't confront Present Time, i.e. he runs the engram when he can't confront the Goal. Content merely serves as an access to structure. 'Freedom to' is far more important in re-establishing a Spiritual viewpoint, than 'freedom from'. The Present Time structural **What** of your creation and the functional **How** is infinitely more important than the usually misinformed **Why** contents of the Past. These observations are the basis of my current approach to the Games Condition.

## Procedure

- Step 1** Identify the PT source of BPC by use of Repeater Technique on identities, subjects, groups, types, situations, etc., which irritate, annoy, make you feel uncomfortable, feel unsympathetic to, or feel yourself ‘ridging’ against, and so on. Include a persisting condition, or any undesirable, non-optimum, unaesthetic, unwanted condition or situation.
- Write down all your thoughts, ideas and considerations on this - don’t bother about elegance or even coherence. Get it down and read it over - redefine it, change it, amplify it, alter it. Read it over again and add more to it, until it is all down on paper, expressing exactly how you feel.
- Step 2** With regard to the situation found at Step 1, ask yourself the question:  
**‘What communication was not delivered?’**
- Use Repeater as in Step 1. Don’t be concerned with ‘illogical’ answers which come up, just write it down, read it over, add to it, and repeat the question again, etc., until you are happy with the way you have described it.
- Step 3** Ask yourself the question:  
**‘What was the earlier failed expectation or disappointment?’**
- Use Repeater, etc., as in Steps 1 & 2.
- Step 4** In relation to the undelivered communication at Step 1 and the failed expectation at Step 2, ask yourself the question:  
**‘What intention was thwarted?’**
- By this time, an identifiable, describable ‘Item’ should be emerging. Get the concept and ‘feel’ of it, to get an Item-like formation - a ridge, or Games Condition terminal - something that sums it all up. Use Repeater and take what comes up - don’t get ‘logical’ about it.
- Step 5** Ask yourself the question:  
**‘To what source would (Item at Step 4) be a safe solution?’**
- Again use Repeater on this question until it is fully described. A ‘source’ here is any identity, aesthetic, rationality, belief, opinion, consideration, postulate, decision, emotion, effort, aspect of materiality, universe, truth, resource, option, alternative, solution, etc.
- Step 6** Take Item at Step 5 and re-integrate it by:
- (a) establishing the Item’s **positive function** for you or the game/life domains. Use Repeater on the Item. Also spot its **misdirected or inappropriate functions**.
  - (b) accessing your **creative resources**, your full aesthetic, rational and emotional powers and energies, sensations, efforts, options, alternatives and solutions, to assist in better achieving the Item’s positive function.
  - (c) having the Item **communicate** its positive function to your greater creative resources, and having it **access** aesthetics, rationality, emotion, efforts, options, alternatives etc. with the purpose of better achieving its positive function.

(d) having the Item **integrate** the new resources, options, etc. to itself, to achieve a fully integrated and appropriate function or 'part'. Use Repeater on this step until the Item is fully melded or dissolved.

**Step 7** Take the Item from Step 4 and oppose by the question  
**'What source would (Item) oppose?'**

Proceed as at Step 5 with Repeater etc., to find a new Item defined by its aesthetics, reason, emotion, effort and mass. You are after the basic case suppressors here - the items or formations which suppress and hold the case tightly together.

**Step 8** Repeat Step 6, using the Item from Step 7.

**Step 9** Oppose by the question:  
**'What source would oppose (Item at Step 7)?'**

**Step 10** Repeat Steps 5 & 6, etc., to form a Parcel. Handle further situations as required from Step 1.

Note: Not all the Steps in the above Procedure may be needed to handle the situation. The ridge may blow earlier upon inspection.

## **PART IV LEVEL ASSESSMENT**

<b>GOALS</b>	<b>(OLA)</b>
<b>PART I-III LEVELS</b>	<b>(Listed on page 60)</b>
<b>POSTULATE REVIEW</b>	<b>LEVEL 1</b>
<b>REVELATION</b>	<b>LEVEL 2</b>
<b>DICHOTOMIES</b>	<b>LEVEL 3</b>
<b>THE BASIC REALISATION</b>	<b>L3 - 2nd Section</b>
<b>SPIRIT</b>	<b>LEVEL 4</b>
<b>THE BASIC INCIDENT</b>	<b>LEVEL 5</b>
<b>POSTPONED OBJECTIVES</b>	<b>LEVEL 6</b>
<b>INTEGRITY</b>	<b>LEVEL 7</b>
<b>UNWILLING TO PLAY</b>	<b>LEVEL 8</b>
<b>THE PROGRAMME</b>	<b>LEVEL 9</b>
<b>FORCE</b>	<b>LEVEL 10</b>
<b>BEING IN THE NOW</b>	<b>LEVEL 11</b>
<b>OUT-PRIMARIES RD</b>	<b>LEVEL 12</b>
<b>CONTROL &amp; FORCE</b>	<b>LEVEL 13</b>
<b>TRAPS</b>	<b>LEVEL 14</b>
<b>STUCK POSTULATES</b>	<b>LEVEL 15</b>
<b>ATTRIBUTES</b>	<b>LEVEL 16</b>
<b>ESCAPE</b>	<b>LEVEL 17</b>
<b>THREATENED LOSS</b>	<b>LEVEL 18</b>
<b>DESTROY</b>	<b>LEVEL 19</b>
<b>SOMETHING THERE</b>	<b>LEVEL 20</b>
<b>BODY RECRUITMENT</b>	<b>LEVEL 21</b>
<b>GAMES CONDITIONS</b>	<b>LEVEL 22</b>
<b>MOTIVATIONS</b>	<b>LEVEL 23</b>
<b>RANDOMITY</b>	<b>LEVEL 24</b>
<b>DEPENDENCE ON A BODY</b>	<b>LEVEL 25</b>
<b>COMPARABLE OPPONENTS</b>	<b>LEVEL 26</b>
<b>IMPORTANCE OF GAME</b>	<b>LEVEL 27</b>
<b>THE COMPOSITE</b>	<b>LEVEL 28</b>
<b>INTERIORISATION</b>	<b>LEVEL 29</b>
<b>P.T. CONDITIONS</b>	<b>LEVEL 30 (Next Level)</b>
<b>NEXT PART?</b>	<b>(Part V)</b>
<b>SOMETHING ELSE?</b>	<b>(Something Else? List)</b>

# **APPENDICES**

**I - Domains Assessment**

**II - Sort-Out Technique**

## Appendix I - DOMAINS ASSESSMENT

<b>Domain 1:</b>	<b>The Self</b>
<b>Domain 2:</b>	<b>Intimates</b>
<b>Domain 3:</b>	<b>Groups</b>
<b>Domain 4:</b>	<b>Mankind</b>
<b>Domain 5:</b>	<b>Life Forms</b>
<b>Domain 6:</b>	<b>The Physical Universe</b>
<b>Domain 7:</b>	<b>Spirituality</b>
<b>Domain 8:</b>	<b>Ethics</b>
<b>Domain 9:</b>	<b>Aesthetics</b>
<b>Domain 10:</b>	<b>The Infinite</b>

### Domain 1: The Self

a beheading	alcohol	attention
a block	alive	attitude
a retreat	allowance	attributes
a stop	alteration	aura
a win	ambition	automatic thoughts
a withhold	amputation	avoidance
abandonment	amusement	awareness
abilities	an effect point	away from it all
ability to agree	an individual	back
ability to communicate	anatomy	back-off
ability to follow directions	anger	backside
ability to give directions	ankle	bad control
ability to like people	annihilation	bad effect
absconding	antagonism	bad habits
absence	antibiotics	bad vision
abundance	anus	bad hearing
abuse	anxiety	baldness
acceptance	apathy	Reactive Mind
accidents	appearance	beard
accountable	apprehension	beautiful bodies
aches	approach	beauty
acquisition	armpits	becoming
act	arms	behaviour
activity	arrogance	behaviour modification
adjustment	art appreciation	belief
admiration	artistic objects	belief systems
aesthetics	assassination	behind
affection	assault	being ashamed
affinity	assertion	being careful
affliction	astral body	being in the body
aggravation	attack	beings in or near the body
agitation	attempt	being irrational



being nothing	commitment	dentistry
being objects	comparisons	departure
being proud	complain	dependence
being rational	complexion	deprecation
being right	complexity	depression
belittlement	composition	deprivation
belly	compulsion	desertion
bewitchment	conception	desire
biology	confronting	despair
birth	confrontation	despondency
blaming	confusion	destruction
blind	consequences	detachment
blood	consideration	dieting
body	contentment	differentiation
body condition	continuation	different viewpoints
body death	control	difficulties
body defects	controlling bodies	dirtyness
body energy	conventionality	disability
body field	conviction	disablement
body odours	convulsions	disagreement
body shape	cooking	disassociation
body size	co-ordination	disaster
books	counter-efforts	discard
boredom	counter-intentions	discouragement
bottom	counter-survival	disease
bowels	courage	disfigurement
brain	covert hostility	disinterest
break	cowardice	dislike
breast	creativity	dislocation
brutality	cripple	disorientation
bum	crying	dissection
burial	cunning	distortion
burn	cure	distraction
burst	curiosity	distrust
butchery	daily routines	disturbance
capture	dancing	divulgence
carefulness	danger	doingness
case	dangerous activities	doubt
cause	dead bodies	dreams
chance	death	drugs
change	death wish	ears
character	decision	eating
cheerfulness	defecation	education
chest	defeat	effect on self
choices	defence	effort
classification of things	defending yourself	elation
cleanliness	defiance	elsewhereness
clitoris	degradation	embarrassment
clothing	delusions	emotion
clumsiness	demand for improvement	empathy
cold	denial	endurance

energy	freedom of thought	horror
enforced havingness	fright	hospital
engrams	fun	hostility
enjoyment	furniture	human being
enlightenment	future success	human mind
enthusiasm	gadgets	humiliation
envy	gambling	humility
escape	genetic entity	humour
euthanasia	genes	hygiene
evaluation	genitalia	hysteria
event	getting better	identification
evolution	glee	identity
excrement	glory	ignorance
excuse	gluttony	illness
exercise	good effects	illusions
exhaustion	good hearing	imagination
exhibitionism	good vision	immunisation
exhilaration	greed	impatience
existence	grief	impression
experience	groin	improvement
expertise	gut	inadequacy
extraversion	habits	incentive
failed protection	hair	indecision
failed purpose	hairy chest	indifference
failed withhold	hairy legs	indigestion
failure	hallucination	individuality
falsehoods	hands	inexperience
familiarity	happiness	infertility
fasting	harassment	inflow on self
fatigue	hatred	inhibition
fear	havingness	injury
fearlessness	head	innocence
fear of worsening	health	insanity
feeding	health foods	insecurity
feelings	hearing	insensitivity
feeling guilty	heart	insights
feeling hurt	heat	instinct
feeling justified	help	insurance
feeling sorry for yourself	helpfulness	intelligence
feet	helplessness	integrity
female body	hidden cause	intention
fertilisation	hidden communication	interest
fingers	hidden influences	interiorisation
fitness	hideout	internal conflicts
fixation	hiding	internal organs
fixed ideas	hips	interpretations
food	hobbies	intestines
foolishness	holidays	introversion
forbidden things	home	intuition
forgetfulness	hope	invalidation
freedom of action	hopelessness	investments

invulnerability	memory	numbness
irresponsibility	mental noise	nursing your wounds
isolation	mental games	objection
job	mental pictures	oblivion
judgement	misconception	obsession
justification	misdeeds	occlusion
knees	misemotion	old age
knowledge	misownership	operations
lack of co-ordination	mistakes	opinions
lack of creativity	mockery	opportunities
lack of curiosity	money	oppression
lack of desire	monotony	orgasm
lack of imagination	mourning	orientation
lack of insights	mouth	other-determinism
lack of integrity	muscles	out of it
lack of intuition	musical instruments	out-of-body experience
lack of judgement	musical recordings	outflow from self
lack of knowledge	mutation	overwhelm
lack of spontaneity	mystery	ownership
language	naïvity	ownership of the body
last ditch stand	nagging	pain
laughter	nails	painting
laziness	narcotics	panic
leaving	near-death experience	parting
legs	neck	past lives
leisure	need	patience
lethargy	need of change	peace
letting go	needing the body	peace of mind
life	neglect	peak experience
life-style	nerves	peculiar body
liking	never happen again	peculiar interest
lips	no answers	penis
liver	no CUE	perception
living	no competition	perseverance
logicality	no control	persistence
loneliness	no effect others	personal possessions
looking	no effect on self	phobias
loss	no enemies	physical appearance
low tone	no exteriorisation	physique
lunacy	no friends	pictures
lungs	no havingness	pity
make-wrong	no memory	play
making amends	no universe	pleading
making excuses	no response	pleasure
mannerisms	no responsibility	pleasant sensations
masochism	no space	possession
massage	no sympathy	possibilities
masturbation	noise	postulates
mathematics	non-arrival	poverty
medicines	nose	predictability
meditation	not knowing	predictions

premonitions	revelation	sleep
pretence	revenge	smell
prevention	revival	smoking
pride	ribs	solutions
privacy	right to have been wrong	something important
problems	rightness	something to do
production	risk	something unresolved
profession	role	song
promises	routine	sophistication
proof	rudeness	sorrow
property	ruin	speech
propitiation	running	sports
prospects	sacrifice	spine
protection	sadism	spirit
protest	safe activities	spontaneity
pubic hair	saliva	stability
purposes	sanity	starting
pushiness	satisfaction	starvation
psychic attack	savings	sterilisation
psychic energy	scarcity	stillness
psychoanalysis	schemes	stocking
psychotherapy	scorn	stomach
questions	scrotum	stopped communication
rage	secrecy	strangeness
randomity	security	strength
rationalisation	self	strong intention
reachingness	self-abasement	stuckness
reactive mind	self-confidence	study
realisation	self-criticism	stupidity
reasonableness	self-denial	substitution
rebelliousness	self-determinism	success
recognition	self-esteem	succumb
recovery	self-hate	suffering
refusal	self-improvement	suggestion
regret	self-indulgence	suppression
rejection	self-love	surprise
rejoicing	sensitivity	survival
release	sensuality	suspicion
remains	serenity	sympathy
remedy	seriousness	taken away
remorse	sexual organs	taking care of things
repair	scepticism	taking risks
reputation	shame	telepathy
research	shock	television
resentment	shouting	termination
resistance	sickness	terror
responsibility	sight	testicles
rest	skills	theories
restraint	skin	thighs
result	skirt	thinking
retirement	slavery	thought

threats	unconsciousness	waist
throat	undeserving	waiting
thrown out of control	unawareness	walking
thumbs	undelivered communication	warmth
time track	unemotional	wastefulness
toes	unexpressed resentment	weakness
tongue	unusual interests	wig
tools	unwanted	winning
too old	upsets	wisdom
too young	urine	withdrawal
torso	usefulness	withholding
total failure	uselessness	womb
touch	vagina	wonder
toys	vasectomy	working
traumatic incidents	vehicles	worry
travelling	victim	worshipping bodies
treatments	virtue	worth
trouble	vision	wound
trousers	visualisation	wrong to have been right
true self	vitamins	wrongness
truths	voice	writing
trust	vomit	
ugliness	vulnerability	Something Else?

**Domain 2 : Intimates**

abortion	boring people	dead parent
abuse	boyfriends	defilement
acceptance	boys	defloration
acknowledgement	brats	degradation
adoption	breasts	demonstrativeness
adultery	broken promises	dependency
advice	brothels	desertion
affairs	brothers	devotion
affection	bum-fetish	differences of opinion
affinity	care	dildos
aggressiveness	caressing	dirty joke
AIDS	charisma	dirty of man
alienating people	chastity	dirty underwear
allegiances	child abuse	dirty weekend
amoral	child pornography	disagreements
amusing people	child sex	discussions
anal sex	child-rearing	disloyalty
animal sex	children	divorce
aphrodisiacs	cleanness	douche
arguments	closeness	dullness
attentiveness	cohabitation	easy lay
attraction	coldness	easy-going
au pair	commitments	eating together
aunts	communes	effeminate men
aversion	communicativeness	embraces
avoiding people	companionship	embryo
babies	compassion	empathy
baby-sitter	compromises	encouragement
bachelor	conceit	enemies
bad sex	condoms	enforced sex
bad tastes	contempt	engagement
balls	contraception	erotic zones
bastard	contracts	erotica
beautiful bodies	convenient relationships	excessive sex
bed smells	convincing someone	exhibitionism
bedrooms	courtship	extra-marital relations
beds	cousins	failing to impress
befriending people	covert desires	fairy
being fair	covert fantasies	familiarity
being patronising	covert homosexuality	family
being used	creeps	family feeling
best friends	criticism	family meetings
bestiality	cruelty	fantasies
betrayal	cunnilingus	fat
bigamy	cunt	father
birth	dating	fatherliness
blow-job	dating agency	felatio
blue film	dead child	female beauty
boobs	dead lover	female sexual organs

femininity	homes	jerking-off
fetishes	homosexuality	kept man
fidelity	homosexuals	kept woman
fighting	honesty	kerb crawlers
first night	hookers	kindness
flattery	horniness	kisses
flirt	hostility	lack of charisma
foetus	hugging	lack of duplication
foreplay	humour	lack of family feeling
forgiveness	hunks	lack of humour
formalities	husband	lack of orgasms
fornication	husband-nagging	lack of respectability
free love	idyllic relationship	lack of sexual desire
French letters	illegitimate	lack of support
friendliness	immodesty	lechery
friends	immodesty	lesbianism
friendship	immorality	lesbians
frigidity	impregnation	letting people win
frustration	impure thoughts	lewdness
fuck	in the home	licking
fucking	in-laws	lies
gays	inability to be intimate	listening
generosity	inability to relate	loneliness
gentleness	inability to share	loose women
getting off with	inability to understand	love
getting to know somebody	incest	love at first sight
gigolo	incontinent	love letters
girl	indecent assault	love nests
girlfriends	indecent exposure	love-hate
giving-head	independence	lover
go-between	indifference	loyalty
going out	infanticide	lust
going out with friends	infatuation	makeup
going out with the boys	infection	making excuses
good friends	inferiority	making love
good sex	infidelity	making up
grandfather	infidelity	male beauty
grandmother	ingratitude	male bodies
grandparents	inheritance	male prostitutes
gratitude	insensitive people	male sexual organs
half-brothers	insertion	manners
half-sisters	interested people	marriage
handsome face	interesting people	marriage of convenience
harems	interpersonal conflicts	masculine men
harlots	intimacy	masculinity
hatred	intolerance	masochism
heavy petting	introductions	masturbation
help	intuitive response	match-maker
helping people	invalidation	meeting
heterosexuality	irresponsibility	miscarriage
holding back	jealousy	mistress

misunderstandings	pen-friend	rent boys
modesty	penis-envy	reserve
monogamy	perfume	respect
moralist	permissiveness	respectability
mother	persuasion	repressed urges
motherliness	perversion	retardation
nagging	pervert	revealing oneself
naked bodies	pettiness	rhythm
nanny	petting	rights
nappies	phallic symbols	risque jokes
narcissism	phallus worship	romance
nastiness	phone calls	romantic dreams
naturism	pickup	romantic love
necking	pimp	roving eye
needing sex	places to make love	rubber
neglect	plans	rudeness
negotiations	platonic love	sadism
nephews	platonic relationship	sado-masochist wishes
new friends	playing games together	saying goodbye
niceness	playing with children	secret fantasies
nieces	politeness	secrets
not needing sex	polygamy	security
not revealing oneself	pornography	seducer
nudists	position sixty-nine	seed
nudity	possessiveness	seeking affection
nuptials	poufs	seeking contact
nurse	precociousness	seeking love
nymphomaniac	pregnancy	seeking praise
obligations	premature ejaculation	seeking security
obscenity	presents	semen
offspring	pretty face	sensitive people
old friends	prick	sensuality
one-night stands	privileges	separation
one-upmanship	procreation	service
openness	procurement	sex
oral sex	promiscuity	sex done out of duty
ordinariness	proposal	sex done out of friendship
orgasms	prostitution	sex done out of pity
orgies	prudishness	sex drive
orphans	queen	sex fantasy
other man	queers	sex maniac
other woman	randiness	sex murder
pain in sexual parts	rape	sex orgies
parenthood	rape fantasies	sex rackets
parents	rape victims	sex without love
parties	rapists	sex-pots
passion	reassurance	sexiness
passionless sex	red-light area	sexual ability
passivity	rejection	sexual arousal
peeping Tom	relations	sexual beating
penetration	remoteness	sexual boredom



sexual clothing	stand-offishness	unconventional sex
sexual deviants	status	underwear
sexual dreams	stealing another's body	unfaithfulness
sexual energy	sterility	unforgiveness
sexual excitement	stinginess	unfriendliness
sexual fears	strangers	uninterested people
sexual frustration	streetwalker	unlawful sex
sexual incompetence	strictness	unloving people
sexual love	stripping	unreliability
sexual love of animals	stud	unusual sex
sexual love of children	sublimation	up-tight
sexual love of father	submissiveness	using another's body
sexual love of mother	sucking	validation
sexual love of objects	superiority	venereal disease
sexual love of own sex	support	virility
sexual love of parents	suppression	vibrators
sexual love of self	suspicion	violation
sexual love opposite sex	sweetheart	violent sex
sexual obsessions	sympathy	voyeurism
sexual positions	talking	wanking
sexual problems	talking things through	watching sex
sexual repression	talking too little	weddings
sexual satisfaction	talking too much	wet dreams
sexual sensations	tarts	wet patch
sexual turn-offs	teenage sex	wholesomeness
sexual turn-ons	teenager	whores
sexual victim	telepathic communication	widowers
shared dislikes	tenderness	widows
shared experiences	thoughtfulness	wife
shared opinions	thoughtlessness	wife-beating
sharing thoughts	threats	wife-swapping
showing it	tied down	wimp
showing off	tits	wit
shyness	touching	withdrawal
sisters	trust	withheld communication
sleaziness	trustworthiness	woman chasers
smut	turn-off	womanisers
sodomy	turn-on	woman's role
solitude	two-timing	wooing
soul-mates	twins	young bodies
sowing one's seed	ugly face	your children
sperm	unattractiveness	youth
spinster	uncles	
spiritual attractiveness	uncommunicativeness	Something Else?
spouse	unconditional love	

**Domain 3: Groups**

abandoning projects	book-keeping	conservative groups
academies	bosses	consultants
acknowledgement from	boycott	contact with group
administration	brand	contempt for group
acquaintances	broken communications	continued adherence
actors	budgets	contribution
advertising	bulletins	controversy
advisers	bullies	conversation
agreements	bureaucracies	cooperation
allies	business	councillors
altruism	buying	councils
amateurs	captivity	covens
anarchists	caring for the group	credit
annoyance	centres	credit cards
anti-social conduct	certificates	creditors
apology	challenge	crime
appearance to group	changing motion	criticism of group
approval from group	charity	crowds
CUE break with group	children	cults
arguments with group	children's groups	culture
aristocracy	churches	customers
armed forces	civilisation	dealings
arrest	clan	debtors
artists	classes	debts owed
ashamed of group	clients	dedication
assistance	clubs	defeats
association with group	codes	defence
assurances from group	college	delegation
atheists	commitment	demonstrations
attack	committees	despisement
audiences	common behaviour	dictators
authority	common opinions	directing a group
automatisation	common purpose	directors
back-stabbing	communication to outsiders	disasters
bad control of group	communicators	disciples
bad leadership	company	disconnection
ball games	competition	discredit
banned groups	condemnation	disgrace
being alone in a crowd	conditioning	disloyalty
being picked on	confidentiality	disobedience
beings	confinement	disorganised groups
belittling another	conflicts	disputes
betrayal by group	conflicts with outsiders	disrespect
betrayal of group	conforming	dissent
betting	conformity	doctors
black PR	congregations	doing a good job
blacks	connectedness	doing things yourself
blame	connivery	domination of group
bombing	conservatism	due for payment

duty	gossip	instructors
education	government	insurance
effect on others	grass roots	interchange
efficiency	gratitude to group	invalidation
embrace by group	greetings	investment
enemies	group	involvement
examinations	group aberration	ivory towers
examiners	group agreements	job
exchange	group attitudes	job description
exclusivity	group Reactive Mind	job experience
executioners	group beliefs	job satisfaction
executives	group discipline	jokers
explanation	group ethics	judges
factory work	group goals	justice
failed challenge	group ideology	keeping up appearances
failed control	group image	kids
failed reasoning	group intrigues	knocking the competition
fame	group prejudices	know-how
famous people	group purposes	labourers
fans	group reason	lack of agreement
farewells	group spirit	lack of cohesiveness
farm	group symbols	lack of foresight
fascism	group tone level	lack of purpose
fashions	group world-view	large groups
fellow workers	groups that are against	law
fellowship	groups that are for	lawyers
feminism	gurus	leaders
feud	handling people	lectures
field	harm	left-wing
fight	help	legal problems
finance	hidden control	letting others do things
firemen	hierarchy	levelling with people
first impressions	hippies	liability of group
flight	hiring	liberal groups
flow	honour	loans made
followers	hospitals	losing money
fooling people	identification with group	loyalty
foreigners	identities	magistrates
foundation	idols	make-guilty
friends	ignorance	making choices
gambits	image	making money
gambling	impersonality	management
games	importances	managers
ganging-up	incompetence	manipulation
gangs	individuals of group	manners
getting even with	industry	manufacturing
giving orders	inflow	marketing
giving up	inflow on another	mechanics
going to meetings	injury to group	media people
good control	insane people	meeting places
good leadership	insiders	members

membership	persuasion	red tape
men	plans	registrars
men's groups	police	relief workers
middle age	policies	religion
middle class	political groups	remuneration
moral codes	post	reports
morale	power clique	repute
musical groups	PR	researchers
musicians	practical jokers	respect
mutual dislike	praise	responsibility for others
nation	prejudices	retired people
nationalism	presentation	retribution
nationality	press	revenge
need to know	pressure groups	revolt
newspapers	prison	revolution
no importance	procedures	reward
not giving up	products	ridicule
nurses	professional ethics	right-wing
obeying	professionals	riots
obligation to group	professions	rituals
obscurity	profit making	rivalries
office	programmes	royal family
office work	projects	representing a group
old boy network	promotion	rules
old-age pensioners	propaganda	rumours
on the job	property	sacrificing for the group
opponents	protecting the group	salary
opposed groups	protest	savings
opposition	psychiatrists	scandal
organisations	psychologists	schools
organised groups	psychotherapists	schools of thought
other races	public enquiries	sciences
other viewpoints	public interest groups	scientists
others	public speaking	secretaries
outflow	punishments	security forces
outflow from another	quality control	seeking work
outflow from others	quarrels	self-assertion
outsiders	racial differences	self-effacement
overwork	racial land areas	self-interest
ownership of land	racial similarities	selling
particular person	racialism	seniority
patents	racing	service
patients	radical groups	sessions
patriot	rallies	short-term profits
patriotism	rank	shunning outcasts
pay	reactionary groups	skills
people	reactive minds	slander
peoples' cases	rebellion	slang
performance groups	rebels	small groups
performers	recreation	social conduct
persecution	recruitment	social groups

social problems	taboos	unions
social workers	taking on projects	university
socialising	taking on too much	unusual races
soldiers	taking orders	unwanted friends
something owed	tapes	upper class
special interest groups	targets	us
spiritual leaders	tasks	vendetta
sports	tax	vengeance
staff	techniques	victims
stalemates	technocrats	victories
starting motion	teenagers	vocation
statements	telephoning	wages
station	television	wanted friends
stereotypes	telling the truth	women
stopped activity	terrorism	women's groups
strategies	tests	work
strikes	therapist	working class
students	time studies	working conditions
studies	torture	working hours
study groups	trades	working to avoid something
superficiality	training	writing
superiors	treachery	written communications
supervisors	tribe	youth
supporters	troops	yuppies
suppressive groups	trust	
suppressive persons	unearned income	Something Else?
sympathies	uniforms	

**Domain 4: Mankind**

abilities	conquests	geniuses
ability to predict	consciousness	genocide
ability to remember	conscription	global conspiracies
ability to think	consensus trance	global economic forces
aborigines	consulates	global problem-solving
accidents	cooperation	great ideas
adults	countries	gypsies
aggression	courage	harvesting
agriculture	cowardice	hate
aliens	critical argument	haves and have-nots
altruism	crowds	high tech
amusement	cultural artifacts	history
ancient civilisations	cultural evolution	homo novis
annihilation	cultural history	homo sapiens
anthropology	cultural hypnosis	hope
anti-semitism	cultural interactions	human beings
apartheid	curiosity	human bodies
Arabs	current beliefs	human brain
archaeology	cynicism	human compassion
architecture	despair	human creativity
Armageddon	diplomacy	human development
artistic ability	diplomacy	human frailties
Aryans	distrust of strangers	human genes
Asians	domestication of animals	human instincts
atomic war	dreams	human perception
babies	dwellings	human physiology
basic needs	early Man	human psychology
being human	earning one's way	human rights
belief systems	education	human strengths
benevolence	embassies	human weaknesses
birth defects	empires	humane people
black people	espionage	humanity
books	Europeans	hunger
borders	evolution of the species	ill will
brotherhood of Man	exports	illogical people
callousness	false ideas	imagination
Caucasians	families	imports
Celts	famine	Indians
checkpoints	famine	insane people
chemical war	feeding	intellectual culture
children	fellow humans	intelligence
Chinese	food	intentions
cities	foolishness	international affairs
collective unconscious	foreigners	international investment
colonialism	forms of clothing	international policing
coloured people	frustration	international politics
common interests	fulfilment	international trade
common sense	game of being human	international waters
conquerors	gathering together	Jews

language	parental instincts	teachings
limits of understanding	parents	technological advances
literary arts	peace	technological expertise
logic	peacemakers	the common man
logical analysis	philosophy	the dark ages
love	pleasant sensations	the Middle Ages
machines	populations	the Nineteenth Century
Man is basically evil	practical thinking	the Twentieth Century
Man is basically good	primitive races	the Twenty-first Century
Mankind	races	the World Bank
mass communication	racial superiority	Third World
medicine	racism	tools
memories	rationalisations	trade
migrations	rationality	trade wars
military service	reconciliation	traffic
mob behaviour	refugees	translating
music	religions	treaties
mutants	reproduction	tribes
nations	rich people	truces
natives	rural areas	true ideas
natural disasters	scientific method	uncontrollable people
need for acceptance	scientific thinking	United Nations
need for belonging	selfishness	universal falsehoods
need for company	sexual desires	universal truths
need for safety	shamanism	unpleasant sensation
need for security	shifts in attitude	unreasonable people
need for self-esteem	slavery	urbanisation
need for self-realisation	socio-economics	war
need for shelter	speculators	warmongers
need for variety	spies	white people
Negroes	spirit of Man	wisdom
new Man	states	works of art
no-man's land	struggle to survive	world government
nomads	stupidity	world markets
not caring about others	survival instinct	world stock markets
Orientals	survival of Man	written knowledge
over-population	taboos	
pain	taming the environment	Something Else?

**Domain 5: Life Forms**

ability to feel pain	bonding	eggs
ability to perceive	bones	elephants
adaptation	botany	embryology
adapting to environment	brains	enhancing life
adopting animals	breathing	evergreens
agricultural plants	breeding	evolution
agriculture	bulls	excitability
algae	bushes	excretory systems
anatomy	cage birds	extinct life forms
animal aggression	calmness	extinction of species
animal behaviour	carnivores	extra-terrestrial life
animal emotions	cats	faeces
animal energy	cattle	farmers
animal husbandry	cells	fast-moving life forms
animal kingdom	cereals	fauna
animal minds	changing the environment	fear of animals
animal rights	chickens	feathers
animal sexuality	chromosomes	feeding
animal submission	circus	fermentation
animal training	clever life forms	fertilisation
animals to serve Man	cold-blooded animals	fierceness
animals with shells	colonies	fight-or-flight
anti-vivisection	communicating to animals	fish
ants	conditioning	fishing
appeasing animals	conservation	flies
aquariums	cooking	flowers
arable farming	countryside	forests
arable land	cows	fossils
artificial insemination	creatures	frail life forms
aware life forms	creepy-crawlies	friendly life forms
bacteria	cruelty of Nature	fruits
barns	cute life forms	fungi
beasts of prey	dairy products	game reserve
beautiful life forms	Darwinian theory	gardening
beauty of Nature	decay	gardens
beehives	dependable life forms	genes
bees	dependency on life forms	genetic engineering
being affectionate	desperation	genetic entity
being reborn as an animal	destructive life forms	genetic intelligence
beneficial life forms	digestive systems	genetic mutation
biochemistry	dinosaurs	germination
biological processes	dirty life forms	germs
biologists	disease carriers	gills
bird of prey	DNA	gorillas
bird-watching	dogs	grass
birds	dumb animals	Green Movement
blood	Earth Spirit	greenhouses
blood sports	eco-systems	growth
bogs	ecology	hair



harmful plants	making rules for animals	pollution
harshness of Nature	mammals	prairies
healing	Man as an animal	predatory behaviour
healing plants	Man-eater	primates
hemp	marijuana	protective coloration
herbs	marsh	protoplasm
highly-evolved life forms	mating	rain forests
hormones	mating rituals	reptiles
horses	microbiology	robust life forms
horticulture	migrants	rodents
hostile life forms	milk	roots
human organism	mongrels	running with the pack
humanoids	monkeys	scales
hunting	moor land	sea life
implanting	mothering	seaweed
important life forms	Mother Nature	seeds
imprinting	mouths	self-defence
inability to feel pain	movement	sexual intercourse
inability to perceive	mushrooms	sheep
infection	mythical creatures	shellfish
infectious diseases	natural enemies	shepherds
inferior life forms	natural history	single-celled organisms
influence of animals	natural selection	skin
insecticides	Nature	slime
insects	nature reserves	slow-moving life forms
instinctive fear	nature spirits	small life forms
instinctive hatred	nervous systems	snakes
intelligence of animals	nesting	spiders
inter-species friendship	non-human perception	stalking
intestines	non-human thought	sterilisation
intimidating	nurturing	stimulus-response
juice	nuts	stupidity of animals
jungle	oceans	submitting
kitchen	opium	superior life forms
large life forms	orchards	suppressing life
Law of the Jungle	organic chemistry	survival of the fittest
leaves	organic matter	swans
life	organisms	sympathy for animals
life cycles	organs	tails
life energy	other life forms	talking to plants
life forms	paper	tame creatures
life forms with soul	parasites	territory
life forms without soul	parks	the biosphere
lions	penicillin	the heart
living beings	pests	thoroughbred
living creatures	pets	timber
living matter	physiology	tissue cultures
living things	primitive life forms	trees
locomotion	plant emotions	ugly life forms
lungs	plants	unaware life forms
machine intelligence	poisonous creatures	unimportant life forms

unpredictable life forms  
vegetables  
vegetarians  
vermin  
vets  
viruses  
vivisection  
vultures

warm-blooded animals  
waste elimination  
weeds  
well-designed life forms  
wild animals  
wild flowers  
wildlife  
wings

wisdom of Nature  
wonders of Nature  
woodland  
working animals  
worms  
zoos  
  
Something Else?

## Domain 6: The Physical Universe

a created universe	black holes	continental drift
above ground	blackboards	continents
above water	blades	continued solidity
absolutely-held energy	boats	control of time
absolutely-held location	bodies	cooling
absolutely-held matter	books	coral
absolutely-held space	bottles	cosmology
absolutely-held time	boxes	counter-effort
active matter	brakes	country roads
actuality	bricks	countryside
adaptability	bridges	craftsmanship
after death	brushes	crystals
age	buildings	cups
ahead of time	bulbs	currents
air	buses	curtains
aircraft	buttons	cushions
alcoholic liquor	cameras	dams
Alps	carbon	dangerous areas
alternation	cars	dawn
anchor points	caves	debris
another's own universe	chains	demolition
anti-gravity	changing	density
anti-mass	chaos	depth
astronomy	chemical reactions	desert
atmosphere	chemicals	desert islands
atomic devastation	cigarettes	desertion
atomic power	cities	design
atoms	climate	detonations
attraction	clocks	dimension points
automobiles	clothes	disappearance of matter
avalanches	clouds	discharge
bad energy	clusters of galaxies	dispersal
bad matter	coal	distance
bad space bad time	coastlines	dolls
balls	coats	doors
barriers	cold	drains
baths	colours	drawers
batteries	comets	dresses
beaches	commerce	drops
bed	communication media	droughts
before birth	compatibility	drugs
beginning of time	computers	duplication of matter
behind time	condensation	duration
bells	conditions	dusk
below ground	conservation of energy	dwellings
below water	conservation of material	dynamos
bicycles	conservation of momentum	earth
big space	constellations	earthquakes
black clouds	consumption	efficiency

effort	good location	land
electricity	good matter	landscape
electromagnetic power	good space	landslides
electronics	good time	lava
elements	granite	lifts
enclosed space	gravity	light
end of time	guns	lightning
energy	hammers	limited energy
energy flows	hats	limited matter
energy screens	havingness	limited space
energy sources	heat	limited time
engines	heating	liquids
entropy	height	living area
environment	here	living quarters
erosion	hi-fis	location
eruptions	hidden things	location in energy
eternity	high seas	location in matter
explosions	highways	location in space
explosives	hills	location in time
factories	hobby materials	locks
famine relief	hooks	long times
fertile lands	horns	luxuries
fire	household objects	machinery
fireworks	houses	macrocosm
fixed energy	hurricanes	magma
fixed location	ice	magnetism
fixed mass	implosions	mail
fixed matter	incandescence	maps
fixed space	industries	mass
fixed time	inert matter	matching items
fixity	inertia	material game
fjords	infertile lands	materials
flags	inner space	matter
floods	inorganic things	mazes
floors	instability	measurement
flying saucers	investments	mechanisation
following schedules	islands	materiality
food	jewellery	Physical Postulate
forces of nature	jewels	metals
forever	juggernauts	meteorites
frames	jungle	microcosm
furniture	junk	Milky Way
future	junk mail	minerals
gadgets	keepsake	mirrors
galaxies	keys	money
garbage	kinetic energy	monsoon
gases	knives	monuments
generators	knots	moons
glaciers	laboratories	motion
glass	labyrinths	motion away
good energy	lakes	motion towards

motionlessness	paths	reality
motor cycles	pathways	records
motors	pencils	recreation area
mountains	peninsulas	recreation time
moving particles	pens	refrigeration
musical instruments	perceived universe	relativity
mysterious energy	perceived universes	repulsion
natural resources	perception	resting time
natural state	perpetual motion	retrieval of valuables
nebulae	persistence	rhythm
necessities	personal possessions	ridges
needles	photographs	rifts
nets	physical things	rings
no attention	pins	rivers
noise	pipes	roads
non-physical universe	places	robots
non-useful material	planets	rocks
Northern Lights	plasmas	roofs
not here	plates	rooms
not there	ploughs	rubbish
nothingness	pockets	rural areas
notices	polar regions	safe areas
now	position	sailing
nuclear fission	posters	salvage
nuclear fusion	potential	satellites
oases	potential energy	savings
objects	present time	science
objects in everyday life	preservation	scissors
objects stopping motion	present	screens
occupying the same space	pressor beams	screws
ocean currents	pressure	seas
oceans	private property	seasons
office buildings	processing materials	sense of time
oil	productivity	shelf
on time	products	shells
ornaments	public buildings	ships
oscillation	public places	shooting stars
other people's areas	public property	short time
other planets	pumps	should be here
other stars	quality	should be there
other time periods	quantity	shouldn't be here
outer space	quantum jump	shouldn't be there
ovens	quantum physics	significances
own area	quick-sands	simultaneity
own universe	radiation	size
ownership	radios	sky
parallel time continuum	radius	sleeping time
parcels	railways	slowing down
particles	rain	small space
parts of existence	raw material	smoke
past	real estate	snow

soil	textbooks	useless energy
solar power	texture	useless matter
solar system	thaw	useless space
solidity	the Big Bang	useless time
solids	the fourth dimension	vacuum
somethingness	the uncertainty principle	valleys
somewhere	there	valuables
sound	things	value
source of material	thoroughfares	variety
space	thread	vehicles
space ships	three dimensions	velocity
space travel	thunder	vibration
speed of light	tickets	video
speeding up	tides	villages
sports equipment	time	visiting area
spring	time measurement	visual
stability	time travel	volcanoes
stamps	time warps	volume
star-gazing	too little energy	walls
starting	too little mass	war material
starting movement	too little space	waste material
stasis	too little time	wasted energy
static	too much mass	wasted matter
static electricity	too much matter	wasted space
storage	too much space	wasted time
stored energy	too much time	water
storms	tornadoes	water power
streets	towns	waterfalls
structures	toys	wavelength
sub-atomic particles	tractor beams	waves
submarines	trains	weapons
substances	transport	weather
subtle energy	traps	weight
sunrise	travel	wheels
suns	tropical zones	whips
sunset	twilight	whistles
supplies	underground	white clouds
suspended energy	underwater	width
suspended in space	undischarged energy	wind
suspended time	unenclosed space	windows
swamps	universe	wire
symbols	unknown energy	working area
synchronicity	unlimited space	working time
tables	unnatural state	Question
technology	use of energy	Question point
telecommunications	use of matter	
television	use of space	
temperate zones	use of time	
temperature	useful material	Something Else?

**Domain 7: Spirituality**

a being	bad vibrations	consciousness
ability	badness	considerations
acknowledgement	beautiful sadness	contemplation
acting	beauty	continuing a motion
action	becoming	contributing to motion
action cycles	being	control
aesthetics	being a body	controlling bodies
after death	being a healer	counter-creation
after-life	being haunted	counter-force
Age of Aquarius	being other bodies	counter-intention
agitation	being prayed for	covens
agreement	being reborn as an animal	creating
an expected revelation	beingness	creation
an ideal	beliefs	creation of an effect
ancestor spirits	beliefs of others	creative abilities
anchor points	between lives	creativity
angels	birth	crystal ball gazing
animal intuition	black magic	curses
another being	blackness	cycle of rebirth
another's philosophy	blocked energy flows	dangers of communication
another's reality	blocked perception	darkness
answers	body entities	dead beings
apparency	borrowed Reactive Mind	death
approval from bodies	breaking promises to self	dedication
CUE	Buddhism	demons
art	calm	destiny
asking for help	can't have	destruction
asleep	caring	devil
association	casting spells	dimension points
astral body	cause	direction
astral planes	ceremonies	disagreements
astral projection	certainty	disassociation
astrological influences	chakras	discovery
astrology	channeling	discredit
atheists	chaos	dislikes
attention	charms	dissonance
aura	choice	divining
auric massage	clarity	doing readings
avatars	closeness to others	dream world
awareness	clusters of entities	dub-in
awareness of awareness	cognition	dwindling spiral
axioms	coldness	ectoplasm
bad art	comfortable distance apart	ego
bad communication	communication	elsewhere
bad creation	communication in art	elves
bad deeds	communication with beings	empathy
bad intentions	concentration	enchantment
bad luck	concepts	end phenomena
bad taste	confront	enlightenment

entities	guardian angels	lack of intuition
entrapment	guided imagery	lack of perception
escape	guiding spirits	land of the dead
evaluations	haunting	laying-on of hands
everybody's reality	hidden influences	letting go of self
evil	hiding	letting go of the ego
evil purposes	high tone level	levels of spirituality
evil spirits	holding a location	levitation
exhilaration	holding a mass	liars
exterior	holding a space	library
exterior causation	holding a time	lies
exterior perception	holding an energy	life after death
exterior viewpoint	holistic viewpoint	life energy
exteriorisation	home universe	life source
extra-sensory perception	home universe	like communicating about
failed purposes	honour	likes
fairies	hunches	lock imprint goals
faith healers	hypnotism	logic
false realisation	I	looking
falsehood	ideal scene	love
fate	ideas	lucid dreaming
fields	illusion	magic
films	illusion	magical practices
fire walking	illusion of energy	magical rituals
flight	illusion of freedom	magicians
force	illusion of location	make-believe
forces of evil	illusion of matter	making promises to self
forces of good	illusion of power	mandalas
foreseeing	illusion of space	mantras
forgetting	illusion of time	martial arts
forgiveness	imagination	maya
fortune telling	impingement	me
freedom	implant	meditation
freedom of choice	implant goals	mediums
full realisation	implanters	memory
games	implants	message
games player	importance	metaphysics
ghosts	impulse	mind over matter
ghouls	inner space	miracles
gnosis	insensitivity	mock-ups
gnostics	insight	moment of glory
goal problem constructions	integrity	music
goals	intention	mystery
goblins	interest	mystic Christianity
good communication	intolerance	mysticism
good creation	invisibility	nature spirits
good deeds	invoking spirits	near-death experience
good intentions	joy	needing bodies
good luck spirits	knowing about	newness
good vibrations	knowingness	no anchor points
goodness	knowledge	no CUE



no dimension points	psychic abilities	spirits of water
non-spiritual people	psychic attack	spiritual adepts
non-verbal communication	psychic healing	spiritual allies
not enough randomness	psychic inabilities	spiritual attractiveness
not knowing	punishing other bodies	spiritual beings
not letting go of the ego	purpose	spiritual degeneration
novices	randomity	spiritual enemies
now	rather not comm. about	spiritual evolution
nowness	rather not comm. with	spiritual exercises
objectivity	rebels	spiritual friends
observation	receipt of an effect	spiritual masters
occluding	recognition	spiritual paths
occultism	refusal	spiritual universes
omens	refusal of a reality	spiritualism
oneness	reincarnation	spooks
opinions	religious people	static
optimum randomness	remembering	stopping
order	remote viewing	strange beings
other beings	repeating lives	substitution
other dimensions	responsibility as blame	subtle energies
out-of-body experience	responsibility	superstition
own goals	result	synchronicity
own reality	revelations	synergy
own universe	rewards of communication	taboo
owning bodies	runes	tantric sex
peak experiences	saints	tarot
perception	schism	telekinesis
perfection	seance	telepathy
persistence	second postulates	the little people
personal beliefs	Self	the living dead
personal ethics	self-expression	the New age
personal philosophy	self-remembering	the spirit world
philosophers	sensing	the third eye
pituitary gland	sensitivity	theosophy
planetary enlightenment	separateness	spirit
players	serenity	spiritual abilities
possession	sharing space	spiritual beings
possibility of game	sinners	spiritual communication
postulates	sixth sense	spiritual postulates
power	solutions	spiritual universe
prayer	soul	thought
praying for people	soul-mates	toleration
praying to God	souls of animals	too little emotion
predestination	souls of plants	too much emotion
prediction	source point	too much randomness
preferences	speaking in tongues	truth
premonitions	spells	ugliness
pretence	spirits	unconditional love
problem constructions	spirits of fire	understanding
prohibition	spirits of the air	unimportance
protecting bodies	spirits of the earth	universal consciousness

unknownness	voodoo	yogis
unpredictability	what's real	your former self
untruth	what's really real	your future self
vedanta	what's unreal	your true self
vias	white magic	zapping
vision	witch doctors	Zen
visions	witches	
visitations	wizards	Something Else?
visitations from the dead	would like to create	
visualisations	yoga	

**Domains 8: Ethics**

accepted bias as truth	conduct
accepted rumour as truth	conduct unbecoming
acted on a false report	conflict of interests
action without appraisal of the facts	confront of evil
added inapplicable data	confusion
added time	confusion of others
additives	constraint
against the will of the majority	continuing condition
altered sequence	contrary facts
ambush	contrary to intention
another being	contribution
anti-social person	convictions
arbitraries	correction
assignment of conditions	counsel
attack of one's own group	counter-intention
attacking self	counterfeit
authorities	cover-up
avoidance	crime
bad control	criminal underworld
bad practices	cross-orders
bad product	cruelty
bail	customs
ban	damage
banishment	damage not made-up for
barriers	danger
barristers	deceit
being a problem to others	defendant
betrayal of others	degraded beings
betrayed self	delegation
blackmail	denied connection
brainwashing	destruction
bribe	detectives
broken agreements	detention
burglary	discipline
captivity	disclosure
careless damage	disconnection
case	discrepancy
change of sides	disgrace
change that made something worse	dishonesty
change to something	dishonour
cheat	dishonoured debt
code	disobedience
coercion	dispersed rather than confront
collapse of a group	distraction
collapse of a project	doubt
collapse of production	down-statistic
compulsive change	dramatisation
concealment	duty
condition of affluence	embargo

emergency  
 undetected crime  
 enemy  
 enemy to one's group  
 enemy to self  
 enforcements  
 enslavement  
 entrapment  
 entry without permission  
 enturbulation  
 ethical behaviour  
 ethics presence  
 evasion  
 excuses  
 exposure  
 failed commitment  
 failed delivery  
 failed in one's own estimation  
 failure  
 failure to acknowledge one's allegiances  
 failure to bypass  
 failure to change operating basis  
 failure to economise  
 failure to find out something  
 failure to find out who  
 failure to handle a condition  
 failure to help one's own group  
 failure to honour a debt  
 failure to improve something  
 failure to invest wisely  
 failure to investigate  
 failure to live up to one's standards  
 failure to live up to others' expectations  
 failure to promote  
 failure to recognise a condition  
 failure to remedy  
 failure to reorganise  
 failure to self-discipline  
 false condition  
 false datum  
 false evaluation  
 false validation  
 falsity  
 fear  
 flouted group agreements  
 flows  
 fraudulence  
 future commitment  
 generalities  
 good control  
 good practice  
 government  
 guards  
 guilt  
 gunfire  
 half-truth  
 harm to one's group  
 hidden standards  
 honesty  
 honour  
 hostage  
 ideal scene  
 identification  
 ignorance of improved productivity  
 ignorance of objectives of own group  
 ignored emergency  
 illogic  
 impeding progress  
 impossible job  
 impossible to deliver  
 in agreement with  
 incorrectly assigned condition  
 incorrectly included datum  
 inflows  
 injustice  
 inquisition  
 insanity  
 integrity  
 interested parties  
 investigations  
 irrationality  
 judgement  
 justice  
 justifications  
 knowing damage  
 law  
 liability  
 lies  
 make-guilty  
 making others responsible for self  
 malicious damage  
 mis-duplication  
 misconceptions  
 misdeeds  
 misplaced trust  
 missed withholds  
 mis-understoods  
 morals  
 mores  
 murder  
 no action  
 no change

no discipline	siding with the enemy
no production	slack discipline
non-compliance	something not paid for
non-existence	something owed
non-existent team member	stable datum
normal operation	standards
not responsible for connection	statistics
not responsible for ownership	stolen goods
now I'm supposed to	stopped flows
omitted data	stopping progress
optimum solution	success
optimum survival	suicide
order	suppressed
other-intention	suppressed by one's own group
others put before self	suppressing one's own group
out-ethics	suppressive persons
outflows	Safe Solution
over-inspection	tax avoidance
penalties	temptation
pleased for another to take charge	third party influence
police	thought distortions
policy	treason
politics	trust
power	unchanged pattern of conduct
power change	unclear policy
power of the state	undeserved
pressure	undetected condition
pretence	undisclosed misdeed
pretence of being part of a group	undiscovered cause
pride	undiscovered explanation
prisoners	undiscovered need
prosecutor	un-enforced order
punishing self	unhandled danger
put-down	unhandled enemy
rationalisation	unhandled post
rationality	unhandled situation
reactive behaviour	unknown communication
reasonableness	unknown post
remedy	un-occupiable post
rewards	unreasonable
ridges	unsafe environment
roller-coaster	unwilling to delegate
rule of law	use of power
rules	violence
rumour	wavering from one's duty
savage action	wickedness
saving self before others	withheld contribution
security check	worsening productivity
self put before others	wrong explanation
self-discipline	wrong source
self-interest	Something Else

**Domain 9: Aesthetics**

aesthetics	inflow	shared survival
affinity	intensity	shared viewpoint
angles	interest	sharpness
art in everyday life	inventiveness	skill adroitness
art in Nature	line	smoothness
artistic expression	loneliness	spatial arrangement
bad times	love	speed
balance	loveliness	spheres
beauty	melody	squares
charm	metre	story-telling
chord	mood	strength
circle	movement	stroking
circles	music	surfaces
co-ordination	natural art	symmetry
colour	new ideas	sympathetic
composition	notes	talent
concentration	old times	taste
consistency	openings	tempo
constancy	openness	the Music of the Spheres
contact	originality	theatre
control	originality	Spirit
creating an effect	outflow	timing
culture	perceptiveness	tone
delicateness	perfect communication	ugliness
depth	performing arts	unexpectedness
desire to communicate	pictures	unpredictability
dexterity	picturesque	variation
dimension	pitch	variety
discord	planes	views
discrimination	pleasingness	vintage
duplication	pleasure	vision
elegance	poetry	visual arts
energy exchange	poignancy	vividness
equilibrium	points	volumes
eroticism	pricelessness	wavelength
estimation of distance	profundity	works of art
ethereal	pyramids	
exactness	quality of communication	Something Else?
exquisiteness	radiant	
fineness	rarity	
form	receiving an effect	
good art	rhythm	
good taste	sadness	
good times	select	
harmoniousness	self-expression	
harmony inspiration	sensitivity	
holding	shade	
images	shape	
imagination	shared creation	

**Domain 10: The Infinite**

a pact with the Devil	confession	Good versus Evil
absolutes	Confucius	good
accident-proneness	congregations	good luck
agnostics	conversion	Gospels
All-that-is	converts	grace
Allah	corrupt forces	guidance
angels	cosmic consciousness	heaven
anything	creation	Hedonism
archangels	creeds	hedonism
archetypes	Crowley	hell
Armageddon	crucifixion	hidden cause
at odds with the universe	damnation	higher consciousness
atheists	destruction	higher dimensions
atonement	devil-worship	Hinduism
awe	devils	holiness
bad luck	devotion to God	Holy Eucharist
bad practices	differing realities	holy books
Baptists	disbelief	holy man
being alone	divine benevolence	holy places
being born again	divine grace	homesickness
being damned	divine malevolence	Humanism
being in the universe	divine omnipotence	idolatry
being in touch with God	divine omnipresence	idols
being one with the universe	divine omniscience	implicate order
being outside the universe	divinity	imponderables
being out-of-it	Druids	infinity
being saved	duality	infinity
belief	Eastern philosophy	Islam
blasphemy	Elysian mysteries	jealous deities
body of Spirit	eternal vows	Jehovah
Brahmins	eternity	Jehovah's Witnesses
Buddha	evil	Jesuits
Catechism	faith	Jesus Christ
Catholics	falling from grace	Judaism
causality	fearing God	judgement day
chance	feeling of unimportance	karma
Christ	feelings about being here	ley lines
Christianity	forgiveness	lies
Church of England	free of materiality	love
Church of Scientology	Freemasonry	loving God
church	giving up on life	Lucifer
church activities	glorifying the flesh	Lutheranism
church organisation	God	Man at the centre
church power	God versus Satan	Man in God's image
church-going	god-like Being	Man's attitude to God
codes and rules	God's attitude to Man	man-like qualities of God
cognition	God's will	martyr
commandments	gods	masons
concepts	Golden Dawn	Methodists

ministers	papists	serenity of beingness
Mohammed	paradise	shamans
monks	participation	silence
monotheism	pessimism	sin
Mormons	powers of evil	sinners
mortifying the flesh	powers of good	source
Moslems	prayer	spreading the word
moving to a higher plane	present	strange forces
mysteries	priests	Sufism
mysterious phenomena	prime postulates	suicide
Mystery Cults	private universes	Supreme Being
namelessness	prophets	survival and persistence
New Testament	propitiation to God	Taoism
no CUE	Protestantism	the Bible
no enemies	psalms	the Goddess
no energy	Redemption	the One God
no friends	religion	the Pope
no game	religious beliefs	The Trinity
no location	religious commandments	the Anti-Christ
no matter	religious convictions	the beginning
no motion	religious followers	the black mass
no pictures	religious leadership	the chosen
no solids	religious philosophers	the Creation
no space	religious practices	the Creator
no spaces	religious reassurances	the cross
no temperature	religious symbols	the damned
no time	religious threats	the Devil
no universe	religious writings	the Dharma
no wavelength	renouncing religion	the divine
non-existence	repentance	the effect of intentions
non-physical mind	Resurrection	the end
not giving up on life	revelation	the forces of good
not there	riddle of the universe	the forces of evil
not trusting in God	rites	the Higher Self
nothing	rituals	the Holy Ghost
now	Roman Catholics	the Holy Trinity
nuns	Rosicrucians	the home universe
oaths	sacrament	the Koran
'oceanic' feelings	sacred objects	the laws of Nature
Old Testament	sages	the life force
omens	saints	the meaning of life
oneness with God	Salvation Army	the ordered universe
oneness with the universe	salvation	the saved
optimism	samadhi	the serenity of the cosmos
order coming out of chaos	Satan	the true faith
other beliefs	satori	the ultimate power
other religions	scriptures	the universe as a mind
pagan gods	seers	the unknowable
pagan religions	self-abasement	the unknown
pan-determinism	self-glorification	the unmoved mover
pantheism	selling one's soul	the Vedas



the Word	ultimate survival	viewpoint
theology	unable to contact God	Virgin Mary
Spirit	unattainables	vows
Spiritual Beings	ungodliness	Western philosophy
things that are familiar	universal agreements	wisdom
things that are unfamiliar	universal laws	witness
timelessness	unknowable	wonder
total CUE	unrepentance	worship
trance	unsolved problems	worshipping power
trusting in God	untouchables	worshipping Satan
truth	utopia	
turning away from God	vicars	Something Else?

## Secondary Scale

Having assessed an Item from the Domains list, use Repeater and Indicator Tech to clean the Item, or insert the Item in the questions of the Level you are on. If the Item fails to clean or the questions do not read, it may be necessary to obtain an even more specific Item. Assess the following Secondary Scale, used as a prefix to the Item originally assessed.

Abandon	Crush	Fail to control
Accept	Defend	Fail to endure
Adjust	Defy	Fail to help
Agree with	Degrade	Fail to interest
Anger	Deny	Fail to protect
Antagonise	Deprive	Fail to withhold from
Approach	Desire	Faith in
Approve	Despise	Fear
Associate with	Destroy motion of	Feel empathy for
Attack	Differentiate	Feel no sympathy for
Attention for	Disable	Find
Attract	Disagree with	Fixate
Avoid	Disassociate from	Fool
Badly control	Dislike	Force
Be indifferent	Dislocate	Forget
Be with	Disperse	Free
Believe	Distrust	Get into
Betray	Doubt	Get no response from
Blame	Dream about	Get out of
Bore	Drive crazy	Grieve
Brutalise	Drop	Harass
Bury	Duplicate	Have
Calm	Eat	Heal
Cause	Educate	Help
Challenge	Effect	Hide
Change	Endure	Hold off
Civilise	Energise	Horrify
Close with	Enforce upon	Humble
Collect for	Enjoy	Hurt
Communicate	Ennoble	Identify
Compete with	Enter	Idolise
Confuse	Enthral	Imagine
Connect with	Enthuse	Important to
Conserve	Entrance	Impress
Consider	Escape from	Inhibit
Contact	Evade	Injure
Continue	Exhibit	Intend not to communicate
Contribute to	Exhilarate	Interest
Control	Expose	Kill
Convince	Fail	Know
Create	Fail in importance to	Lie to
Create a mystery for	Fail to attack	Lift
Criticise	Fail to communicate	Like

Look at	Own all	Show contempt for
Lose	Own nothing	Shun
Lose	Pain	Sicken
Love	Panic	Slander
Lower	Part from	Smell
Make amends	Peculiar interest in	Speak to
Make apathetic	Perceive	Spurn
Make beautiful	Pity	Start
Make content	Plead with	Substitute for
Make eager	Postulate	Supplicate
Make irresolute	Preserve	Survive
Make nothing of	Prevent knowing	Sympathise with
Make responsible	Problem about	Take away from
Make responsive	Propitiate	Terrorise
Make right	Protect	Think about
Make serene	Pull	Threaten
Make serious	Punish	Throw out of control
Make something of	Push	Torture
Make succumb	Raise	Touch
Make true	Reason with	Trouble
Make ugly	Receive	Trust
Make unconscious	Regret	Try not to change
Make wrong	Reject	Try to make guilty
Mourn for	Remember	Try to stay with
Move	Resent	Try to stop
Nag	Resist	Unbalance
Need	Revive	Undermine
Neglect	Ruin	Unknown
No affinity for	Satiate (satisfy)	Use
No effect on	Scandalise	Waste
Not believe	Scorn	Win
Not know	Separate from	Withdraw from
Not responsible for	Sexually arouse	Withhold from
Obsessively can't have	Sexually repress	Worry
Occlude	Sexually satisfy	Wound
Own	Shame	

## Appendix II - SORT-OUT TECHNIQUE

After the Spiritual Being gets his Primaries in on Part II, he starts to get curious and extends his attention out into the environment. He'll pick up all kinds of things. The Spiritual Being and the Genetic Entity being in such close proximity, if not the same space, the perceptions that the Being acquires immediately throw the GE into restimulation. This where the rub comes in, and when this phenomenon appears, you need the tools to differentiate the Being, the Composite Self and the Spiritual Being. This is provided on Stage Two of the following Revelation Processes in the form of Sort-Out Technique. *This technique was researched and developed by Todd Brown, an advanced student of The Insight Project.*

Once this level of awareness is operating, there are countless incidents in PT life of the Being picking-up the sensations, thoughts, intentions and so on of other Beings and other GEs. The Being picks these up and it throws the adopted GE - namely one's body - into what can be incredible amounts of restimulation. This feeds back to the Being and it is very, very confusing.

The Being, in drawing information, and sensation, and perceiving the environment, and also being in such close proximity with the body or GE, postulates or creates a Self-Image. It's a response to the input that is coming in. The Being is not always completely aware that he is perceiving the environment and drawing on these sources. The Being can restimulate the GE and the GE can restimulate the Being. That is why the undifferentiated Composite of Spiritual Being, Postulated Self and body becomes confusing. And the Being is to a large degree unaware of the GE as an alive and to that extent Spiritual entity in itself.

On Part IV, after a day's work for example, you may find feelings, sensations and pictures that are not your own and also were not Imprinted. The Being, reaching out into the environment and encountering other Beings and other GEs, borrowing Reactive Minds and sampling their universes, either misowns this or the GE copies this material. So you have these lingering pictures and sensations.

One of the problems you encounter is that you sit down in session and the GE's screaming at you, and the Spiritual material - postulates, considerations, etc. - is really not accessible because you've got pictures and sensations crashing in on you. Likewise there are times when this is not a large issue, when you really need to access what the Being is thinking, doing, seeing, being in Present Time, and if there's no material there then you need to restimulate it by a list.

Usually when you do an Assessment List, you are starting off from the Composite Self (i.e. Postulated Self) position. The Spiritual Being's considerations are usually in relationship to the identity he is creating due to living in the environment and having the body. So the Sort-Out Technique can start off from any of these three places (Being, Composite Self, GE) and seeks to chart-out the relationship between all three of them. It is written-up here as a remedial action that may be used duringt the Revelation Process B, but it can equally be run from an Item that you bring into session from life experiences.

Sort-Out Technique also includes the addressing of material earlier on the Being's history, whether by D/L or recall, when this becomes the major reading item. Whilst raising awareness, responsibility and confront of the PT viewpoint is essential to the Insight approach, sometimes this earlier material proves-out to be valid on Indicator Tech and cannot be bypassed since the charge has transferred to it. So straightening-

out the Time Continuum is sometimes the indicated action.

Even in the case of MEX, which previously would have been indicated and discarded, some further sorting out may be necessary. This is particularly relevant to the material that other Beings have left on the genetic line of the current GE. These act like an Imprint to the GE. Sorting this material out from the Being's own history gives considerable relief.

The Sort-Out Technique is based on 12 topics in approximate order of importance, though it does not always work out that way. This is *not* an assessment list; its purpose is to provide a line of questioning, to make sure that no stone is unturned, and to get information and bleed off charge. It helps to get you through sticking points - areas that are holding you up because they haven't been considered.

The proximity of the Spiritual Being as located and the GE is so close, obviously the Being is not strong enough, perceptive enough to pull out on his own, plus he has all of those goodies he's sticking around a body for, and all those need to be described: the sensations, and also, from a Games viewpoint, the Postulates that are holding him there and need to be uncovered. With this case somewhat handled, and the GE having less of a role in the scheme of things, then you can actually concentrate on the Spiritual Being's Postulates and find out why the hell he's hanging around a body.

## Sort-Out Procedure

Three primary areas of case are addressed and sorted out on this Stage:

**(I) The Genetic Entity.** Genetically inherited case and the body's instinctive drives and life force. Conditioning imprinted at the level of brain. The 'spirit of the body'.

**(II) Identities.** The Composite Self - the postulated 'ego' personality or 'Self-image'. The problem constructions of dramatised identifications. All the COEXs and Safe Solutions that attach to these. Substitute Beingness, Doingness & Havingness.

**(III) Viewpoints.** The Spiritual Being's true case consisting of Postulates, Considerations, Evaluations, Opinions. The essential Beingness that is not necessarily identified with a postulated Self.

1. **BEING:** Taking the Postulate obtained from Revelation Process A, first assess the major reading **area** of address (I-III) above - the Item you are handling. You want to determine whether the material you are handling belongs to the Spiritual Being, the Composite Self or the GE. You can define this in terms of an Identity if you are starting from the point of a Composite or Postulated Self. Often at this stage of the Project this is just 'me' and you no longer need a W/W Question to find the role; but leave this possibility open as it may be an entrance to further Own Goals. Also it tends to increase understanding, and also acts as a pull-in for a realisation.

[The Sort-out Technique may also be used from this point on an Item you are handling: an origination from life experience brought into session, from a COEX Handling or from an Assessment list.]

At all times on this procedure, run reading Expressions on Indicator Tech.

Ask: 'Is there a restimulation?' If so, check the following **Restimulation List** for the nature of the restimulation:

- A. GE - to - Spiritual Being?
- B. Spiritual Being - to - GE?
- C. GE - to - GE?
- D. During this action?
- E. Earlier?
- F. Loop?
- G. Misowned?
- H. Other's?
- I. Past life?

The handling is by Indication and Repeated Indication, pulling Expressions off it for Indicator Tech. This assessment is used throughout the following handlings. Note:

'D.' refers to restimulation during this Sort-Out.

'E.' refers to restimulation of earlier experiences - this could mean earlier lives, earlier Imprinting, possibly the GE has an earlier incident - if it reads, Indicate it.

**‘F. Loop?’** works like this: Being picks up something, or communicates something to the GE, the GE goes into restim, the Being in close proximity with the GE gets excited, goes into restim, this further restimulates the GE, which further communicates this to the Being, and so on. There are also Loops between the Being and Imprinted material where earlier Imprinted material becomes restimulated. There are loops between Beings. Also Loops between GE and Composite Self (in that certain sensations from the GE reinforce the Composite Self postulate, and this postulate in turn feeds the GE a wavelength which makes it put out its communication more and more).

**‘H. Others?’** is another way to check for Misowned, and may also refer to the GE’s problems stemming from another Being which has crossed its line in the past.

**‘I.’** - the character of past life material is vastly different from anything else and can be the key-stone that is holding everything else together, especially in one of these Loop situations, and may help to pull out the Postulate that is holding one of these configurations from GE to Spirit together.

2. **SOURCE(S):** From the viewpoint of the Spiritual being, this would be whether he is receiving this material from the environment, his own time line, the GE, an Imprint, etc. It’s where the material is coming from, that’s going into the particular Being or Item that you are handling. To help **identify the source**, assess the following:

*Nature of the Source:*

**GE-BODY**

**GE-BODY MOCK-UP**

**GE-BODY MEMORY**

**GE-BODY’S IMPRINT**

**PT PERCEPTION**

**COMPULSIVE CREATE**

**BORROWED?**

**MISOWNED?**

**GE’S PT COMMUNICATION**

**GE-to-GE COMMUNICATION**

**GE-to-GE RESTIMULATION**

**BEING’S IMPRINT ON GE**

*Origin of the Source:*

**Spiritual Being**

**Me**

**I**

**False Spiritual Being**

**Wavelength**

**False Wavelength**

**Picture**

**Imprint data**

*(anything can be a Source)*

**GE as a Spiritual Being**

**Other GE**

**Mirror**

**False Viewpoint**

**My mock-up**

**Another’s viewpoint**

**Compulsive create**

**Mock-up**

3. **FLOWS:** Did the GE **flow** something to the Spiritual Being or did the Spiritual Being flow something to the GE? Determine the **direction** - was it an inflow or was it an outflow? Did the Being or the GE **draw** off of another being, off of their own Reactive Mind, or in a sense **feed** one another in a kind of symbiotic relationship? Was it **asked for** or **enforced**?

The following flow lines may be involved:

<i>Another to self</i>	<i>For yourself</i>
<i>Self to another</i>	<i>For another</i>
<i>Others to others</i>	<i>For others</i>
<i>Others to self</i>	<i>For everyone</i>
<i>Another to others</i>	<i>On a via to self</i>
<i>Others to another</i>	<i>On a via to another</i>
<i>Self to everyone</i>	<i>On a via to others</i>
<i>For self alone</i>	<i>On a via to everyone</i>
<i>For friends alone</i>	<i>On serial vias to hide at source</i>
<i>For enemies alone</i>	
<i>To create a problem for self</i>	<i>To create a solution for self</i>
<i>To create a problem for another</i>	<i>To create a solution for another</i>
<i>To create a problem for others</i>	<i>To create a solution for others</i>
<i>To create a problem for everyone</i>	<i>To create a solution for everyone</i>

4. **SPACE:** Determine: a) the **space** that the Item you're handling is creating; b) the **location**; c) the **scope** of the entire charge that you are handling, which may exist solely with just the GE, just with the Being, maybe a relationship between both, it may include the Composite and also other Beings and GEs, and the Imprint. E.g. a flow may start from another Being, to Me as a Being, transfer to my GE and also have a relationship with Composite Self. So this is a reminder to check out the entire scope of the charge you're handling - the number of areas, the size of the event - from the source point to the receipt point and all points in between.
5. **WAVELENGTH:** This is the **type of communication**, which is not always a picture - it might be an intention, a postulate, an effort flow, tension, emotion, energy - any type of communication that could happen between two beings.
6. **SEQUENCE:** This is to map out the chain of events in their **correct order**. You need to determine where the perception came from first. Then for example, the perception may have gone into the Being, caused restimulation, and then that may have restimulated the GE, or vice versa. These things come in an order that is verifiable.
7. **CAUSE:** This is asking the question, **Why** would the Spiritual Being do that? Why would the GE do that? What was the Being's purpose? What's the Goal of the Identity (I, Me, Myself for an Own Goal)? Why do that?
8. **POSTULATES:** List for **Postulates** of the Being, Composite Self or GE, whichever you are handling. Step One of the Revelation Process A will have produced a Postulate, but there may be more you can pick up here. **'What Postulate would accompany (item handling)?'** Having established the Postulate, clean it with Repeater and Ind Tech to P/N, and include it in later Subsidiary handlings.
9. **LOCATION:** This usually isn't necessary, but if you're undoing some sort of sticky Imprint or GE situation, you can ask: **Where** was the Being at



that time? Or, which part of the GE is it - my head? My legs? My whatever? You don't have to get too specific with this. Indication, along with the Repeater Technique, is enough to discharge the GE side of this equation.

10. **VIEWPOINT:** Even if the Spiritual Being doesn't feature in the scheme of things you're looking at, to ask for the Being's **viewpoint** at the time when this was going on, is very productive. All that the Spiritual Being essentially has is a viewpoint, and at this level the postulates, considerations and opinions frequently belong to the Composite or Postulated Self.
11. **APPEARANCES:** This is a catch-all reminder to check **False**, and to enquire into the notion that perhaps the data or perception that you're buying may be just an agreement, or the information may not be complete.
12. **NON-SOURCE:** This is for **Imprinted** material. It also asks for material that was perceived but one didn't realise it was perceived, which is very close to an Imprint. This is also material - ideas, notions, perceptions, whatever - which one has agreed upon, and may not be aware of the agreement. And this covers False and Misowned material, Borrowed material, material that has been Forced in. Check:

<b>Borrowed?</b>	<b>Agreed?</b>	<b>Misowned?</b>	<b>Unknown agreement?</b>
<b>Forced?</b>	<b>False?</b>	<b>Imprinted?</b>	<b>Unknown perception?</b>

Also you can check for the degree of the imprinting, which depends on the following factors of the imposed stimuli:

**Frequency      Intensity      Duration**

**Then re-assess at 1. to see if there are further areas that need sorting out.**

**At the end you should be able to make a diagram showing the beings involved, the flows, the restimulation loop - a picture of the whole event that's occurred or is occurring.**

**Note: It's OK to change the area you're handling in the middle of the action, but be sure to finish Steps 1-12 and if necessary Restimulation A-I on any reading area.**

**EP is P/N on all of 1-12 and A-I on areas I, II, and III, i.e. Duplication of event.**