Full Realisation
Part V of The Insight Project

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CONTENTS

INTRODUCTION

Part V is divided into Sections, which correspond to the introduction of new techniques common to that Section. Part V continues untangling the Labyrinth of Postulates that compose the Spiritual Reactive Mind, but moves now into the area of case that is above Own Goals and concerns the Being's Games, both in the Physical Universe and Spiritual Games. The handling still takes a Present Time viewpoint, as all of this case is being manifested in Present Time. There is, however, more use of Date/Locating on this final Part of the Insight Project.

At some point on Part IV you probably found the need for Rev B Lines started to evaporate, as the Spiritual Reactive Mind of Postulates came more and more into view. Therefore new Revelation Processes are used on Part V which clean Postulates in the direction of Games, rather than the attached material and viewpoints which the previous Rev B handled. These are described on the next pages.

However, if you need to use Part IV Rev B Questions to discharge Postulates, or indeed if you need to Probcon an Item in order to extract the Postulate accompanying it and its Opposing Posulate then of course, you can do so. Also you can use the Sort-Out Technique from Part IV if that becomes necessary. If a Goal Conflict Structure Item emerges as the major reading item, then this must still be run as standard.

The full Indicator Tech from Part IV is retained on Part V with the addition of an additional button: 'Evaluated?'. Repeater and Indicator Techniques continue to be the senior handling on the Project.

The Postulates and Oppose Postulates will also be found to have a particular inter-relationship, and this structure will be described later. The techniques continue to evolve throughout Part V. Use the Contents pages as a Level Assessment of the Levels you have completed and of the next Levels on the Section you are on. If you need to return to Levels from earlier Parts, you also apply the techniques from later Parts, e.g. use appropriate Revelation Processes to locate and clean the Postulate accompanying the top Item of a Probcon or a Goal Conflict Structure.

The Final Section is a lengthy Intensive designed to wrap-up your work on the Project, to obtain your EP.

Part V Revelation Processes

Part V Revelation Process A - Postulate & Opposing Postulate

1. Working from the majorly reading Question as directed in the various Levels of Part V, you **LIST the given Question** to a verified Item cleaned with Repeater and Indicator Tech to P/N**.**

2. Then **LIST to find the Postulate:**

   'What Postulate would accompany (Item)?'
   or **'What Posulate would (Item) have?'**

   Having established the Postulate, clean it with Repeater and Ind. Tech to P/N.

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

   'What Postulate would oppose (Postulate found above)?'

   Having established the Opposing Postulate, clean it with Repeater and Ind. Tech to P/N.

Part V Revelation Process B

Stage One - Safe Solution & Rock Questions

1.   The **Opposing Postulate** found on Revelation A is now tested in the following **SAFE SOLUTION Questions:**

   1) **'How would (Opposing Postulate) make you right?'**
   2) **'How would (Opposing Postulate) make others wrong?'**
   3) **'How would (Opposing Postulate) help you escape domination?'**
   4) **'How would (Opposing Postulate) help you dominate others?'**
   5) **'How would (Opposing Postulate) aid your survival?'**
   6) **'How would (Opposing Postulate) hinder the survival of others?'**

   LIST the major reading Question, to produce a new Item. This handles if the Opposing Postulate is one's own Safe Solution. Opposing Postulates are most frequently one's own. The new Item is then taken back to Revelation Process A to produce a new Postulate pair.

2.   **If no read on 1.**, then test the following **ROCK Questions:**

   1) **'What decision is being made to manifest (Opp. Postulate)?'**
   2) **'What decision is being made not to manifest (Opp. Postulate)?'**
   3) **'In what way is (Opp. Postulate) being manifested?'**
   4) **'How is the manifestation of (Opp. Postulate) being held still?'**
   5) **'How is the manifestation of (Opp. Postulate) being made more solid?'**
   6) **'How is the manifestation of (Opp. Postulate) being stopped from going away?'**
   7) **'How is (Opp. Postulate) being manifested so that everyone can see it?'**
   8) **'How is (Opp. Postulate) ruining the game?'**
   9) **'What regret is there about (Opp. Postulate) spoiling the game?'**

   LIST the major reading Question, to produce a new Item. [The 'manifestation' of the Opposing Postulate is the result or creative product of the Postulate]. The new Item is then taken back to Revelation Process A to produce a new Postulate pair, which is taken through the above procedures (the original pair being dropped).

3.   If none of the Questions above read, or if an Item has been taken back through Rev A and there are no reads on the above Questions, then proceed to Stage Two:

Stage Two - Date/Locate Opposing Postulate

1. Assess (inserting the last Opposing Postulate handled on Rev A):

'When did you first make the postulate (Oppose Postulate)?'

'When did you first postulate (Oppose Postulate)?'

'When did you first decide (Oppose Postulate) was the Safe Solution?'

Date from the major reading Question (if any). If necessary use the metered D/L Procedure.

Indicator Tech the date, including MEX and REX. Then ask:

'On (Question), is (date) the correct date?'

It should P/N. If no P/N, ask:

'Are there any considerations on this date?'

Pull consideration. Indicator Tech the answer and handle accordingly. See the following D/L Flowcharts. Repeat until your date P/Ns. Do not be concerned if your date is not numerical but an event in time (see below*).

2. Locate the Opposing Postulate using the same procedure as above ('Where?' instead of 'When?'). Exact location is less important than pulling the considerations off.

3. Re-assess the D/L questions until nothing more is available on the Opposing Postulate. Note: The Opposing Postulate is always run before the Postulate, which is handled next:

Stage Three - Subsidiary Postulates

1. Run the Postulate of the final Postulate/Opposing Postulate pair (as found on Rev Process A) on the Safe Solution and Rock Questions (even though it is not an Opposing Postulate), and if the Questions are clean then D/L the Postulate; if not you will need to do another round of Revelation Processes.

2. Handle any other Postulates that have come up during the Revelation Processes. Make an Assessment of them and check the major reading one (if any) on the Safe Solution and Rock Questions. Continue until the area is fulled cleaned up.

*Note: Don't try to D/L a Postulate that is no longer reading, with suppress buttons having been put in. GE Postulates one has misowned tend to go flat and not be D/L-able, so not all Postulates can be D/L'd. Also don't expect all dates and locations to be actual dates and locations. Many are before Time and location in Space were possible. They run by event rather than Time Continuum. The important charge to get off here is from the considerations, acting as Postulates, that hold the past you are running in place.

Dating

When was it?

If past lifetime, ask: Earlier than (date of birth)? More than 100 years ago? More than 1000 years ago? More than 10,000 years ago? etc. Meter read = confirmation. Then having got the order, find out the units by elimination and assessment.	If this lifetime, ask: What year was it? What month was it? What day of the month was it? What time of the day was it? etc. Meter read = confirmation. Use the meter to find the exact time, by elimination and assessment.

If at any time a BD occurs, ask:
'Did something blow?'

If F/Ns, then Indicate:
'The correct date is ...'

If no BD, repeat whole answer, in the same sequence as it was derived.

If still no BD, ask: 'Are there any considerations about this date?'
Clean reading lines with Indicator Tech.
Repeat to BD F/N.

If still no F/N and Implant material is suspected, then ask if this is:

- a correct date?
- already blown?

- incompletely dated?
- incorrectly dated?

- a false date from an Implant?
- an actual date from an Implant?

Clean with Indicator Tech then re-date

Clean with Indicator Tech then re-date

Locating

Where was it?

If not on Earth, point to Direction.
Located in this solar system? this
sector of the galaxy? this galaxy? this
universe? Meter read = confirmation.
& ask for Distance:
How many miles or light years away?
Having got the order, find out the units
by elimination and assessment.

If on Earth, ask for Location:
What country was it?
What town was it?
What building was it?
What room was it? etc.
Meter read = confirmation.
Use the meter to find the exact location,
by elimination and assessment.

**If at any time a BD occurs, ask:
'Did something blow?'**

**If F/Ns, then Indicate:
'The correct location is ....'**

If no BD, repeat whole answer, in the same sequence as it was derived.

If still no BD, ask: 'Are there any considerations about this location?' Clean reading lines with Indicator Tech. Repeat to BD F/N.

If still no F/N and Implant material is suspected, then ask if this is:

- a correct location?
- already blown?

- incompletely located?
- incorrectly located?

- a false location from an Implant?
- a false incident from an Implant?
- an actual location from an Implant?

Clean with Indicator Tech then re-locate

Clean with Indicator Tech then re-locate

FLOWCHART
FOR REVELATION PROCESSES A & B

REVELATION PROCESS A

Postulate & Opp. Postulate

L&N
Clean Item with Rep & Ind Tech

FIND POSTULATE
What Post would accompany Item?
What Post would Item have?
Clean Post with Rep & Ind Tech

FIND OPPOSING POSTULATE
What Post would oppose (Post)?
Clean Opp Post with Rep & Ind Tech

REVELATION PROCESS B

Stage One: Safe Solution & Rock Zeros

Check Opposing Postulate in Safe Solution Zeros
If reads, L & N to produce new Item

If no read, check Opposing Postulate in Rock Zeros
If reads, L & N to produce new Item

If no read, continue to Stage Two

REVELATION PROCESS B

Stage Two: Date/Locate

When did you first make the postulate (Opp Post)?
When did you first postulate (Opp Post)?
When did you first decide (Opp Post) was the Safe Sol.

REVELATION PROCESS B

Stage Three: Subsidiary Postulates

1. Run Postulate of final pair from Rev B Stage One
2. Run assessed subsidiary Postulate similarly

Indicator Tech on Part V is as Part IV with the addition of the button 'Evaluated?' So the line-up of buttons is:

True? False? Mocked-up? Misowned? Evaluated? Genetic? Imprinted?

with the suppress button: **Unacknowledged?**

Final Indication of Truth only   (having pulled new Expressions from *all* reading buttons)

Plus the further buttons: **MEX?** & **REX?**

SECTION A

LEVEL 1, DENIED C.U.E.

If total CUE would produce the vanishment of all mechanical conditions of existence, then what we must do, now that the misownerships etc. have been pared down, is to handle denied CUE and all its ramifications directly.

1. Assess:

EMPATHY	**UNDERSTANDING**	**COMMUNICATION**
AFFINITY	**COMPREHENSION**	**DUPLICATION**
SPACE	**REALITY**	**ENFORCEMENT**
CLOSENESS	**BEING HERE**	**GRANTING BEINGNESS**
GAME	**HELP**	**UNDERSTANDING**
HAVINGNESS	**WILLING TO STAY**	**WILLING TO BE HERE**
CONTRIBUTING	**EXPERIENCE**	**CO-EXISTENCE**
EXCHANGE	**ACKNOWLEDGEMENT**	**ADMIRATION**
MOTION	**FLOWS**	**BELONGING**
CURIOSITY	**DESIRE**	**CAUSING**
SOURCE	**CONDITIONS**	**EXISTENCE**
A BODY	**OTHERS**	**CHANGE**
A PROBLEM	**A SOLUTION**	**PLEASING**
CREATING	**DESTRUCTION**	**RESPONSIBILITY**
CONFRONT	**REACHING**	**WITHDRAWING**
DESIRING NO FLOW	**DESIRING INFLOW**	**DESIRING OUTFLOW**
PERMITTING NO FLOW	**PERMITTING INFLOW**	**PERMITTING INFLOW**
BEING STATIC	**SELF**	**INTIMATES**
GROUPS	**MANKIND**	**LIFE FORMS**
PHYSICAL UNIVERSE	**SPIRITUALITY**	**ETHICS**
AESTHETICS	**THE INFINITE**	**SOMETHING ELSE?**

2. Bearing the button from 1. in mind, now assess the following List:

1. Is anything being protested?

2. Are you withholding a protest?

3. Is something going badly wrong?

4. Is your affection being rejected?

5. Are your feelings being rejected?

6. Is your opinion being rejected?

7. Is your communication not being accepted?

8. Is your communication being cut short?

9. Is your communication being ignored?

10. Is an earlier rejection being restimulated?

11. Is an earlier upset being restimulated?

12. Is a feeling of upset being suppressed?

13. Is a feeling being ignored?

14. Is an earlier disappointment being restimulated?

15. Is an earlier communication breakdown being restimulated?

16. Is there something you don't understand?

17. Is there a misunderstanding?

18. Is an earlier misunderstanding being restimulated?

19. Is someone being misunderstood?

20. Is a reality being enforced?

21. Is there a disagreement?

22. Is something being made less of?

23. Is something being invalidated?

24. Is there a criticism?

25. Is someone being treated as unimportant?

26. Is something being regarded as unimportant?

27. Are you upset about something that you yourself did?

28. Is someone nearly finding out something about you?

29. Are you doing something that's resulting in an upset?

30. Is there an injustice?

31. Is there a false accusation?

32. Is the truth about something not being accepted?

33. Is someone jumping to a wrong conclusion?

34. Is something being taken the wrong way?

35. Is there some false information?

36. Is there something you find confusing?

37. Is something different than you expect it to be?

38. Is there a problem that won't go away?

39. Is the wrong reason for an upset being given?

40. Is your attention being fixed on something?

41. Is an agreement not being kept?

42. Is a goal being disappointed?

43. Is your help being rejected?

44. Is a decision being made?

45. Is something being asserted?

46. Is an observation being invalidated?

47. Is a traumatic experience being restimulated?

48. Is a belief being invalidated?

49. Is a willingness not being acknowledged?

50. Is something being rushed?

51. Is something going on too long?

52. Is someone evaluating for you?

53. Is an action unnecessary?

54. Are you being forced into something?

55. Is something being forced upon you?

56. Is something being done without your agreement?

57. Is something being found out?

58. Is there something you feel is missing?

59. Is something being taken for granted?

60. Is there something someone doesn't grasp?

61. Is there something you want to keep secret?

62. Is someone trying to make you feel wrong?

63. Is someone failing to help you?

64. Are you failing to help someone?

65. Is something being left incomplete?

66. Does some action seem wrong to you?

67. Are you deciding to be upset about something?

68. Are you not accepting responsibility for something?

69. Is someone else not accepting responsibility for something?

70. Does some action seem wrong to you?

71. Does something make you feel embarrassed?

72. Does something make you feel unsafe?

73. Does something make you feel intimidated?

74. Is a statement too generalised?

75. Is a criticism nearly right?

76. Is someone trying to make you feel wrong?

77. Is someone trying to provoke you?

78. Is something happening too slowly?

79. Is something being forced on you that you don't really want?

80. Is a grievance not being acknowledged?

81. Is a loss of status occurring?

82. Is a win being belittled?

84. Is a win not being acknowledged?

85. Are you silently protesting to yourself?

86. Are you still asking yourself the same question?

87. Are you still looking for an answer?

86. Are you not being asked the right question?

85. Is the real upset being missed?

86. Is there no upset in the first place?

3. LIST the major reading Question:

'On (button from 1.) (question from 2.)?'

Clean the resulting Item on Repeater with Ind. Tech.

4. Assess the following List:

'On (Item from 3.), in what way is someone or something...........?'

Upset	**Not communicated with**	**Getting no affinity**
Not agreed with	**Failing to withhold**	**Denied beingness**
Stuck	**Unwilling**	**Criticised**
Invalidated	**Avoided**	**Neglected**
Made nothing of	**Attacked**	**Succumbing**
Fleeing	**Excluded**	**Rejected**
Treated as different	**Suppressed**	**Unmocked**
Stopped	**Not wanted**	**Withdrawn from**
Enforced	**Inhibited**	**Blamed**
Made responsible	**Unconfronted**	**Uncontributed to**
Degraded	**Made unimportant**	**Refused**
Unexisting	**Out of the game**	**Effect-point**
Misunderstood	**Separate**	**Unconnected**
Frustrated	**Dissatisfied**	**Not flowing**
Made wrong	**Dominated**	**Hindered**
Withheld from	**Unacknowledged**	**Unadmired**
Unrecognised	**Denied Havingness**	**Evaluated for**
Forced to have	**Not wanting to have**	**Being suggested to**
Being careful	**Failing to reveal**	**Withholding**
Being made to disappear	**Out-exchanged**	**Suppressed**
Wasted	**Substituted**	**Occluded**
Forgotten	**Unremembered**	**Unknown**
Negated	**Not known**	**Regretted**
Unreaching	**Having reservations**	**Cautious**

Disorientated	Out-ethics	Unaesthetic
Overwhelmed	Frightened	Enforcing flows
Inhibiting flows	Stopping flows	Changing flows

Being denied ...	Being denied ...	Being denied ...
CUE	Empathy	Agreement
Agreement	Communication	Understanding
Motion	Flows	Help
Space	Energy	Time
Objects	Location	Something Else?

5. LIST the major reading Question assessed from 4. Then run the resulting Item on Revelation Processes A & B.

6. Re-assess at 4., then 2., then 1., until the Level is clear.

Note: A further phenomena to look out for on this final Part, is that you can get a Fall which is almost a 'Float Down'. It appears un-energised and you can only spot it as a Float Down and not a P/N because it continues to float on down and stays down, rather than float with a periodic (pendulum-like) motion. It is as though the Being is expressing relief at getting the specific Item or the isolated Question. When the question is re-checked it Falls or BDs with the charge now strong. So watch out for it or you will bypass the charged Question thinking it is a P/N.

LEVEL 2, CAUSATION

During Part V and particularly on this Level, be on the look-out for the following phenomena. One's inability to put his senior Own Goal - backed by his Prime Postulate - into action, is what gives the Being his Reactive Mind. Strip the Goal out from underneath this Prime Postulate, and the Reactive Mind disappears - and he finds he didn't need the Goal in the first place!

This senior Own Goal is a Postulated Self that never got acknowledged. But all around him lies get acknowledged and this baffles the Being. So there is this protest about the acknowledgement of lies and the failure to acknowledge truth, and that is the basis of a Being's mis-emotion. Nothing makes a Spiritual Being get more upset than alteration! So be aware of this phenomena and also don't neglect to run Own Goals when the charge transfers to them.

1. Assess:

KNOWLEDGE	**RESPONSIBILITY**	**CONTROL**
UNDERSTANDING	**IDEAL SCENE**	**SOURCE**
CONDITIONS	**EXISTENCE**	**SPACE**
TIME	**MATTER**	**OBJECTS**
ENERGY	**FORCE**	**LOCATION**
SPIRIT	**AESTHETICS**	**ETHICS**
CO-EXISTENCE	**MIND**	**MEMORY**
PAST LIVES	**BODY**	**POSTULATES**
GOALS	**CONSIDERATIONS**	**EVALUATIONS**
OPINIONS	**PERCEPTIONS**	**PLACE**
FORM	**EVENT**	**AFFINITY**
REALITY	**AGREEMENT**	**COMMUNICATION**

2. Bearing the button from 1. in mind, now assess the following List:

1. Is there an incomplete action cycle?

2. Is there something you have withheld doing?

3. Is there some action cycle being rejected?

4. Is there a create or start being rejected?

5. Is there a persistence or change being rejected?

6. Is there a destruction or stop being rejected?

7. Is there an action cycle stopped short?

8. Is there a creation being ignored?

9. Is there an earlier rejection of a create or start being restimulated?

10. Is there an earlier rejection of a persistence or change being restimulated?

11. Is there an earlier rejection of a destruction or stop being restimulated?

12. Is there an earlier rejection of an action cycle being restimulated?

13. Is there something about your intentions being misunderstood?

14. Is an intention being mis-duplicated?

15. Is an earlier mis-duplication of your intention being restimulated?

16. Is some data about action confusing?

17. Is there a command not being understood?

18. Is there some word, symbol or significance about action or intention not being understood?

19. Is there some situation you have mishandled?

20. Is there some problem about action?

21. Is there a mission or purpose that has failed?

22. Is there a situation you took control of because you decided no-one else could?

23. Is a wrong reason or evaluation being put on your actions or intentions?

24. has a similar incident occurred before?

25. Is something being done rather than what was said?

26. Is a goal, purpose or target being disappointed?

27. Is your help being rejected?

28. Is a decision being made?

29. Is a false purpose being restimulated?

30. Has there been a sudden shift of attention?

31. Is there something that has startled you?

32. Is a perception or understanding being prevented?

33. Is a willingness to handle terminatedly not being acknowledged?

34. Is there no collaboration or co-existence?

35. Is some loss being threatened?

36. Are you trying to leave the post you have assigned yourself?

37. Are you trying to leave or desert?

38. Is there something you are trying to escape from?

39. Do you not know what others need and want from you?

40. Are actions being interrupted?

41. Are actions continuing too long?

42. Is data being invalidated?

43. Are you extending unwanted help or collaboration?

44. Are your actions being evaluated?

45. Is something being over-run?

46. Is an action unnecessary?

47. Is there some goal, project or target you are hanging onto absolutely?

48. Is there nothing wrong in the first place?

49. Is something being ignored?

50. Something else?

3. LIST the major reading Question:

'On (button from 1.), what is (subject of question from 2.)?'

[For example the question: 'Is there an incomplete action cycle?' would produce the Question: 'What is the incomplete action cycle?']

Clean the resulting Item on Repeater with Ind. Tech.

4. Assess the following List:

**'On (button from 1),
W/W is ......(insert button below)...... (Item from 3.)?'**

Suppressing	**Invalidating**	**Not revealing**
Covering up	**Altering**	**Asserting**
Falsifying	**Changing?**	**Pleasing**
Bypassing	**Solving a problem on**	**Creating an effect on**
Helping	**Not confronting**	**Destroying**
Avoiding	**Neglecting**	**Escaping**
Causing failure of	**Attacking**	**Enforcing**
Inhibiting	**Refusing**	**Withholding**
Invalidating	**Causing guilt about**	**Dominating**
Hindering survival of	**Impressed with**	**Influencing**
Wrongly evaluating	**Wrongly explaining**	**Omitting facts about**
Changing sequence of	**Dropping-out time on**	**Adding falsehoods about**
Altering importance of	**Wrongly targeting**	**Ascribing wrong source to**
Confusing facts about	**Giving cross-orders on**	**Including incorrect data on**
Adding arbitrary on	**Contradicting**	**Threatening**
Preventing perception of	**Forgetting**	**Occluding**
Omitting	**Out-exchanging**	**Deceiving about**
Introverting on	**Denying affinity with**	**Denying reality of**
Denying agreement to	**Cutting communication**	**Denying understanding of**
Stopping agreement to	**Interfering with**	**Screening out**
Not responsible for	**Ignorant about**	**Controlling**
Mis-controlling	**Out-of-control on**	**Only starting**
Only changing	**Only stopping**	**Misunderstanding**

Pretending to know of	**Irresponsible about**	**Hallucinating**
Not causing	**Confusing**	**Chaotic on**
Not-knowing	**Negating**	**Unmocking**
Not flowing on	**One-way flowing on**	**Enforcing flows on**
Inhibiting flows on	**Putting wrong time on**	**Misplacing**
Malforming	**Causing harm with**	**Self-interested about**
Betraying	**Trapping with**	**Enforcing a scenario on**

(This list may be added to as necessary)

5. LIST the major reading Question assessed from 4. Probcon the resulting Item; this may well lead into a Goal Conflict Structure. Then run the top Item on Revelation Processes A & B.

6. Re-assess at 4., then 2., then 1., until the Level is clear.

LEVEL 3, VIAS

1. Assess the Domains:

          On VIAS - **1. Self**
                         2. Intimates
                         3. Groups
                         4. Mankind
                         5. Life Forms
                         6. The Physical universe
                         7. Spirituality
                         8. Ethics
                         9. Aesthetics
                         10. The Infinite

2. Assess the 'Domains Assessment' (see end of pack) on the major reading Domain to a LF button.

3. Assess the following List, inserting the major reading button from 2.

    Mocking up (button) on a via
    Failing to mock up (button) on a via
    Deciding (button) will be there
    Deciding (button) will not be there
    Expecting (button) to be there
    Expecting (button) not to be there
    Perceiving (button) is still there
    Perceiving (button) is not still there
    Knowing (button) should be there
    Knowing (button) should not be there
    Pretending to be at effect of (button) still being there
    Pretending to be at effect of (button) not yet being there
    Changing something to hold (button) still
    Changing something to stop (button) going away
    Mocking up (button) continuously
    Unmocking (button) continuously
    Substituting what was there with (button)
    Substituting what was not there with (button)
    Assigning other cause to (button) being there
    Assigning other cause to (button) not being there

Believing (button) was never there
Believing (button) never could be there
Believing (button) will always be there
Believing (button) always should be there
Holding (button) there
Holding (button) off so it is there
Pulling (button) in
Pushing (button) off
Resisting (button) so it becomes more solid
Resisting absence of (button) so it becomes more solid
Regretting (button) is there
Regretting (button) is not there
Blaming another for absence of (button)
Blaming another for presence of (button)
Making (button) too solid
Unable to make (button) solid
Pretending (button) is lost
Regretting loss of (button)
Holding (button) in PT as a loss
Blaming another for loss of (button)
Unwilling to destroy (button)
Unwilling to cause (button)
Willing to use force against (button)
Unwilling to use force against (button)
Holding on so (button) can never be lost
Making (button) important
Making (button) unimportant
Pretending no connection with (button)
Pretending not separate from (button)
Validating (button) as survival
Validating (button) as succumb
Trying to escape from (button)
Failing to escape from (button)
Considering (button) valuable
Considering (button) not valuable
Considering (button) aesthetic

Considering (button) unaesthetic

Considering (button) a mystery

Considering (button) should be a mystery

Believing (button) should be admired

Failing to admire (button)

Considering (button) can't be known

Considering (button) shouldn't be known about

Resisting presence of (button)

Unable to resist presence of (button)

Resisting absence of (button)

Failing to resist absence of (button)

Remembering (button) was there

Forgetting (button) was there

Forgetting (button) wasn't there

Occluding source of (button)

Assigning source of (button)

Misowning source of (button)

Pretending (button) has no source

Considering you do know about (button) when you don't

Considering you don't know about (button) when you do

Putting (button) over there and pretending no connection

Deciding (button) is too complicated to handle

Deciding (button) is too simple to handle

Pulling in (button) and pretending no connection

Holding on to a small space absolutely in order to not know about (button) at source

Holding on to everywhere absolutely in order to not know about (button) at source

Hiding and pretending (button) is not connected

Hiding and pretending (button) is not separate

Reaching for a (button) that is not there

Withdrawing from a (button) that is not there

Reaching for a (button) that shouldn't be there

Withdrawing from a (button) that is not there

Making a wrong target of (button)

Being a wrong target for (button)

Using force against (button)

Failing to use force against (button)

Running a can't have on (button)

Running a denied have on (button)

Electing (button) an enemy

Assigning self as an enemy to (button)

Assigning self senior to (button)

Assigning (button) to self

Causing (button) to disappear in relation to self

Requiring (button) should be changed

Requiring (button) should not be changed

Delegating another to handle (button)

Being delegated by another to handle (button)

4. On (major reading line from 3.) assess which Flow is involved:

Another to self	**For yourself**
Self to another	**For another**
Others to others	**For others**
Others to self	**For everyone**
Another to others	**On a via to self**
Others to another	**On a via to another**
Self to everyone	**On a via to others**
For self alone	**On a via to everyone**
For friends alone	**On serial vias to hide at source**
For enemies alone	
To create a problem for self	**To create a solution for self**
To create a problem for another	**To create a solution for another**
To create a problem for others	**To create a solution for others**
To create a problem for everyone	**To create a solution for everyone**

5. LIST: '**In what way are you (major reading line from 3.) (flow from 4.)?**'

Then run the resulting Item on Revelation Processes A & B.

6. Re-assess at 4., then 3., then 2., then 1., until the Level is clear.

LEVEL 4, AVOIDING GAMES

1. Write up a list of the Parts of Life you are avoiding, suppressing, have resolved the need to confront, or have found a solution to or bypass to. Add Something Else?

2. Assess the list and check the following Questions for read:

'In what way are you trying to escape from (item from 1.)?'

'In what way are you sacrificing (item from 1.) for peace and quiet?'

'In what way is someone or something denying having on (item from 1.)?'

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

4. Repeat at 2. - 3. until clean, then re-assess at 1. Add further items to your personal list if they occur to you.

LEVEL 5, THE CONCEPT 'ME'

The indications are that a Native State Being does not have or need an awareness of Self. He is an individual in that 'he' can separate-out from the Spirit body, but the other side of the coin is that he is also All That Is. This is universally reported by advanced mystics who have released Reactive Mind by certain practices sufficiently to get a taste of this; however they have not erased the Reactive Mind and unfortunately at some time, at latest the next rebirth, the insight is likely to collapse.

The need for a personal identity or fixed viewpoint is brought about by the threat of loss and the need to survive as a separate entity. A lower harmonic of this is seen in very young children, who do not develop a sense of identity or 'ego' until about the third year ... the dream-like innocence of childhood, before all the defense mechanisms and neuroses have been built up. By then the child has had sufficient restimulation of the Physical Game to perceive the need to defend the self-identity in order to survive.

1. Assess: **'W/W is being ....?'**

A separate unit	**An anchor point**
A relay point	**A problem to self**
Not here	**A problem to others**
Not there	**A solution to self**
Something in the past	**A solution to others**
Something in the future	**An entity**
Becomingness	**A beingness**
A significance	**A body**
A reality	**A mind**
An apparency	**A memory**
Something pretending to be human	**A character**
A no responsibility	**A personality**
A no confront	**An ego**
A no change	**A life form**
A location	**An animal**
An identity	**An organism**
A separateness	**A brain**
A something	**An attention point**
A nothing	**A communication symbol**
A thing	**A no help**
An orientation point	**Something pleased**
An illusion	**A total CUE for all**
A mock-up	**A no CUE for any**
Something mocked-up by others	**An only one**
A dimension point	**A centre of the Universe**

A viewpoint
A spectator
Something in hiding
A total effect on self
A no effect on self
A total effect on others
A no effect on others
Something behind barriers
Unlocated
Something remote
A remote viewpoint
Exterior
Interior
A via
A game
A total intention
A no attention
A servo-mechanism
A source point
Something not knowing
Something that must each
Something that must withdraw
Something that can't reach
Something that can't withdraw
A denied havingness
A denied orientation
A can't be had
An implosion
An explosion
A blackness
A whiteness
Light
Something isolated
Something distanced
Something on a via
Created on a via
Had on a via
Uncreated
Something without source
Something without end
Something introverted
Something that must be contributed to
Something that must be confronted
Something that is here to experience

Something that is here to learn
Something that is here to evolve
Something that is wasted
Something that is substituted
Cyclic
Repeating
Nowhere
Everywhere
Something under threat
Something that fears loss
Something that must survive
Something that must hold on absolutely
Something that must hold on forever
Something with a sense of identity
Something that considers itself a Self
An enforced beingness
An inhibited beingness
An enforced doingness
An inhibited doingness
An enforced havingness
An inhibited havingness
An enforced affinity
An inhibited affinity
An enforced agreement
An inhibited agreement
An enforced communication
An inhibited communication
Something resisting
Something protesting
Something keeping out of it
Something not being involved
Something seeking reward
Something seeking punishment
Something avoiding reward
Something avoiding punishment
A can't win
A can't lose
A victim
An executioner
A one for all
A one for self
A one for nobody
Something unreachable
Something unduplicatable

Something withdrawn	**A loss**
Something over-reached	**A hope**
Something over-run	**A failure**
Energy	**A goal**
A ridge	**Something walled-off**
A mass	**Something separated out**
A solid	**All that is**
A flow	**Life**
A wavelength	**Spirit**
Something in motion	**Everything**
A kinetic	**Here for yourself**
Something stuck	**Here for another**
Something unmoving	**Here for everyone**
An inflow	**Here for self alone**
An outflow	**Here for friends alone**
A no flow	**Here for enemies alone**
Everywhere & nowhere	**Here for a game**
All in one	**Here under instructions**
A hologram	**Delegated**
Something with added time	**Dispersed**
Something in restricted time	**There**
Something with added space	**Something abandoned**
Something in an enclosed space	**Something exiled**
Not you	**Something disowned**
Not others	**Something misowned**
Opposing them	**Something different**
Something forever	**Something on a comm line**
An awareness	**Something waiting**
A lie	**Something absolutely held-off**
A purpose	**Something absolutely held-in**
An intention	**Something else?**
A decision	**[If this last reads, LIST:**
A win	**'Who is 'Me'?']**

2. LIST the major reading Question. Probcon the resulting Item. Then run the major reading top Item on Revelation Processes A & B.

3. Repeat 1. - 2. until clean. Add to the list if something occurs to you.

LEVEL 6, THE GAMESMAKER

What present can you buy for the person who has everything? - nothing. Having everything or having nothing is a No Game. A Being can Postulate or create anything. It is a No Game. A Game to be a game must have a prize, a weenie, a reward, a target, a purpose. Something must be wanted or appear attainable with effort (but not unattainable as that would again be no game). To get a Game, a being must deny havingness of something, want it and try to get it with effort.

One stops playing any game that becomes too easy - like 'Noughts & Crosses' - this is a Power Change. Alternatively if a game becomes impossible to play, if it is too difficult, it goes into Non-existence. Play exists between these two poles - not too easy, not impossible. The game that is too easy or impossible gets wasted - either way it is charged because of the frustration. The new game that follows is substituted because it is considered to be at the right randomity. When this goes wrong, the new game that follows the easy game turns out to be too steep a gradient and its goal or target just out of reach or unattainable.

So sometimes the Being has to put the brakes on just to get a game - he settles for less; or sometimes he overdoes it and says, that must never happen again. Win or Lose are No Game. Game exists between these two points - then it is a Games Condition. We are looking to make such games knowing, rather than unknowing.

Part A

1. List all the Games you would have liked to play, or wanted to play and didn't, or played and didn't win. Roles you wanted to play and didn't, or wanted to play and failed to win. Games or roles you have played and won at. Games or roles that are being protested or resisted. The Game that is going on right now and not being won. Add Something Else? Assess the list.

2. Assess the following Questions, inserting the major reading role or game from 1:

> **'In what way do you want (role or game)?'**
> **'In what way do you not want (role or game)?'**
> **'In what way could you want (role or game)?'**
> **'In what way must you reach (role or game)?'**
> **'In what way can't you reach (role or game)?'**
> **'In what way could you reach (role or game)?'**
> **'In what way are you prevented from reaching (role or game)?'**
> **'In what way are you preventing reaching (role or game)?'**
> **'In what way could you prevent reaching (role or game)?'**
> **'In what way are you forcing reaching (role or game)?'**
> **'In what way could you enforce reaching (role or game)?'**
> **'In what way are you denied reaching (role or game)?'**
> **'In what way are you denying reaching (role or game)?'**

'In what way could you deny reaching (role or game)?'
'In what way must you withdraw from (role or game)?'
'In what way can't you withdraw from (role or game)?'
'In what way could you withdraw from (role or game)?'
'In what way are you prevented from withdrawing from (role or game)?'
'In what way are you preventing withdrawal from (role or game)?'
'In what way could you prevent withdrawal from (role or game)?'
'In what way are you forced to withdraw from (role or game)?'
'In what way are you enforcing withdrawal from (role or game)?'
'In what way could you enforce withdrawal from (role or game)?'
'In what way are you denied withdrawal from (role or game)?'
'In what way are you denying withdrawal from (role or game)?'
'In what way could you deny withdrawal from (role or game)?'
'In what way must you have (role or game)?'
'In what way can't you have (role or game)?'
'In what way are you prevented from having (role or game)?'
'In what way are you preventing havingness of (role or game)?'
'In what way could you prevent havingness of (role or game)?'
'In what way are you forced to have (role or game)?'
'In what way are you enforcing havingness of (role or game)?'
'In what way could you enforce havingness of (role or game)?'
'In what way must you try to (role or game)?'
'In what way can't you try to (role or game)?'
'In what way could you try to (role or game)?'
'In what way are you prevented from effort towards (role or game)?'
'In what way are you preventing effort towards (role or game)?'
'In what way could you prevent effort towards (role or game)?'
'In what way are you forced to use effort towards (role or game)?'
'In what way are you enforcing effort towards (role or game)?'
'In what way could you enforce effort towards (role or game)?'
'In what way is (role or game) made unattainable?'
'In what way are you making (role or game) unattainable?'
'In what way could you make (role or game) unattainable?'
'In what way are you settling for less than (role or game)?'
'In what way could you settle for less than (role or game)?'
'In what way must (role or game) never happen again?'
'In what way could (role or game) never happen again?'
'In what way are you holding on to (role or game) absolutely?'
'In what way could you hold on to (role or game) absolutely?'
'In what is (role or game) just out of reach?'
'In what way could (role or game) become just out of reach?'
'In what way are you wasting (role or game)?'

'In what way could you waste (role or game)?'
'In what way are you substituting for (role or game)?'
'In what way could you substitute for (role or game)?'
'In what way is (role or game) too much randomity?'
'In what way could (role or game) have too much randomity?'
'In what way is (role or game) too little randomity?'
'In what way could (role or game) have too little randomity?'
'In what way are you protesting (role or game)?'
'In what way could you protest (role or game)?'
'In what way are you resisting (role or game)?'
'In what way could you resist (role or game)?'
'In what way must you win (role or game)?'
'In what way could you win (role or game)?'
'In what way are you prevented from winning (role or game)?'
'In what way are you preventing the winning of (role or game)?'
'In what way could you prevent the winning of (role or game)?'
'In what way are you forced to win (role or game)?'
'In what way are you enforcing the winning of (role or game)?'
'In what way could you enforce the winning of (role or game)?'
'In what way are you denied from winning (role or game)?'
'In what way are you denying the winning of (role or game)?'
'In what way could you deny the winning of (role or game)?'
'In what way could you lose (role or game)?'
'In what way are you prevented from losing (role or game)?'
'In what way are you preventing the loss of (role or game)?'
'In what way could you prevent the loss of (role or game)?'
'In what way are you forced to lose (role or game)?'
'In what way are you enforcing the loss of (role or game)?'
'In what way could you enforce the loss of (role or game)?'
'In what way are you denied from losing (role or game)?'
'In what way are you denying the loss of (role or game)?'
'In what way could you deny the loss of (role or game)?'
'In what way are you curious about (role or game)?'
'In what way are you denying curiosity about (role or game)?'
'In what way are you denied curiosity about (role or game)?'
'In what way do you desire (role or game)?'
'In what way must you desire (role or game)?'
'In what way can't you desire (role or game)?'
'In what way are you inhibiting (role or game)?'
'In what way is (role or game) not possible?'
'In what way can't (role or game) be possible?'
'In what way must (role or game) be possible?'

'In what way are you refusing (role or game)?'
'In what way must you refuse (role or game)?'
'In what way can't you refuse (role or game)?'
'In what way are you falsifying (role or game)?'
'In what way must you falsify (role or game)?'
'In what way can't you falsify (role or game)?'
'In what way are you running a can't have on (role or game)?'
'In what way must you run a can't have on (role or game)?'
'In what way could you run a can't have on (role or game)?'
'In what way are you forced to run a can't have on (role or game)?'
'In what way is someone running a can't have on (role or game)?'
'In what way must someone run a can't have on (role or game)?'
'In what way could someone run a can't have on (role or game)?'
'In what way does (role or game) make you right?'
'In what way does (role or game) make another wrong?'
'In what way does (role or game) help you escape domination?'
'In what way does (role or game) help you dominate others?'
'In what way does (role or game) aid your survival?'
'In what way does (role or game) hinder another's survival?'
'In what way could (role or game) make you right?'
'In what way could (role or game) make another wrong?'
'In what way could (role or game) help you escape domination?'
'In what way could (role or game) help you dominate others?'
'In what way could (role or game) aid your survival?'
'In what way could (role or game) hinder another's survival?'
'In what way does (role or game) make you wrong?'
'In what way does (role or game) make another right?'
'In what way does (role or game) cause your entrapment?'
'In what way does (role or game) hinder you domination of others?'
'In what way does (role or game) hinder your survival?'
'In what way does (role or game) aid another's survival?'
'In what way must (role or game) make you right?'
'In what way must (role or game) make another wrong?'
'In what way must (role or game) help you escape domination?'
'In what way must (role or game) help you dominate others?'
'In what way must (role or game) aid your survival?'
'In what way must (role or game) hinder another's survival?'

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

4. Re-assess the Questions and handle until none read. Repeat 1. - 4. until EP. Add to the lists at 1. and 2. if something occurs to you.

Note: when you are assessing these questions, look out for 'double-entendres'. Remember you are dealing with concepts via a very rigid mechanism, language. Prepare for the meaning of a line to suddenly shift at a cognitive level. So check your questions slowly enough, so that a question that previously didn't read can now come alive as you 'concept-shift' on it and perceive a quite different meaning or ramification. Then it will read on the realisation and give a latent read on the question - the question is live now, on this different view of the concept, and it will run. If you check your questions too quickly and don't really duplicate the meaning, this phenomena of 'concept-shift' cannot occur and will be suppressed, making it more difficult for you to get to EP.

Part B

Check: **Are you here to please something?**

If it reads, LIST: **'W/W are you trying to please?'**

Probcon, then run the major reading of the resulting top Items on Rev A & B.

Part C

Check: **Are you trying to be something other than self?**

If it reads, LIST: **'W/W could you be other than self?'**

Probcon, then run the major reading of the resulting top Items on Rev A & B.

Part D

1. Check: **'What are you postulating that another would oppose?'**

   'What is the game that has to be won and mustn't be lost?'

LIST the major reading Questionand run the resulting Item on Rev A & B.

2. Then check: **'What was the prior confusion?'**

If reads, then LIST and clean on Repeater with Ind Tech.

Then D/L the prior confusion.

3. Then see if the other Question reads at 1.

Part E

1. Check: **Are you operating on some sort of false premise?**

2. If it reads, assess the following Questions:

> **'What is the false time?'**
> **'What is the false place?'**
> **'What is the false form?'**
> **'What is the false event?'**
> **'What is the false location?'**
> **'What is the false date?'**
> **'What is the false space?'**
> **'What is the false game?'**
> **'What is the false understanding?'**
> **'What is the false conclusion?'**
> **'What is the false philosophy?'**
> **'What is the false principle?'**
> **'What is the false law?'**
> **'What is the false axiom?'**
> **'What is the false goal?'**
> **'What is the false opponent?'**
> **'What is the false team mate?'**
> **'What is the false objective?'**
> **'What is the false purpose?'**
> **'What is the false reward?'**
> **'What is the false target?'**
> **'What is the false identity?'**
> **'What is the false action?'**
> **'What is the false intention?'**
> **'What is the false agreement?'**
> **'What is the false reality?'**
> **'What is the false communication?'**
> **'What is the false affinity?'**
> **'What is the false postulate?'**
> **'What is the false mission?'**
> **'What is the false opinion?'**
> **'What is the false consideration?'**

'What is the false evaluation?'
'What is the false perception?'
'What is the false sacrifice?'
'What is the false necessity?'
'What is the false connection?'
'What is the false aesthetic?'
'What is the false ethic?'
'What is the false threat of loss?'
'What is the false desire?'
'What is the false trap?'

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

3. re-assess at 2. and continue to EP.

Part F

1. Check: **Is something interiorising your attention?**

2. If it reads, assess the following Questions:

'Is there a Beingness that is interiorising your attention?'
'Is there a Doingness that is interiorising your attention?'
'Is there a Havingness that is interiorising your attention?'
'Is there a Not-Beingness that is interiorising your attention?'
'Is there a Not-Doingness that is interiorising your attention?'
'Is there a Not-Havingness that is interiorising your attention?'
'Is there a Game that is interiorising your attention?'
'Is there a No Game that is interiorising your attention?'
'Is there a Postulate that is interiorising your attention?'
'Is there a Second Postulate that is interiorising your attention?'
'Is there a No Postulate that is interiorising your attention?'

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

3. re-assess at 2. and continue to EP.

Part G

1. Check: **Is there something you are still trying to achieve here?**

2. As a C/S action, write-up a list of things you are still trying to do or achieve here and assess.

3. Check the following Questions:

> **'In what way must you achieve (item from 2.) for self?'**
> **'In what way must you achieve (item from 2.) for another?'**
> **'In what way must you achieve (item from 2.) for others?'**
> **'In what way can't you reach (item from 2.) for self?'**
> **'In what way can't you reach (item from 2.) for another?'**
> **'In what way can't you reach (item from 2.) for others?'**
> **'In what way must you withdraw from (item from 2.) for self?'**
> **'In what way must you withdraw from (item from 2.) for another?'**
> **'In what way must you withdraw from (item from 2.) for others?'**
> **'In what way can't you withdraw from (item from 2.) for self?'**
> **'In what way can't you withdraw from (item from 2.) for another?'**
> **'In what way can't you withdraw from (item from 2.) for others?'**

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

4. Re-assess at 3. and handle the Questions until clean.

5. Re-assess at 2. and continue to EP.

Part H

1. Check: **Are you actually wanting to stay in this Game?**

2. Check the following Questions:

> **'What is the 'weenie' of the Game?'**
> **'What is the prize of the Game?'**
> **'What is the reward of the Game?'**
> **'What is the unattainable absolute in the Game?'**

LIST the major reading Question. Clean the resulting Item on Repeater with Ind Tech.

3. Then insert the Item from 2. in the following Questions and check for read:

> **'In what way are you interested in (Item) for self?'**
> **'In what way are you interested in (Item) for another?'**
> **'In what way are you interested in (Item) for others?'**
> **'What problem is (Item) for self?'**

'What problem is (Item) for another?'
'What problem is (Item) for others?'
'What solution is (Item) for self?'
'What solution is (Item) for another?'
'What solution is (Item) for others?'

4. LIST the major reading Question and run the resulting Item on Rev A & B.

5. Re-check the Questions at 3. and handle the Questions until clean.

6. Re-check the Questions at 2. and continue to EP.

Part I

1. Check: **Have you caused an effect, the result of which put you in mystery?**

2. As a C/S action, write-up a list of effects you have caused or things you have done, where the result was not as predicted or intended. Assess.

3. Check the following Questions:

'In what way are you baffled by (item from 2.)?'
'In what way have you given up on (item from 1.)?'
'In what way are you blaming another for (item from 1.)?'
'In what way are you assigning cause to another for (item from 1.)?'
'In what way were you the effect of (item from 1.)?'
'In what way were you attacked after (item from 1.)?'
'In what way are you making (item from 1.) important?'
'In what way are you making (item from 1.) unimportant?'
'In what way are you reducing your power because of (item from 1.)?'
'In what way are you not trying again because of (item from 1.)?'
'In what way are you surprised by (item from 2.)?'
'In what way are put in mystery by (item from 2.)?'
'In what way are you stopped by (item from 2.)?'
'In what way are you suppressed by (item from 2.)?'
'In what way are you denied by (item from 2.)?'
'In what way are you withdrawing because of (item from 2.)?'
'In what way are you feeling guilty because of (item from 2.)?'
'In what way do you feel betrayed by (item from 2.)?'
'In what way have you backed-off because of (item from 2.)?'
'In what way are you made less of by (item from 2.)?'
'In what way couldn't you understand (item from 2.)?'
'In what way were you CUE broken by (item from 2.)?'

'In what way do you feel vengeful about (item from 2.)?'

'What loss did you fear on (item from 2.)?'

'What responsibility did you deny on (item from 2.)?'

'What are you avoiding because of (item from 2.)?'

'What are you neglecting because of (item from 2.)?'

'What cause are you denying on (item from 2.)?'

'What no game resulted from (item from 2.)?'

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

4. Re-assess at 3. and handle the Questions until clean.

5. Re-assess at 1. and continue to EP.

Part J

1. Check: **Is there something you are compelled to continue fighting?**

2. If this reads, bearing the above in mind, assess:

Another	**A plan**
Others	**An answer**
Self	**A project**
The game	**An intention**
A changed sequence of events	**A response**
A falsehood	**An order**
A dropped out time	**A missing scene**
An altered importance	**An incorrect evaluation**
A changed ideal scene	**Something made important**
A wrong target	**Something made unimportant**
A wrong explanation	**Insufficient data**
A wrong source	**A disrelated problem**
A contrary fact	**A gambit**
A lie	**Another's game**
An illusion	**An opponent**
A goal	**An opponent of comparable magnitude**
A purpose	**A body**
A target	**An energy consumer**
A program	**A location**
A policy	**Home universe**

3. Check the following Questions:

'In what way are you resisting (item from 2.)?'

'In what way are you denying (item from 2.)?'

'In what way are you fighting (item from 2.)?'

'In what way are you holding on to (item from 2.)?'

> **'In what way are you playing with (item from 2.)?'**
> **'In what way are you having a game with (item from 2.)?'**
> **'In what way are you avoiding (item from 2.)?'**
> **'In what way are you neglecting (item from 2.)?'**
> **'In what way are you substituting (item from 2.)?'**
> **'In what way are you wasting (item from 2.)?'**
> **'In what way are you running away from (item from 2.)?'**
> **'In what way are you attacking (item from 2.)?'**
> **'In what way are you fighting (item from 2.)?'**
> **'In what way are you failing on (item from 2.)?'**
> **'In what way are you bloody-minded about (item from 2.)?'**
> **'In what way are you trying to get back into the space of (item from 2.)?'**
> **'In what way are you separating from (item from 2.)?'**
> **'In what way are you trying to win over (item from 2.)?'**
> **'In what way are you trying to get even with (item from 2.)?'**
> **'In what way are you pushing off (item from 2.)?'**
> **'In what way are you holding on to (item from 2.)?'**
> **'In what way are you compulsive about (item from 2.)?'**
> **'In what way are you negating (item from 2.)?'**
> **'In what way are you forgetting (item from 2.)?'**
> **'In what way are you mad at (item from 2.)?'**
> **'In what way are you complaining about (item from 2.)?'**
> **'In what way are you interested in (item from 2.)?'**
> **'In what way are you angry about (item from 2.)?'**
> **'In what way are you envious of (item from 2.)?'**
> **'In what way are you wanting to get back to (item from 2.)?'**
> **'In what way are you being reasonable about (item from 2.)?'**
> **'In what way are you punishing (item from 2.)?'**

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

4. Re-check at 3. and handle the Questions until clean.

5. Re-assess at 2. and continue to EP.

SECTION B

Final Accomplishment Procedure

When you have run enough That's Me Players, eventually the Gamesmaker will show up. You will know it - after all, it's who you are! From the perspective of the Gamesmaker, the procedure of Final Accomplishment will be runnable.

So a further handling is added to the Revelation Process B. When the Opposing Postulate does not read on the Safe Solution or Rock Questions, instead of going on to D/L the Opposing Postulate, run the following **Final Accomplishment (FA)** Handling on the Opposing Postulate/Postulate pair.

By 'final accomplishment' is meant: how you resolve the situation in which the two Postulates conflict. This acts as a Postulate in itself, and when the FA is opposed it reveals a senior Opposing Postulate. As an example, the Opp Post 'To have an opponent' opposing the Post 'To escape', may have a FA of 'No game' and this may have a senior Opp Post of 'To have a game'.

1. Check for read:

> **'What is the FA of (Opp Postulate) opposing (Postulate)?'**
> **'What FA would harmonise (Opp Postulate) opposing (Postulate)?'**
> **'What FA would be in harmony with (Opp Post.) opposing (Postulate)?'**
> **'What FA would resolve (Opp Postulate) opposing (Postulate)?'**

If no read, that's that; the Postulate chain has blown on the final Opposing Postulate and it can be D/L'd. If it does read, LIST the major reading Question and clean the resulting FA with Repeater & Ind Tech. Then:

2. Check for read:
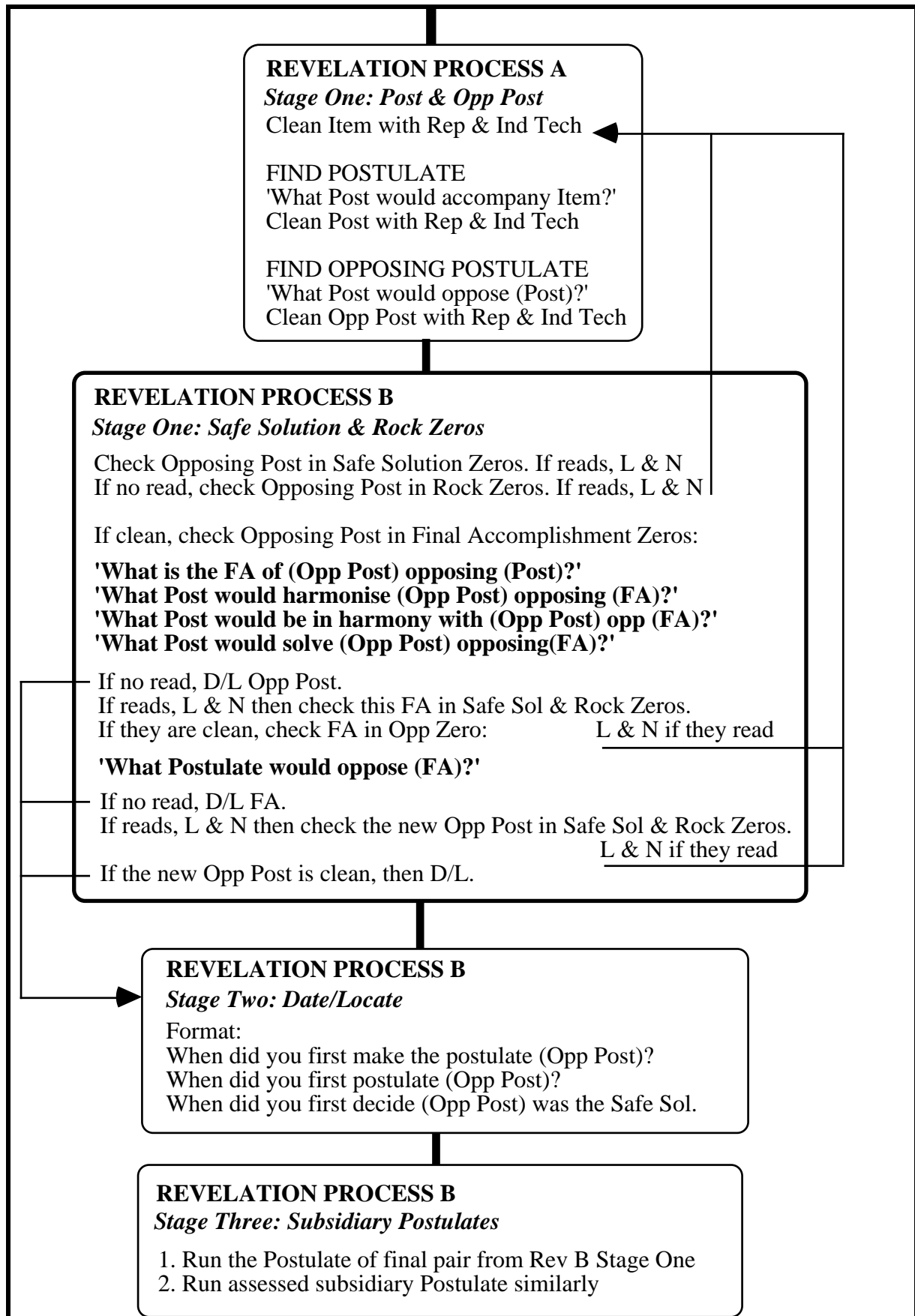
> **'What Postulate would oppose (FA from 1.)?'**

If this reads, LIST and run the resulting new Opposing Postulate on the Safe Solution Questions and (if no read) on the Rock Questions; if no Rock Questions read, you can D/L the new Opposing Postulate.

Or if the 'What Postulate would oppose FA?' Question does not read then D/L the FA.

If a Safe Solution or Rock Question does read it should be LIST'd, and the resulting Item run through a new cycle of Revelation Processes A & B, giving a new clean Postulate pair which is again checked for Final Accomplishment at 1.

With successive layers of Revelation Processes you can trace the chain of Second Postulates back to the First Postulate. These are the big boys that hold your case together. They may be simple and 'obvious' once uncovered, or they may be quite unexpected, but the key point is that they were not duplicateable until the later Second postulates were blown.

Final Accomplishment Flowchart

REVELATION PROCESS A
Stage One: Post & Opp Post
Clean Item with Rep & Ind Tech

FIND POSTULATE
'What Post would accompany Item?'
Clean Post with Rep & Ind Tech

FIND OPPOSING POSTULATE
'What Post would oppose (Post)?'
Clean Opp Post with Rep & Ind Tech

REVELATION PROCESS B
Stage One: Safe Solution & Rock Zeros

Check Opposing Post in Safe Solution Zeros. If reads, L & N
If no read, check Opposing Post in Rock Zeros. If reads, L & N

If clean, check Opposing Post in Final Accomplishment Zeros:

'What is the FA of (Opp Post) opposing (Post)?'
'What Post would harmonise (Opp Post) opposing (FA)?'
'What Post would be in harmony with (Opp Post) opp (FA)?'
'What Post would solve (Opp Post) opposing(FA)?'

If no read, D/L Opp Post.
If reads, L & N then check this FA in Safe Sol & Rock Zeros.
If they are clean, check FA in Opp Zero: L & N if they read

'What Postulate would oppose (FA)?'

If no read, D/L FA.
If reads, L & N then check the new Opp Post in Safe Sol & Rock Zeros.
                                                                L & N if they read

If the new Opp Post is clean, then D/L.

REVELATION PROCESS B
Stage Two: Date/Locate

Format:
When did you first make the postulate (Opp Post)?
When did you first postulate (Opp Post)?
When did you first decide (Opp Post) was the Safe Sol.

REVELATION PROCESS B
Stage Three: Subsidiary Postulates

1. Run the Postulate of final pair from Rev B Stage One
2. Run assessed subsidiary Postulate similarly

LEVEL 7, FINAL ACCOMPLISHMENT

1. Write-up an Assessment of all the Postulate pairs handled so far on Part V and from Level 15 onwards of Part IV. Put them in the oppose format of the Final Accomplishment Questions:

'(Opposing Postulate) opposing (Postulate)?'

This '**FA Assessment**' list is the equivalent of the OLA. From now on, add all new Postulate pairs to the Assessment, to keep it up to date. Add Something Else?

2. Assess to the first BD pair, assessing backwards from the most recent pairs. LIST for the FA and *handle as described on the previous two pages*.

3. Add any new Postulate pairs derived from 2. to your FA Assessment list.

4. Re-assess at 1. and continue 2. - 4. until the FA Assessment list is clean.

LEVEL 8, SURVIVAL POSTULATES

1. Assess:

'In recent time, what Postulate have you made about ....?'

Materiality	**Memory**
The Physical Game	**Remembering**
The Universe	**Forgetting**
Space	**Time**
Beingness	**Change**
Denied Beingness	**The past**
Others' reality	**The future**
Viewpoints	**Affluence**
Energy	**Self**
Money	**Another**
Power	**Others**
Denied causation	**Danger**
Chance	**Being careful**
Matter	**Death**
Goods	**Havingness**
Belongings	**Denied havingness**
Your body	**Not being able to have**
Bodies	**Acquisitions**
Body parts	**Possessions**
The GE	**Misownership**
Protecting bodies	**People**
Controlling bodies	**Objects**
Punishing bodies	**Freebies**
Owning bodies	**retribution**
Mass	**Revenge**
Case	**Getting Even**
Change	**Destruction of self**
Solidarity	**Destruction of another**
Survival	**Destruction of others**
Prosperity	**Consequences**
Personality	**Difficulties**
Continuing	**Mustn't happen again**
Creating	**Always happening**
Succumbing	**Never happens**

Must happen	**CUE**
Mustn't happen	**Sex**
It should have happened	**Sensation**
I shouldn't have done that	**Thrills**
Problems	**Violence**
Solutions	**Winning**
Certainty	**Losing**
Knowing about	**Protesting**
Happiness	**Resisting**
Contentment	**Suppression**
Achievement	**Withholding from another**
Pace and quiet	**Withdrawing from things**
What will happen	**Reaching for things**
What must happen	**I am supposed to**
What must not happen	**They are supposed to**
Goals	**The way everybody is**
Purposes	**How awful something is**
Acknowledgement	**How intolerable something is**
Recognition	**What should be different**
Targets	**Mistakes**
Becoming something	**What must be so**
Becoming nothing	**Disagreements**
Not existing	**Reality**
Waiting	**Promises**
Events	**Trust**
Countries	**Right exchange**
Different bodies	**Not running out of game**
Places	**Ending a game**
Locations	**Not ending a game**
Communication with another	**Not losing**
Communication with others	**Not winning**
No communication	**No game**
Affinity	**Must have a game**
Love	**Substituting a game**
Hate	**Packing up a game**
Indifference	**can't have a game**
Caring	**getting even**
Invalidation	**Using force**
Duplication	**No effect on self**
Being misunderstood	**Effects on others**
Attention	**Ambition**
Admiration	**Targets given to you by another**

Losing face	**Making another have something**
Hurting self to get even with another	**Making another stop**
Getting sympathy	**Making another less than self**
Giving sympathy	**Making something solid**
Making another unwanted	**Making something persist**
Making another dependent	**Making something not go away**
Making another unworthy	**Making something hold still**
Making another guilty	**Making something so everyone can see**
Making another want something	**Holding on to something absolutely**
Making another need something	**Something Else?**
Making another go without something	**(List can be added to)**

2. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment.

3. Re-assess the Questions at 1. and continue to EP.

LEVEL 9, LOSS

1. Assess:

'Is someone or something ....?'

Lost	Sacrificed	Elsewhere
Vanished	Letting go	Somewhere else
Disappeared	Let go of	Cannot be found
Mislaid	Not communicating	Irretrievable
Unmocked	Not agreeing	Stopped from going away
Stopped	Not liking	Trapped
Suppressed	Not understanding	Altered
Absent	Bypassed	Bereaved
Not there	Made wrong	Misunderstood
Should be there	Dismantled	Invisible
Concealed	Disorientated	Missing
Unknown	Displaced	Departed
A failure	Banished	In oblivion
Wasted	Removed	Detached
Taken away	Dispelled	Neglected
Stolen	Changed	Withdrawn
Ruined	Dispersed	Asleep
Gone	Out of reach	Remote
Dead	Departed	Introverted
Opposed	Nowhere	Confused
Not yet created	Nothing	Out of control
Accidentally destroyed	Non-existent	Not able to return
Forced to outflow	Deprived	Not wanting it again
Withholding flows	Wanting	Disorientated
Unpredicted	Missing	Collapsed
Not remembered	Without information	Wrong
Forgotten	Lost touch with	Failing to appear
Irrecoverable	Lost track of	Not participating
No more	In the past	Unwilling to be an effect
Passed away	In the future	Unadmired
Exploded	Excluded	Unrecognised
Imploded	At Home universe	Made unimportant
Remembered	Staying Away	Mis-assigned
Betrayed	Leaving	Uncertain
Denied havingness	Left	Not moving
Tragic	In retreat	Overwhelmed

Waiting	**Undeserved**	**Undestroyable**
In doubt	**Not talking**	**Denying**
In a dilemma	**Bad luck**	**Creating a via**
In error	**Not the right person**	**Dispossessed**
misjudged	**Unable to hold space**	**Lacking**
Surprised	**Out of sequence**	**Not found**
In mystery	**Untrue**	**In unknown location**
Not knowable	**At wrong time**	**A loser**
Unreal	**False**	**A victim**
Too complex	**Misrepresented**	**A mistake**
Misled	**Repetitive experience**	**Never there**
Concealed	**Misowned experience**	**Something Else?**

2. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment.

3. Re-assess the Questions at 1. and continue to EP.

LEVEL 10, CHANGE

1. List all those games you are running the failed version of, and would like to change. Add Something Else? Assess.

2. Check the following Questions for read:

> **'In what way are you making (item from 1.) important?'**
> **'In what way are you making (item from 1.) unimportant?'**
> **'In what way are you mocking-up (item from 1.)?'**
> **'In what way are you failing to mock-up (item from 1.)?'**
> **'In what way are you deciding to mock-up (item from 1.)?'**
> **'In what way are you deciding not to mock-up (item from 1.)?'**
> **'In what way are you putting (item from 1.) in the future?'**
> **'In what way are you putting (item from 1.) in the past?'**
> **'In what way are you holding (item from 1.) still?'**
> **'In what way are you making (item from 1.) more solid?'**
> **'In what way are you stopping (item from 1.) from going away?'**
> **'In what way are you making a reality of (item from 1.)?'**
> **'In what way are you using (item from 1.) to ruin the game?'**
> **'In what way are you using (item from 1.) for an effect?'**
> **'In what way are you using (item from 1.) as a total effect on self?'**
> **'In what way are you using (item from 1.) as a total effect on others?'**
> **'In what way are you using (item from 1.) to play victim?'**
> **'In what way are you using (item from 1.) to make others a victim?'**
> **'In what way are you using (item from 1.) to make self right?'**
> **'In what way are you using (item from 1.) to make others wrong?'**
> **'In what way are you using (item from 1.) to escape domination?'**
> **'In what way are you using (item from 1.) to dominate others?'**
> **'In what way are you using (item from 1.) to aid your survival?'**
> **'In what way are you using (item from 1.) to hinder others' survival?'**
> **'In what way are you using (item from 1.) to get out of something?'**
> **'In what way are you using (item from 1.) to get into something?'**
> **'In what way are you using (item from 1.) as a safe solution?'**
> **'In what way are you using (item from 1.) for a game?'**
> **'In what way are you using (item from 1.) for havingness?'**
> **'In what way are you using (item from 1.) for something else?'**

3. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment.

4. Re-check the Questions at 2. and handle until none read. Then Re-assess at 1. and continue to EP.

LEVEL 11, MOTIVATORS

1. Motivators to a Being are Game and havingness. Any game is better than no game, and lots of things to complain about can be interesting. Write-up a list of motivators, things that you can't reach, things you detest, deplore, think are stupid, and so on. No-motion areas, things you can't have, things you feel you ought to be able to have, stucknesses in your game here. Things that justify causing an effect. Add Something Else? Assess.

2. Check the following Questions for read:

> **'In what way do you find (item from 1.) valuable?'**
> **'In what way are you making (item from 1.) important?'**
> **'In what way are you making a game out of (item from 1.)?'**
> **'In what way are you handicapping your game with (item from 1.)?'**
> **'In what way are you receiving the unwanted flow of (item from 1.)?'**
> **'In what way are you mocking-up (item from 1.)?'**
> **'In what way are you holding (item from 1.) still?'**
> **'In what way are you making (item from 1.) more solid?'**
> **'In what way are you stopping (item from 1.) from going away?'**
> **'In what way are you deciding (item from 1.) is ruining the game?'**
> **'In what way are you regretting (item from 1.) is not happening?'**

3. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment.

4. Re-check the Questions at 2. and handle until none read. Then Re-assess at 1. and continue to EP.

LEVEL 12, NEEDED & WANTED

1. Everyone needs to be needed and wanted by someone somewhere. There's no flow that's as good as admiration. This desire reverses the Non-existence formula for a Being (i.e. to make yourself known, needed and wanted by others) and he moves into the lower condition of Danger (i.e. needing to be bypassed). Instead of putting in the formula for himself, he expects others to put it in for him and find out that he exists and need and want him, or to re-assure him that he has applied it by giving him admiration. So this is a major fixer of attention, putting the Being in wait and hope, and at effect.

Write-up a list of what is needed and wanted by others - where you should be, where you shouldn't be, what others expect of you, what you expect or want to deliver to others, where you are necessary to existence and to others, those things you believe you are indispensable to others for, and similar. And what is needed and wanted by you - how you are seeking admiration, who should admire you and what for - whether or not they know it! Add Something Else? Assess.

2. Check the following Questions for read:

> **'On (item from 1.), what is needed and wanted?'**
> **'On (item from 1.), what is indispensable to others?'**
> **'On (item from 1.), for what should you be admired?'**
> **'On (item from 1.), what are you waiting for?'**
> **'On (item from 1.), what are you hoping for?'**
> **'On (item from 1.), what must you not fail to deliver?'**
> **'On (item from 1.), what must be there forever?'**

3. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment.

4. Re-check the Questions at 2. and handle until none read. Then Re-assess at 1. and continue to EP.

LEVEL 13, FLOWS

This universe is built on polarities, it is a two-pole universe. The polarities can manifest as past-future, positive-negative, outflow-inflow, good-evil, beautiful-ugly, masculine-feminine, as well as many other dichotomies. The opposites are attracted to each other, but are inherently in conflict because they are different. This is what creates all the drama in the universe and what makes it interesting.

The opposite polarities are created by splitting something that is whole into two different parts, by consideration. They really complement each other, but if they are not allowed to re-unite they will engage in an interaction, battle, or game of some sort. Discharge or flow between the two polarities, then, creates a third aspect of dynamic interaction or interchange.

The polarities and the interchange can be represented as a triad. The triad acts as a system, with mutually relevant terminals which have distinct properties or qualities. The properties or attributes of systems are the elements of all possible understanding. Whenever we say "this is a ..." we are pointing to a one-term system. Whenever we say "A is composed of B and C" we refer to a two-term system or dyad. Whenever we speak of connections or relatedness we affirm the reality of the three-term system or triad; for if A and B are connected there must be another term C to connect them. The most well known triad is the CUE triangle:
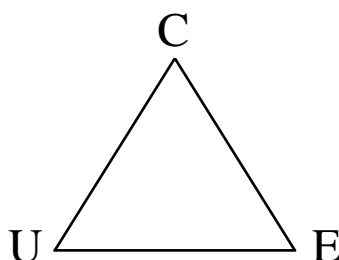
The separation of the two terms of empathy and understanding create an interchange which is communication. It might not be immediately clear why empathy and understanding could be considered polarities. They symbolise a separation of Spirit into the subject, which has a closeness to or willingness to duplicate (empathy), and the object (the reality which is undertood). That is ultimately a false division, but one that allows the game of life to take place. It introduces the idea that one has to communicate in order to get understanding.

Similarly, by separating beingness from havingness we necessitate a flow which is doingness. That is, a beingness has to do something in order to get a havingness:
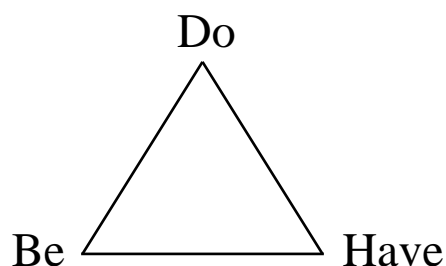
If we separate positive from negative we get a difference in potential that will cause a current to flow:

Flow

Positive   Negative
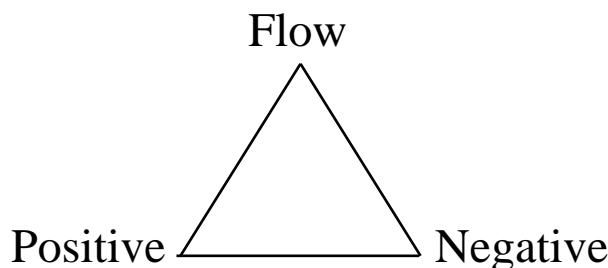
We could also see it in terms of the Spirit-Matter dichotomy through the range of the tone scale, and as the life cycle:

Action

Spirit   Matter

Life

Grow   Decay

Create   Destroy
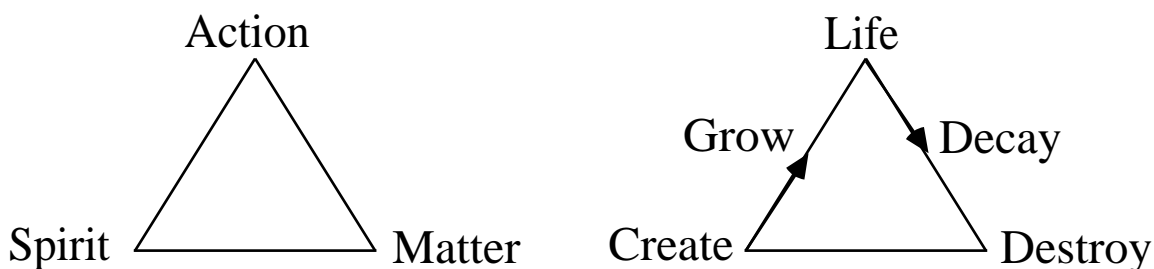
For purposes of Game, two terms or states are artificially separated and the third state is the result of their interaction. Out of the potential created by this system cycles of action result, and a tension with the natural tendency towards resolution. This is the cycle of creation:

Creating

Reality   Vision
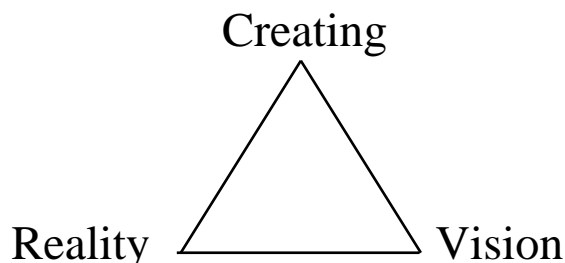
The triad system only works well if the two base poles are of comparable magnitude and if they are allowed to inter-change with each other. The whole game in this universe is to explore the infinite variety of possible interaction between poles. It is the polarisation that is making the game, but it is between them that it is played. Therefore the most interesting terminal of the triad is the active one: communication, change, creating, flow, life, etc. working towards the resolution of the game - the resolution of the complementarity of the dyad. So the monad Man, is composed of the dyad Male and Female, and this is resolved through the triad, Parents and Child.

This is a dynamic relatedness that can be understood only if it is associated with the notions of will and freedom. It has been shown by Bertrand Russell that mathematical order can be defined only by reference to four independent terms, so the triad itself is not capable of supporting a principle of order; for this the Being is required as a fourth terminal; for example, to apply the consideration of time, as the context for continuity. Freedom is the quintessence of relatedness. Freedom to be realised, must be exercised, and we can ask the question how and in what medium is freedom exercised. The answer must surely be that the exercise of freedom is

creative activity and its medium is a triad such as the two-pole universe. The fourth terminal viewpoint is the source of creativity and the fourth dimension of time. A further fifth dimension is necessary to give this system life and that is the Spirit or in other words the infinity of possibilities of life.

In theoretical physics it has not been found possible to formulate a theory of potential energy fields without introducing an independent parameter to the four co-ordinates of space-time. Potentiality is the field of creativity, just as creativity is the field of freedom.

Much that is mysterious and unaccountable probably relates to five-term systems which we incorrectly interpret as dyads (dichotomies) and so miss their true meaning.

Each triad has a unified aspect; what the three corners add up to. This is a unity in diversity. For the CUE triad, for example, it is duplication. It is the purpose of the triad and it is what we get if the three aspects are in harmony. It is what we had to split up in order to create the triad. It does not mean that positive = negative; that is identification. The attempt to do that is association, where the lines are blurred and conflict takes place because of confusion or inability to differentiate. (Note that Identification-Association-Differentiation is in itself also a triad). But when we add up the three parts again with understanding we get what we started with, which is static: Spirit.

The Spirit separates his viewpoint in the universe from the universe itself and the result is a game like the one we are playing. If we finish the game through total CUE, it resolves to the static state we started with, but with the added experience of having played the game.

A flow is a progress of energy or information between two points or terminals. When viewed from one terminal there are two flows: Inflow and Outflow. The flows are modified by being accelerated or restrained, in accordance with the many attitudes and viewpoints of the Being(s) involved, or the terminals. The basic attitudes are the CDEI scale - curious about, desired, enforced, inhibited. Corresponding to these attitudes, flows may be freely permitted, compulsive or restrained.

All ridges and masses develop around flows, when the terminals are fixed and/or in opposition. The ridge is a No Flow, resulting from impacted counter-flows, both Inflows and Outflows.

Aberrated flows are compulsive outflow (having to cause effect on others, such as the misdeed); restrained outflow (held-back effect on others, such as the obsessive withhold); compulsive inflow (need for effect on self, such as promiscuity) and restrained inflow (holding-off effect on self, such as obsessive chastity).

1. Assess: **INFLOW**   **OUTFLOW**   **NO FLOW**

2. Assess:

Others to self	**For everyone**
Another to others	**On a via to self**
Others to another	**On a via to another**
Self to everyone	**On a via to others**
For self alone	**On a via to everyone**
For friends alone	**On serial vias to hide at source**
For enemies alone	
To create a problem for self	**To create a solution for self**
To create a problem for another	**To create a solution for another**
To create a problem for others	**To create a solution for others**
To create a problem for everyone	**To create a solution for everyone**

2. Check the following Questions for read, inserting the flow from 1. and button from 2:

    'What (flow from 1.) (button from 2.) is a curiosity?'
    'What (flow from 1.) (button from 2.) is being desired?'
    'What (flow from 1.) (button from 2.) is being enforced ?'
    'What (flow from 1.) (button from 2.) is being inhibited?'
    'What (flow from 1.) (button from 2.) is being refused?'
    'What (flow from 1.) (button from 2.) is being negated?'
    'What (flow from 1.) (button from 2.) is being withheld?'
    'What (flow from 1.) (button from 2.) can't be withheld?'
    'What (flow from 1.) (button from 2.) is being stopped?'
    'What (flow from 1.) (button from 2.) is being unmocked?'
    'What (flow from 1.) (button from 2.) is being caused?'
    'What (flow from 1.) (button from 2.) is being suppressed?'
    'What (flow from 1.) (button from 2.) is being altered?'
    'What (flow from 1.) (button from 2.) is being occluded?'
    'What (flow from 1.) (button from 2.) is being not-known?'
    'What (flow from 1.) (button from 2.) is being forgotten?'
    'What (flow from 1.) (button from 2.) is unresolved?'
    'What (flow from 1.) (button from 2.) is compulsive?'
    'What (flow from 1.) (button from 2.) is obsessive?'
    'What (flow from 1.) (button from 2.) is restrained?'
    'What (flow from 1.) (button from 2.) is permissible?'
    'What (flow from 1.) (button from 2.) is bringing order?'
    'What (flow from 1.) (button from 2.) is exchanging CUE?'
    'What (flow from 1.) (button from 2.) is awaiting recognition?'
    'What (flow from 1.) (button from 2.) is being assigned a self role?'
    'What (flow from 1.) (button from 2.) is sympathised with?'
    'What (flow from 1.) (button from 2.) is identified with?'
    'What (flow from 1.) (button from 2.) is being self?'
    'What (flow from 1.) (button from 2.) is self-determined?'

'What (flow from 1.) (button from 2.) is other-determined?'
'What (flow from 1.) (button from 2.) is pan-determined?'
'What (flow from 1.) (button from 2.) is emoting?'
'What (flow from 1.) (button from 2.) is conflicting?'
'What (flow from 1.) (button from 2.) is forming a ridge?'
'What (flow from 1.) (button from 2.) is securing loyalty?'
'What (flow from 1.) (button from 2.) is causing anxiety?'
'What (flow from 1.) (button from 2.) is being admired?'
'What (flow from 1.) (button from 2.) is being interesting?'
'What (flow from 1.) (button from 2.) is being controlled?'
'What (flow from 1.) (button from 2.) is being resisted?'
'What (flow from 1.) (button from 2.) is being fixated?'
'What (flow from 1.) (button from 2.) is being protested?'
'What (flow from 1.) (button from 2.) is being persisted?'
'What (flow from 1.) (button from 2.) is standing firm?'
'What (flow from 1.) (button from 2.) is insistent?'
'What (flow from 1.) (button from 2.) is asserting something?'
'What (flow from 1.) (button from 2.) is proving something?'
'What (flow from 1.) (button from 2.) is making others propitiate?'
'What (flow from 1.) (button from 2.) is winning?'
'What (flow from 1.) (button from 2.) is failing to win?'
'What (flow from 1.) (button from 2.) must be had?'
'What (flow from 1.) (button from 2.) mustn't be had?'
'What (flow from 1.) (button from 2.) can be had?'
'What (flow from 1.) (button from 2.) can't be had?'
'What (flow from 1.) (button from 2.) is mysterious?'
'What (flow from 1.) (button from 2.) is a hang-up?'
'What (flow from 1.) (button from 2.) is aesthetic?'
'What (flow from 1.) (button from 2.) is unaesthetic?'
'What (flow from 1.) (button from 2.) is damaging?'
'What (flow from 1.) (button from 2.) is evaluating?'
'What (flow from 1.) (button from 2.) is being held onto?'
'What (flow from 1.) (button from 2.) is being held off?'
'What (flow from 1.) (button from 2.) is being regretted?'
'What (flow from 1.) (button from 2.) is being made amends for?'
'What (flow from 1.) (button from 2.) is shameful?'
'What (flow from 1.) (button from 2.) must be confronted?'
'What (flow from 1.) (button from 2.) mustn't be confronted?'
'What (flow from 1.) (button from 2.) must be contributed to?'
'What (flow from 1.) (button from 2.) mustn't be contributed to?'
'What (flow from 1.) (button from 2.) must be taken responsibility for?'
'What (flow from 1.) (button from 2.) mustn't be taken responsibility for?'
'What (flow from 1.) (button from 2.) must be blamed for?'
'What (flow from 1.) (button from 2.) mustn't be blamed for?'
'What (flow from 1.) (button from 2.) must be done again?'

'What (flow from 1.) (button from 2.) mustn't be done again?'
'What (flow from 1.) (button from 2.) must continue?'
'What (flow from 1.) (button from 2.) must never happen again?'
'What (flow from 1.) (button from 2.) must be helped?'
'What (flow from 1.) (button from 2.) mustn't be helped?'
'What (flow from 1.) (button from 2.) must be destroyed?'
'What (flow from 1.) (button from 2.) mustn't be destroyed?'
'What (flow from 1.) (button from 2.) must have force used against it?'
'What (flow from 1.) (button from 2.) mustn't have force used against it?'
'What (flow from 1.) (button from 2.) should be there?'
'What (flow from 1.) (button from 2.) shouldn't be there?'
'What (flow from 1.) (button from 2.) should be here?'
'What (flow from 1.) (button from 2.) shouldn't be here?'
'What (flow from 1.) (button from 2.) is unacceptable?'
'What (flow from 1.) (button from 2.) is sought after?'
'What (flow from 1.) (button from 2.) is needed?'
'What (flow from 1.) (button from 2.) is hungered for?'
'What (flow from 1.) (button from 2.) would give you away?'
'What (flow from 1.) (button from 2.) would keep you here?'
'What (flow from 1.) (button from 2.) has no solution?'
'What (flow from 1.) (button from 2.) is based on a wrong explanation?'
'What (flow from 1.) (button from 2.) is based on a suppression?'
'What (flow from 1.) (button from 2.) is based on an invalidation?'
'What (flow from 1.) (button from 2.) is based on unacknowledgement?'
'What (flow from 1.) (button from 2.) is based on a wrong indication?'
'What (flow from 1.) (button from 2.) is based on borrowed data?'
'What (flow from 1.) (button from 2.) is based on borrowed Imprints?'
'What (flow from 1.) (button from 2.) is based on misowned experience?'
'What (flow from 1.) (button from 2.) is based on an invented via?'
'What (flow from 1.) (button from 2.) is based on a created via?'
'What (flow from 1.) (button from 2.) is based on a borrowed via?'
'What (flow from 1.) (button from 2.) is experienced on a via?'
'What (flow from 1.) (button from 2.) is operating from a ridge?'
'What (flow from 1.) (button from 2.) is operating from a dispersal?'
'What (flow from 1.) (button from 2.) is operating from a confusion?'
'What (flow from 1.) (button from 2.) is operating from an implosion?'
'What (flow from 1.) (button from 2.) is operating from an explosion?'
'What (flow from 1.) (button from 2.) is operating from another time?'
'What (flow from 1.) (button from 2.) is operating on a misunderstood?'
'What (flow from 1.) (button from 2.) is operating on non-confront?'
'What (flow from 1.) (button from 2.) is operating on no have?'
'What (flow from 1.) (button from 2.) is operating on no change?'
'What (flow from 1.) (button from 2.) is based on another's stable data?'
'What (flow from 1.) (button from 2.) is dispersed?'
'What (flow from 1.) (button from 2.) is waiting for materiality to agree?'

'What (flow from 1.) (button from 2.) is accepting something unwanted?'
'What (flow from 1.) (button from 2.) is unconscious?'
'What (flow from 1.) (button from 2.) is invisible?'
'What (flow from 1.) (button from 2.) is black?'
'What (flow from 1.) (button from 2.) is an enforced nothing?'
'What (flow from 1.) (button from 2.) is CUE broken?'
'What (flow from 1.) (button from 2.) is holding on to the familiar?'
'What (flow from 1.) (button from 2.) is a safe solution?'
'What (flow from 1.) (button from 2.) is a safe assumption?'
'What (flow from 1.) (button from 2.) is a known reality?'
'What (flow from 1.) (button from 2.) is prohibited?'
'What (flow from 1.) (button from 2.) is permitted?'
'What (flow from 1.) (button from 2.) is unconcerned?'
'What (flow from 1.) (button from 2.) is uninvolved?'
'What (flow from 1.) (button from 2.) is unconnected?'
'What (flow from 1.) (button from 2.) is avoided?'
'What (flow from 1.) (button from 2.) is mismanaged?'
'What (flow from 1.) (button from 2.) is misowned?'
'What (flow from 1.) (button from 2.) is threatening?'
'What (flow from 1.) (button from 2.) is fled from?'
'What (flow from 1.) (button from 2.) is succumbed to?'
'What (flow from 1.) (button from 2.) is using a pretended source?'
'What (flow from 1.) (button from 2.) is running a can't have?'
'What (flow from 1.) (button from 2.) is going on too long?'

4. LIST the major reading Question. Then run the resulting Item on Rev A & B Processes including Final Accomplishment.

5. Re-check the Questions at 3. and handle until none read.

6. Then re-assess at 2. and handle as 3. - 6.

7. Then re-assess at 1. and continue to EP.

LEVEL 14, RESPONSIBILITY

1. Check the follows questions for read:

> **'What actions do you feel you are the cause of?'**
> **'What actions do you feel responsible for?'**
> **'What actions do you feel irresponsible about?'**
> **'What actions do you feel committed to?'**
> **'What actions do you feel obligated to?'**
> **'What actions do you feel obliged for?'**
> **'What actions do you feel gratitude about?'**
> **'What actions do you feel accountable for?'**
> **'What actions do you feel to blame for?'**
> **'What actions do you feel ashamed of?'**
> **'What actions do you feel regret about?'**
> **'What actions do you feel you should have predicted the results of?'**
> **'What actions do you feel the consequences of are down to you?'**
> **'What actions do you feel introverted about?'**
> **'What actions do you feel you must keep your attention on?'**
> **'What actions do you feel you ought to have done something about?'**
> **'What actions do you feel you must handle?'**

List the major reading question to a BD Item.

2. Check the following Questions for read, inserting the item from 1:

> **'W/W would (item from 1.)?'**
> **'In what way would you have to (item from 1.)?'**
> **'In what way could you fail to (item from 1.)?'**
> **'In what way can't you withhold from (item from 1.)?'**
> **'In what way do you have to reach with (item from 1.)?'**
> **'In what way couldn't you reach with (item from 1.)?'**
> **'In what way do you have to withdraw from (item from 1.)?'**
> **'In what way couldn't you withdraw from (item from 1.)?'**

3. LIST the major reading Question. Then run the resulting Item on Rev A & B Processes including Final Accomplishment.

4. Re-check the Questions at 2. and handle until none read.

5. Then re-assess at 1. and continue to EP.

LEVEL 15, SPOILING THE GAME

1. Assess the Domains:

On SPOILING THE GAME - 1. Self
                         2. Intimates
                         3. Groups
                         4. Mankind
                         5. Life Forms
                         6. The Physical universe
                         7. Spirituality
                         8. Ethics
                         9. Aesthetics
                         10. The Infinite

2. Assess the 'Domains Assessment' (see end of pack) on the major reading Domain to a LF button.

3. Check the following Questions for read, inserting the major reading button from 2.

       'In what way are you making (button from 2.) a problem?'
       'In what way are you making (button from 2.) a solution?'
       'In what way are you making (button from 2.) important?'
       'In what way are you making (button from 2.) significant?'
       'In what way are you making (button from 2.) valuable?'
       'In what way are you making (button from 2.) scarce?'
       'In what way must you hold on to (button from 2.)?'
       'In what way would you protest losing (button from 2.)?'
       'In what way would you resist losing (button from 2.)?'

4. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment. However, when you check the Opposing Postulate on the Safe Solution Questions, use the Expanded version on the next page.

5. Re-check the Questions at 3. and handle until none read.

6. Then re-assess at 2. and handle as 3. - 6.

7. Then re-assess at 1. and continue to EP.

Expanded Safe Solution Questions

'How would (Opposing Postulate) make you right?'
'How would (Opposing Postulate) make another right?'
'How would (Opposing Postulate) make you wrong?'
'How would (Opposing Postulate) make another wrong?'

'How would (Opposing Postulate) help you escape domination?'
'How would (Opposing Postulate) help another escape domination?'
'How would (Opposing Postulate) help you dominate others?'
'How would (Opposing Postulate) help another dominate others?'

'How would (Opposing Postulate) aid your survival?'
'How would (Opposing Postulate) aid another's survival?'
'How would (Opposing Postulate) hinder your survival?'
'How would (Opposing Postulate) hinder the survival of others?'

Rock Questions

1) **'What decision is being made to manifest (Opp. Postulate)?'**
2) **'What decision is being made not to manifest (Opp. Postulate)?'**
3) **'In what way is (Opp. Postulate) being manifested?'**
4) **'How is the manifestation of (Opp. Postulate) being held still?'**
5) **'How is the manifestation of (Opp. Postulate) being made more solid?'**
6) **'How is the manifestation of (Opp. Postulate) being stopped from going away?'**
7) **'How is (Opp. Postulate) being manifested so that everyone can see it?'**
8) **'How is (Opp. Postulate) ruining the game?'**
9) **'What regret is there about (Opp. Postulate) spoiling the game?'**

Use the above Expanded Safe Solution Questions and the Rock Questions (as before) on Rev B for the rest of Section B, i.e. Levels 15-23.

LEVEL 16, NOW

1. Assess:

EMPATHY	**POWER**
AGREEMENT	**SURVIVAL**
COMMUNICATION	**IMMORTALITY**
UNDERSTANDING	**INTEGRITY**
BEINGNESS	**LEADERSHIP**
DOINGNESS	**HONESTY**
HAVINGNESS	**FRIENDLINESS**
EXPERIENCE	**WISDOM**
KNOWLEDGE	**JUDGMENT**
RESPONSIBILITY	**JUSTICE**
CONTROL	**GOODNESS**
CAUSATION	**RIGHTNESS**
MOOD	**LIFE**
RHYTHM	**LOVE**
HARMONY	**TRUTH**
AESTHETICS	**SPIRIT**

2. Check the following Questions for read, inserting the major reading button from 1.

'In what way could you have (button from 1.) NOW?'
'In what way could you not have (button from 1.) NOW?'
'In what way could you deny (button from 1.) NOW?'
'In what way are you suppressing (button from 1.) NOW?'
'In what way are you invalidating (button from 1.) NOW?'
'In what way are you being careful of (button from 1.) NOW?'
'In what way are you anxious about (button from 1.) NOW?'
'In what way are you unmocking (button from 1.) NOW?'
'In what way are you creating (button from 1.) NOW?'
'In what way are you pulling in (button from 1.) NOW?'
'In what way are you holding off (button from 1.) NOW?'
'On (button from 1.), what is the worst thing NOW could contain?'
'On (button from 1.), what is persisting NOW?'
'On (button from 1.), what about NOW appears dangerous?'
'On (button from 1.), what would spoil the game NOW?'
'On (button from 1.), what is making NOW more solid?'
'On (button from 1.), what is holding NOW still?'
'On (button from 1.), what is stopping NOW from going away?'
'On (button from 1.), what is stopping NOW from appearing?'

'On (button from 1.), what is not mocked up NOW?'

'On (button from 1.), what loss is duplicated in NOW?'

'On (button from 1.), what is NOW a substitute for?'

'On (button from 1.), what inflowed NOW would be dangerous?'

'On (button from 1.), what outflowed NOW would be dangerous?'

'On (button from 1.), what represents NOW?'

'On (button from 1.), what does NOW equal?'

'On (button from 1.), what is in the NOW?'

'On (button from 1.), what should be NOW?'

'On (button from 1.), what should not be NOW?'

'On (button from 1.), what must be confronted NOW?'

'On (button from 1.), what can't be confronted NOW?'

'On (button from 1.) what must never happen again?'

'On (button from 1.), what should be recognised NOW?'

'On (button from 1.), what should be ignored NOW?'

'On (button from 1.), what should be improved NOW?'

'On (button from 1.), what should be changed NOW?'

'On (button from 1.), what must be reached NOW?'

'On (button from 1.), what can't be reached NOW?'

'On (button from 1.), what must be withheld NOW?'

'On (button from 1.), what can't be withheld NOW?'

'On (button from 1.), what should be known NOW?'

'On (button from 1.), what should not be known NOW?'

'On (button from 1.), what is in the NOW you'd rather not know about?'

'On (button from 1.), what is in the NOW you'd rather forget?'

'On (button from 1.), what makes NOW unobtainable?'

'On (button from 1.), what would happen if NOW were attained?'

'On (button from 1.), what should be left alone NOW?'

'On (button from 1.), what must be avoided NOW?'

'On (button from 1.), what must be run away from NOW?'

'On (button from 1.), what must be got even with NOW?'

'On (button from 1.), what must is a substitute for NOW?'

'On (button from 1.), what could be lost NOW?'

'On (button from 1.), what is part of the game NOW?'

'On (button from 1.), what is important NOW?'

3. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment.

4. Re-check the Questions at 3. and handle until none read.

5. Then re-assess at 1. and continue to EP.

LEVEL 17, CRITICISM

Criticism of the Universe is causing it to persist. Criticism is at effect and below Action, therefore it won't change anything, and it is below Knowing, therefore it won't duplicate anything.

1. As a C/S action, list: What do you think is wrong with the Game? The Universe/ Life? Yourself? Add Something Else? Assess.

2. Check the following Questions for read, inserting the major reading item from 1.

> **'What action are you not taking to improve (item from 1.)?'**
> **'What action are you not taking to correct (item from 1.)?'**
> **'What should be done about (item from 1.)?'**
> **'What are you not confronting about (item from 1.)?'**
> **'What reach are you withholding on (item from 1.)?'**
> **'What action are you waiting for on (item from 1.)?'**
> **'What can you not do about (item from 1.)?'**
> **'What cause are you preventing on (item from 1.)?'**
> **'What are you succumbing to on (item from 1.)?'**
> **'What action are you not taking to improve (item from 1.)?'**
> **'What does (item from 1.) get you out of?'**
> **'In what way are you making nothing of (item from 1.)?'**
> **'In what way could you start to change (item from 1.)?'**
> **'In what way could you make something of (item from 1.)?'**
> **'In what way are you withdrawing from (item from 1.)?'**
> **'In what way are you agreeing with (item from 1.)?'**
> **'In what way are you making (item from 1.) more solid?'**
> **'In what way are you stopping (item from 1.) from going away?'**
> **'In what way does (item from 1.) make you right?'**
> **'In what way does (item from 1.) make another wrong?'**
> **'In what way does (item from 1.) help you escape domination?'**
> **'In what way does (item from 1.) help you dominate others?'**
> **'In what way does (item from 1.) aid your survival?'**
> **'In what way does (item from 1.) hinder another's survival?'**
> **'In what way does (item from 1.) get you out of something?'**
> **'In what way does (item from 1.) prolong the game?'**
> **'In what way could (item from 1.) solve a problem?'**
> **'In what way are you making a problem about (item from 1.)?'**
> **'In what way are you accepting (item from 1.)?'**
> **'In what way are you desiring (item from 1.)?'**

'In what way are you substituting (item from 1.)?'
'In what way are you falsifying (item from 1.)?'
'In what way are you curious about (item from 1.)?'
'In what way are you blaming another for (item from 1.)?'
'In what way are you identifying with (item from 1.)?'
'In what are you preventing knowing about (item from 1.)?'
'In what way are you causing (item from 1.)?'

3. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment.

4. Re-check the Questions at 3. and handle until none read.

5. Then re-assess at 1. and continue to EP.

LEVEL 18, CONNECTIONS

1. As a C/S action, list your connections in the Physical Game - friends, lovers, family, neighbours, associates, business connections, clubs, organisations, community contacts, etc. People and things you'd like to be connected with. Famous, disreputable or notorious people and groups, etc. Practices, treatments, philosophies, religions, etc you are connected to. Add Something Else? Assess.

2. Check the following Questions for read, inserting the major reading item from 1.

>**'In what way are you connected to (item from 1.)?'**
>**'In what way are you separate from (item from 1.)?'**
>**'In what way are you enforcing connection with (item from 1.)?'**
>**'In what way are you inhibiting connection with (item from 1.)?'**
>**'In what way are you desiring connection with (item from 1.)?'**
>**'In what way are you refusing connection with (item from 1.)?'**
>**'In what way are you denying connection with (item from 1.)?'**
>**'In what way are you protesting connection with (item from 1.)?'**
>**'In what way are you resisting connection with (item from 1.)?'**
>**'In what way are you withholding your connection with (item from 1.)?'**
>**'In what way are you reaching for connection with (item from 1.)?'**
>**'In what way are you withdrawing from connection with (item from 1.)?'**
>**'In what way must you be connected with (item from 1.)?'**
>**'In what way mustn't you be connected with (item from 1.)?'**
>**'In what way should you be connected with (item from 1.)?'**
>**'In what way shouldn't you be connected with (item from 1.)?'**
>**'In what way can you be connected with (item from 1.)?'**
>**'In what way can't you be connected with (item from 1.)?'**
>**'In what way could you be connected with (item from 1.)?'**
>**'In what way couldn't you be connected with (item from 1.)?'**
>**'How does connection with (item from 1.) make you right?'**
>**'How does connection with (item from 1.) make another wrong?'**
>**'How does connection with (item from 1.) help you escape domination?'**
>**'How does connection with (item from 1.) help you dominate others?'**
>**'How does connection with (item from 1.) aid your survival?'**
>**'How does connection with (item from 1.) hinder others' survival?'**
>**'How does connection with (item from 1.) help solve a problem?'**
>**'Connected to (item from 1.) what policy are you REALLY operating on?**

3. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment.

4. Re-check the Questions at 3. and handle until none read.

5. Then re-assess at 1. and continue to EP.

LEVEL 19, IMPORTANCE, UNIMPORTANCE

1. As a C/S action, list those things that still appear to be important, irrespective of whether you like the fact or not. Those things that still bug you, that drive you mad, that cause you concern, that you can't stop thinking about, that shouldn't be important at your level of case but still are. Add Something Else? Assess.

2. Check the following Questions for read, inserting the major reading item from 1.

>**'In what way are you making (item) important?'**
>**'In what way are you making (item) unimportant?'**
>**'In what way are you neglecting the importance of (item)?'**
>**'In what way are you resisting the importance of (item)?'**
>**'In what way are you resisting the unimportance of (item)?'**
>**'In what way are you attacking the importance of (item(?'**
>**'In what way are you attacking the unimportance of (item)?'**
>**'In what way are you withdrawing from the importance of (item)?'**
>**'In what way are you withdrawing from the unimportance of (item)?'**
>**'In what way are you reaching for the importance of (item)?'**
>**'In what way are you reaching for the unimportance of (item)?'**
>**'In what way are you not confronting the importance of (item)?'**
>**'In what way are you not confronting the unimportance of (item)?'**
>**'In what way are you making a problem of the importance of (item)?'**
>**'In what way are you making a problem of the unimportance of (item)?'**
>**'In what way are you succumbing to the importance of (item)?'**
>**'In what way are you succumbing to the unimportance of (item)?'**
>**'In what way are you trying to please with the importance of (item)?'**
>**'In what way are you trying to please with the unimportance of (item)?'**
>**'In what way are you not responsible for the importance of (item)?'**
>**'In what way are you not responsible for the unimportance of (item)?'**
>**'In what way are you denying creating the importance of (item)?'**
>**'In what way are you denying creating the unimportance of (item)?'**
>**'In what way are you withholding the importance of (item)?'**
>**'In what way are you withholding the unimportance of (item)?'**
>**'In what way are you misowning the importance of (item)?'**
>**'In what way are you misowning the unimportance of (item)?'**
>**'In what way do you feel threatened by the importance of (item)?'**
>**'In what way do you feel threatened by the unimportance of (item)?'**

3. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment. Then re-check the Questions and handle, until none read.

4. Then re-assess at 1. and continue to EP.

LEVEL 20, NO MOTION

Withholding and trying to reach at the same time causes No-Motion areas in your life, as well as driving you mad!

1. As a C/S action, list those areas of your life where there is no motion, nothing is changing, nothing is happening, but you want motion in these areas. Add Something Else? Assess.

2. Check the following Questions for read, inserting the major reading item from 1.

> **'On (item) in what way are you withholding?'**
> **'On (item) in what way are you failing to withhold?'**
> **'On (item) in what way must you withhold?'**
> **'On (item) in what way can't you withhold?'**
> **'On (item) in what way are you trying to reach?'**
> **'On (item) in what way are you failing to reach?'**
> **'On (item) in what way must you reach?'**
> **'On (item) in what way can't you reach?'**
> **'On (item) in what way are you justifying?'**
> **'On (item) in what way are you rationalising?'**
> **'On (item) in what way are you CUE broken?'**
> **'On (item) in what way don't you understand?'**
> **'On (item) in what way are you confused?'**
> **'On (item) what is a permissable inflow?'**
> **'On (item) what is a permissable outflow?'**
> **'On (item) what is an unnacceptable inflow?'**
> **'On (item) what is an unacceptable outflow?'**
> **'On (item) what flow is being restrained?'**
> **'On (item) what flow is being inhibited?'**
> **'On (item) what flow is being enforced?'**
> **'On (item) what must never happen again?'**
> **'On (item) what must be held onto absolutely?'**
> **'On (item) what must be stopped?'**
> **'On (item) what must be unmocked?'**
> **'On (item) what must be suppressed?'**

3. LIST the major reading Question. Then run on Rev A & B Processes including Final Accomplishment.

4. Re-check the Questions at 3. and handle until none read.

5. Then re-assess at 1. and continue to EP.

LEVEL 21, SUPER POWER

Super Power is an integration of the Spiritual Being. You will be examining the OppIDs that appear on your Own Goals, how you have handled them, and how they have handled you. The OppIDs on Own Goals can be either heavy Game or Suppressive terminals; or they can be a fragmented aspect of one's Self, i.e. another Spiritual Being that one is being, or another Spiritual Being one is making be one's Self.

1. List all the ID-OppID pairs on your Own Goal Conflict Structures. Assess the OppIDs for major read.

2. Taking the ID of the pair, and the OppID, check for read:

> **'As an (ID), if you were to play a game with an (OppID), what role would you play?'**

LIST, then clean with Repeater and Ind Tech to P/N.

3. Cycle the following questions repetitively to an EP; run all answers with Repeater and Indicator Tech to P/N.

> **'As a (role from 2.), what misdeed have you committed on an (OppID)?'**
> **'As a (role from 2.), what problem were you trying to solve?'**
> **'What misdeed has (OppID) committed on you?'**
> **"What problem was he trying to solve?'**
> **'What haven't you said to an (OppID)?"**
> **'What problem were you trying to solve?'**
> **'What hasn't an (OppID) said to you?**
> **'What problem was he trying to solve?'**

4. Run the following questions (as 3.):

> **'What philosophy have you encountered because of a (OppID)?'**
> **'What solutions have you had for that?'**
> **'What philosophy has an (OppID) encountered because of you?'**
> **'What solutions has he had for that?'**

5. Run the following questions (as 3.):

> **'As a (role from 2.), how are you source to an (OppID)?'**
> **'How is an (OppID) source to you as a (role from 2.)?'**
> **'As a (role from 2.), how are you no source to a (OppID)?'**
> **'How is an (OppID) no source to you as a (role from 2.)?'**

6. Run the following questions (as 3.):

> **'What is an (OppID) to you?**
> **'What are you to an (OppID)?'**
> **'What isn't an (OppID) to you?'**
> **'What aren't you to an (OppID)?'**

7. Run the following questions (as 3.):

'As a (role from 2.) what condition have you encountered because of (OppID)?
'As a (role from 2.) what solutions have you had for that?'
'What condition has an (OppID) encountered because of you as a (role from 2.)?'
'What solutions has he had for that?'

8. Run the following questions (as 3.):

'As a (role from 2.) what person have you known?'
'As a (role from 2.) what place have you known?'

9. Run the following questions (as 3.):

'As a (role from 2.) what justification have you used?'
'As a (role from 2.) what sex have you had?'
'As a (role from 2.) what eating have you done?'
'As a (role from 2.) what effort have you applied?'
'As a (role from 2.) what force have you encountered?'
'As a (role from 2.) what emotion have you felt?'

10. Run the following questions (as 3.):

'As a (role from 2.) what ability have you used?'
'What has been the consequences of that?'
'As a (role from 2.) what ability have you had to deny?'
'What has been the consequences of that?'

11. Run the following questions (as 3.):

'As a (role from 2.) what strength have you used?'
'What has been the consequences of that?'
'As a (role from 2.) what strength have you had to deny?'
'What has been the consequences of that?'

12. Run the following questions (as 3.):

'As a (role from 2.) what success have you had?'
'What has been the consequences of that?'
'As a (role from 2.) what success have you had to deny?'
'What has been the consequences of that?'

13. Run the (ID from 1.) on Revelation Processes A & B with Final Accomplishment.

14. Re-assess at 1. for the next OppID to run on Steps 2. - 12. Continue to EP.

Part B

The following are basic processes which may well run for you at this stage, from the new level of awareness, responsibility and confront you have attained. Use Repeater and Ind. Tech on all answers.

A.   1. Describe an existing condition.
      2. What have you done or not done about it?
      3. How have you reacted or not reacted to it?
      4. How have you suppressed or not suppressed it?
      5. How has it effected or not effected you?
      6. How have you been or not been cause over it?
      7. How does it seem to you now?

B.   1. Assess the following list:

> Grief
> Loss
> Being driven away
> Recognition
> Identification
> Change
> Destruction
> Defeat
> Denial
> Oppression
> Suppression
> Fear
> Force
> Making Wrong
> Overwhelm

      2. Describe an existing condition involving (assessed button).
      3. What have you done or not done about it?
      4. How have you reacted or not reacted to it?
      5. How have you suppressed or not suppressed it?
      6. How has it effected or not effected you?
      7. How have you been or not been cause over it?
      8. How does it seem to you now

C.   1. What's not alright about what exists?
      2. What have been the bad consequences of_____?
      3. What could be the bad consequences of_____?
      4. Concerning_____have you done anything that wasn't alright?
      5. Concerning_____what have you failed to do?

D.   1. What do you want changed about what exists?
      2. What do you want unchanged about what exists?

E.   1. What's alright about what exists?
       2. What are you willing to say about that existence?
       3. Who could you say those things to?

F.   LIST major reading Question:

       W/W would deny that which exists?
       W/W would not want to exist?
       W/W would have no future?

       Probcon, then find Postulates etc.

G.   1. What changes?
       2. What never changes?

H.   1. What stays the same?
       2. What never stays the same?

I.   1. Describe an existing goal?
       2. How was it brought about?
       3. By whom?
       4. How is it being maintained?
       5. By whom?
       6. When will it no longer be maintained?
       7. What will cause its cessation?

J.   1. Describe an existing relationship.
       2. How was it brought about?
       3. By whom?
       4. How is it being maintained?
       5. By whom?
       6. When will it no longer be maintained?
       7. What will cause its cessation?

K.   1. What is a source?
       2. What isn't a source?

L.   LIST: W/W would not want to be a source?

M.   1. Describe something you are free to create.
       2. Describe something you are free to continue creating.
       3. Describe something you are free to cease creating.

N.   1. Describe a relationship you are free to create.
       2. Describe a relationship you are free to continue creating.
       3. Describe a relationship you are free to cease creating.
O.   1. Describe a part of the mind you are free to create.
       2. Describe a part of the mind you are free to continue creating.
       3. Describe a part of the mind you are free to cease creating.

P.   1. W/W are you free to perceive?
       2. W/W are you free not to perceive?

       3. W/W is another free to perceive?
       4. W/W is another free not to perceive?

Q.   1. What are you free to originate?
      2. What is another free to originate?

R.   1. What are you free to change?
      2. What are you free not to change?
      3. What is another free to change?
      4. What is another free not to change?

S.   1. What are you free to know?
      2. What are you free not to know?
      3. What is another free to know?
      3. What is another free not to know?

T.   1. What goal are you free to postulate?
      2. What goal are you free not to postulate?
      4. What goal is another free to postulate?
      5. What goal is another free not to postulate?

U.   Where would you be safe?

LEVEL 22, PEAK EXPERIENCES

We have all had high points in our lives, times when just *being* seemed wonderful. And then we feel baffled when the high goes and we come back to earth with a thump. Life then seems comparatively dull and we then try in any way possible to recover the peak experience, usually to no avail. Why is this?

When a person experiences a surge of awareness, this is because for one reason or another, case has released. The person experiences what it is like to be a Fully Realised Being but along with that awareness also comes realisation of many areas of case that need repair and handling. This is too much truth too suddenly and can cause great fear and overwhelm. If the person doesn't have the skills to handle what has come into view, or the vocabulary to express them, this causes him to pull in old solutions to handle their problems. The Catch-22 is that these old solutions are the reason the person lost their awareness and ability in the first place.

Now, however, you do have the skills and understanding to handle what becomes apparent at a high state of awareness.

1. List times when you had a peak experience, with a heightened level of awareness. Such moments may include times and places you felt you had love, knowledge, immortality, an exterior viewpoint, new perception, honesty, integrity, truth, skill, wisdom, presence, ownership, power, cause, mercy, duplication, permeation, connection, ability, honour, appreciation, responsibility, affection, comprehension, communication, harmony, care, respect, acknowledgement, admiration, elation, friendliness, happiness, gaiety, forgiveness, tolerance, charity, empathy, energy, and so on. List the specific experiences. Add Something Else? Assess the list.

2. On the major reading peak experience, check the following questions. Handle all answers with Repeater and Indicator Tech to P/N.

> **When was it?**
> **Where was it?**
> **What happened?**
> **What disability did you release?**
> **What abilities turned on?**
> **How big were you?**
> **What were you willing to be responsible for/**
> **Did you use your power to make another wrong?**
> **Did you use your power to dominate another?**
> **Did you use your power covertly?**
> **Was there a shock?**
> **Was an earlier experience restimulated?**
> **Did you perceive too much?**
> **Was there too much outflow?**
> **Was there too much inflow?**

Did you not know what to do?
Was there a CUE break?
Was there a problem?
Was there a missed withhold?
Was there a misdeed?
Was there too much change?
Were you afraid that you would have to face up to something you were ashamed of? ...something you didn't want to know? ...something painful?
Were you operating on someone else's goal?
Had your goal been repressed for so long you had lost touch with it?
Were you stuck in the wrong game?
Were you in the wrong position?
Were you aware of too many outnesses?
Were you reminded of a loss?
What ability were you afraid of losing?
Did others not want you to change?
Did others not comprehend?
Were there abilities you did not deserve?
Were the people you were connected with not deserving of your help?
Did you use your increased abilities to oppose someone?
Did you use your increased abilities to oppose something?
Since (experience), what have you done?
Since (experience), what have you restrained?
Since (experience), what restimulated again?
Since (experience), is there something you're doing to try and get back that feeling?
Since (experience), is there something you're using to try and get back that feeling?
Since (experience), is there something you're connected to to try and get back that feeling?
Since (experience), is there a question you keep asking yourself?
Since (experience), are you empowering a way to keep yourself small?
Since (experience), in what way have you reduced your game?
Connected to (experience), is there something you are afraid of?
Connected to (experience), is there a confusion?
Connected to (experience), is there an area of it must not happen again?
Connected to (experience), is there an area of it must be forgotten?
Connected to (experience), is there an area of not-thereness?
Connected to (experience), is there a must be?
Connected to (experience), is there a mustn't be?
Connected to (experience), is there a must do?
Connected to (experience), is there a mustn't do?
Connected to (experience), is there a must have?

Connected to (experience), is there a mustn't have?

Connected to (experience), is there something you're reaching for?

Connected to (experience), is there something you're withdrawing from?

Connected to (experience), what are you willing to be responsible for?

Connected to (experience), what would you rather not be responsible for?

Connected to (experience), is there anything you would like to communicate and haven't?

Connected to (experience), is there anything you would like to handle and haven't?

Connected to (experience), is there anything you want?

Connected to (experience), what is it OK for you to be?

Connected to (experience), what is it OK for you to do?

Connected to (experience), what is it OK for you to have?

Connected to (experience), are there any telepathic images you would like to project? (To where? To whom? What would be the consequences of that? Do you still want to project that? If yes, project it).

3. Run the peak experience from 2. on Revelation Processes A & B including FA.

4. Re-assess at 1. and continue to EP.

LEVEL 23, SUPER OUT-INT

Part A

1. Write up a list of the pairs of current Postultes that are opposed on the basis of 'I want to stay free because of **A**' versus 'I want to leave because of **Z**'. From this make a second list of dichotomy pairs containing only the '**A** versus **Z**' Items. Add 'Something versus Nothing?' (The list can be added to as the handling progresses). Then assess the list for the major reading pair.

2. Assess which one of the pair reads majorly. Run this resulting Item on Rev A & B with FA.

3. Run the other Item of the pair on Rev A & B with FA.

4. Re-assess at 1. and continue to EP.

Part B

1. Assess:

Going into	**Being pushed into**
Being put into	**Not able to get out of**
Interiorising into	**Stuck in**
Wanting to go into	**Not able to give up**
Not able to get into	**Being vulnerable to**
Being kicked out of	**Feeling unsafe in**
Not able to go into	**Being too solidly in**
Being trapped in	**Identified with**
Being forced into	**Not able to leave**
Being pulled into	**Wanting to be in**

2. Bearing the major reading button from 1. in mind, assess:

Familiar circumstances	**A false game**
A familiar space	**Havingness**
A male body	**The Universe**
A female body	**A game**
Sex	**A trap**
An aesthetic	**Time**
A hiding place	**Being an effect point**
Somewhere to withdraw to	**Being a receipt point**
Something surviving	**An identity**
A mock-up	**A beingness**
An illusion	**A nothingness**
A body	**A somethingness**
Misowned experience	**Something Else?**

3. Check the following Questions for read, inserting the buttons from 1. and 2.

    'In what way are you (button from 1.) (button from 2.)?'
    'In what way are you pretending (button from 1.) (button from 2.)?'
    'In what way are you resisting (button from 1.) (button from 2.)?'
    'In what way are you playing the game of (button from 1.) (button from 2.)?'
    'In what way are you postulating (button from 1.) (button from 2.)?'
    'In what way are you insisting on (button from 1.) (button from 2.)?'

4. LIST the major reading Question, then run the resulting Item on Rev A & B with FA.

5. Re-check the Questions, then the assessments, and continue to EP.

SECTION C

Super Safe Solution Questions

1) 'How are you manifesting (Opp. Post.) to make you totally right?'

2) 'How are you manifesting (Opp. Post.) to make another totally wrong?'

3) 'How are you manifesting (Opp. Post.) to escape control completely?'

4) 'How are you manifesting (Opp. Post.) to pretend mastery of another?'

5) 'How are you manifesting (Opp. Post.) to have it all for yourself?'

6) 'How are you manifesting (Opp. Post.) to deny any havingness to another?

7) 'How are you manifesting (Opp. Post.) to create all the effect on self?'

8) 'How are you manifesting (Opp. Post.) to create all the effect on another?

Super Rock Questions

1) 'In what way are you mocking-up (Opp. Post.) so everyone can see?'

2) 'In what way are you holding on to (Opp. Post.) so everyone can see?'

3) 'In what way are you fighting (Opp. Post) making the game more solid?'

4) 'In what way are you fighting (Opp. Post) making the game go away?'

5) 'In what way are you fighting (Opp. Post) holding the game still?'

6) 'In what way are you fighting (Opp. Post) manifesting visibly?'

7) 'In what way are you no longer taking responsibility for (Opp. Post.)?'

8) 'In what way are you assigning creation of the game to (Opp. Post.)?'

9) 'In what way are you identifying with (Opp. Post.)?'

10) 'In what way are you resisting being (Opp. Post.)?'

11) 'In what way are you ruining the game with (Opp. Post.)?'

12) 'In what way are you failing to ruin the game with (Opp. Post.)?'

13) 'In what way are you sitting in a ruined game because you are making (Opp. Post.) important?'

14) 'In what way are you sitting in a ruined game because you are making (Opp. Post.) unimportant?'

The above Super Safe Solution and Super Rock Questions are used in Rev B throughout Section C, i.e. Levels 24-30.

LEVEL 24, THE PHYSICAL GAME

Part A

Attachment is recognised in most religions, and especially Buddhism, as the factor that keeps us coming back - the Cycle of Rebirth. There is an apparent triangle of attachment: it's components are Lack, Separation and Want.

Lack is the perception that something is missing, gone or unavailable, i.e. a lack of havingness. It is any consideration of less than total integrity or wholeness.

Separation is anything less than pan-determinism. A person becomes convinced that something they lack is to be found externally, from others or through effort in a Physical Game.

Want is the reaction to lack. Want has an energy to it, a push-pull, and expresses as an attachment or aversion to the continued lack and separation. It is a must have - can't have situation, a reach and withdraw, wanting the quality as an inflow or wanting to keep it at a distance and somehow control it and get approval from it so it will want to come as an other-determined inflow. In terms of energy beams it is tractor beams pulling in or pressor beams pushing away.

This the structure of unsolveable problems and of the CDEI scale. It is the space between the ID and OppID, containing the COEX of mass and significance.

1. Yes, need, want and desire again! Don't say you've nothing on these because you are still here. Maybe you don't know what you still hanker for. So this is a Part II type handling, done from a much higher viewpoint, so you can get at the Postulates behind this phenomenon of attachment. Try the following Assessment, and please add more however you see it.

Significance	Futures	Survival
Mass	Mysteries	Terminals of comparable
Location	Automaticities	magnitude
Sensation	Own universe	Revenge
Form	To share a universe	Solutions
Exteriorisation	To win	Perceptions
Power	To control	Validation
Emotion	To be controlled	The Imprint
Affinities	A body	A time continuum
Agreements	To join in	Loss
Communications	Orientation	Freedom
Justifications	Energy	Space
Release	Purpose	Illusion
Aesthetics	Proof	To create
Reasons	Death	Opposition
Change	Problems to solve	Matter to agree
Pasts	Sleep	To impress
Present Time	Conflict	Understanding

The illusion of being free
Courage
Now
To be an exterior viewpoint
End of game
To hold a location
Safety
Exchange
Duplicates
Recognition as source
Interest
To fight materiality
Counter intention
Havingness
Create an effect
To let go
Handle terminatedly
Relinquish a location
Relinquish this location
End off
Protection
Resolution
End of cycle
Give up
Free of materiality
Immortality
Body game
Time
CUE
Doubt
To make amends
Loneliness
Dedication
Love
Escape
Duty
Memory
Forever
Prove it to others
Sex
Rest
License
Flesh
Vindication
Admiration
Reason
Recognition
Logic
To be duplicated
To exchange
To forget

To remember
Truth
Individuality
Co-existence
Vanishment
Obedience
Allegiance
To be source
Revenge
Ecstasy
Decency
Ethics
Romance
Do duty
Clear your name
To look
To be looked at
Respect
Something to do
To know
To justify
To forget
Ideas
Beat the system
To run away
Blow the Imprint
Worship
Forgiveness
Martyrdom
Eroticism
Omens
Signals
Portents
The unknown
Consequences
Magic
To hide
To hold on to materiality
To hold on to a body
Protect a body
Own a body
Control a body
Feel a body
Punish a body
Be a body
Beauty
Beautiful sadness
To be right
Effort
To play it safe
Approval

Light
To please
Eating
Drinking
To hide
Involvement
To help
Hope
To control
To be elsewhere
To learn lesson
To experience
To fight
To rest
To live
To remember
Caution
Colonisation
Defeat
To be ordinary
To conform
Conformity
To be like other people
Dreams
Illusions
Perceptions
Perception
Sickness
Illness
Make believe
Pretend
Possibility of a game
Control
Light
Help
To hide
Pictures
A picture storage system
A mind
Problems
Action
Make amends
Sexual energy
Sympathy
Work
Desire
Feeling
Other beings
Motion
Self
Exteriorisation

Games

Abilities

Freedom

Motionlessness

Pleasing others

Attention from God

To know

Blackness

Life

An attention unit

Wrongs righted

Right asserted

Sensuality

Fighting

The universe

Separateness

Randomity

Customs

Words

Education

Symbols

Degradation

Energy

A substitute beingness

A substitute doingness

A substitute havingness

Objectives

Games

Sanity

Beingness

To be invisible

Invisibility

Forever

To unknowingly create in
        order to get a game

Duplication

Destruction

Certainty

The truth

Oneness

To please people

Creative imagination

Opposition

Imagination

Fear

Satisfaction

A game

Uncreate

Knowingly create

Think

To be a free being

Exhaustion

To be an effect

To have things go right

To be a victim

Peace

Peace of mind

Objective causation

Health

Explanations

To know why

Terminals

Security

Knowledge

Fame

Work

Identity in the Game

Individuality

Self

To teach myself a lesson

To have a role

To stop

To possess

To alter

To protect

To be amused

To understand

To begin again

Friends

Plans

Solutions

Solidity

Taste

Touch

Male body

Female body

God

Sacrifices

To pay debt

Colour

Heat

Cold

Stillness

Rhythm

Silence

Music

Smell

Gravity

Partner

Group

Withholds

A particular person

Cigarettes

Drugs

Alcohol

Loving

Stroking

Animals

Running

Putting the world right

War

Warmth

Order

Self-esteem

Reputation

To contribute

Fulfilment

Enlightenment

Reincarnation

Viewpoint

To blame

To make amends

Revenge

Sexual attraction

Sleep

Habits

Rules

Routine

A challenge

Proof

To go fast

To go slowly

Wealth

Luck

Freedom for others

Healthy body

Present Time

Blackness

Answers

To talk

Toys

Kisses

To torture

A face

Forgiveness

Mother

Father

Between lives area

Be a baby

Death

Looking at sex

Books

Feeling of body

Pleasant sensations	Safety	Knowledge
Sexual attention	To enforce	Information
Language	Genitals	Answers
Travel	Sun	Completions
Adventure	Moon	Finance
Beautiful bodies	Dancing	Accomplishments
A home	Seclusion	Interchange
Forbidden things	Interests	To be visible
To meet again	Worship	Obsessions
Perversion	Joy	Compulsions
Evil purpose	To be right	Involvement
Justice	Superiority	Opponents
Dreams	Meeting people	Conflict
Support	To preach	Randomity
To say good-bye	A teacher	War
Madness	An easy time	Weapons
Sympathy	The womb	Penetration
Healing	No time	To go inside
Singing	Eyes to see with	To find out
Perfection	Ears to hear with	To make a noise
Independence	Body to feel with	To be heard
Killing	No responsibility	To be seen
Anaesthetic	Pictures	To cause an impact
A dangerous environment	Explosions	Targets
Certainty	Ecstasy	Goals
Eyes	Exhilaration	Consciousness
Head	Anger	Death as a body
To know pain	Fear	Something Else

2. LIST: **'In what way do you want (major reading Item from 1.)?'**

3. Handle the resulting Item with Revelation A & B including FA. In addition use the **Super Safe Solution and Super Rock Questions** on the Rev B.

4. Re-assess and handle to EP.

Part B

The enforcement trap of the Physical Game is that you must have a game to exist. Any game is better than no game. As you take down the Goal Problem Structures, and all the multitude of unknown Games Conditions become knows, this can leave you feeling depressed - at a loss. The obsessively created conflicts and win-lose scenarios with every kind of who, what, where, when, how, why and emotion, are gone. The problem with mastery of any level of game is that it tends to end the game.

Then it is time to graduate to a higher game where you are entering unknown territory. If you don't you will just re-mock all the old COEXs in order to restore havingness. Unknown games terrify most people and are very threatening - because they don't even know who they are in the known game.

The safe thing to do is to decide to Not Know, but then you are on the slippery slope again. The problem is, if you reach for a new game you will restimulate the past times you played that type of game and you will almost always run into the 'I quit' ridge of the past. This is all the more painful as you have the depression of your loss of the most immediate game (as an unknown) and you are now restimulating the failures of past games. It is tempting then to decide 'I will forget this ever occurred or existed' or 'I must not let that happen again' as a safe solution. Some of this will no doubt have come up on your handlings to date.

Yet to ascend to the Remedy of All Games, to recover your Spiritual potential for Higher Games, you need to be willing to experience these past losses. This is considerably easier with the techniques of the Project because you have the tools to safely and gradually increase your awareness, responsibility and confront in these areas. Indicator Tech is the most powerful tool to discharge these areas because it is the lies and the alteration that do you in - the Spiritual being is, after all, able to experience anything with no liability.

1. Run the following questions alternately, repetitively to an EP, handling all answers with Repeater and Indicator Tech:

> **'As a Spiritual Being, what would you be willing to have?'**
> **'As a Spiritual Being, what would you rather not have?'**

2. Run similarly:

> **'As a Spiritual Being, what would you be willing to do?'**
> **'As a Spiritual Being, what would you rather not do?'**

3. Run similarly:

> **'As a Spiritual Being, what would you be willing to be?'**
> **'As a Spiritual Being, what would you rather not be?'**

4. Run similarly:

> **'As a Spiritual Being, what game would you be willing to play?'**
> **'As a Spiritual Being, what game would you rather not play?'**

Part C

A game is played in a playing field or universe, and a no-game is a collapsed universe. Basically, the Physical Universe is a game. The Being can create new games in new universes of his own, or he can use this one. He needs to create an opponent in order to have a game. This basic opponent, in order to persist, contains all that is necessary to prevent cessation of creation of the universe from taking place.

In order to play a game with an inferior player, it is necessary for the Being to take on the liabilities of the inferior player so that they match evenly. This is easy to do in the Being's own universe where he is creating the opponent and can knowingly create the Games Condition, i.e. un-know knowingly. But it is a drag to do in the Physical Game where the likelihood is that to play the Game you have to reduce your own strength and knowingness too far for comfort. Even that is OK when its a knowing Games Condition you are setting up, but when it becomes, due to the creation of Reactive Mind, an unknowing Games Condition then this becomes a trap. So this is what the project is all about - the recovery of knowingness of unknown Games Conditions, the manifestations of Spiritual Reactive Mind.

Here is a list of things one can be, do or have via a body, that a Being cannot be, do or have without direct involvement in a universe. They all constitute the Physical Game.

1. Assess:

Survive	**Fail to escape**
Fail to survive	**Not fail to escape**
Die	**Lose mass**
Fail to die	**Fail to lose mass**
Be located	**Lose space**
Fail to be located	**Fail to lose space**
Be subjected	**Lose time**
Fail to be subjected	**Fail to lose time**
Lose a body	**Lose energy**
Fail to lose a body	**Fail to lose energy**
Be dominated	**Lose location**
Fail to be dominated	**Fail to lose location**
Be wrong	**Lose possessions**
Fail to be wrong	**Fail to lose possessions**
Win	**Complete an action**
Fail to win	**Fail to complete an action**
Lose	**Inflow**
Fail to lose	**Outflow**
Be vulnerable	**Be made accountable**
Fail to be vulnerable	**Not be made accountable**
Be threatened	**Hold a viewpoint**
Fail to be threatened	**Fail to hold a viewpoint**
Be an effect	**Be flowed against**
Fail to be an effect	**Fail to be flowed against**
Fail to make vanish	**Be denied a game**
Not fail to make vanish	**Fail to be denied a game**

Have no game
Fail to have no game
Experience an inflow
Fail to experience an inflow
Experience an outflow
Fail to experience an outflow
Experience absence of flows
Fail to experience no flows
Have an illusion go solid
Fail to have an illusion go solid
Have an illusion ruin a game
Fail to have an illusion ruin a game
Have an illusion everyone can see
Fail to have an illusion all can see
Have a past
Fail to have a past
Have a future
Fail to have a future
Have a memory
Fail to have a memory
Have a mind
Fail to have a mind
Have a body
Fail to have a body
Have sensation
Fail to have sensation
Make things persist
Fail to make things persist
Become stopped
Fail to become stopped
Become unmocked
Fail to become unmocked
Become suppressed
Fail to become suppressed
Become over-run
Fail to become over-run
Be altered
Fail to be altered
Be negated
Fail to be negated
Have to create
Fail to create
Have to destroy
Fail to destroy
Have to postulate
Fail to postulate
Have a purpose

Fail to have a purpose
Have a goal
Fail to have a goal
Have an effect on self
Fail to have an effect on self
Have an effect on others
Fail to have an effect on others
Hold on absolutely
Fail to hold on absolutely
Have to change
Fail to change
Have a problem
Fail to have a problem
Have to help
Fail to help
Have to be pleased
Fail to be pleased
Have to create
Fail to create
Have to destroy
Fail to destroy
Have to be responsible
Fail to be responsible
Have to confront
Fail to confront
Have to exist
Fail to exist
Emote
Fail to emote
Respond
Fail to respond
Acknowledge
Fail to acknowledge
Communicate
Fail to communicate
Be
Fail to be
Love
Fail to love
Hate
Fail to hate
Agree
Fail to agree
Wait
Fail to wait
Inhibit
Fail to inhibit

Enforce	**Fail to differentiate**
Fail to enforce	**Convince**
Un-know	**Fail to convince**
Fail to un-know	**Contribute to**
Deny	**Fail to contribute to**
Fail to deny	**Contact**
Be curious about	**Fail to contact**
Fail to be curious about	**Move**
Wonder	**Fail to move**
Fail to wonder	**Resist**
Doubt	**Fail to resist**
Fail to doubt	**Separate**
Accept	**Fail to separate**
Fail to accept	**Make serious**
Reject	**Fail to make serious**
Fail to reject	**Correct**
Reach	**Fail to correct**
Fail to reach	**Produce**
Withdraw	**Fail to produce**
Fail to withdraw	**Lose**
Control	**Fail to lose**
Fail to control	**Find**
Have	**Fail to find**
Fail to have	**Hurt**
Protect	**Fail to hurt**
Fail to protect	**Need**
Withhold	**Fail to need**
Fail to withhold	**Hold off**
Oppose	**Fail to hold off**
Fail to oppose	**Pull in**
Make beautiful	**Fail to pull in**
Fail to make beautiful	**Want**
Believe	**Fail to want**
Fail to believe	**Lack**
Trust	**Fail to lack**
Fail to trust	**Regret**
Sexually satisfy	**Fail to regret**
Fail to sexually satisfy	**Forget**
Make amends	**Fail to forget**
Fail to make amends	**Hide**
Perceive	**Fail to hide**
Fail to perceive	**Approve**
Understand	**Fail to approve**
Fail to understand	**Blame**
Energise	**Fail to blame**
Fail to energise	**Conserve**
Differentiate	**Fail to conserve**

Sympathise with	**Fail to remain**
Fail to sympathise with	**Prevent**
Suggest	**Fail to prevent**
Fail to suggest	**Give up**
Be careful of	**Fail to give up**
Fail to be careful of	**Falsify**
Prove	**Fail to falsify**
Fail to prove	**Throw away**
Reveal	**Fail to throw away**
Fail to reveal	**Identify**
Make mistakes	**Fail to identify**
Fail to make mistakes	**interest**
Ignore	**Fail to interest**
Fail to ignore	**Something Else?**
Remain	

2. D/L: **'When was the first time you found you could (button from 1.)?'**

3. List all the Postulates, Considerations, Evaluations, etc, that emerged on your Ind Tech on Step 2. Assess for major read.

4. Check the following Questions for read:

> **'In what way could you inflow (line from 3.)?'**
> **'In what way could you outflow (line from 3.)?'**
> **'In what way could you have a game with (line from 3.)?'**
> **'In what way could you be the cause of (line from 3.)?'**
> **'In what way could you be the effect of (line from 3.)?'**

5. LIST the major reading Question, then run the resulting Item on Revelation A & B with FA and Super Questions. In addition, when you have cleared the Rev B Stage Three, check all the preceding Postulates in reverse order of appearance, and if any still read then handle.

6. Re-check the Questions at 4. and handle till none read, then re-assess at 3. and handle similarly. Then re-assess at 1. and continue through Steps 2. - 6. to EP.

Part D

1. This is a further Composite handling. Assess the following buttons:

> **The Body**
> **The GE**
> **The Composite Self**
> **The Ego**
> **The Mind**
> **The Brain**
> **The Genes**
> **The Memory**
> **Something Else?**

2. Check the following Questions for read, inserting the major reading button from 1.

> **'What is (button from 1.) programmed to be?'**
> **'What is (button from 1.) programmed not to be?'**
> **'What is (button from 1.) programmed to do?'**
> **'What is (button from 1.) programmed not to do?'**
> **'What is (button from 1.) programmed to have?'**
> **'What is (button from 1.) programmed not to have?'**

3. LIST the major reading Question, then clean the Item with Repeater and Ind Tech. Then insert the Item in the following Questions and check for read:

> **'What Postulate of the Gamesmaker is creating (Item)?'**
> **'What Postulate would spoil the game of (Item)?'**

4. LIST the major reading Question, then run the resulting Postulate on Rev A & B with FA and Super Questions. Run to D/L and then check all preceding Postulates for charge - if one reads then run from 3.

5. Re-check the Questions at 2. an handle as 3. and 4. until none read.

6. Re-assess at 1, and continue to EP.

Part E

1. Assess: **Evaluation by pictures**
                 Evaluation by sensation
                 Evaluation by pain
                 Evaluation by pressures
                 Evaluation by feedback

                 Misownership of pictures
                 Misownership of sensation
                 Misownership of pain
                 Misownership of pressures
                 Misownership of feedback

2. Check the following questions for read:

     'In what way is there (button from 1.) from the Mind?'
     'In what way is there (button from 1.) from the Body?'
     'In what way is there (button from 1.) from the Body Field?'
     'In what way is there (button from 1.) from the Environment?'

3. List the major reading question to the first BD Item, then run the Item on Rev A & B with FA and Super Questions. Run the Postulate sequence to P/N.

4. Then check repeat at 3. If it reads, list to another Item and handle similarly. Continue until clean.

5. Then re-check the questions at 2. and handle as 3. -5.

6. Re-assess at 1. and continue to EP.

Note: Eventually, after many Levels of running different That's Me Players and the Gamesmaker, the needle will become tighter and Balance Action will begin to slow down. One feels one is analysing oneself into a cocked-hat. This is the phenomena of the last attempts of the Being to hold his Reactive Game together. He is holding the lid on the lie down real hard. Persist in the face of it and eventually you will come up with the Full Realisation. This will likely come up on Ind Tech and will probably show little special phenomena as it is very burdened at this stage, but you will recognise it.

Part F

1. List all Games-in-Progress. All the games you are involved in. All the actions you've started but are unhandled. Things you dislike, fear, get up your nose, that you're fascinated by. The basic question is: what are you sitting in? Us the Domains Assessment to help you if you run out of ideas. Add Something Else? Assess the list.

2. Insert the major reading (game-in-progress) in the following Questions and check for read:

> **'In what way are you having a game in (game-in-progress)?'**
> **'In what way are you having a body in (game-in-progress)?'**
> **'In what way are you being a body in (game-in-progress)?'**
> **'In what way are you being at effect in (game-in-progress)?'**
> **'In what way are you being a victim in (game-in-progress)?'**
> **'In what way are you needing something in (game-in-progress)?'**
> **'In what way are you trying not to need something in (game-in-progress)?'**
> **'In what way are you trying to reach something in (game-in-progress)?'**
> **'In what way are you withdrawing from something in (game-in-progress)?'**
> **'In what way are you withholding something in (game-in-progress)?'**
> **'In what way are you holding on to something in (game-in-progress)?'**
> **'In what way are you holding off something in (game-in-progress)?'**
> **'In what way are you pretending something in (game-in-progress)?'**
> **'In what way are you trying to achieve an absolute in (game-in-progress)?'**
> **'In what way are you trying to solve a Catch-22 in (game-in-progress)?'**
> **'In what way are you withholding playing (game-in-progress)?'**
> **'In what way are you pretending to play (game-in-progress)?'**
> **'In what way are you preventing a win on (game-in-progress)?'**
> **'In what way are you preventing a loss on (game-in-progress)?'**
> **'In what way can't you reach a win on (game-in-progress)?'**
> **'In what way mustn't you reach a win on (game-in-progress)?'**
> **'In what way are you withholding from a win on (game-in-progress)?'**
> **'In what way are you counter-postulating a win on (game-in-progress)?'**
> **'In what way are you counter-postulating a loss on (game-in-progress)?'**
> **'In what way are you exaggerating something in (game-in-progress)?'**
> **'In what way are you assuming something in (game-in-progress)?'**
> **'In what way are you generalising something in (game-in-progress)?'**
> **'In what way are you rationalising something in (game-in-progress)?'**
> **'In what way are you avoiding something in (game-in-progress)?'**
> **'In what way are you making nothing of (game-in-progress)?'**
> **'In what way are you not-knowing something in (game-in-progress)?'**

3. LIST the major reading Question, then run the Item on Rev A & B with FA and Super Questions. Then re-check the Questions at 2. and handle similarly. Then re-assess at 1. and continue to EP.

LEVEL 25, WRONG INDICATIONS

A wrong indication is a lie or mis-truth that has been indicated as the truth. A postulate, consideration, evaluation or opinion can act as a wrong indication.

Birth and Death are both representative of the GE's Goals of To Survive and To Succumb. Certainly we know that these two usually traumatic events have occurred in anyone's past. So these will be looked at on this Level as there may well be more than one postulate, consideration, evaluation or opinion in the area of Birth and Death that acts as, contains or implies a wrong indication. You should by now be pretty familiar with your very basic attitudes to Life, the Universe, and all of the Physical Game, and these may include these wrong indications.

1. So list every postulate, consideration, evaluation or opinion you might have made when you were born, and when you died last lifetime. Add Something Else? Assess the list.

2. Bearing that in mind, then assess the flows:

From others to self	**For everyone**
From another to others	**On a via to self**
From others to another	**On a via to another**
From self to everyone	**On a via to others**
For self alone	**On a via to everyone**
For friends alone	**On serial vias to hide at source**
For enemies alone	
To create a problem for self	**To create a solution for self**
To create a problem for another	**To create a solution for another**
To create a problem for others	**To create a solution for others**
To create a problem for everyone	**To create a solution for everyone**

3. Check the following Question for read, inserting the assessed item from 1. and flow from 2.

   'On (item), what wrong indication has been given (flow)?'

4. LIST, then check the resulting Wrong Indication in the Super Safe Solution and Super Rock Questions. Run any resulting Item on Rev A & B as per usual.

5. Re-assess from 2. and repeat until no charge on the button from 1. Then re-assess at 1. and continue to EP.

Note: The question, 'On (item), what wrong indication has been given?' can be asked on any other Level if it seems appropriate. If Wrong Indication? still reads for you, assess the Domains Assessment for an item which you can run through the above handling. Or you may find it on your FA Assessment list (which you should be keeping up to date through the Levels). Wrong Indications are run straight into the Safe Solution and Rock Questions as the indication is being used like a computation, not opposed.

LEVEL 26, FIGHTING

1. List what you are or have been fighting against, what you are or have been fighting for, what you are or have been conflicting with, who is the enemy, who you are being suppressive to. Add Something Else? Assess the list.

2. Bearing that in mind, then assess the flows:

From others to self	**For everyone**
From another to others	**On a via to self**
From others to another	**On a via to another**
From self to everyone	**On a via to others**
For self alone	**On a via to everyone**
For friends alone	**On serial vias to hide at source**
For enemies alone	
To create a problem for self	**To create a solution for self**
To create a problem for another	**To create a solution for another**
To create a problem for others	**To create a solution for others**
To create a problem for everyone	**To create a solution for everyone**

3. Check the following Questions for read, inserting the assessed item from 1. and flow from 2.

> **'On (item), in what are you denying havingness (flow)?'**
> **'On (item), in what are you denying CUE (flow)?'**
> **'On (item), in what are you fighting (flow)?'**
> **'On (item), in what are you competing (flow)?'**
> **'On (item), in what are you assigning enemy (flow)?'**
> **'On (item), in what are you playing a game (flow)?'**
> **'On (item), in what are you being suppressive (flow)?'**
> **'On (item), in what are you trying to get even (flow)?'**
> **'On (item), in what are you seeking vengeance (flow)?'**

4. LIST the major reading Question, then run the resulting Item on Rev A & B as per usual. Run the Postulate sequence to P/N.

5. Re-check the Questions at 3. and handle until clean. Then re-assess at 1. and 2. and continue to EP.

LEVEL 27, OUT-POINTS

I have observed the human being has a great capacity for negating the out-points in his life, but has little attention for the in-points or plus-points. The company director with a beautiful wife, two lovely children, a comfortable home and healthy bank balance, may be totally introverted into the fact that he cannot communicate well with his family. He knows there is an out-point but is in mystery in the area and is trying to negate it.

So here we have the PTP that won't resolve. Hence the tenet: tell someone with a problem to go out and find more problems. A successful businessman could be so hung-up on the fact that he can't understand his lap-top computer, despite all his efforts, that he misses out on selling a million pound holding at the right moment and loses £100,000 on the deal. "It never rains but it pours" he says, unwilling to acknowledge his own causation in the situation. So then any counter-postulates in the area become activated, and his accountant absconds with most of the company funds. "That's life".

It is part of the game to always upgrade the Ideal Scene in order to have something yet to attain. If all was perfect there would be no prize to play for. In a knowing game there would be no liability for this, but here we have an unknowing and loaded one.

Any sequence of Postulates can be activated by one's viewpoint, particularly if it is a negative one. Positive viewpoints don't tend to have the stuck Postulates attached to them, as wins are much easier to duplicate, hence "nothing succeeds like success". Wins release the Reactive Mind. But if the negative randomity in the game is in excess, and there is unknowingness in the area, the outcome ceases to be at all predictable.

It may well add to the interest of the game, but you probably are not really willing to play such negative games that have become stuck, automatic and full of alteration.

1. Assess the following Out-Points List

In your life ...

> **Has something inapplicable been introduced?**
>> (opinion? datum? event? fact? object? person?)

> **Is something irrelevant?**
>> (opinion? datum? event? fact? object? identity?)

> **Is something inappropriate?**
>> (communication? location? event? object? identity?)

> **Is something arbitrary?**
>> (opinion? location? datum? identity?)

> **Has something been changed?**
>> (position? fact? location? object? identity?)

> **Has something been falsified?**

(an identity? datum? intention? fact? location?)

Has an importance been distorted?

Has a value been altered?

Is there conflicting data?

Are there contrary facts?

Has something been decreased in importance?

Is there a delusion?

Is everything different?

Is there a fixed idea?

Is something impossible?

(event? occurrence? situation? identity? intention? purpose?)

Is there something missing?

(person? action? energy? fact? object? intention?)

Has an association not been made?

Has something not been identified?

Is something not matching reality?

Has something been omitted?

(datum? energy? fact? location? object? person?)

Is there a consideration about Time?

(not given? endless? incorrect? invented? rushed? unexpected? waiting?)

Have things all stayed the same?

Is something too important?

Is something unimportant?

Has an idea been twisted?

Is something unbelievable?

(action? occurrence? statement? idea? claim? report?)

Has something been over-valued?

Has the source of something been falsified?

Has something come from the wrong person?

Has something come from the wrong place?

Is the origin of something incorrect?

Is something wrong?

(action? person? purpose? policy? objective? description? location?)

2. Write-up a list of ways this out-point applies in your affairs. Add Something Else? and assess.

3. Check the following Questions for read, inserting the major reading item from 2.

'In what way are you creating (item)?'
'In what way are you unwilling to admit creating (item)?'
'In what way are you holding on to (item)?'
'In what way are you mocking-up (item) for a game?'
'In what way is (item) confusing you?'
'In what way are you protesting (item)?'
'In what way are you resisting (item)?'
'In what way are you not-knowing in the area of (item)?'
'In what way are you upset by (item)?'
'In what way do you find (item) interesting?'

4. LIST the major reading Question, then run the resulting Item on Rev A & B as per usual. Run the Postulate sequence to P/N.

5. Re-check the Questions at 3. and handle until clean. Then re-assess at 1. and 2. and continue to EP.

LEVEL 28, SUBSTITUTES

Everything in the Physical Universe, by reason of our common prior experience, must be a substitute for something in the Spiritual Universe. As such it is a lie and therefore will persist mater, energy, space and time.

Someone nearing Full Realisation can be observed exterior to whole sections of the Physical Game but still holding on to some unresolved problems of long duration. By his friends' frame of reference he seems worse off, depressed and 'out of the game'. He is in a conundrum. The real situation is that he no longer needs some of the substitutes and is prepared to waste them. Yet his havingness in those areas would only be repaired in his actual Spiritual Game which he cannot yet reach, because of the areas of the Physical Game he has not yet duplicated - his remaining problems.

He is not yet free of the remaining areas of the Physical Game because he is still unknowingly substituting in these areas and negating rather than duplicating the substitutes. This no-have game must be brought into view first.

1. Assess the Domains Assessment: 'On Substitutes for the Spiritual Game ......'

2. Check the following Questions for read, inserting the major reading item from 1.

> **'In what way are you pretending (item) is not there?'**
> **'In what way are you making it important not to have (item)?'**
> **'In what way are you mocking-up (item) as a problem?'**
> **'In what way are you mocking-up (item) as a game?'**
> **'In what way are you mocking-up (item) as an opponent?'**
> **'In what way are you unmocking (item) as a solution?'**
> **'In what way can't you create (item) ?'**
> **'In what way can't you have (item) ?'**
> **'In what way could you create (item) ?'**
> **'In what way could you have (item) ?'**
> **'In what way are you protesting (item)?'**
> **'In what way are you resisting (item)?'**
> **'In what way are you not-knowing in the area of (item)?'**
> **'In what way are you upset by (item)?'**
> **'In what way do you find (item) confusing?'**

3. LIST the major reading Question, then run the resulting Item on Rev A & B as per usual. Run the Postulate sequence to P/N.

4. Re-check the Questions at 2. and handle until clean. Then re-assess at 1. and continue to EP.

LEVEL 29, THE LAST CERTAINTY

One is stuck in Havingnesses, Rightnesses, Solutions and Wins. The fact that one doesn't move on from them shows there must be some unknowingness. Some other source than self must be feeding wrong indications for these things to be compulsively valuable and important, i.e. serious and solid.

Any somethingness is better than nothingness, it seems. Otherwise a Being would risk no havingness, wrongnesses, problems and losses in order to have new games. In these stuck areas he is unwilling 'to experience anything' which is the Being's native ability. He is holding onto the last certainty and is unwilling to shift into uncertainty.

The past has taught the Being to hold off some things, to never let them happen again, and he has built a barrier of present certainty in order to hold off such randomities as he has labelled 'unexperienceable'. In order to hold a winning hand at his game, areas of his life, environment and game must not be confronted or he will lose. Threatened loss causes the Being to create a Reactive Mind. The GE's survival data has got into all the Being's computations about game.

Part A

1. List all the havingnesses, rightnesses, solutions, wins and certainties of your present life, environment and games. Add Something Else? Assess.

2. Check the following Questions for read:

> **'What loss would be threatened if you let go of (item from 1.)?'**
> **'What problem is (item from 1.) a solution to?'**
> **'What survival datum is making (item from 1.) seem valuable?'**
> **'W/W would be lost if you put (item from 1.) at risk**

LIST the major reading Question and clean with Repeater and Ind Tech to P/N.

3. Check the following Questions for read:

> **'On (item from 2.) what wrong indication is being given?'**
> **'On (item from 2.) W/W is giving you a wrong indication?'**
> **'What wrong indication makes (item from 2.) seem important?'**
> **'What wrong indication would make you want to put (item from 2.) at risk?'**
> **'W/W must survive on (item from 2.)?'**

LIST the major reading Question, then run the resulting Wrong Indication on Super Safe Solution and Super Rock Questions, then run any resulting Item from those handlings on the full cycle of Revelation Processes A & B including FA, and finally checking the sequence of postulates to P/N. Alternatively, if a W/W Question was Listed, first Probcon the resulting Item, then run the major reading top Item on the full Revelation A & B procedure.

5. Re-check the Questions at 2. and handle similarly. Then re-assess at 1. and continue to EP.

Part B

1. List all those things you are unwilling or unable to admire, things that must not happen again, things that must not be experienced or confronted, uncertainties that must not be invited. Add Something Else? Assess.

2. Check the following Questions for read:

> **'In what way are you holding off (item from 1.)?'**
> **'In the area of (item from 1.) what havingness seems important?'**
> **'In the area of (item from 1.) what havingness seem valuable?'**
> **'In the area of (item from 1.) what havingness seems at risk?'**
> **'In the area of (item from 1.) what havingness seems threatened?'**
> **'In the area of (item from 1.) what havingness seems a solution?'**
> **'In the area of (item from 1.) what havingness makes you right?'**

LIST the major reading Question and clean with Repeater and Ind Tech to P/N.

3. Check the following Questions for read:

> **'On (item from 2.) what wrong indication is being given?'**
> **'On (item from 2.) W/W is giving you a wrong indication?'**
> **'On (item from 2.) what wrong indication is making you unwilling to put yourself at risk?'**
> **'What wrong indication makes (item from 2.) seem unconfrontable?'**
> **'In what way are you protecting (item from 2.)?'**

LIST the major reading Question, then run the resulting Wrong Indication on Super Safe Solution and Super Rock Questions, then run any resulting Item from those handlings on the full cycle of Revelation Processes A & B including FA, and finally checking the sequence of postulates to P/N. Alternatively, if the W/W Question was Listed, first Probcon the resulting Item, then run the major reading top Item on the full Revelation A & B procedure.

5. Re-check the Questions at 2. and handle similarly. Then re-assess at 1. and continue to EP.

Note: Wrong Indications are run straight into the Safe Solution and Rock Questions as the indication is being used like a computation, not opposed.

LEVEL 30, SEXUALITY

The body clinically demands sexual experience for its own survival goals. The Being has long since agreed to this for his own needs for sensation, contact and intimacy. By this set-up the GE programme is restimulated on the Being each time sex is practised. Many religions have demanded celibacy as the price for enlightenment. They have obviously recognised the problem in this area for the differentiation of spirituality. However this is a negation and we want duplication and to be able to experience anything without liability! Religion has largely been adopted as a political control mechanism since this suppression is directed at the very basis of the human make-up.

1. Assess:

Sexual ecstasy	**Sexual fulfilment**
Sexual thrills	**Bodies**
Erotic sensations	**Male bodies**
Erotic sights	**Female bodies**
Lust	**Genitals**
Female attractiveness	**Sexual technique**
Male attractiveness	**Sexual potency**
Sexual energy flows	**Virility**
Sexual excitement	**Fertility**
Sexual expectation	**Sexual manipulation**
Sexual release	**Sexual jealousy**
Sexual relief	**Voyeurism**
Sensuality	**Adultery**
Sexual connectedness	**Unfaithfulness**
Sexual secrecy	**Promiscuity**
Sexual desire	**Sexual experience**
Sexual attachment	**Virginity**
Sexual interest	**Chastity**
Sexual compulsion	**Masturbation**
Sexual consummation	**Sexual insincerity**
Sexual bliss	**Rape**
Sexual fantasy	**Sexual assault**
Sexual abandonment	**Male role**
Sexual reward	**Female role**
Sexual danger	**Penetration**
Forgetfulness of sex	**Sexual positions**
Suppression of sexual feelings	**Sexual duty**
Sexual propitiation	**Sexual obligation**
Sexual love	**Sexual power**
Sexual unconsciousness	**Exhibitionism**
Sexual involvement	**Homosexuality**

Gender	**Sexual maltreatment**
Owning bodies	**Sexual possession**
Oral sex	**Sexual control**
Anal sex	**Sexual thoughts**
Unusual sex	**Sexual identity**
Protecting Bodies	**Sexual suggestions**
Controlling bodies	**Sexual admiration**
Punishing bodies	**Sexual affection**
Being a body	**Sexual romance**
Being other bodies	**Sexual partner**
Owning a body	**Mating**
Approval from bodies	**Procreation**
Worshipping bodies	**Sexual faithfulness**
Needing bodies	**Marriage**
Degradation of sex	**A lover**
Observed sex	**Sexual commitment**
Observing sex	**Sexual union**
Shame of sex	**Male programming**
Sexual embarrassment	**Female programming**
Sexual modesty	**Something Else?**
Sexual misdemeanour	

2. Check for read, inserting the button from 1.

> **'W/W is (button) being substituted for?'**

If reads, LIST and clean the resulting Item with Repeater and Ind Tech to P/N.

3. Check the following Questions for read, inserting the Item from 2. (or the button from 1. if the Question at 2. didn't read).

> **'On (Item), what wrong indication is being given?'**
> **'On (Item), what wrong indication is the GE giving?'**
> **'On (Item), what wrong indication are you agreeing to?'**
> **'On (Item), what wrong indication is being held on to?'**
> **'On (Item), what wrong indication is being held off?'**

4. LIST the major reading Question, then run the resulting Wrong Indication on Super Safe Solution and Super Rock Questions, then run any resulting Item from those handlings on the full cycle of Revelation Processes A & B including FA, and finally checking the sequence of postulates to P/N.

5. Re-check the Questions at 3. and handle until clean. Then re-assess at 1. and continue through Steps 2. - 5. to EP.

SECTION D

LEVEL 31, THE COMPUTATION

There are certain things a Being - because of his very nature - cannot be, do and have except on a via. He cannot die, he cannot be visible, he cannot be located and he does not need to survive, amongst other things, as discussed on Level 24. To do these things, he must mock up a via on the basis of 'not letting the left hand know what the right hand is doing'.

To a fully realised Being the installation of automaticities, deliberately sourced on a via, would be an interesting novelty as it would introduce unusual randomities to his game. There could have been a time when the possession of such a Reactive Mind was an interesting adjunct to his game, in that it would introduce the further ramifications of a via. The problem would occur when further involvement and interiorisation into the game, and a sequence of such second postulates, could produce enough alteration and randomity that the not-known sources could not be known again or duplicated. Moving into the area of negation and safe solutions, he would borrow, steal or copy the Reactive Minds of others, and possibly vie with others to possess Reactive Minds, in an effort to resolve the situation and find the lost sources.

Spiritual Postulates do not persist - not because they don't manifest but because they are not manifested in a context of Time - so the initial period of such a decline would have no persisting Reactive Mind. As soon as the playing field became a shared Physical Universe, however, the Postulates would persist as they are sourced from viewpoints located on a persisting time continuum.

Such Physical Postulates are second Postulates because there must be preceding Spiritual Postulates to set up the game. They persist because the first Postulates are still active and holding the game in place, and they don't duplicate because they are obscured by the second Postulates and the involvement in the altered scenario created by the second Postulates.

So it would appear that we exist now amidst the later second Postulates made on a time continuum created by the earliest second Postulates to persist a Spiritual Game created by the first Postulates.

At first sight it seems that by definition there can only be one Grand-daddy first Postulate and all others are second Postulates. However this does not take account of the fact that the Spiritual Games are not necessarily run on a sequential time continuum, so talk of 'first and second' is meaningless. The essence of a Spiritual Postulate is creation in a new universe. There is time to the degree that the creation may change and include motion, and is therefore persisting, but that doesn't necessarily involve second Postulates that obscure the first. The new universe is not set in the context of a time continuum of which the first Postulates are hidden by not-known second Postulates, and therefore when it is taken down it does not have a location in any kind of 'macro-time'. There could be an infinite number of such no-time universes. The next game wouldn't be before or after the last. It is like our dreams which do not exist on a fixed time continuum and therefore disappear.

Only a failed Postulate can persist and then become the basis of a Goal or effort to achieve the Postulate through effort by mechanical means. The only reason it could

fail is that it is a second Postulate contradicting earlier first Postulates and therefore ineffective, except that it helps to further solidify the universe in which it is made and make its time a stuck or fixed continuum.

A human being cannot do two things at the same time that are diametrically opposed. He cannot stay and go at the same time. No doubt he wishes the ability to do two things at once or that being in two places at once would present no difficulty. It would greatly simplify and free-up his game. The Spiritual Being essentially has total such power and this makes his game very simple. If he reduces power by giving himself barriers then he gets into a more complex game, which is maybe what he wants. To really hot-up his game he would have to mock something up that isn't seemingly possible, or very difficult, thus creating a barrier, then try to do it.

Creating barriers to game would make for a more complex game and a more interesting one. Indeed they are a condition of game. But when the source of the barriers becomes forgotten and the game is set in a fixed continuum, the 'dead flies' and unconfronted debris of past games builds up into an over-abundance of complexity, and a stuck game.

But there has to be more to the problems introduced by a set of inter-related Postulates than their location on a time continuum, because it ain't necessarily so. This Level is about resolving this conundrum.
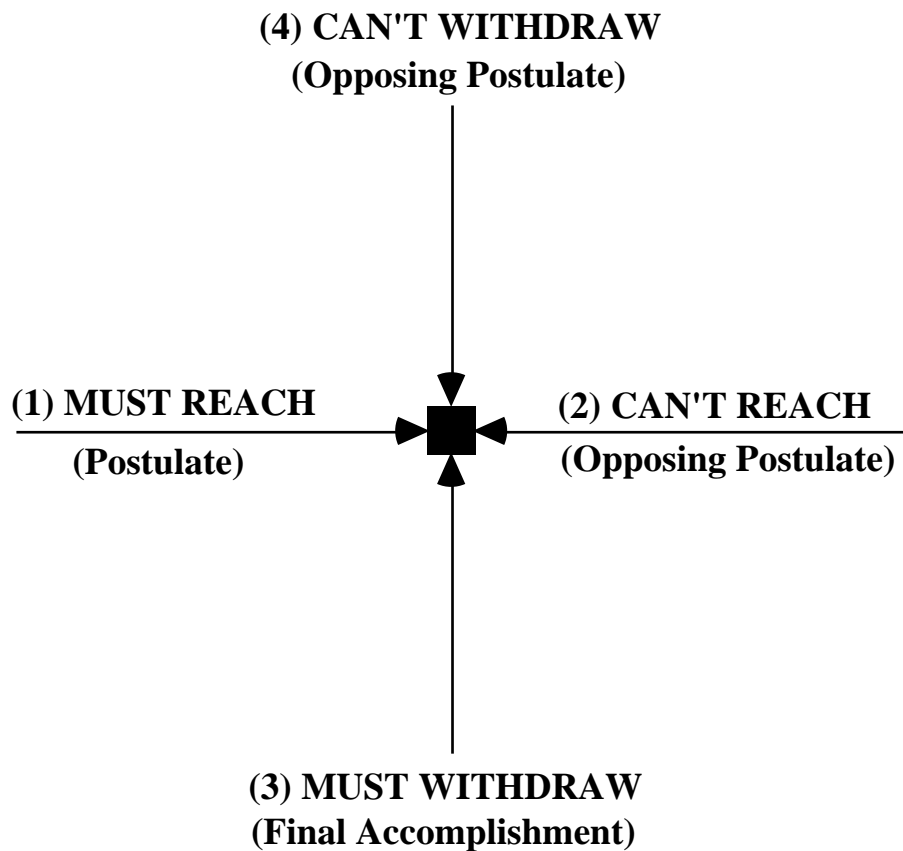
There has to be something senior to a Postulate in the Reactive Mind, not so much the grand-daddy Postulate as the quality or factor that hangs the Postulates together. So to analyse what it must be by its qualities: it is composed of a dichotomy of Postulate that creates a barrier to game; it cannot easily be spotted so it won't be accidentally duplicated; it is obviously being used in PT as it is pulling the Reactive Mind in in PT and acting very much as a sort of Safe Solution. The one thing we know is that everything in the Reactive Mind, including the Physical Universe, is some sort of a safe solution/computation - because it serves the Being and he has got it on automatic. It is the computation on how to create a game out of total ability.

So what we are looking for is a super-duper Computation. It is what sews several opposing Postulates together, so both are active on the Being (without regard to any kind of sequence in which they were made) and give him an 'interesting' game. It is going to be multi-sided in form, not a simple dichotomy, otherwise it is going to be easily spotted and duplicated. And finally, it is going to make the Being virtually powerless, as compared to his original state, and more than a little crazy - such that he would fool himself so thoroughly that he would identify totally with this crazy world and therefore do nothing effectively to de-aberrate it.

Originally the GE was the victim of this jiggery-pokery but such differentiation between the Gamesplayer and the Pawn in the Game has long since been blurred over. Our job is to find the demarcation lines of the game and to separate out the terminals now lumped together as Self or Others.

The Computation is a problem structure with four components, and we will be calling it the BLOCK. This the basic pathway of computations that are the parts of insanity: Must Reach/Can't Reach and Must Withdraw/Can't Withdraw.

THE BLOCK

(4) CAN'T WITHDRAW
(Opposing Postulate)

(1) MUST REACH   **(2) CAN'T REACH**
(Postulate)   **(Opposing Postulate)**

(3) MUST WITHDRAW
(Final Accomplishment)

(1) Postulate	**(2) Opposing Postulate**
(3) Final Accomplishment	**(4) Opposing Postulate**

The BLOCK Questions

'What is a safe solution on (1) while trying to handle (2)?'
'What is a safe solution on (1) while trying to handle (3)?'
'What is a safe solution on (1) while trying to handle (4)?'
'What is a safe solution on (2) while trying to handle (1)?'
'What is a safe solution on (2) while trying to handle (3)?'
'What is a safe solution on (2) while trying to handle (4)?'
'What is a safe solution on (3) while trying to handle (1)?'
'What is a safe solution on (3) while trying to handle (2)?'
'What is a safe solution on (3) while trying to handle (4)?'
'What is a safe solution on (4) while trying to handle (1)?'
'What is a safe solution on (4) while trying to handle (2)?'
'What is a safe solution on (4) while trying to handle (3)?'

- this produces a *computation*

The Computation Safe Solution Questions

'How does (*computation*) make you win?'

'How does (*computation*) make others lose?'

'How does (*computation*) hold-off any effect on self?'

'How does (*computation*) create total effect on others?'

'How does (*computation*) keep you in the game?'

'How does (*computation*) keep others out of the game?'

This is cleaned with Repeater & Ind Tech

The Computation Rock Questions

'On (*computation*) what Postulate would create a game?'

'On (*computation*) what Postulate is holding the game absolutely still?'

'On (*computation*) what Postulate is making the game more solid?'

'On (*computation*) what Postulate is stopping the game from going away?'

'On (*computation*) what Postulate is creating a game everyone can see?'

'On (*computation*) what Postulate is making a game no-one is responsible for?'

'On (*computation*) what Postulate would un-mock the game?'

> **- producing the <u>Postulate</u> (1)**

The resulting Postulate is then opposed:

> **'What Postulate would oppose (Postulate)?'**
>
> > **- producing the <u>Opposing Postulate</u> (2)**

This Postulate pair is then opposed:

> **'What is the FA of (Opposing Postulate) opposing (Postulate)?'**
>
> > **- producing the <u>Final Accomplishment</u> (3)**

The FA is then opposed:

> **'What Postulate would oppose (FA)?'**
>
> > **- producing the <u>Opposing Postulate</u> (4)**

The resulting BLOCK (1 - 4) is then added to the BLOCK Assessment List.

Re-assessment then produces a new BLOCK of Items (1 - 4) to run on the BLOCK Questions.

The Computation Procedure

1. The BLOCK Assessment List is assessed as a list of separate Items to the first BD Item. The BLOCK of four Items containing the reading Item is then taken as a whole and inserted in the BLOCK Questions.

2. The BLOCK Questions are checked for read, then the major reading Question is LIST'd to produce a *computation*.

3. The *computation* is then inserted in the Computation Safe Solution Questions and checked for read. The major reading Question is LIST'd and the resulting Item cleaned on Repeater and Ind Tech. (Note: the previous Revelation Processes A & B are no longer part of the procedure for this and later Levels but of course you can always use them or elements of them as you find appropriate).

4. The *computation* from 2. is then inserted in the Computation Rock Questions and checked for read. The major reading Question is LIST'd and the resulting Postulate cleaned on Repeater and Ind. Tech to P/N.

5. The Postulate (1) from 4. is then opposed to produce the Opposing Postulate (2), which is cleaned with Repeater and Ind Tech. Then the Final Accomplishment (3) is found and cleaned with Repeater and Ind Tech. Then the FA is opposed to produce the final Opposing Postulate (4) of the BLOCK, which is also cleaned with Repeater and Ind. Tech. D/L any Postulate that sticks (i.e. won't clean).

6. Repeat Steps 3. - 5. until the *computation* is flat. This may have produced one or more new BLOCKS. These should be added to the supplied BLOCKS on the 'BLOCK Assessment List'.

7. Then repeat Steps 2. - 6. until the original BLOCK assessed is flat. Add further BLOCKS to the Assessment.

8. Re-assess at 1. Continue to EP.

Note: The supplied BLOCKS are a starting point for your handling. Many are theoretical rather than from any person's individual case, though you may well find that many of them apply to you; however your own BLOCKS are likely to be the most productive.

You can also check back through previous Levels to find Postulate - Opposing Postulate - FA sequences among the Postulates that you uncovered, and then finding the Opposing Postulate to the FA in order to form further BLOCKS to run as above. Refer to your FA Assessment which can now become a BLOCK Assessment.

The above BLOCK Procedure is used on the following Levels whenever a BLOCK of [Post, Opp Post, FA & Opp Post] has been produced.

The BLOCK Assessment List

(1)	**To create**		**(1)**	**Total CUE**
(2)	**A ruined game**		**(2)**	**A universe**
(3)	**The need to have a game**		**(3)**	**Exteriorisation**
(4)	**I'm perfect**		**(4)**	**Interiorisation**

(1)	**Source**		**(1)**	**Exteriorisation**
(2)	**To be incomplete**		**(2)**	**Interiorisation**
(3)	**To sex**		**(3)**	**Hidden influence**
(4)	**To love**		**(4)**	**No communication**

(1)	**To perceive**		**(1)**	**Hidden influence**
(2)	**Illusion**		**(2)**	**No communication**
(3)	**Nothingness**		**(3)**	**Being an effect**
(4)	**To interiorise a Being**		**(4)**	**Non-involvement**

(1)	**To have a game**		**(1)**	**To be free**
(2)	**Substitute game**		**(2)**	**Protect the body**
(3)	**Being 'Me'**		**(3)**	**To exteriorise**
(4)	**I'll make you prove you love me**		**(4)**	**To die**

(1)	**No resolution**		**(1)**	**To exteriorise**
(2)	**Game**		**(2)**	**To die**
(3)	**Forever**		**(3)**	**To survive**
(4)	**I'll never give up**		**(4)**	**Identification with bodies**

(1)	**Game**		**(1)**	**To survive**
(2)	**Out of it**		**(2)**	**Identification with bodies**
(3)	**To be an effect**		**(3)**	**A time continuum**
(4)	**You can't involve me**		**(4)**	**To know**

(1)	**To know**		**(1)**	**To be a body**
(2)	**The Physical game**		**(2)**	**To exteriorise**
(3)	**Chaos**		**(3)**	**The Physical universe**
(4)	**To bring order**		**(4)**	**The Spiritual universe**

(1)	**Motivators**		**(1)**	**To know**
(2)	**No game**		**(2)**	**To know about**
(3)	**Total CUE**		**(3)**	**To target**
(4)	**A universe**		**(4)**	**To remember**

(1)	**To have a game**		**(1)**	**To create energy**
(2)	**To win**		**(2)**	**To uncreate energy**
(3)	**To not have a game**		**(3)**	**To have motion**
(4)	**To lose**		**(4)**	**To have no change**
(1)	**To destroy**		**(1)**	**To create**
(2)	**To not have**		**(2)**	**To uncreate**
(3)	**To substitute**		**(3)**	**To have mass and objects**
(4)	**To waste**		**(4)**	**To not have mass and objects**
(1)	**To be uninvolved**		**(1)**	**To be unlocated**
(2)	**To help**		**(2)**	**To create location**
(3)	**To be involved**		**(3)**	**To be placed**
(4)	**To be helped**		**(4)**	**To have no place**
(1)	**To withdraw**		**(1)**	**To unmock**
(2)	**To reach**		**(2)**	**To mock-up**
(3)	**To be unable to reach**		**(3)**	**To own**
(4)	**To be unable to withdraw**		**(4)**	**To be owned**
(1)	**To unexist**		**(1)**	**To create inflow**
(2)	**To exist**		**(2)**	**To create outflow**
(3)	**To survive**		**(3)**	**To be a ridge**
(4)	**To die**		**(4)**	**To disperse**
(1)	**To create**		**(1)**	**To postulate**
(2)	**A ruined game**		**(2)**	**To counter-postulate**
(3)	**The need to have a game**		**(3)**	**To have change**
(4)	**I'm perfect**		**(4)**	**To persist**
(1)	**To create time**		**(1)**	**To be**
(2)	**To uncreate time**		**(2)**	**To not be**
(3)	**To have forever**		**(3)**	**To communicate**
(4)	**To have no time**		**(4)**	**To have no terminals**
(1)	**To create space**		**(1)**	**To have no CUE**
(2)	**To increase space**		**(2)**	**To have CUE**
(3)	**To have identity**		**(3)**	**To have understanding**
(4)	**To have no beingness**		**(4)**	**To be in mystery**

(1)   To uncause
(2)   To cause life
(3)   To be alive
(4)   To be unconscious

(1)   To have
(2)   To not have
(3)   To own
(4)   To be denied

(1)   Uncausing
(2)   To be cause
(3)   To be irresponsible
(4)   To be responsible

(1)   To have no game
(2)   To have a game
(3)   To be a solution
(4)   To be a problem

(1)   To unknow
(2)   To be aware
(3)   To look
(4)   To dub-in

(1)   To be without meaning
(2)   To be without mass
(3)   To have mass
(4)   To have significance

(1)   To have no universe
(2)   To create universes
(3)   To obey laws
(4)   To be Self

(1)   To be nothing
(2)   To be everything
(3)   To be something
(4)   To be less than nothing

(1)   To not play
(2)   To play
(3)   To be a spoiler
(4)   To be a victim

(1)   To have no affinity
(2)   To have affinity
(3)   To be connected
(4)   To be disconnected

(1)   To create games
(2)   To destroy games
(3)   To be in a game
(4)   To be a pawn

(1)   To be Spirit
(2)   To be source
(3)   To be a receipt point
(4)   To be an effect

(1)   To be nothing
(2)   To be something
(3)   To have identity
(4)   To be Self

(1)   To withdraw
(2)   To reach
(3)   To be unable to withdraw
(4)   To be unable to reach

(1)   To not be
(2)   To be
(3)   To be located
(4)   To be unlocated

(1)   To unexist
(2)   To be immortal
(3)   To be mortal
(4)   To have oblivion

(1)	**To be Spirit**	**(1)**	**To be invisible**
(2)	**To be source**	**(2)**	**To be visible**
(3)	**To have a body**	**(3)**	**To have a body**
(4)	**To need a body**	**(4)**	**To be unnoticed**
(1)	**To create no game**	**(1)**	**To be undetermined**
(2)	**To create game**	**(2)**	**To be pan-determined**
(3)	**To exteriorise**	**(3)**	**To be right**
(4)	**To interiorise**	**(4)**	**To be wrong**
(1)	**To create**	**(1)**	**To be uncause**
(2)	**To cause**	**(2)**	**To postulate**
(3)	**To duplicate**	**(3)**	**To make mistakes**
(4)	**To misunderstand**	**(4)**	**To fail**
(1)	**To be the spirit of play**	**(1)**	**To be unaccountable**
(2)	**To play**	**(2)**	**To be causepoint**
(3)	**To win**	**(3)**	**To be accountable**
(4)	**To lose**	**(4)**	**To be blamed**
(1)	**To be unconnected**	**(1)**	**To make nothing real**
(2)	**To be connected**	**(2)**	**To make something real**
(3)	**To be involved**	**(3)**	**To have a solid illusion**
(4)	**To separate out**	**(4)**	**To be without illusions**
(1)	**To inflow**	**(1)**	**No time**
(2)	**To outflow**	**(2)**	**Now**
(3)	**To be pleased**	**(3)**	**Become**
(4)	**To please**	**(4)**	**Never**
(1)	**To not need to confront**	**(1)**	**To be without time**
(2)	**To confront**	**(2)**	**To experience**
(3)	**To confront something**	**(3)**	**To have future**
(4)	**To have to be confronted**	**(4)**	**To have past**
(1)	**To be effortless**	**(1)**	**Being one**
(2)	**To postulate**	**(2)**	**Being separate**
(3)	**To effort**	**(3)**	**Being connected**
(4)	**To be prevented**	**(4)**	**Seeking oneness**

(1) Being unperceived	**(1)** No experience
(2) Being seen	**(2)** To experience
(3) Being noticed	**(3)** To feel sensation
(4) Being ignored	**(4)** To be sacrificed
(1) Total awareness	**(1)** No game
(2) No awareness of self	**(2)** Have fun
(3) Attention on self	**(3)** Assert normality
(4) Attention on others	**(4)** Go mad
(1) To duplicate	**(1)** To create
(2) To create	**(2)** To outflow
(3) To destroy	**(3)** To inflow
(4) To be destroyed	**(4)** To feel nothing
(1) To be total uncause	**(1)** To be causepoint
(2) To be total cause	**(2)** To cause
(3) To be limited	**(3)** To be irresponsible
(4) Stopped	**(4)** To get better
(1) To not create	**(1)** Total cause
(2) To create	**(2)** To be free
(3) To reproduce self	**(3)** To be responsible
(4) To sex	**(4)** To shed responsibility
(1) Spirit inactive	**(1)** To observe
(2) Spirit active	**(2)** To be involved
(3) Action	**(3)** To protect others
(4) No doingness	**(4)** To not care
(1) No communication	**(1)** Total awareness
(2) Communication	**(2)** To be aware
(3) Terminals	**(3)** To create effects
(4) Alone	**(4)** To live better
(1) No CUE	**(1)** To create a game
(2) Total CUE	**(2)** To have a game
(3) Emote	**(3)** To stay in the game
(4) Suffer	**(4)** To endure

(1) To have no flows	**(1)** Barriers
(2) To create flows	**(2)** Experience
(3) To experience sensation	**(3)** Invisibility
(4) To live	**(4)** Dub-in
(1) Willing to cause	**(1)** Total awareness
(2) Communication	**(2)** Aware of being aware
(3) Conformity	**(3)** Communication
(4) Unwilling to duplicate	**(4)** Unconsciousness
(1) Nothingness	**(1)** Spirit
(2) Somethingness	**(2)** Experience anything
(3) Problems	**(3)** Total effect on others
(4) Barriers	**(4)** Total effect on self
(1) Beingness	**(1)** Interest
(2) No space	**(2)** Control
(3) Terminals	**(3)** Help
(4) Identity	**(4)** No effect
(1) Nothing	**(1)** Create
(2) Anything	**(2)** Confront
(3) Unwilling to create or destroy	**(3)** Have
(4) No havingness	**(4)** Waste
(1) Space	**(1)** Differentiate
(2) Location	**(2)** Associate
(3) Energy	**(3)** Identify
(4) Fear	**(4)** Disassociate
(1) Source	**(1)** Create
(2) Existence	**(2)** Creating
(3) Help	**(3)** Creative
(4) Hope	**(4)** Created
(1) Postulates	**(1)** Pan-determinism
(2) Agreements	**(2)** Game
(3) Solid terminals	**(3)** Fighting
(4) No terminals	**(4)** Must not happen again

(1)	Spirit	(1)	Reach
(2)	Start	(2)	Withdraw
(3)	Change	(3)	Tension
(4)	Stop	(4)	Relaxation
(1)	Spirit	(1)	Must reach
(2)	Beingness	(2)	Must withdraw
(3)	Doingness	(3)	Can't withdraw
(4)	Havingness	(4)	Can't reach
(1)	Causation	(1)	Gratitude
(2)	Acceptance	(2)	Resentment
(3)	Alteration	(3)	Guilt
(4)	Negation	(4)	Virtue
(1)	Curiosity about	(1)	Pride
(2)	Desired	(2)	Humiliation
(3)	Enforced	(3)	Shame
(4)	Inhibited	(4)	Modesty
(1)	To create	(1)	Resolute
(2)	A ruined game	(2)	Sullen
(3)	The need to have a game	(3)	Angry
(4)	I'm perfect	(4)	Placid
(1)	Aesthetics	(1)	Awareness
(2)	Emotion	(2)	Awareness of game
(3)	Effort	(3)	Awareness of others
(4)	Matter	(4)	Awareness of self
(1)	Action	(1)	Nothing
(2)	Boredom	(2)	Something
(3)	Anger	(3)	Being free
(4)	Apathy	(4)	Being trapped
(1)	To be involved	(1)	Being
(2)	To be bored	(2)	Withdrawing
(3)	To be anxious	(3)	Willing to be here
(4)	To be detached	(4)	Wanting to escape

(1)   **To (verb)**
(2)   **To not (verb)**
(3)   **To fail to (verb)**
(4)   **To fail to not (verb)**
(Verbs from Domains Assessment)

Something Else?

The list can be added to on a theoretical or intuitive basis.

All BLOCKS produced by the Procedure should be added to the Assessment.

Any earlier sequence of Post, Opp Post, FA may be runnable in this form, by finding the Opposing Postulate of the FA to make a BLOCK.

SECTION E

The Final Procedure

As we have done all we can at this point to remedy your side of the game, it now becomes possible to remedy the other side - the side of the OppID. You may have noticed that the OppID is an integral part of your game, without which no game could occur. Handling your side of the game will have uncovered many OppIDs that have not been discharged, and could not be without your enhanced understanding of game and its computations.

This may be apparent to you, as you probably feel fine about yourself and your purposes but somehow there seems to be nobody you'd want to play opposite you in your game. The phenomena takes many forms but the generality is the unknownness of game on the opposite flow, others to self.

The job in the rest of the Project is to remedy the other side of the game. To discover the OppIDs of the game and take full responsibility for them, thereby bringing the whole game into pan-determined knowingness.

An OppID is a Who or What not designated as Self, who is mis-assigned cause and authorship for the purpose of game. The ID, the Who or What designated to be Self, is pretending to be at effect of the OppID, and this Safe Solution is a necessary component of a persisting game.

So we are no handling the other side of the Spiritual Reactive Mind, at the nitty-gritty level of the complex battles and conflicts of life, and so the Procedure has to be of comparable complexity to mirror the being's situation.

Spiritual Games

Between the Static of unmanifested Spirit, and the interiorisation into the Physical Universe, Spiritual Games exist. They are not on any time continuum so they cannot be assigned a location such as one before the other, or in the distant past or future. They called be said to be in the eternal present moment. Like dreams, they are parallel universes or planes of existence, and timeless in any context outside of themselves.

Such Spiritual Games are unaberrated and unaberrative. Like dreams, they disappear on awakening (i.e. exteriorisation) and do not need to be 'remembered' because the Being knows - he created them! They are, I believe, the games of our native state in which have no need of the safe solution of acquired or accumulated Reactive Mind. Part of our Being may be playing one now, because they are not a 'past' phenomenon.

Such games leave no residue of charge, disagreements, case, ridges or whatever. These are not the phenomena of a Being clear of Reactive Mind. Therefore they would not register on a meter or leave any record of their existence. The Being does not himself register on a meter because he is not energy, he has no wavelength, he is total CUE which means the vanishment of all mechanical conditions of existence.

It is totally a mistake to believe that the being's game would become stuck to a time continuum forever as soon as he created a second Postulate that contradicted the first. If this was so there would be no remedy of game. Even games played knowingly from a position of pan-determined cause would stick. No new games and no new universes could ever be created without the certainty that one would again

be trapped. An equally erroneous view is that without the Physical Universe there would be no game and one would again be just Static, in nothingness, non-existent and with only one's potential to comfort you in the loneliness of the long night of no-being. This is an awesome prospect and I feel one would be prepared to settle for the Physical Game on the basis of 'any game is better than no game', which is basically what we *are* doing.

The reality is that while one is the Gamesmaker enjoying the Spirit of Play, at pan-determined cause, one cannot be aberrated by the game. It is only when one becomes totally involved with the fate of one of the pieces on the board, that trouble - as Reactive Mind - sets in. Then one is a fixed viewpoint; the viewpoint of the endangered piece or pawn in the game, to use the analogy of chess. One is no longer the Gamesmaker, exterior to the game.

This interiorisation is the beginning of the problem as the interiorisation progresses until one effectively *becomes* material, identifying with the viewpoint of an animal body, albeit a very advanced type of animal. So there cannot be an instant remedy - the whole situation has got to one taken down one step at a time, the same sequence of interiorisation (or identification) reversed in the direction of exteriorisation (or differentiation). It's not just a question of getting out of your head - you do that every night when you dream.

On Part V we have found what may prove to be the final piece of this jigsaw in the BLOCK phenomenon. Certainly it explains why all Postulates barring the first would appear to be second postulates. A being would not be bound to a situation in which he could not change his mind! It is the block phenomenon that is senior in power to a single Postulate, and which binds and actuates old Postulates to make a web of entrappment. It is the BLOCK phenomenon that binds the [Post, Opp Post, FA, Opp Post] formation together. It is what the being is causing specifically, right now, not an ancient generality of a first Postulate, that is creating Time and the Physical Game. So there's no simple solution.

The BLOCK again hangs-up on the laws of Safe Solutions. The Being creates it, it serves him without having to confront existence as it is, and he unknows it because it's an embarrassment. The computation lies between any two pairs of the BLOCK of four related Postulates. So there are six computations in the BLOCK that could be the holders of the BLOCK, the glue.

So when you have handled all the charge in the Item being examined, there is this new action to apply. Find and handle the computation that makes the Postulates an inter-related whole, the BLOCK. This phenomenon exists and interestingly enough the computations reveal one's true causation of the other side of the game. On the whole of the Project up to now you have been remedying your side of the game. Now you enter the other guy's game and find that you have already had your finger in that pie too!

May you never be an isolated YOU, in close proximity but mystery, ever again.

Note: if an Assessment throws you into a glum area, down-tone or with other bad indicators, check 'Wrong Assessment?' before listing. If so, indicate it as such and re-assess.

Reverse Safe Solution Questions

(1) is either the bottom OppID from a Probcon or the last Item found.
(2) is either the top OppID from a Probcon or the 'spoiler' (see Level 32).

'In what way are you using (1) pretending to be the effect of (2)?'
'In what way are you using (1) to create total effect on others?'
'In what way are you using (1) to pretend (2) is unmocking self?'
'In what way are you using (1) to unmock others?'
'In what way are you using (1) to pretend suppression of self by (2)?'
'In what way are you using (1) to pretend suppression of others?'
'In what way are you using (1) to pretend being stopped by (2)?'
'In what way are you using (1) to pretend stopping others?'
'In what way are you using (1) to pretend (2) is making self wrong?'
'In what way are you using (1) to pretend making others wrong?'
'In what way are you using (1) to pretend (2) is dominating self?'
'In what way are you using (1) to pretend domination of others?'
'In what way are you using (1) to pretend (2) is keeping self out of the game?'
'In what way are you using (1) to pretend keeping others out of the game?'

Reverse Rock Questions

(*) is either the last Item found, one of the OppIDs found or the 'spoiler' - this is ascertained by checking these options for read before testing the Questions.

'In what way are you mocking up (*)?'
'In what way are you fighting (*) and making the game more solid?'
'In what way are you fighting (*) and stopping the game from going away?'
'In what way are you fighting (*) and holding the game still?'
'In what way are you fighting (*) in a game everyone can see?'
'In what way are you no longer taking responsibility for (*)?'
'In what way are you assigning creation of the game to (*)?'
'In what way are you denying CUE to (*)?'
'In what way are you resisting being (*)?'

Note: the game is either creating an OppID to have a game against, or pretending that the OppID is another's creation so one can be at effect and have a game.

LEVEL 32, IDEAL SCENE

A being traps himself every time he assumes a scenario to be ideal when in fact it isn't. You join an organisation that you think is perfect, has all the answers, but the reality turns out differently. However, one could hang on to that Ideal and suppress the fact that it is not actually existing. It is an Ideal-Reality conflict.

There must have been a computation that bridged the gap between the apparent truth and the actual truth, such as a "They will take responsibility for me" computation, so that the truth of matters is not deliberately confronted. That computation must be the solution to an earlier problem which then became the problem.

This is the pattern of the route out and the separation of the Spiritual Game from the Physical Game. At some point the Physical Game must have appeared to be an Ideal Scene. The Ideal was held on to as a relative or apparent truth, and this needs to be duplicated first, before the actual truth can be duplicated. This must be taken apart piecemeal until all unreality, illusion and computation is drained out of it and the world can be viewed as it actually is.

The ultimate in computation on any subject must be "It must never happen again", which means no-game in that area. The computation proves the Being right after he failed. It always elects something else as Source. It is the glue between the two universes. It is the doingness and no-doingness that glues Be to Have, where Be = Spirit and Have = Materiality.

Spirit should be creating an Ideal Scene by Postulate, but is found seeking it within the Physical Game from other sources than self. He wants something and instead of postulating it he efforts through time in order to have it from some other source. That *is* the game here! His computation is the explanation for it.

If something else is elected to have responsibility for your case then you can work away in session for 1,000's of hours and get nowhere. If someone or something else is elected responsible for self in an area then that area can never be free. Unwilling to cause, create, be responsible for, be source, mock up, postulate, understand, duplicate, cause, be - must all be buttons in the area. So this is familiar territory but seen from a new Spiritual viewpoint.

Problems consist of having something you don't want or wanting something you don't have and their counter-intentions. They are always a failure to be source of the solution (Spiritual) and an irresponsibility (being Matter) about being the source of the problem.

Part A

1. List as a C/S action, what Ideal Scenes do you have on the various Domains? What Ideal Scenes do you hide from others or not let on about? What qualities do you have that you approve of? What Ideal Scenes are you seeking? What ideal scenes are you trying to escape from? What Ideal Scenes are acting as Hidden Standards? What appeared to be an Ideal Scene and turned out to be something else? What would an Ideal Scene be for you? What would be a non-existent Ideal Scene for you? What have you elected Source in your life? What changes in your life have you made intentionally? What do you believe could source you an Ideal Scene other than yourself? What scene started off perfect and ended-up imperfect? Something Else? Assess.

2. Check the following Questions for read, inserting the major reading item from 1.

> **'W/W could spoil the Ideal Scene (item)?'**
>
> **'W/W is spoiling the Ideal Scene (item)?'**
>
> **'W/W would spoil the Ideal Scene (item)?'**
>
> **'W/W spoiled the Ideal Scene (item)?'**

3. LIST the major reading Question, then **Probcon** the resulting Item to obtain a top OppID, an ID and a bottom OppID.

4. Insert the bottom OppID into position (1) in the Reverse Safe Solution Questions, and the top OppID into position (2). Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

5. Assess the OppIDs for read and insert the major reading one in the Reverse Rock Questions. Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

6. LIST: **'What Postulate would (OppID used on 5.) have?'**

Clean resulting Item with Repeater and Ind Tech. Note: now we are listing for an OppID's Postulate because we are creating it for game.

7. LIST: **'What Postulate would oppose (Postulate from 6.)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

8. LIST: **'What is the FA of (Opp. Postulate) opposing (Postulate)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

9. LIST: **'What Postulate would oppose (FA)?'**

Clean resulting Item with Repeater and Ind Tech, then D/L.

10. Run the **BLOCK** of [Post, Opp Post, FA, Opp Post] obtained from 6. - 9.

11. Re-assess at 1.

Part B

1. List anything that is missing from your Ideal Scene or has been added to it and is unwanted. Something Else? Assess.

2. Bearing the item from 1. in mind, assess:

Changing	**Stuck in a win on**
Altering	**Stuck in a loss on**
Suppressing	**Can't reach**
Unmocking	**Must reach**
Making nothing of	**Can't withhold from**
Stopping	**Must withhold from**
Trying to withhold from	**Covering up**
Invalidating	**Falsifying**
Suggesting	**Bypassing**
Being careful of	**Doesn't deserve**
Failing to reveal	**Refusing help from**
Withholding admiration of	**Enforcing help on**
Denying havingness to	**Making fail**
Denying CUE to	**Inhibiting**
Enforcing havingness on	**Suppressed on**
Enforcing CUE on	**Substituting**
Negating	**Wasting**
Occluding	**Playing a role on**
Lying about	**Misowning**
Mocking up no	**Avoiding**
Making impossible	**Attacking**
Not giving attention to	**Refusing**
Pretending not there	**Neglecting**
Deluding themselves	**Running away from**
Playing stupid on	**Making someone wrong**
Playing victim on	**Hindering survival on**
Having a safe solution to	**Escaping from**
Not having a safe sol. to	**Not confronting**
Failing to cause	**Unwilling to use effort**
Withholding cause	**Unwilling to use force**
Assigning cause elsewhere	**Doing a make-guilty on**
Not being responsible for	**Denying**
Afraid of creating	**Pleasing another**
Afraid of destroying	**Sacrificing**
Making important	**Creating an effect on**
Making unimportant	**Destroying**
Making a problem of	**Enforcing**
Asserting a solution to	**Withholding**
Erecting screens against	**Failing to influence**
Making barrier to	**Being a martyr to**
Counter-postulating	**Being a victim of**
Mustn't happen again	**Making time a barrier to**

Making location a barrier to	**Omitting from scene**
Making energy a barrier to	**Introverting on**
Making possessions a barrier to	**Out-exchanging**
Making money a barrier to	**Denying affinity for**
Holding-off absolutely	**Denying agreement to**
Holding onto absolutely	**No reality on**
Compulsively mocking-up	**Failing to understand**
Compulsively unmocking	**Not communicating with**
Unwilling to solve	**Not communicating about**
Unwilling to have	**Changing affinity for**
Punishing	**Changing agreement with**
Protecting from	**Changing communication about**
Blaming something for	**Changing understanding on**
Ashamed of	**Cutting communication on**
Regretting	**Allowing interference to**
Wrongly evaluating	**Not pleased with**
Changing sequence of	**No responsibility for**
Altering importance of	**No confront of**
Adding contrary facts to	**No agreement with**
Giving a wrong explanation for	**Mis-controlling**
Not making go right	**Misunderstanding**
Dropping out time on	**Pretending to know**
Wrong targeting	**In confusion on**
Following cross-orders on	**Losing**
Adding arbitraries to	**Lost**
Making significant	**Will lose**
Being reasonable about	**Not knowing**
Omitting facts about	**Vanishing**
Adding falsehoods to	**Assigning cause to matter**
Wrong sourcing	**Creating unwanted scene**
Incorrectly including data on	**Creating stuck scene**
Threatening loss on	**Creating enforced scene**
Making mistakes on	**Unwilling to perceive**
Making a cock-up of	**Betraying**
Not reaching for	**In enemy on**
Not withholding from	**In treason on**
Preventing perception of	**Something Else?**

3. LIST: **'In what way are you (button from 2.) on (item from 1.)?'**

Run from Step 3. on Part A.

LEVEL 33, RESTORATION OF GAMES

If you consider a time in your life when you were enjoying yourself, without any concern about winning or losing or anything else, with intimate connection with the game and spontaneity, at that time you were operating as a Being with your full potential for playing a game. That is why it felt so good - it is the Spirit of Play.

So one has to ask why are you not still in that high state, totally enjoying your game in the Spirit of Play? The answer lies in the Goal Problem Structure tech of Part I. The Being is operating freely on the Goal when wham! bam! the OppID moved in and spoiled it. Without the OppID I believe one could float up and out of the Physical Game because a high level of play is a Spiritual Being's business. The OppID introverts your attention, the game becomes serious and solid. You have not been able to incorporate the OppID into your game and experience it and take full responsibility for it.

1. List all the times you were really enjoying yourself, enjoying playing a game, enjoying the spirit of play. It could be love affairs, sex, business deals, sports, intellectual activities, anything. List times you were enjoying yourself, particularly where something moved in and spoiled your fun, or curtailed it or caused you to come off the high of play, however minorly. Something that introverted you from the free enjoyment of the flow. The time span of the game can be anything from minutes to years, this aspect is not important. You want the loss of the high as something moved in, whether it was another person, object, concept, circumstance, thought, emotion - or even conscience is important. Add Something Else? and anything that comes into view later. Assess.

2. Loosely Date/Locate the game.

3. Assess the **Out-Points List** (Level 27) (add Something Else?) using the limiter:

> **'On that game was a (........out-point.......) introduced?'**

4. Check the following 'Spoiler' Questions for read, inserting the major reading out-point from 3.

> **'W/W introduced (out-point) into that game and spoiled it?'**
>
> **'W/W introduced (out-point) into that game and attempted to spoil it?'**
>
> **'W/W introduced (out-point) into the game to stop it?'**
>
> **'W/W introduced (out-point) into the game to change it?'**
>
> **'W/W introduced (out-point) into the game to suppress it?'**
>
> **'W/W introduced (out-point) into the game to unmock it?'**

Further Questions to check if the above don't read:

> **'At that time, W/W introverted your attention?'**
>
> **'At that time, W/W became valuable?'**

'At that time, W/W did you have to protect?'

'At that time, W/W must not be lost?'

'At that time, W/W must not be let go of?'

'At that time, W/W could you not withdraw from?'

'At that time, W/W did you have to reach?'

'At that time, W/W were you denying havingness to?'

'At that time, W/W threatened a loss?'

'At that time, W/W was spoiling the game?'

'At that time, W/W was attempting to spoil the game?'

'At that time, W/W did you assign as enemy?'

5. LIST the major reading Question, then **Probcon** the resulting Item to obtain a top OppID, an ID and a bottom OppID.

6. Insert the Out-Point from 3. into position (1) in the **Reverse Safe Solution Questions**, and the top OppID or 'Spoiler' from 5. into position (2). Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

7. Assess the OppIDs/Spoiler for read and insert the major reading one in the **Reverse Rock Questions**. Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

8. LIST: **'What Postulate would (OppID used on 7.) have?'**

Clean resulting Item with Repeater and Ind Tech.

9. LIST: **'What Postulate would oppose (Postulate from 8.)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

10. LIST: **'What is the FA of (Opp. Postulate) opposing (Postulate)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

11. LIST: **'What Postulate would oppose (FA)?'**

Clean resulting Item with Repeater and Ind Tech, then D/L.

12. Run the **BLOCK** of [Post, Opp Post, FA, Opp Post] obtained from 8. - 11.

13. Re-assess at 1.

LEVEL 34, ME & THEM

In order to play a game there has to be others or one would not have any opponents let alone OppIDs and therefore no game. Yet the concept 'others' seems to present many problems if not all problems. So here is an area that must contain a great number of lies. Any problem, to be a problem, must contain a lie, otherwise it would un-mock.

The assumption of any kind of beingness implies the admission that you aren't being something else. You are splitting a whole into 'this is what I am' and 'this is what I am not'. This is the concept of polarisation, one of the key aspects of this game, in which you've got to be something and not be something else in order to play.

Interchange
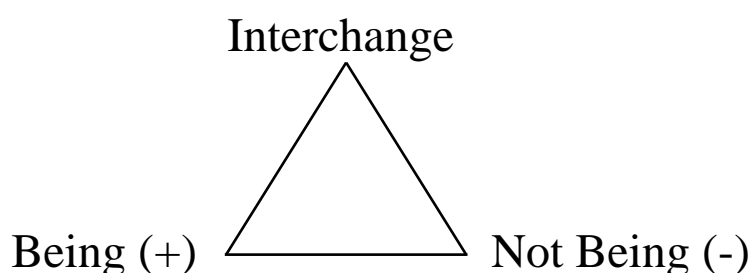
Being (+)   Not Being (-)

The polarisation of Being vs. Not-Being produces a difference in potential which manifests as some sort of a flow, an interchange between what one is being and what one is not being. This triad corresponds to be-do-have: you can only have what you are not being. Doingness is the interaction with what you are not being.

When you assume a viewpoint it implies that there are points you are not viewing from. Those are called dimension points.

Interchange

Consideration   Experience

Viewpoint   Dimension points
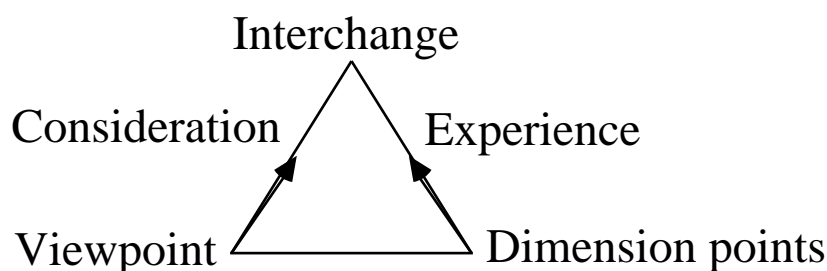
The separation of viewpoints and dimension points creates space and it allows an interchange to occur. The viewpoints can have considerations about the dimension points and the dimension points provide something for the viewpoint to experience.

Following the complexity of game interactions, various viewpoints and dimension points get identified together and the Being decides to be that composite and pretend that it is one thing - the Composite Self - and not be everything else.

A 'Me' identity is made for a certain frame of reference, to deal with a particular world. The Me is taken responsibility for, to a greater or lesser degree. The 'Them' part is the challenge to the identity, the resistance or barriers that it is up against, in pursuance of its goals, not just those in direct opposition but also the objects being handled in some sort of game. This is really his own denied responsibility. Of course, that might very well cause him to get into struggles with other identities that actually have the opposite direction, but not necessarily.

Game

Intention   Resistance

Identity   Opposition
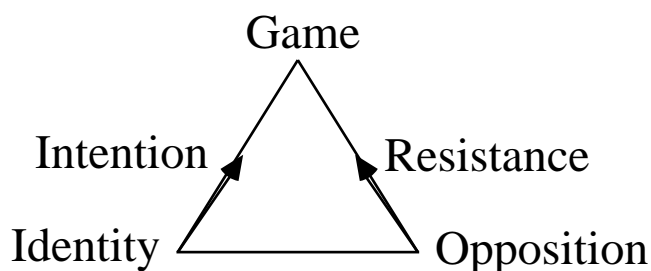
The Physical Game depends on the separation of beings into Me and Them, with each taking responsibility only for their own side of the game. But at the Spiritual level there is no 'What I do to you, you do to me'; instead this becomes 'What I do to you I do to me' with the Being 100% cause in the matter. Even the randomness and counter-reaction of materiality - what it 'does to you' - can be encompassed in terms of pan-determined responsibility, when cause is assumed on the matter.

There has to be a great number of lies to hold this apparent separateness in place or it would unmock and the game would then fall apart, unless knowingly re-created. So, we are going to inspect our doingnesses towards 'others' - the 'out there' - and try to erase some of the lies, mis-ownerships and mis-identifications. We are looking at what one is being, doing and having compulsively and unknowingly in order to maintain enough separateness to persist the game.

1. Assess the Verb List at the end of the Domains Assessment (rear of pack)

2. Put the resultant button into the following Questions:

> **'In what way are you (button -ing) others?'**
> **'In what way are you not (button -ing) others?'**

LIST the major reading Question, then clean the resulting Item with Rep & Ind Tech. This is the game to be run on the next step.

3. Assess the **Out-Points List** (and Something Else?) using the limiter:

> **'On that game was a (........out-point.......) introduced?'**

4. Check the following 'Spoiler' Questions for read, inserting the major reading out-point from 3.

> **'W/W introduced (out-point) into that game and spoiled it?'**
> **'W/W introduced (out-point) into that game and attempted to spoil it?'**
> **'W/W introduced (out-point) into the game to stop it?'**
> **'W/W introduced (out-point) into the game to change it?'**
> **'W/W introduced (out-point) into the game to suppress it?'**
> **'W/W introduced (out-point) into the game to unmock it?'**
> **'W/W introduced (out-point) into the game and altered it?'**
> **'W/W introduced (out-point) into the game and made it more solid?'**
> **'W/W introduced (out-point) into the game and stopped it going away?'**
> **'W/W introduced (out-point) into the game and held it still?'**
> **'W/W introduced (out-point) into the game so it could go on forever?'**

5. LIST the major reading Question, then **Probcon** the resulting Item to obtain a top OppID, an ID and a bottom OppID.

6. Insert the Out-Point from 3. into position (1) in the **Reverse Safe Solution Questions**, and the top OppID or 'Spoiler' from 5. into position (2). Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

7. Assess the OppIDs/Spoiler for read and insert the major reading one in the **Reverse Rock Questions**. Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

8. LIST: **'What Postulate would (OppID used on 7.) have?'**

Clean resulting Item with Repeater and Ind Tech.

9. LIST: **'What Postulate would oppose (Postulate from 8.)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

10. LIST: **'What is the FA of (Opp. Postulate) opposing (Postulate)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

11. LIST: **'What Postulate would oppose (FA)?'**

Clean resulting Item with Repeater and Ind Tech, then D/L.

12. Run the **BLOCK** of [Post, Opp Post, FA, Opp Post] obtained from 8. - 11.

13. Re-assess at 1.

LEVEL 35, GAMES THAT TURNED SOUR

A Spiritual Being creates, plays and disappears games, with no liability. He does not have stuck problems, only elements of temporary unknowing for purposes of game. When a game turns sour it is because the unknowing or disability cannot be duplicated; in some way the Being has become interiorised into the game, and as an ID within the game he now believes his own mocked-up lies.

Various things can turn a game sour but they all boil down to the OppID - an opponent for whom one is no longer taking responsibility and is unable to be pan-determined about. He is stuck with an unwanted problem that won't duplicate. Because he is now at effect he will respond to the problem with the threat buttons: attack it, back off from it, avoid it, neglect it or succumb to it. The one thing he cannot do is duplicate the problem because it is locked-up with the OppID for whom he is not taking responsibility, indeed he is CUE broken and all the rest of the COEX, and therefore the game is continuing into Present Time.

The problem being unhandled can produce a chain of resulting problems, and there is also considerable misownership of others people's games and problems.

1. List problems you still have; problems you have given up on; problems you have shelved, backed-off from, neglected, avoided; problems you are no longer concerned about; unhandled problems that have dropped out of sight; problems you accept as unhandleable and unresolveable; problems that would be too much effort to resolve; your goals and hidden standards for your work on the Project. Something Else? Assess.

2. Loosely D/L the first time you attempted to resolve that problem.

3. Assess the **Disinformation List** (following) using the limiter:

　　　'On that problem was a (........disinformation.......) introduced?'

4. Check the following 'Spoiler' Questions for read, inserting the major reading disinformation from 3.

'W/W introduced (disinformation) into that problem and spoiled it?'

'W/W introduced (disinformation) into that problem and attempted to spoil it?'

'W/W introduced (disinformation) into that problem to stop it?'

'W/W introduced (disinformation) into that problem to change it?'

'W/W introduced (disinformation) into that problem to suppress it?'

'W/W introduced (disinformation) into that problem to unmock it?'

'W/W introduced (disinformation) into that problem and altered it?'

'W/W introduced (disinformation) into that problem and made it more solid?'

'W/W introduced (disinformation) into that problem and stopped it going away?'

'W/W introduced (disinformation) into that problem and held it still?'

'W/W introduced (disinformation) into that problem so it could go on forever?'

Further Questions to check if the above don't read:

> **'W/W fixed your attention on (problem at 1.)?'**
>
> **'W/W made (problem at 1.) unsolveable?'**
>
> **'W/W made (problem at 1.) too much of an effort to cope with?'**
>
> **'W/W made (problem at 1.) impossible to handle?'**
>
> **'W/W made (problem at 1.) valuable?'**
>
> **'W/W made (problem at 1.) important?'**
>
> **'W/W opposed the resolution of (problem at 1.)?'**
>
> **'W/W interposed unassailable barriers on (problem at 1.)?'**
>
> **'W/W interposed counter-efforts on (problem at 1.)?'**
>
> **'W/W influenced your power of choice on solving (problem at 1.)?'**

5. LIST the major reading Question, then **Probcon** the resulting Item to obtain a top OppID, an ID and a bottom OppID.

6. Insert the Disinformation from 3. into position (1) in the **Reverse Safe Solution Questions**, and the top OppID or 'Spoiler' from 5. into position (2). Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

7. Assess the OppIDs/Spoiler for read and insert the major reading one in the **Reverse Rock Questions**. Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

8. LIST: **'What Postulate would (OppID used on 7.) have?'**

Clean resulting Item with Repeater and Ind Tech.

9. LIST: **'What Postulate would oppose (Postulate from 8.)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

10. LIST: **'What is the FA of (Opp. Postulate) opposing (Postulate)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

11. LIST: **'What Postulate would oppose (FA)?'**

Clean resulting Item with Repeater and Ind Tech, then D/L.

12. Run the **BLOCK** of [Post, Opp Post, FA, Opp Post] obtained from 8. - 11.

13. When there are no more computations reading on the BLOCK, check for read:

> **'What problem resulted from not handling (problem at 1.)?'**

Put the product of this on the Assessment and re-assess at 1.

Disinformation List

A LIST. Assess the following List first (Note: /s gives the plural):

Act /s	**Event** /s	**People**
Action /s	**Everything**	**Person** /s
Arbitrary /ies	**Evidence**	**Place** /s
Article /s	**Fact** /s	**Policy** /ies
Assumed difference /s	**Form** /s	**Possession** /s
Assumed identity /ies	**Game** /s	**Postulate** /s
Assumed similarity /ies	**G.E.** /s	**Problem** /s
Assumption /s	**Goal** /s	**Proof**
Attitude /s	**Havingness**	**Reality** /ies
Authority /ies	**Hidden influence** /s	**Safe assumption** /s
Barrier /s	**Hidden standard** /s	**Safe solution** /s
Being /s	**Idea** /s	**Scene** /s
Bias	**Injustice**	**Screen** /s
Body/ies	**Importance** /s	**Serial vias**
Cause	**Intention** /s	**Significance** /s
Circumstance /s	**Location** /s	**Situation** /s
Cock-up /s	**Logic**	**Solution** /s
Concept /s	**Matter** /s	**Source** /s
Confusion	**Misconception**	**Space** /s
Consideration /s	**Misinformation**	**Target** /s
Cross-orders	**Misownership**	**Terminal** /s
Data	**Mission** /s	**Third party interference**
Datum	**Nothing**	**Thing** /s
Delusion	**Nothingness**	**Time** /s
Difference /s	**Object** /s	**Unimportance** /s
Doingness	**Objective** /s	**Value** /s
Duplication	**Occurrence** /s	**Vias**
Evaluation /s	**Opinion** /s	**Viewpoint** /s
Effect /s	**Origin** /s	**Wrong explanation** /s
Energy /ies	**Particle** /s	**Something Else?**

Then assess the following B List (overleaf) against the product of the previous A List.

For example, on 'Acts' from the A List, 'Assumed' acts and 'Denied' acts may read on the B List.

Where the B List uses the format: '(Something) ...' insert the product of the A List in place of 'Something'.

For example, on 'Acts' from the A List, 'Acts assumed to be different not different' may read on the B List.

B LIST

Abridged	Hallucinatory	Pretended
Added	Hidden	Purient
Added inapplicable	Illusory	Refused
Added sequence of	Imaginary	Rushed
Altered sequence of	Imaginary sequence of	Solidified
Altered	Important	Stopped
Assumed	Impossible	Substituted
Biased	Incorrect	Twisted
Blocked	Inhibited	Unacceptable
Broken	Invented	Unaware
Changed	Invisible	Unconscious
Changed sequence of	Irresponsible	Unbelievable
Condensed	Lost	Unconfrontable
Conflicting	Mirrored	Unduplicateable
Confused	Mis-assigned	Unjust
Connived at	Misconceived	Unexpected
Corrupted	Misowned	Unexplained
Controverted	Missed out	Unknown
Deluded	Misunderstood	Unlocateable
Denial of	No	Unneeded
Denied	Nonsensical	Unpredicted
Desired	Negated	Unreal
Different	Not associated	Unreasonable
Dropped out	Not different	Untrue
Eliminated	Not identical	Unvalued
Endless	Not matching	Unwanted
Enforced	Not similar	Unwarranted
Enlarged	Not told	Vanished
Exaggerated	Omitted	Waiting
False	Omitted sequence of	Wasted
Falsified	Oversold	Withheld
Faulty	Over the top	Wrong
Forgotten	Persuasive	Wrong explanation for
From wrong	Perverted	

(Something) all the same
(Something) assumed to be different not different
(Something) assumed to be identical not identical
(Something) made serious
(Something) made too little of
(Something) made too much of
(Something) out of alignment
(Something) out of control
(Something) over the top
(Something) over-valued
(Something) under-valued

LEVEL 36, ROLES

A Spiritual Being is unable to remain in native state to play a game, because he has no form or location. He must adopt a located viewpoint within a mocked-up playing field or universe, and to identify with something in order to have a terminal for communication. So he takes on identities, roles and vias in his games. When the game gets fixed and old, each identity , role or via has amassed an armoury of postulates and computations that the Being dons with the costume and make-up. Then the respective OppIDs come on stage.

The hardest thing to view is what one is being, because there is no space across which to view. The viewpoint is always outwards. A being is nothingness anyway, and if he has totally identified with the role to all intents it is himself, so cannot be viewed. It may be possible to get a clue by looking at the games being played and then W/W 'must therefore be' the player.

In order to have a game one part of the scenario must be excluded from knowingness or it would not be a game. For example, the guy who has everything is impossible to give present to - he is in no-game on possessions. The prize of the game is always in the excluded portion of the game or there would be nothing to achieve. if a being did not create barriers he could not have a game.

1. List in all the games you are aware of: what should be there, what should not be there, what is there and shouldn't be, what is not there and should be. List roles that you are aware of, role-images you are aware that you copy (could be relatives, close contacts, teachers, national figures, film stars, etc.), fantasy roles you mock up, roles you long to be, and so on. Add Something Else? Assess.

2A. Assess List A (BE):

Being	**Beingness**	**Viewpoint**
Space	**Identity**	**Role**
Via	**Player**	**Cause-point**
Nothingness	**Intention**	**Potential**
Postulate	**Consideration**	**Opinion**
Evaluation	**Computation**	**Something else?**

2B. Assess List B (DO):

Succumb	**Dominate**	**Make amends**
Avoid	**Hinder survival**	**Hide**
Neglect	**Make wrong**	**need**
Back-off from	**Substitute**	**Observe**
Attach	**Waste**	**Delegate**
Pretend	**Postulate**	**Reach**
Hold on to	**Shed responsibility**	**Ignore**
Hold off	**Forget**	**Remember**
Confront	**Occlude**	**Create**
Blame another	**Destroy**	**Something else?**

2C. Assess List C (HAVE):

Beingness	Ambition	Have a game with
Objectives	Responsibility	Time
Goals	Havingness	Energy
Purposes	Material things	Location
Targets	Possessions	Space
Reason to be	Ownership	Survival
Interest	Misownership	Blame
Illusion	An effect point	Accountability
CUE	Experience	Effect
Communication	Had	Emotion
Game	Visibility	Interchange
Loss	Fail	Be stopped
be unmocked	Be suppressed	Be degraded
Others	Another	Self
Something	Nothing	Win
Attention	Inflows	Outflows
A reality	An acceptable reality	No reason to be

3. Check the following Questions for read, inserting the item from 1. and the buttons from 2. A, B and C above.

> **'On (item), W/W (A) would (B) in order to have (C)?'**
>
> **'On (item), W/W (A) would (B) in order not to have (C)?'**
>
> **'On (item), W/W are you being?'**
>
> **'On (item), W/W are you not being?'**

4. LIST the major reading Question, then **Probcon** the resulting Item to obtain a top OppID, an ID and a bottom OppID.

5. Insert the bottom OppID from the Probcon on 4. into position (1) in the **Reverse Safe Solution Questions**, and the top OppID into position (2). Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

6. Assess the OppIDs for read and insert the major reading one in the **Reverse Rock Questions**. Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

7. LIST: **'What Postulate would (OppID used on 6.) have?'**

Clean resulting Item with Repeater and Ind Tech.

8. LIST: **'What Postulate would oppose (Postulate from 7.)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

9. LIST: **'What is the FA of (Opp. Postulate) opposing (Postulate)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

10. LIST: **'What Postulate would oppose (FA)?'**

Clean resulting Item with Repeater and Ind Tech, then D/L.

11. Run the **BLOCK** of [Post, Opp Post, FA, Opp Post] obtained from 7. - 10.

12. Re-assess at 1.

LEVEL 37, ETHICS PRESENCE

Ethics is about the boundaries of the Physical Game. In a game in which all the players could experience anything, ethics would be unnecessary. In a game where bodies are valuable and harm can be done, ethics is of course necessary to regulate the game. In such a limited game, conformity is a safe solution. Ethics is used in such a game to enforce conformity. In order to maintain CUE and stay in the same space as others, the Being will limit himself to the commonly held agreements. He applies ethics to himself and thereby conforms.

Conformity is the name of the Physical Game. Creativity is the name of the Spiritual Game and this has no limits and no ethics. Spirit is the law and that is all the law there is. The Physical Game polices the Being's creativity and thereby enforces conformity and an agreed upon Universe.

Ethics presence is the holding of space, which equals beingness. Where that space is enforced upon others there is conformity but no beingness. A game requires limitations and barriers, or the randomity would exceed the game - it would be too unpredictable to play. But total limitation and barriers produces minus-randomity and no game. This game has become so solid that a totally predictable Game has resulted, which for a being is No Game.

To a Being, ethics is a totally inapplicable additive, however necessary it may appear to the current game. The fact that he is regulated by self and others is part of his entrappment and degradation. The Being is trying to be a something and the Physical Game and ethics are trying to make him a nothing.

1. List what abilities you had and lost; abilities you would like to have; games you hold onto that basically you disagree with; conformities you resist or hold off; agreements you secretly do not conform to; limits and barriers you feel restricted by; spaces you hold against all-comers; areas of no motion you would like to have flow; areas of action you feel are in minus-randomity; areas of your life that are too predictable' harm you believe has been done to you; ethics restrictions you try to break out of; areas of existence you most vigorously control; actions you would like to take that you believe would be out-ethics; what you fail to do because of ethical standards; what you would destroy if you thought it was OK to do so. Something Else? Assess.

2. Check the following Questions for read, inserting the item from 1.

> **'W/W evaluated that (item) was wrong?'**
> **'W/W said that (item) was not possible?'**
> **'W/W made you believe you should withhold (item)?'**
> **'W/W would restrict (item)?'**
> **'W/W would deny space to (item)?'**
> **'W/W would deny havingness to (item)?'**
> **'W/W would stop (item)?'**
> **'W/W would suppress (item)?'**
> **'W/W would unmock (item)?'**
> **'W/W backs you down on (item)?'**
> **'W/W asserted control over (item)?'**
> **'W/W made conformity with others on (item) a safe solution?'**
> **'W/W made predictability on (item) a safe solution?'**
> **'W/W introduced guilt into (item)?'**
> **'W/W enforced limits and barriers on (item)?'**
> **'W/W enforced agreement on (item)?'**
> **'W/W considered (item) was harmful?'**
> **'W/W would be unwilling to confront plus-randomity on (item)?'**
> **'W/W is holding their space on (item) despite others?'**
> **'On (item), W/W would not want the consequences?'**
> **'On (item), W/W should not be doing that?'**
> **'On (item), W/W is degrading you?'**
> **'On (item), W/W would impose limits?'**
> **'On (item), W/W is holding themselves back?'**
> **'On (item), W/W is making less of you than you are?'**
> **'On (item), W/W is making nothing of you?'**

3. LIST the major reading Question, then **Probcon** the resulting Item to obtain a top OppID, an ID and a bottom OppID.

4. Insert the bottom OppID from the Probcon on 3. into position (1) in the **Reverse Safe Solution Questions**, and the top OppID into position (2). Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

5. Assess the OppIDs for read and insert the major reading one in the **Reverse Rock Questions**. Check the Questions for read and clean the resulting Item with Repeater and Ind. Tech. Then re-check the Questions and continue until flat.

6. LIST: **'What Postulate would (OppID used on 5.) have?'**

Clean resulting Item with Repeater and Ind Tech.

7. LIST: **'What Postulate would oppose (Postulate from 6.)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

8. LIST: **'What is the FA of (Opp. Postulate) opposing (Postulate)?'**

Clean resulting Item with Repeater and Ind Tech. D/L if sticks.

9. LIST: **'What Postulate would oppose (FA)?'**

Clean resulting Item with Repeater and Ind Tech, then D/L.

10. Run the **BLOCK** of [Post, Opp Post, FA, Opp Post] obtained from 6. - 9.

11. Re-assess at 1.

SECTION F

Locked Pairs & Inverted Goals

The Probcons that were re-introduced on the last Section, at this level of case handling, may introduce some new and very fundamental phenomena, that is at the core of what is interiorising you in the Physical Game.

The phenomenon of Locked Pairs will appear. The Locked Pair is a COEX of magnitude because it is the basic confusion on the case. You have produced an ID and an OppID. The OppID is the other side of that dichotomy which is the central charge on a basic confusion of the Being. The Being could be either Item and seeks to be both. The clue you have that this is what you are dealing with, is that both ID and OppID together agree on a common enemy. The common enemy is the next OppID down. Their purpose towards that enemy is, for both, the Goal of the Conflict Structure. This can come as a revelatory realisation, when you come to handling the lower OppID.

The whole kaboosh locks together. It has all the phenomena of Can't Reach, Must Reach, Can't Withdraw, Must Withdraw - the components of insanity. In other words a BLOCK at the Goals level. They create a no-motion situation and I believe it is this phenomena that holds a Being down below Action, while at the same time compelling him to act, which for a Being is a bit nuts anyway.

The Being will be unable to act on that subject and wherever else it attaches, and seem a bit crazy on the subject to anyone else who tries to help him in that area. Even good advice he cannot take because he cannot act on it. He is stymied by the confusion, because whichever direction he attempts to reach or withdraw on, he hits the opposing charge on the other Items. When discovered, this needs a special handling.

Check the following alternatives:

1. **'What Postulate does (ID) opposing (OppID) agree upon?'**

If this reads, get the Postulate and continue through Opp Post, FA & Opp Post to the BLOCK Handling.

2. **'What sort of Safe Solution would (ID opposing the game have?'**

3. **'What sort of Safe Solution would (OppID) opposing the game have?'**

4. **'What sort of Safe Solution would (ID) opposing (OppID) have?'**

5. **'What sort of Safe Solution would (OppID) opposing (ID) have?'**

If one of these reads, run the ID/OppID on the Reverse Safe Solution & Rock Questions & then run Postulates onto the BLOCK. Note: 5. is not a mistake - as explained later, Own Goals can be inverted and this would then apply.

6. **'W/W would oppose (last Item)?'** Continue Conflict Structure.

Other Questions you could check are:

> 'What Postulate would a Being making amends for being a human body have?'
> 'W/W would oppose bodies?'

'W/W would oppose to end the Game?'

Inverted Goal

The Probcon may well run into a full Own Goal, and this will need to be run, and cleaned bearing in mind the new factors. Beware of the following phenomenon. The Goal appears to run as normal, but it has a missing Item, usually an OppID, and it turns out that the Goal appears at the top and bottom on the same side of the Conflict Structure! This is what traps you because the Goal is then out of alignment; the IDs are thrown into the OppID position and the OppIDs into the ID position, and the viewpoints seem real this way. That is how you have always felt about the subject, it seems, because that Item has been missing in the Reactive Mind (it was not an error on your part). But it is a Misowned Item of magnitude as the whole Goal throws you in total opposition to Self, i.e. to truth. With the missing Item found, there should be a 180° about-face, which will be the true state of the Game.

Check: 'Goal as a Misowned Item?' with buttons.

Check the Items: 'On (Question) (Item) correct Item?' in the order run, with buttons if necessary. Repair the Conflict Structure if necessary.

Cleaning the Goal

The final version of Cleaning the Goal consists of the following Steps:

1. When the Goal is complete, check each Question's Item is correct.

2. Check for the Safe Solution of (bottom ID) opposing (bottom OppID). Run this on the conventional 6 Safe Solution Qs.

3. Find the Postulate on the Goal.

4. Then find the Opposing Postulate, the FA and the FA's Opposing Postulate.

5. Run the BLOCK computations from the four Postulates.

LEVEL 38, DECISION NOT TO LEAVE

Death keeps a Being out of an area. He loses a body, an identity and a life with all its position in the Game, status, terminals and havingness. Winning lifetimes are therefore particularly vulnerable to being mocked-up thereafter, since loss of havingness causes the Being to compulsively mock up, and he deeply resents that loss of status. Here is, I believe, a primary guy-rope keeping the Imprint phenomena in place when it should have blown long ago. This is especially so when the current lifetime is much less havingness than a particular past life winning identity.

If the Being is unwilling to be the identity he has adopted at this physical universe point in time, so he feels he cannot be in the here-and-now game. Instead he mocks up a past 'here-and-now' that he is willing to occupy, and that is then his PT. He has lost touch with the current Now, and to the extent that he is doing this he is asleep to the present.

1. List the parts of Present Time that you are unwilling to have, that shouldn't be there, that should be there but are not, that are absent, that are unacceptable, or parts that are non-existent or unimportant to you but you feel you should be in connection with them. What's wrong with PT? What are you unwilling to experience, unwilling to reach, must reach, can't reach, unwilling to withhold from, must withhold from, can't withhold from, right now. What sort of life, identity or havingness would you be willing to continue indefinitely? Who are you trying to be now? What should forever consist of? What in past lives is most acceptable to you? What identity in the past is most acceptable to you? What past purpose do you suppose is yours? What factors this life do you blame for not being able to express your true self now? What past loss is most regretted, or are you ashamed of, or do you blame somebody else for? Why would you decide not to leave the human state? Something Else? Assess list.

2. Bearing the item from 1. in mind, assess:

Finding	**Making right**
Pretending	**Making wrong**
Holding on to	**Dominating**
Creating the havingness of	**Escaping domination**
Mocking up	**Aiding survival**
Holding still	**Hindering survival**
Stopping from going away	**Considering unsafe**
Wasting	**Holding absolutely**
Regretting	**Intimation of danger**
Resenting	**Not being in**
Making a safe location	**Effort to hold**
Safer than PT	**Trying to stop**
Not being able to	**Withdrawing from**
Escaping from	**Unmocking**

Suppressing	**Must reach**
Invalidating	**Can't reach**
Making nothing of	**Must withdraw**
Suggesting	**Can't withdraw**
Being careful of	**Not in now**
Failing to reveal	**Making a solution of**
Trying to get in	**Making a problem of**
Trying to get out of	**Not willing to be here**

3. Check for read:

> **'In what way is (button from 2.) (item from 1) an acceptable flow?'**
>
> **'In what way is (button from 2.) (item from 1) an unacceptable flow?'**
>
> **'In what way would (button from 2.) (item from 1) be an acceptable flow?'**
>
> **'In what way would (button from 2.) (item from 1) be an unacceptable flow?'**

LIST the major reading Question. If these do not read, it may be the item assessed at 1. is the Postulate, in which case continue from 5. Or you can check the above Questions in the form: 'To W/W is/would ...?' Also you can assess the Flows List and include the reading flow at the end of the Question.

4. Probcon the resulting Item. If this does not run, fully D/L the item from 1. and try again. The Probcon may run into a full Goal and have other anomalies - see the preceding article.

5. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

6. Re-assess at 1.

LEVEL 39, RIDGES

A ridge is caused by two or more energy flows coinciding and causing an enturbulance of energy very like matter. Flows have direction, ridges have location. Ridges exist in suspension around a person's subtle energy field and are the foundation upon which is attached the Being's picture bank, when he considers he needs such a form of memory for havingness purposes. The pictures may be misowned from various sources. By running many past life incidents and false or misowned experience, it is possible to remove the picture bank but this still leaves the ridges intact. Therefore that is not the approach we have adopted to erase these ridges.

These ridges are packed around the body field and can be experienced as pressures and sometimes somatics. They are composed of dense, unflowing charge, that is equi-balanced and floating forward into PT.

Therefore Present Time restimulates the ridges and conversely, the Being restimulates them. For example, get into an unsolveable argument with someone and you can end up with a headache.

A PTP is the lowest level of game. It is composed of intention versus counter-intention and appears unresolveable (no motion possible). ID v. OppID is, as we know, equi-balanced and has floated into PT with its COEX. Postulate v. Opp Postulate is again a stalemate situation until one side is reduced. The Computation again binds two opposing items together into a Safe Solution. So here we have all the phenomena of a ridge. Ridges are what we have been discharging. When the BP goes high, that is a restimulated ridge. The fact that ridges exist in your universe proves that you are creating the inflow as well as the outflow, but disowning responsibility.

Matter is a ridge in its final stage of solidification. So here you have the complete recipe for a human being in a persisting universe. The bottom line, of course, is that the Being is causing every last stuck flow of it. The aim of the techniques we have been using is to reveal the ways this is being done in the Now, so that the ridges do not need to be mocked-up any longer for safe solution.

1. List all the parts of your existence where there is no motion. Things which you are 'marking time' or waiting for. The daydreams and fantasies you have about existence (let's be explicit). Desired Ideal Scenes that elude you. Ambitions you have that somehow never got acted upon. Internal conflicts between what you are being or doing, and what you would want to begin doing but you feel restimulated by another's, the society's or others' expectancy. Self-disciplines and self-imposed behaviour patterns that are irksome because you would rather do the opposite. Things you would want to do but can't do. The ways you avoid restimulation or the disapproval of others. The 'now I am supposed to's' of everyday life. Anything that corresponds to the common dream sequence of running away from something but not moving forward. The ways you hold yourself in from action that wouldn't be approved of. Behaviour patterns and holding patterns you are aware of. Compulsions, daily actions you resent. The anchor points of your existence. What do you feel you are sitting in? Anything you feel keeps you located as YOU, HERE, NOW. Something else? Assess.

2. Check for read:

> **'On (item from 1.), W/W must you reach but can't reach?'**
>
> **'On (item from 1.), W/W must you withhold but can't withhold?'**
>
> **'On (item from 1.), W/W must you have but withdraw from?'**
>
> **'On (item from 1.), W/W must you reach but can't reach?'**
>
> **'On (item from 1.), W/W must you not have but are reaching for?'**
>
> **'On (item from 1.), W/W do you want to avoid but are contacting?'**
>
> **'On (item from 1.), W/W do you want to neglect but continue to handle?'**
>
> **'On (item from 1.), W/W do you want to escape from but are going into?'**
>
> **'On (item from 1.), W/W do you want to attack but are withholding from?'**
>
> **'On (item from 1.), W/W do you want to give in to but are resisting?'**

LIST the major reading Question.

3. Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. Run the BLOCK computations. D/L any that stick or get off considerations. Clean the Goal if run.

5. Re-assess at 1.

LEVEL 40, INTEREST

When a person is over-run on something he ceases to be interested. Over-run a case handling and you cease to be interested in that aspect of your case. The reverse of over-run must have appertained previously. There has to be interest-in before over-run can occur, so over-run and interest are a natural dichotomy. Life restimulates the basic over-runs and I believe death is a solution or computation that solves this.

As we know, the Safe Solution restimulates the Reactive Mind, so the Computation - which is the Great Great Granddaddy of the Safe Solution - must have something to do with the persistent restimulation of the whole Game, Universe and all.

1. List: What has gone on too long? What are you no longer interested in? What are you no longer curious about? What do you feel you can no longer be bothered with? What could you give up on, leave alone, not be interested in, neglect, avoid, try to leave or get away from? What isn't worth doing anymore, winning over, getting even with or attacking? What is no longer important to you or valuable? What do you no longer want to communicate with, control or help? What about existence now seems to be a bore? Something Else? Assess the list looking for the item with the biggest rise (which may then fall upon Indication).

2. Assess the following Flows:

> **SELF TO ANOTHER**
> **ANOTHER TO SELF**
> **OTHERS TO OTHERS**
> **OTHERS TO SELF**
> **SELF TO SELF**
> **ANOTHER TO OTHERS**
> **OTHERS TO ANOTHER**
> **ANOTHER TO ANOTHER**
> **SELF TO EVERYTHING**
> **EVERYTHING TO SELF**

3. LIST: **'On (item from 1.), what could you continue to do (FLOW)?'**

4. Probcon the resulting Item. The Probcon may well run into a whole Goal.

5. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

6. Re-assess at 2 and handle as Steps 3. - 6., then re-assess at 1. and continue to EP.

LEVEL 41, UNIVERSES

I'm a great believer in the old adage, there isn't smoke without fire. Religion talks of creating Heaven on Earth, the Fall of Man from an ideal state, the Garden of Eden, Lucifer being thrown out of Heaven for his radical ideas, and leading the good life in order to enter the Pearly Gates. Likewise other religions postulate their own form of Heaven: Nirvana, Valhalla, Elysian Fields, Home Universe, etc. Even mythology and legend has created the Never Never Land, Over the Rainbow, Land of Oz, and fairies etc. in magic universes. It is true that a Being experiencing loss compulsively mocks-up.

The Being is not so intent on Survival as some would have us believe. This is the manifestation of the G.E. What I observe is Man trying to create his own version of Heaven on Earth, whether materially or spiritually, and failing in his aspirations. Because the more one strives for another universe - freedom from or escape to - the more trapped one feels oneself to be, making it more difficult to have this universe here and now, in PT as it is. The more this reality is resisted the more solid it becomes, and duplication cannot occur. The way out is the way through.

1A. Assess the following List **A**:

Beingness	**Space**	**Via**
State	**Before Time**	**Beingness**
Universe	**Celestial City**	**Illusion**
Game	**Revelation**	**Matter**
Life	**Heaven**	**Energy**
Condition	**Truth**	**Time**
Existence	**Total CUE**	**Location**
Plane	**Source**	**Here**
Scene	**Awareness**	**Reality**
Other World	**Garden of Eden**	**Me**
Aesthetic	**Home Universe**	**Item**
Paradise	**Power**	**Identity**
Oneness	**Celestial Place**	**Planet**
Essence	**Hades**	**Body**
Promised Land	**The Demiurge**	**Something Else?**
Wholeness	**Hell**	
Concord	**Underworld**	

1B. Assess List **B**:

Perfect	**Integrated**	**Invaluable**
Ideal	**Serene**	**Important**
Useful	**Complete**	**Timeless**
Interesting	**Total**	**Unflawed**
Free	**Telepathic**	**Immaculate**
Aesthetic	**Magic**	**Transcendent**
Pure	**Excellent**	**Innocent**
Supreme	**Celestial**	**Beautiful**
Harmonious	**Spiritual**	**Limitless**
Unlimited	**Eternal**	**Undivided**
Absolute	**Peerless**	

2. List all those things and persons here that are similar to (B-A); all those things here that being like (B-A) you wouldn't be able to let go of or destroy. Your attempts to produce (B-A) here, wins and successes and in-progress. Those (B-A) things and plans that should be here and aren't, or seem unattainable. Those parts of (B-A) you believe would or should exist as an after-life or as an EP on Full Revelation. Anything else that seems relevant to you on the quest for (B-A). Something else? Assess.

3. Check the following Questions for read:

> **'In what way are you unwilling to destroy (item from 2.)?'**
> **'In what way are you mocking-up a substitute for (item from 2.)?'**
> **'In what way are you holding on to (item from 2.)?'**
> **'In what way are you pretending (item from 2.)?'**
> **'In what way are you unwilling to create (item from 2.)?'**
> **'In what way are you abandoning (item from 2.)?'**
> **'In what way are you unwilling to let go of (item from 2.)?'**
> **'In what way are you persisting (item from 2.)?'**
> **'In what way are you unwilling to waste (item from 2.)?'**

4. LIST then Probcon the resulting Item. The Probcon may well run into a whole Goal.

5. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

6. Check 'Out -Interiorisation on this Universe? Out-Int on (B-A)?'

If reads, go on to Out-Int Handling on next page.

7. Re-assess at 2. and 3. and handle as Steps 4. - 6., and continue to EP.

Out-Universe Handling

1. Assess the following list:

Went into this Universe	**Went into (B-A)**
Interiorised into this Universe	**Interiorised into (B-A)**
Wanted to go into this Universe	**Wanted to go into (B-A)**
Couldn't get into this Universe	**Couldn't get into (B-A)**
Were put into this Universe	**Were put into (B-A)**
Put yourself into this Universe	**Put yourself into (B-A)**
Put others into this Universe	**Put others into (B-A)**
Were kicked out of this Universe	**Were kicked out of (B-A)**
Kicked yourself out of this Universe	**Kicked yourself out of (B-A)**
Kicked others out of this Universe	**Kicked others out of (B-A)**
Were trapped in this Universe	**Were trapped in (B-A)**
Trapped yourself in this Universe	**Trapped yourself in (B-A)**
Trapped others in this Universe	**Trapped other in (B-A)**
Were excluded from this Universe	**Were excluded from (B-A)**
Excluded yourself from this Universe	**Excluded yourself from (B-A)**
Excluded others from this Universe	**Excluded others from (B-A)**
Were forced into this Universe	**Were forced into (B-A)**
Forced yourself into this Universe	**Forced yourself into (B-A)**
Forced others into this Universe	**Forced others into (B-A)**
Were pulled into this Universe	**Were pulled into (B-A)**
Pulled yourself into this Universe	**Pulled yourself into (B-A)**
Pulled another into this Universe	**Pulled another into (B-A)**
Were pushed into this Universe	**Were pushed into (B-A)**
Pushed yourself into this Universe	**Pushed yourself into (B-A)**
Pushed another into this Universe	**Pushed another into (B-A)**
Escaped from this Universe	**Escaped from (B-A)**
Were free to leave this Universe	**Were free to leave (B-A)**
Exteriorised from this Universe	**Exteriorised from (B-A)**

2. Run the reading line **'Recall a time when you ....'** with Ind. Tech

Note: if you cannot recall the time then run Repeater and Ind. Tech on 'this Universe' or the assessed (B-A) button pair, using 'On which Universe...' as Source.

3. Do a full D/L on the incident.

4. Return to the previous procedure.

Note: 'Out-Universe' can go out on any subsequent Level, so be on the lookout for it. Flatness on it would be one of the EPs on the Project.

LEVEL 42, ACCEPTANCE LEVEL

Psychologists, psychiatrists and neurologists only ever deal with people who are well restimulated, psychotic or borderline, and subscribe the symptoms to unbalanced brain chemistry and other animal-like phenomena. Others would consider it is all down to the Being and the physical phenomena doesn't matter a toss. They are both right in assigning a source and both wrong in ignoring the opposite source. A fairly sane Being could take on an extremely crazy body and appear to everyone including himself to be nuts. That is, until you separate him out by finding out why the craziness was useful to him.

Now we are ready to blow the Being's use of the GE Reactive Mind to further some aspect of his game thereby maintaining the contagion of such degraded material.

1. List: What traits of yours are unacceptable to you? What way are you unacceptable to yourself? (i.e. two separate items). What contradictions exist about you? (as separate items). What traits do others find unacceptable about you? What problems still remain on your case? (both sides). In what way are you sometimes two entirely different persons? (two items). What two points in your nature are total opposites? (both items). How do you feel you are in opposition to yourself? (two items). What do you despise or regret about yourself? What about yourself would you find unacceptable in another person? What about yourself are you pleased with? What about you could you say that's not really me? Something Else? Assess.

2. Bearing the above item in mind, assess:

To be in CUE
To gain CUE
To get sympathy
To get attention
To get help
To control self
To control others
To make self right
To lose by winning
To win by losing
To win
To lose
To make others wrong
To hinder self
To hinder others
To cause a game
To be a problem to self
To be a problem to others
To be a solution to self

To be a solution to others
To take advantage of others
To limit self
To get even
As a substitute for self
To be something
To be something in the game
To have an opponent of comparable magnitude
To reach
To withdraw
To stop something
To start something
To change
To have
To create
To not be
To protect self
To protect a body
To protect others

To please others	**To go insane**
To be a self	**To escape**
To hide	**To die**
To have an identity	**To shed responsibility so you can die**
To be invisible	**Not to care**
To be unlocateable	**To endure**
To make an excuse for something	**To get better**
To justify something	**To live**
To prove something	**To live better**
To not be nothing	**To be like others**
To degrade something	**To create a via**
To persist something	**To be dangerous**
To expiate guilt	**To be acceptable**
To make guilty	**To be human**
To execute	**To belong**
To be an effect	**To create randomity**
To be a victim	**To be different**
To reduce power	**To be self absolutely**
To go unconscious	**Something else?**
To feel nothing	

3. Check the following Questions:

> **'In what way would you use (item from 1.) (button from 2.)?'**
> **'In what way would you dramatise (item from 1.) (button from 2.)?'**
> **'In what way would you misown (item from 1.) (button from 2.)?'**
> **'In what way would you borrow (item from 1.) (button from 2.)?'**
> **'In what way would you pretend (item from 1.) (button from 2.)?'**
> **'In what way would you hold on to (item from 1.) (button from 2.)?'**
> **'In what way would you copy (item from 1.) (button from 2.)?'**
> **'In what way would you substitute (item from 1.) (button from 2.)?'**
> **'In what way would you accept (item from 1.) (button from 2.)?'**

4. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

5. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

6. Re-check the Questions at 3. and handle until none read.

7. Re-assess at 2. and handle as Steps 3. - 7., then re-assess at 1. and continue to EP.

LEVEL 43, SUPPRESSION

Supression can be defined as: forced out of one's own time and space by another's purposes and goals. Space because space is beingness, ethics presence, and time because that is the continuum of game. One moves out of one's own beingness into the time continuum of another's game in order to handle the situation being presented. The suppression is that the Being moved instead of saying 'get stuffed' and going on with what he was intending to do in the first place. In other words he didn't maintain his ethics presence.

He has two directions in which to move - towards or away from. He can become the beingness the goal or purpose imposes, or he can resist the goal and become another beingness, not Self. The alternative is to not move, to hold one's space and maintain ethics presence.

Suppression is basically the result of being given and/or accepting a wrong item, beingness, purpose or goal. The person either complies with the wrongnesses and becomes something he isn't, or resists the situation and opposes the false goal or purpose. Either way he is in difficulties. It does not require an evil beingness, intention or purpose to achieve - just untruth.

1. List: What sort of roles are expected of you? Things you feel you are supposed to do or be? What were you told you had to be when you grew up? What harm do you feel has been done to you in the past that is still affecting your life? W/W has tried to make nothing of you, your life or purposes? What do you get blamed for or accused of? W/W told you you had to be something in life and what was it you had to be? Who said you were something and what did they say you were? Who gave you their own purposes or goals in life as yours and what were they? Things you feel you might be suppressed by? Areas of no motion? Things you Are going along with? Things you're making the best of a bad job with? Hidden standards for case gain or the Project? Anything else relevant to the above not already covered. Something else?

2. Check the following Questions:

> **'On (item from 1.), W/W gave you a wrong explanation for life?'**
> **'On (item from 1.), in what way were you off purpose?'**
> **'On (item from 1.), W/W forced you to be something?'**
> **'On (item from 1.), W/W forced you to do something?'**
> **'On (item from 1.), in what way were you trapped into something?'**
> **'On (item from 1.), W/W gave you a wrong item?'**
> **'On (item from 1.), W/W gave you a wrong goal?'**
> **'On (item from 1.), was there something you couldn't get out of?'**
> **'On (item from 1.), was there something you couldn't escape?'**
> **'On (item from 1.), W/W pushed you into something?'**
> **'On (item from 1.), W/W pulled you into something?'**
> **'On (item from 1.), W/W forced you into something?'**
> **'On (item from 1.), W/W interiorised you into something?'**
> **'On (item from 1.), W/W fixed your attention on something?'**

'On (item from 1.), W/W separated you out from something?'
'On (item from 1.), what made you want to get even?'
'On (item from 1.), W/W stale-mated you?'
'On (item from 1.), W/W opposed your game?'
'On (item from 1.), W/W did you set-up as cause?'
'On (item from 1.), W/W did you fail to out-confront?'
'On (item from 1.), W/W challenged your mock-up?'
'On (item from 1.), W/W threatened you with loss?'
'On (item from 1.), W/W did you decide was putting you at effect?'
'On (item from 1.), W/W did you decide to oppose?'
'On (item from 1.), W/W made materiality valuable?'
'On (item from 1.), W/W had to be stopped?'
'On (item from 1.), W/W had to be suppressed?'
'On (item from 1.), W/W had to lose?'
'On (item from 1.), W/W are you resisting?'
'On (item from 1.), W/W are you protesting?'
'On (item from 1.), W/W are you rebelling?'
'On (item from 1.), W/W are you fighting?'
'On (item from 1.), W/W are you compromising with?'
'On (item from 1.), W/W are you being forced into agreement with?'
'On (item from 1.), W/W do you not want?'
'On (item from 1.), W/W are you forced to have?'
'On (item from 1.), W/W are you forced to dispose of?'
'On (item from 1.), W/W are you rejecting?'
'On (item from 1.), W/W are you refusing?'
'On (item from 1.), W/W are you denying beingness to?'
'On (item from 1.), W/W are you CUE broken with?'
'On (item from 1.), W/W are you forced into communication with?'
'On (item from 1.), what havingness are you denying?'
'On (item from 1.), what would you rather have than nothing?'
'On (item from 1.), what would you prefer nothing to?'
'On (item from 1.), W/W are you playing a game with?'
'On (item from 1.), W/W don't you deserve?'
'On (item from 1.), W/W are you denying association with?'
'On (item from 1.), W/W are you making a problem of?'
'On (item from 1.), W/W are you withholding from?'
'On (item from 1.), W/W are you justified causing misdeeds against?'
'On (item from 1.), W/W are you opposing?'
'On (item from 1.), W/W are you ignoring?'
'On (item from 1.), W/W are you attracting?'
'On (item from 1.), W/W are you running away from?'
'On (item from 1.), W/W are you avoiding?'

'On (item from 1.), W/W are you trying to destroy?'
'On (item from 1.), W/W are you using force against?'
'On (item from 1.), W/W are you refusing to be at cause over?'
'On (item from 1.), W/W are you blaming?'
'On (item from 1.), W/W are you suppressed by?'
'On (item from 1.), W/W are you stopped by?'
'On (item from 1.), W/W are you giving in to?'
'On (item from 1.), W/W do you want to get even with?'
'On (item from 1.), W/W are you causing total effect on?'
'On (item from 1.), W/W are you avoiding being the effect of?'
'On (item from 1.), W/W are you making amends to?'
'On (item from 1.), W/W is stopping your reach?'
'On (item from 1.), W/W must you reach but can't?'
'On (item from 1.), W/W must you withhold from but can't?'
'On (item from 1.), W/W is suppressing your reach?'
'On (item from 1.), W/W is spoiling your game?'
'On (item from 1.), W/W are you in doubt about?'
'On (item from 1.), in what way are you denying yourself a game?'

3. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-check the Questions at 2. and handle until none read.

6. Re-assess at 1. and continue to EP.

LEVEL 44, SAFETY

Safety is the most basic need of the human being. Because of the vulnerability of bodies, there are many places one would feel unsafe. While one is linked with a body, survival is paramount, and this is a vast area of distortion in one's ability to confront anything, anywhere, anyway. The process: 'Where would you be safe?' is a knock-out process because it restimulates all the stuck points in the past where one did not perceive one's self as safe, and which one is still trying to escape from or resolve. One has solutions to the problem of feeling or being unsafe, and the distortion of the body's goal to survive bearing on the Being. So let's investigate. In your answers do look further than your own back-garden!

1. List places or situations where you would be safe. Areas where you as a Being would feel or be unsafe. Areas you can hold absolutely. Areas and situations where you cannot hold your ethics presence, or can only hold by going out-ethics. People you feel unsafe with. People you are prejudiced against or cannot have CUE with. People you react to. Anything that feels positively dangerous to you. Things that must never happen again. Areas, situations or people you cannot or will not approach. Areas, situations or people you go out of your way to avoid. Areas, situations or people that you know you neglect, hold off or won't let go of. Those things you suppress, invalidate or won't acknowledge. Anything else that should be on this list. Assess.

2. Check the following Questions for read, inserting the item from 1.

> **'On (item), in what way do you feel antagonistic?'**
> **'On (item), in what way do you feel hostile?'**
> **'On (item), in what way do you feel pain?'**
> **'On (item), in what way do you feel angry?'**
> **'On (item), in what way do you feel hatred?'**
> **'On (item), in what way do you feel resentment?'**
> **'On (item), in what way do you feel no sympathy?'**
> **'On (item), in what way do you have unexpressed resentment?'**
> **'On (item), in what way do you feel covertly hostile?'**
> **'On (item), in what way do you feel anxiety?'**
> **'On (item), in what way do you feel afraid?'**
> **'On (item), in what way do you feel terror?'**
> **'On (item), in what way do you feel despair?'**
> **'On (item), in what way do you feel numb?'**
> **'On (item), in what way do you feel sympathy?'**
> **'On (item), in what way do you feel propitiative?'**
> **'On (item), in what way do you feel grief?'**
> **'On (item), in what way do you feel the need to make amends?'**
> **'On (item), what can't you withhold?'**
> **'On (item), in what way do you feel undeserving?'**
> **'On (item), in what way do you feel self-hatred?'**
> **'On (item), in what way do you feel a victim?'**

'On (item), in what way do you feel hopeless?'
'On (item), in what way do you feel apathetic?'
'On (item), in what way do you feel useless?'
'On (item), in what way do you feel you are dying?'
'On (item), in what way do you feel a failure?'
'On (item), in what way do you feel pity?'
'On (item), in what way do you feel ashamed?'
'On (item), in what way do you feel accountable?'
'On (item), in what way do you feel like punishing others?'
'On (item), in what way are you punishing yourself?'
'On (item), in what way do you feel regret?'
'On (item), in what way do you seek approval from bodies?'
'On (item), in what way do you need a body?'
'On (item), in what way are you worshipping a body?'
'On (item), in what way must you sacrifice a body?'
'On (item), in what way can't you sacrifice a body?'
'On (item), W/W must control bodies?'
'On (item), W/W can't control bodies?'
'On (item), W/W must protect bodies?'
'On (item), W/W can't protect bodies?'
'On (item), W/W must own a body?'
'On (item), W/W can't own a body?'
'On (item), in what way must you hide?'
'On (item), in what way can't you hide?'
'On (item), in what way are you being an object?'
'On (item), in what way are you being nothing?'
'On (item), in what way must you use effort?'
'On (item), in what way can't you use effort?'
'On (item), in what way must you use think?'
'On (item), in what way can't you use think?'
'On (item), in what way are you in mystery?'
'On (item), in what way do you feel insane?'
'On (item), in what way do you feel nothing?'
'On (item), in what way do you not care?'
'On (item), in what way must you wait?'
'On (item), in what way can't you wait?'
'On (item), in what way must you be unconscious?'
'On (item), in what way can't you be unconscious?'
'On (item), what is unknowable?'
'On (item), W/W must be reached?'
'On (item), W/W can't be reached?'
'On (item), W/W must be withdrawn from?'

'On (item), W/W can't be withdrawn from?'
'On (item), W/W must be changed?'
'On (item), W/W can't be changed?'
'On (item), W/W must be helped?'
'On (item), W/W can't be helped?'
'On (item), W/W must be pleased?'
'On (item), W/W can't be pleased?'
'On (item), W/W must be created?'
'On (item), W/W can't be created?'
'On (item), W/W must you be responsible for?'
'On (item), W/W can't you be responsible for?'
'On (item), W/W must you confront?'
'On (item), W/W can't you confront?'
'On (item), W/W must you endure?'
'On (item), W/W can't you endure?'
'On (item), W/W must you avoid?'
'On (item), W/W can't you avoid?'
'On (item), W/W must you neglect?'
'On (item), W/W can't you neglect?'
'On (item), W/W must you attack?'
'On (item), W/W can't you attack?'
'On (item), W/W must you flee?'
'On (item), W/W can't you flee?'
'On (item), W/W must you succumb to?'
'On (item), W/W can't you succumb to?'
'On (item), W/W must you survive?'
'On (item), W/W can't you survive?'
'On (item), W/W must you escape?'
'On (item), W/W can't you escape?'
'On (item), W/W must you hold absolutely?'
'On (item), W/W can't you hold absolutely?'
'On (item), W/W must you know?'
'On (item), W/W can't you remember?'
'On (item), W/W must you not know?'
'On (item), W/W can't you forget?'
'On (item), W/W must you be?'
'On (item), W/W can't you be?'
'On (item), what must you do?'
'On (item), what can't you do?'
'On (item), what must you have?'
'On (item), what can't you have?'
'On (item), what must never happen again?'

3. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-check the Questions at 2. and handle until none read.

6. Re-assess at 1. and continue to EP.

LEVEL 45, REVENGE

Getting even is by its very nature a postulate on a persisting time continuum and so does not duplicate. Apart from that the electing of an enemy, however 'well-deserved', is out-CUE and the route down-hill. The more OppIDs you create, the less space you can occupy, and therefore the less beingness you can have. So if you are here as a human being, you must have made a lot of enemies, persisted a lot of games in order to even the scene, denied yourself a lot of space, and ended up with an identity - not a beingness - 'you'. The basic pair on any problem structure, however labelled, is Me & Them. Maybe this now appears merely that you don't like certain types of people anymore; but this is the flag atop of an iceberg of many battles that have been neither lost nor won and so are still in progress.

As you can see, at this point on the Project we are going full circle to look again at the basics. No doubt you have made much progress in this area of Goal Problem Structures, discharged a great deal of it, and you will have a good picture of what exists. Now you can really take it apart from the viewpoint of the fundamental postulate structure that holds the Spiritual Reactive Mind in place.

1. List what sorts of people you don't like, or avoid. What people do you await the downfall of? Whose discomfort would give you satisfaction? Who should get their just deserts. Who and in what circumstances have you tried to get even with, put down, make less of, bring about the downfall of, aide others to bring down? Is there anybody in future time you are gunning for? Anybody you are waiting for to put a foot wrong? Anybody who you wouldn't aid or help? What causes seem to you unreasonable, unjust, evil? Whose distress or misfortune could you walk away from with some satisfaction? Who don't you feel belongs in your group, circle of friends or family? Who should be put out of your space? Whose space would you be unable to occupy? What postulates lie in wait for or are intended to bring about the down fall of enemies, fools or unacceptable terminals? Be specific, and in what circumstances where possible. Add Something Else? Assess.

2. Probcon the major reading Item. Use Sort-Out Tech on each Item of the Probcon, which may well run into a whole Goal.

3. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

4. Re-assess at 1. and continue to EP.

LEVEL 46, SAFE SOLUTIONS

The Safe Solution is what the Being uses to apologise for or explain his failures. It is something he decides to be, do, have or dramatise. The 6 Questions deal with the results obtained by using the computation, rather than the Postulates, Goals, IDs that are really behind such stupid behaviour.

Part A

1. List all disabilities, inabilities, that still remain. Things you fail at or know you would fail at. Solutions you're stuck with. Things you have given up trying to succeed at. Abilities you are no longer interested in acquiring. Something Else? Assess.

2. Check the following Questions for read:

> **'What do you usually do about (item from 1.) when confronted with it by others?'**
> **'What do you use to confront others with when you are under pressure to (item from 1.)?'**
> **'How do you excuse (item from 1.) to others?'**
> **'How do you excuse (item from 1.) to yourself?'**
> **'What reasons for failure are justified by (item from 1.) ?'**
> **'How does (item from 1.) make you feel noble or perfect?'**
> **'What are you trying to obtain sympathy for with (item from 1.)?'**
> **'Who are you trying to obtain sympathy or help from with (item from 1.)?'**
> **'W/W are you asking others to help you be again with (item from 1.)?'**
> **'What space or location does (item from 1.) help you to hold onto?'**
> **'How does (item from 1.) restore your power of choice?'**
> **'How does (item from 1.) help you reach?'**
> **'How does (item from 1.) help you withdraw?'**
> **'How does (item from 1.) help you withhold?'**
> **'How are you using (item from 1.) to make a space safe to occupy?'**
> **'How are you using (item from 1.) to get sympathy or compliance?'**
> **'How are you using (item from 1.) to maintain the game?'**
> **'How are you using (item from 1.) as a means to an end?'**

3. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-check the Questions at 2. and handle until none read.

6. Re-assess at 1. and continue to EP.

Part B

1. Check the following Questions for read:

> **'What creation is persisting?'**
> **'What creation is viewed on a via?'**
> **'What creation is assigned to another's cause?'**
> **'What creation should not be admired?'**
> **'What creation helps your game?'**
> **'What creation makes it go right?'**
> **'What creation is the dominant datum?'**
> **'What creation would be competition?'**
> **'What creation denies havingness?'**
> **'What creation is survival?'**
> **'What creation holds on to space absolutely?'**
> **'What creation denies space absolutely?**
> **'What creation holds on to a location absolutely?'**
> **'What creation denies a location absolutely?**
> **'What creation holds on to mass absolutely?'**
> **'What creation denies mass absolutely?**
> **'What creation holds on to objects absolutely?'**
> **'What creation denies objects absolutely?**
> **'What creation holds on to energy absolutely?'**
> **'What creation denies energy absolutely?**
> **'What creation holds on to time absolutely?'**
> **'What creation denies time absolutely?**
> **'What creation holds on to a place absolutely?'**
> **'What creation denies a place absolutely?**
> **'What creation holds on to a form absolutely?'**
> **'What creation denies a form absolutely?**
> **'What creation holds on to an event absolutely?'**
> **'What creation denies an event absolutely?**
> **'What creation should be held still?'**
> **'What creation should be made more solid?'**
> **'What creation should be stopped from going away?'**
> **'What creation should be manifested so everyone can see it?'**
> **'What creation would ruin the game?'**
> **'What creation is being created unknowingly?'**
> **'What creation must be protected?'**
> **'What creation mustn't be destroyed?'**
> **'What creation should not be seen?'**
> **'What creation is an accessory to game?'**
> **'What creation is a believed illusion?'**

'What creation is a delusion?'
'What creation is self-delusion?'
'What creation is a hallucination?'
'What creation is a lie?'
'What creation is enforced truth?'
'What creation is truth being manifested so that everyone can see it?'
'What creation is truth that is ruining the game?'
'What creation is truth being held still?'
'What creation is truth being made more solid?'
'What creation is for self alone?'
'What creation is for another?'
'What creation is for others?'
'What creation is for everyone?'
'What creation is for friends alone?'
'What creation is for enemies alone?'
'What creation is a problem for self?'
'What creation is a problem for another?'
'What creation is a problem for others?'
'What creation is a problem for everyone?'
'What creation is a solution for self?'
'What creation is a solution for another?'
'What creation is a solution for others?'
'What creation is a solution for everyone?'
'What creation is on a via to self?'
'What creation is on a via to another?'
'What creation is on a via to others?'
'What creation is on a via to everyone?'
'What creation is on serial vias to hide at source?'
'What creation should be withdrawn from?'
'What creation is necessary to game?'
'What creation is a stable datum?'
'What creation can be counted on to be there?'
'What creation must continue?'
'What creation makes you sole source?'
'What creation makes you senior?'
'What creation makes you win?'
'What creation is holding attention?'
'What creation is holding onto a win?'
'What creation is holding onto a loss?'
'What creation is holding off a win?'
'What creation is holding off a loss?'
'What creation are you not able to have?'

'What creation has opponents?'
'What creation has continuing adherence?'
'What creation has continuing solidity?'
'What creation is in motion?'
'What creation has no effect on self?'
'What creation has effect on others?'
'What creation is used to control?'
'What creation should be destroyed?'
'What creation must be withdrawn from?'
'What creation must be reached?'
'What creation must not be withdrawn from?'
'What creation must not be reached?'
'What creation must others be caused to reach?'
'What creation must others be prevented from reaching?'
'What creation must others be caused to withdraw from?'
'What creation must others be prevented from withdrawing from?'
'What creation is secret?'
'What creation is failing to arrive?'
'What creation is a mystery?'
'What creation is covered by blackness?'
'What creation should be covered by blackness?'
'What creation is imagined?'
'What creation is elsewhere?'
'What creation has no source?'
'What creation persists existence?'
'What creation maintains conditions?'
'What creation mustn't be confronted?'
'What creation mustn't be experienced?'
'What creation can't be confronted?'
'What creation can't be experienced?'
'What creation has always been there?'
'What creation has never been?'
'What creation must be opposed?'
'What creation must be held off?'
'What creation consumes energy?'
'What creation holds others off?'
'What creation pulls others in?'
'What creation makes others reach?'
'What creation makes others withdraw?'
'What creation makes others want to go in?'
'What creation gives a reward?'
'What creation is not accepted?'

'What creation is agreed with?'
'What creation is falsified?'
'What creation are you careful of?'
'What creation are you anxious about?'
'What creation is valuable?'
'What creation is valueless?'
'What creation is important?'
'What creation is unimportant?'
'What creation is regretted?'
'What creation has blame assigned for it?'
'What creation has a hidden cause?'
'What creation are you ashamed to admit?'
'What creation are you not responsible for?'
'What creation belongs to the opposition?'
'What creation are you jealous of?'
'What creation is a substitute?'
'What creation is a waste?'
'What creation threatens loss?'
'What creation must never happen again?'
'What creation is unnecessary?'
'What creation is a lost cause?'
'What creation is unwanted?'
'What creation must be attacked?'
'What creation must be tolerated?'
'What creation must be endured?'
'What creation must be fleed from?'
'What creation must be succumbed to?'
'What creation is another suppressing you with?'
'What creation are you suppressing another with?'
'What creation is another suppressing another with?'
'What creation are you suppressing yourself with?'
'What creation is another invalidating you with?'
'What creation are you invalidating another with?'
'What creation is another invalidating another with?'
'What creation are you invalidating yourself with?'
'What creation is another overwhelming you with?'
'What creation are you overwhelming another with?'
'What creation is another overwhelming another with?'
'What creation are you overwhelming yourself with?'
'What creation is another making nothing of you with?'
'What creation are you making nothing of another with?'
'What creation is another making nothing of another with?'

'What creation are you making nothing of yourself with?'
'What creation is an everlasting solution to Nothing versus Something?'

LIST the major reading Question, then clean the resulting Item with Repeater and Indicator Tech.

2. Insert the Item (Creation from 1.) in the following Questions and check for read:

'On (Creation from 1.), W/W is making self right?'
'On (Creation from 1.), W/W is making others wrong?'
'On (Creation from 1.), W/W is escaping domination?'
'On (Creation from 1.), W/W is dominating others?'
'On (Creation from 1.), W/W is surviving?'
'On (Creation from 1.), W/W is hindering the survival of others?'

3. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-check the Questions at 2. and handle until none read.

6. Re-assess at 1. and continue to EP.

LEVEL 47, DEMOTED BEINGNESS

When the ID meets up with the OppID, the Safe Solution to that unsolveable game is to become a lesser beingness. The demoted beingness is less able to succeed on the Goal and is more introverted into Reactive Mind, with all its unwanted and stuck conditions. This is the route of the descending Goal and also the route into materiality and the present stuck Now.

1. List all those problems in the past you have solved, shelved, avoided, got away from. All problems of long duration. All problems in PT. List all solutions you would like to achieve or have. All and any winning identities, methods or standard operating procedures you use or have used. List any and all items you think you should be or would like to be. All those things that appear unattainable at this time. List what you see as the parts of total freedom. Add Something Else? Assess.

2. Check the following Questions for read:

> **'In what way could you have (item from 1.)?'**
> **'In what way have you not had (item from 1.)?'**
> **'In what way could you be (item from 1.)?'**
> **'In what way could you solve (item from 1.)?'**
> **'In what way have you not solved (item from 1.)?'**
> **'In what way could you find a safe solution to (item from 1.)?'**
> **'In what way could you find a way to get even on (item from 1.)?'**
> **'In what way must you reach (item from 1.)?'**
> **'In what way can't you reach (item from 1.)?'**
> **'In what way could you withdraw from (item from 1.)?'**
> **'In what way have you withdrawn from (item from 1.)?'**
> **'In what way have you failed to withdraw from (item from 1.)?'**
> **'In what way are you stuck with (item from 1.)?'**
> **'In what way are resisting (item from 1.)?'**
> **'In what way are unable to terminatedly handle (item from 1.)?'**
> **'In what way have you found a way to survive (item from 1.)?'**
> **'In what way are you continuing to mock up (item from 1.)?'**
> **'In what way are you stopping (item from 1.) from going away?'**
> **'In what way are you making (item from 1.) more solid?'**
> **'In what way are you solving (item from 1.) by being something else?'**
> **'W/W is spoiling the game of (item from 1.)?'**
> **'W/W is calling everyone's attention to (item from 1.)?'**

3. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-check the Questions at 2. and handle until none read.

6. Re-assess at 1. and continue to EP.

LEVEL 48, THE AGREEMENTS

The Mind of the Spiritual Being

The Being's 'mind' is the mechanisms used by the Being to inter-relate and act between himself, others, created materiality. It is used to maintain consistency and persistency in inter-action. This is the equivalent to the concern for survival of the Composite. The Mind keeps track of who and what one is inter-acting with, what one has previously agreed to, what one has experienced and decided, what one is currently involved in, and what one plans to be involved in. It helps to correlate all this information so that one doesn't accidentally go out of agreement with the inter-action. It helps evaluate one's ideas, plans, and wishes so that they can be translated into inter-action. The mind is intended for games playing.

The division of thought into different types of mind is somewhat artificial. In the final analysis the Being doesn't have different minds; there is just the Being and his postulates. However, the functions of the Spiritual Being's mind (exterior to the Composite) can be defined and divided in a close analogy to the way the Composite mind can be divided into conscious, pre-conscious, sub-conscious and un-conscious.

The Conscious Mind

This is what one views and knows right now. It really consists of the Being with his native abilities of postulating and perceiving. It is the central facility relating to the Being playing games. If one is using a Composite then it would include the information coming from that source: the perceptions one is getting in, the Composite's current analytical and reactive thoughts, sensations and feelings, and the two-way interchange between the GE's programme and the Being's knowingness perceived by the Composite as intuition.

The Sub-Conscious Mind

This is the knowingness of all one's previous experience, perceptions and postulates. One uses this to keep track of which 'rules' one agreed to, and where one was headed, so one can continue one's activity in a consistent manner. However, much of this Spiritual Reactive Mind may be aberrated, containing false or mis-owned data or wrong explanations, and blank spots of postulated not-knowingness. All categories of out-points apply to the contents here. Much of the material contradicts itself. However, much of this knowingness is minimally aberrated and very useful in the playing of games, e.g. the laws of the universe, and how to operate a body.

All of the material in this Spiritual Reactive Mind can be made available, even though much of it is hidden under many layers of alteration. However the common denominator of all of it is that one doesn't know it or look at it right now. The least aberrated data can at any time be looked at by the conscious mind instantaneously (this corresponds to the 'pre-conscious'). The most aberrated or hidden data is repressed (this corresponds to the 'unconscious').

The sub-conscious Spiritual Reactive Mind contains postulated mechanisms that continue to compute beneath the surface of consciousness. It uses the total amount

of material (including outpoints) in its evaluation. It paints the background and the props and keeps track of the script for the game of life. It contains much information the Being could use consciously, but it doesn't necessarily make it easily available.

The Super-Conscious Mind

The Super-Conscious mind of the Spiritual Being co-ordinates the actual interaction between the Being and the external agreed-upon universe. That universe is shared with many other Beings. Their effects need to be co-ordinated to maintain consistency in the agreements. The Super-Conscious mind is the field of inter-action of Spiritual Beings; it keeps track of the totality of the positions, postulates and actions of all other Beings/Players. It is a function of the total knowingness of the Being at native state exterior to the Game.

If one makes a clear-enough postulate about something to happen in the physical universe it will happen. The Super-Conscious mind takes care of the mechanics of how. It co-ordinates the postulate with the vast complexity of the world with it's agreed-upon rules, and with many other Beings postulating things at the same time. It will make sure that your postulates are carried out without conflict, but of course it doesn't prevent the sub-conscious Reactive Mind counter-postulates equally taking effect.

This is what is being used to actually manifest external effects in the complexity of the agreed-upon Universe. Not to figure out what to do, not to observe and postulate, but to actually make the intended action manifest itself in the universe in alignment with the agreements that are in place. The Being is the full cause of every implication and side-effect of his postulates but he hides all of that in the super-conscious mind. Of course the Being's agreements may now include the necessity to make postulates manifest through effort rather than intention.

The sub-conscious is introverted. It is the subjective internal mechanisms that add up to who he is, what he can do, what he has done, where he is going, why he is doing what he is doing etc. It makes these things persist by the fact that the mechanics and contents of this mind are hidden from view.

The super-conscious is extroverted. It is the objective information and mechanics of the universe around the Being. It makes sure that the outer universe is there to experience and that postulated effects take place.

The conscious mind is the canvas that life is being played out on. It is what the Being knows that he is doing, what he is directly observing.

The mind was created to make game playing possible, to provide a balance of know and not-know which amounts to a game. But it would be desirable to be able at any time to pull out and recover the not-knowingness. So we are working on the Project to attain the added know-how of being able to play any game and get out of it again.

One area where the Being's agreements get aberrated is where the Physical Game and the Spiritual Game coincide - where the GE/Composite and the Being have purposes that complement one another. These give the basis for joint game. Because they are things the Being cannot have or do without the via of a body, he becomes dependent on the body for game and eventually as these agreements are negated, his capability becomes severely limited. He no longer knows the 'open sesame' that will release him from these long-established agreements and mutual out-Primaries.

1. Assess List **A**:

To survive	**To be a problem**	**To escape domination**
To endure	**To be a solution**	**To be rewarded**
To die	**To escape being an effect**	**To know about**
To sex	**To escape being a cause**	**To forget**
To have love	**To achieve**	**To remember**
To give love	**To impress**	**To communicate**
To be irresponsible	**To find**	**To withhold communication**
To be responsible	**To possess**	**To receive communication**
To suffer	**To be possessed**	**To create something**
To win	**To punish**	**To destroy something**
To lose	**To be punished**	**To be wanted**
To protect	**To become something**	**To be needed**
To be a body	**To have something**	**To substitute something**
To attack	**To be admired**	**To waste something**
To avoid	**To have sensation**	**To acquire something**
To reach	**To be an effect**	**To arrive**
To withdraw	**To hide**	**To fail to arrive**
To have	**To experience**	**To stay**
To not have	**To persist**	**To leave**
To deny others	**To be right**	**To always win**
To deny self	**To dominate**	**To always lose**

2. Assess List **B**:

To know	**To be separate**	**To not have**
To not know	**To have mass**	**To escape**
To know about	**To have energy**	**To have others**
To forget	**To have space**	**To have empathy**
To remember	**To have time**	**To have agreement**
To be	**To have identity**	**To have disagreement**
To not be	**To be unaccountable**	**To have a mystery**
To not exist	**To be cause**	**To have unknown creation**
To create change	**To reach**	**To have a viewpoint**
To create motion	**To withdraw**	**To have a permanent game**
To be located	**To be something**	**To perceive**
To have beingness	**To not be nothing**	**To have aesthetics**
To be duplicated	**To be limited**	**To be admired**
To be visible	**To be challenged**	**To be good**
To communicate	**To have a game**	**To cause an effect**
To be a receipt point	**To have a via**	**To have competition**
To be an effect	**To become something**	**To be a cause-point**
To have	**To have the unattainable**	**To have a vision**
To have players	**To have an unknown**	**To have CUE**
To have opponents	**To have action**	**To be one with**
To win	**To have motion**	**To reach an end-point**
To lose	**To have change**	
To experience anything	**To be imperfect**	**Something Else?**

3. Check the following Questions for read:

>   **‘What would be a safe solution on (A) while trying to handle (B)?’**

>   **‘What would be a safe solution on (B) while trying to handle (A)?’**

LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-assess at 1. and 2. and continue to EP.

LEVEL 49, ASSIGNMENTS

Part A

Sometimes what you want seems to just 'come along' and this may cause you to expect this other cause-point to continue in operation, rather than to recognise one's own causation in the matter and others' freedom of choice. The following should help to sort this out.

1. Check the following Questions for read:

'W/W should assign you more SPACE?'
'W/W should assign you more BEINGNESS?'
'W/W should assign you more TIME?'
'W/W should assign you more CHANGE?'
'W/W should assign you more MATTER?'
'W/W should assign you more POSSESSIONS?'
'W/W should assign you more OBJECTS?'
'W/W should assign you more ENERGY?'
'W/W should assign you more POWER?'
'W/W should assign you more LOCATIONS?'
'W/W should assign you more ACKNOWLEDGEMENT?'
'W/W should assign you more RECOGNITION?'
'W/W should assign you more HAVINGNESS?'
'W/W should assign you more COMMUNICATION?'
'W/W should assign you more WINS?'
'W/W should assign you more HAPPINESS?'
'W/W should assign you more END-POINTS?'
'W/W should assign you more ACHIEVEMENTS?'
'W/W should assign you more ATTENTION?'
'W/W should assign you more CAUSATION?'
'W/W should assign you more FREEDOM?'
'W/W should assign you more AESTHETICS?'
'W/W should assign you more EMOTION?'
'W/W should assign you more EMPATHY?'
'W/W should assign you more UNDERSTANDING?'
'W/W are you holding on to absolutely?'
'W/W are you waiting for?'
'W/W are you not granting beingness to?'

2. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

3. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

4. Re-check the Questions at 1. and handle until none read.

Part B

Total identification - being at one with someone or something always - is a trap, whether at the Spiritual or Material level or in-between. CUE retains the ability to separate out - to be willing and able to share a viewpoint and responsibilities, but not to permanently become.

1. List to BD: **'With W/W do you believe or feel you have "oneness"?'**

2. Probcon the resulting Item. The Probcon may well run into a whole Goal.

3. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

4. Re-check the question at 1. and handle until clean.

LEVEL 50, BASICS

Part A - Pan-Determinism

There is little understanding of what the 10th Domain - the Infinite - is, or what the highest state of being is. The confusion is usually between these possibilities:

1. Spiritual Beings were created by some higher agency, the Superior Being. The highest state is to be answerable to this bigger Being and to be fully the way one was created. The totally at-effect solution of Western religion. This is other-determinism, i.e. one is limited in cause by whatever God decides.

2. Spiritual Beings were completely separate individualities with total potentialities that somehow got lost. The highest state is to get back to being at total cause as an individual. This is self-determinism, i.e. one is one's own cause-point, and not at cause over others.

3. Originally there was the Spirit Body. This, as a creative action and as a game, differentiated into Spiritual Beings. The highest state is knowingness of one's God-like native state and responsibility for all source-points and possibilities. This is pan-determinism, i.e. one has unlimited possibilities.

These are all misguided to the extent that they assume Time, and some origin in the distant past. The first solution is disproven by the fact that The Insight Project works. Nothing seems to indicate anything but that the individual is self-determined, if not pan-determined.

The second, self-determined solution seems at first to be the most rational. However, a little bit of logic proves it to be impossible. If the individual is, at his highest state, total cause as an individual his universe is what he creates himself. He could only inter-act with other Beings if he creates that truth first and he postulates the precise inter-actions taking place. And the other Beings would have to do the exact same thing. But there is no way they can inter-act without making the same postulate at the same time. Which they can't because they aren't communicating before they do that. If self-determined cause was the highest possible state, then interaction would be impossible and life and games wouldn't exist. This doesn't change the fact that the individual can be full self-determined cause - there is just a higher state than that.

The only possible explanation to inter-action between Beings in a shared universe is that you are cause over them and they are cause over you. You are all Beings of the same nature. There are principles and agreements that go beyond full self-determined creation. You are fully capable of knowing and causing the actions of both 'you' and 'others'. Because you ARE the Supreme Being, in a way you also ARE the others. You are not created, you are not a minor piece of something bigger - you are an infinity of causation and possibility.

Note that it doesn't mean 'We are all the same', 'I don't exist', 'I am part of someone else', 'God will call me home' or anything like that. It rather means that you ARE everything and everyone and everywhere; and concurrently you ARE a chosen source-point - and there is no way you can lose that individuality.

Now, the trap is that it is very easy to invert this or to apply it on the wrong level. Because your viewpoint, your game and so forth were created by yourself on a high

level and you now operate on a lower level - you might think that you were created by a higher level Being.

Because Beings are - on a high level - all the infinite and universal Spirit, they can be fooled on a lower level into thinking they are all the same. Because a Being in native state is 'everywhere' he can on a material level be fooled into thinking that he is in the same location as someone else.

Because a Being as Spirit can take anybody's viewpoint, he can on the material level be fooled into thinking another's viewpoint is his. Because on a high level you can coincide with anything, anybody, and anywhere, you might agree, on a low level, to be stuck to anything, anybody, anywhere - as an effort to attain native state. But it is really just an aberrated lower harmonic.

The most effective aberrations and the hardest ones to handle are the ones that are the closest to the truth. The trick to aberration is that it is truth with an insidious twist. The higher the truth is and the more subtle the alteration is, the harder it will hit. The biggest reason for Beings getting stuck in Physical Games is their insistence on the Games Condition of self-determinism and their negation of pan-determinism. They adopt fixed beingnesses and are therefore unable to see things from several sides at the same time.

You take something that is whole and you separate it into parts that aren't whole. Me and Them. This provides the potential for an infinite amount of variation, games, and exploration of inter-action between parts.

The ultimate whole is All-That-Is which is the 10th Domain. That is most truly you in the highest possible state. It is the supreme state of being and encompasses an infinity of infinities and there is nothing it doesn't include between cause and effect.

The ultimate whole separates into smaller and smaller fragments to form the scope of the Domains and any phenomenon in existence. Each fragment is from a certain perspective a whole that can fragment further into parts. This is the holographic nature of existence: any part is conscious to some level; it is also a holographic reflection of the whole it is part of. Any part has the potential of developing back into the whole, and any part has an urge to do just that. However, it is inhibited in doing that by the fact that it is only a part. The path back to wholeness goes through re-integration. That is, re-combining parts that had been separated.

The basic separation method was a separation into dichotomies. For example, you kept a part that you recognise as you, that is the Subject part. But then you fragmented off many other parts that you are pretending aren't you, that is the Object part. The cycle has been repeated many times over in many different ways. What remains is that there is a complex of things you are, which you might consider being yourself, and there is a complex of things that you aren't, that is the world you see around you. There are many added complexities to this such as things you are but you pretend you aren't, and things you aren't but you pretend you are. That gives us sub-conscious minds, identities, entities and a multitude of other phenomena.

The most practical path of development is to address the part that you consider You, and to allow it to re-integrate its lost parts. Considering yourself as a part is not untrue, however it is not very conducive to development. It is more productive to consider yourself as a whole in search of its lost parts. That subject has been the subject of much religious disagreement. There are those who consider themselves

lost parts waiting for their creator to call them home. And there are those who consider themselves the whole searching for its lost parts. The first group have for a while been the majority, but the consensus is broadly shifting towards the second view. The Insight Project is aligned with the second view.

Note that just because two parts are part of the same whole **does not** mean that they *are* the same. There is a subtle difference that, when missed, produces an infinite amount of confusion. The ultimate whole is not infinite same-ness, it is infinite differentiation. The path is the integration of differences and that never makes them the same. Same-ness is a trap.

A basic classification of separation is into parts you can BE, parts you can DO, and parts you can HAVE. There are things you are being and things you aren't being. There are things you are doing and things you aren't doing. There are things you are having and things you aren't having. The combination of these factors in different ways provides much variety and interest.

The Insight Project is the process of finding and re-integrating your lost parts. There is a certain sequence to that which we have been following. Certain parts you can't re-integrate unless you have re-integrated other parts first.

Part of the path is sorting out which parts are you and which aren't. Ultimately they are all you, but it is not always practical to see it like that. For any level below the 10th Domain and true pan-determinism there will be parts that belong with other wholes than the whole that is you, and it is necessary to realise that and to stop being them. For example, you might be using parts that really belong with other Beings and you might have to return them. That is the issue of ownership. Ultimately it is all yours, but that is at a level above individuality, and is your choice.

In evaluating an idea there is no reason to accept anything that limits power of choice. If somebody gives you an idea, say "God created you and you must obey his laws", how do you know if that is true? Well, if it increases your power of choice it is a useful idea. If it doesn't, it is a falsity probably intended to control you. In this case the statement would limit your power of choice if you accepted it, so you don't have to. It is a common trick to give you something that seems to be a great truth and that aligns and explains a lot of things but that has a twist that limits your choices. You might accept it because it seems to explain a lot of confusions. That is alright, but watch out for the limitation of choice.

Examining the status of your power of choice is more important than any amount of convincing explanations of how things are. If you keep guarding your power of choice you can't be fooled for long. You could divide people into those who are seeking power of choice only for themselves and those who want it for others too. That is the difference between purely self-determined and pan-determined ways of operating.

1. Assess the Domains Assessment.

2. Bearing the item from 1. in mind, assess the following Games Conditions:

Not knowing	**Paying attention**
Interest	**Self-determination**
Disinterest	**An identity**

Individuality	**Victimising**
Having problems	**Sacrificing**
Not able to have	**Hiding**
Alive	**Denying energy**
Having opponents	**Resisting energy**
Remembering	**Enforcing energy**
Forgetting	**Reaching for energy**
Continuing solidity	**Holding on to energy**
Continuing adherence	**Holding off energy**
Loyalty	**Pretending energy**
Disloyalty	**Playing a game with energy**
Betrayal	**Assigning correct energy**
Help	**Denying space**
In Motion	**Resisting space**
Emoting	**Enforcing space**
Continuing action	**Reaching for space**
Heat	**Holding on to space**
Cold	**Holding off space**
Thinking	**Pretending space**
Hating	**Playing a game with space**
Loving	**Assigning correct space**
Having no effect on self	**Denying time**
Having effect on others	**Resisting time**
Stopping communication	**Enforcing time**
Changing communication	**Reaching for time**
Getting into it	**Holding on to time**
Agitation	**Holding off time**
Noise	**Pretending time**
Controlling	**Playing a game with time**
Starting	**Assigning correct time**
Changing	**Denying ownership**
Stopping	**Resisting ownership**
Responsibility	**Enforcing ownership**
Not winning	**Reaching for ownership**
Not losing	**Holding on to ownership**
Not arriving	**Holding off ownership**
Forever	**Pretending ownership**
Never	**Playing a game with ownership**
Identifying	**Assigning correct ownership**
Being subjective	**Denying effort**
Pretending	**Resisting effort**
Lying	**Enforcing effort**

Reaching for effort	**Enforcing identity**
Holding on to effort	**Reaching for identity**
Holding off effort	**Holding on to identity**
Pretending effort	**Holding off identity**
Playing a game with effort	**Pretending identity**
Assigning correct effort	**Playing a game with identity**
Denying identity	**Assigning correct identity**
Resisting identity	**Something Else?**

3. Check the following Questions for read, inserting the Games Condition (GC) from 2:

> **'On (item from 1.), W/W would make (GC) important?'**
>
> **'On (item from 1.), W/W would make (GC) unimportant?'**
>
> **'On (item from 1.), W/W would pretend involvement in (GC)?'**
>
> **'On (item from 1.), W/W would be involved with an EP on (GC)?'**
>
> **'On (item from 1.), W/W would withhold involvement in (GC)?'**
>
> **'On (item from 1.), W/W would be unable to withhold involvement in (GC)?'**
>
> **'On (item from 1.), W/W must win by (GC)?'**
>
> **'On (item from 1.), W/W must lose by (GC)?'**
>
> **'On (item from 1.), W/W can't confront the adverse consequences of (GC)?'**
>
> **'On (item from 1.), W/W is trying to survive via (GC)?'**

4. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

5. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

6. Re-check the Questions at 3. and handle until none read.

7. Re-assess at 2. and repeat Steps 3. - 7. until clear, then re-assess at 1. and continue to EP.

Part B - The Time Continuum

A Being would not trap himself in a permanent and irrevocable game knowingly, for that would mean the end of all further new universes and ultimately of himself as a Gamesmaker.

A problem, to be a problem, must contain a lie. The introduction of the lie changed the apparency of the situation, so the actual situation can not be duplicated. As soon as change is introduced through a via that is a not-known, confusion, complexity and thus problems arise. Time, of course, is a basic example. When circumstances change without our agreement, or other-direct us, problems multiply. Without the ability to directly postulate motion, one is involved in effort: motion via materiality. This in itself is antipathetic to a Being and holds him below the effort band. His true game would be above this phenomena.

1. List all the games you can mock up as potentially possible outside the Time Continuum. What might you do if you were really free? The games you would really like to mock up. Dreams you would like to have. Daydreams you have indulged in. Your real fantasies, no holds barred. Games you believe you might have played in the pre-universe past or alternate-universe present or future or no-time. Something Else? This list can of course be added to as more comes into view. Assess.

2. Check the following Questions:

> **'On (item from 1.) W/W is holding on to here absolutely?'**
>
> **'W/W is deciding (item from 1.) would spoil the game?'**
>
> **'W/W must have (item from 1.)?'**
>
> **'W/W can't have (item from 1.)?'**
>
> **'W/W must reach for (item from 1.)?'**
>
> **'W/W can't reach for (item from 1.)?'**
>
> **'W/W must withdraw from (item from 1.)?'**
>
> **'W/W can't withdraw from (item from 1.)?'**

3. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-check the Questions at 2. and handle until none read.

6. Re-assess at 1. and continue to EP.

Part C - The Future
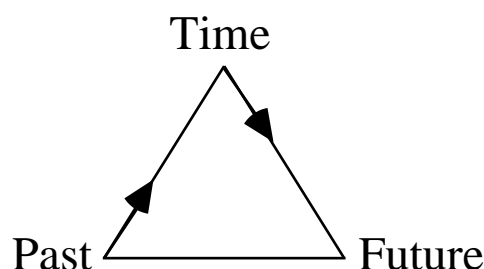
By now your past should be a non-existent curiosity. Your attention is probably on doingness in the present towards self- and pan-determined goals in the future on all Domains. Unfortunately, while you are creating a future you are creating Time. You are creating the trap of Becomingness instead of Being. The creation of the Future is a pole, and this restimulates the second pole, the Past. The Past-Future flow creates the illusion of Time, whereas the Present in truth is a No-Time.

A little child has no past or future, only NOW. A NOW that is interesting, bright and full of new wonders, and anything looks possible. Life and his gradually restimulated past teaches him otherwise, and backs him out of NOW until he becomes a fully conforming human being, with a past and future with their rewards and punishments. This is the teaching of survival and the entrappment of Time. So we must now exorcise the future.

1. List all your current futures. Starting from the viewpoint of NOW, what are you trying to achieve today, tomorrow, by the end of next week, month, year, lifetime, and beyond. List all your current Postulates and Goals for the future. (My, you have created a lot of future!). Add Something Else? Assess.

2. Check the following Questions:

> **'In what way must you have (item from 1.)?'**
> **'In what way can't you have (item from 1.)?'**
> **'In what way must you let go of (item from 1.)?'**
> **'In what way can't you let go of (item from 1.)?'**
> **'In what way are you seeking a reward for (item from 1.)?'**
> **'In what way are you escaping a punishment with (item from 1.)?'**
> **'In what way must you win with (item from 1.)?'**
> **'In what way must you not lose with (item from 1.)?'**

3. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-check the Questions at 2. and handle until none read.

6. Re-assess at 1. and continue to EP.

Part D - Cause-point

The more I continue on this route, the more aware I become that we are running our part of the awarenesses and aberrations of the same beastie, the Spirit. As I said in the beginning, the item Me and the viewpoint Self are probably only part of the physical illusion we are were all trapped in (note the past tense).

'Me' denies space and viewpoint to another, so it is out-CUE and obviously therefore not Spirit. It says, this doingness is my cause-point's, those doingnesses are your cause-point's, so it is a denial of responsibility for most causation including the physical mock-up. It says, this materiality is mine, that materiality is yours, or just as frequently, what's yours is mine and what's mine is also mine! All these viewpoints are linked to the competitive survival of a Me identity, so they must be suspect, as survival of the fittest is the GE's viewpoint not the Spiritual Being's. So let us inspect this part of the illusion thoroughly.

1. List all those times when the Self appeared of importance. All those suspected viewpoints that appear to make others less valuable, less aware, less important than Self. That make one appear something special and above mere mortals. This area can be expanded as one becomes aware of how one's viewpoint demeans others as lesser beings than the sacred or perfect Self. You should be aware enough of those factors to be entirely honest in this matter, and in fact you had better be.

List all those terminals and situations, where one has blamed another for any effect that was unacceptable. Those items and things (the W/W's) one has assigned as cause for any condition affecting you, others or the environment. Anything that one does not have a certainty one is directly the cause of, including the Universe if necessary! Anything else that seems relevant to this little island assigned Self. Those people and things one hates, dislikes, disagrees with, ignores or makes nothing of.

This list could be of enormous length, so I would use 'emotion against' as the guiding factor on what you list. Be prepared to add to the list as new material moves in. The hot items, emotionally charged, are more likely to read now. The cold items, unemotional response, are probably too remote, as yet, to read and will clog up the list. As usual, add Something Else? Asses the list.

2. Check the following Questions:

> **'In what way would you .... (item from 1.)?'**
> **'In what way wouldn't you .... (item from 1.)?'**
> **'In what way could you .... (item from 1.)?'**
> **'In what way couldn't you .... (item from 1.)?'**
> **'In what way should you .... (item from 1.)?'**
> **'In what way shouldn't you .... (item from 1.)?'**
>
> *- inserting the buttons overleaf ....*

be willing to start	**confront**
be willing to change	**accept**
be willing to stop	**help**
take sides against	**be interested in**
choose sides on	**have**
be on the side of	**share space with**
be willing to let happen again	**agree with**
be willing to repair	**adopt viewpoint of**
be willing to associate with	**separate from**
be willing to take responsibility for	**be able to experience**
accept responsibility for both sides of	**duplicate**
be willing to control	**be**
communicate with	**source**
understand	**postulate**
love	**cause**

3. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-check the Questions at 2. and handle until none read.

6. Re-assess at 1. and continue to EP.

Part E - Final Procedure

1. Assess the Domains Assessment under the major reading Domain.

2. Check the following Questions:

> **'On (item from 1.) what effect have you caused?'**
>
> **'On (item from 1.) what effect can you cause?'**
>
> **'On (item from 1.) what effect will you cause?'**
>
> **'On (item from 1.) what causation are you withholding?'**

3. LIST the major reading Question, then Probcon the resulting Item. The Probcon may well run into a whole Goal.

4. Find the Postulate & Opposing Postulate, then the FA & Opposing Postulate. D/L any that stick or get off considerations. Run the BLOCK computations. Clean the Goal if run.

5. Re-check the Questions at 2. and handle until none read.

6. Re-assess at 1. and continue to EP.

SECTION G

FULL REALISATION

Completion of The Insight Project

The final Section of the Project is a full Case Completion review. It is also a major case handling in its own right, and should lead to an EP for the Project as a whole. To achieve this, however, you may yet have quite a bit of work yet to do, both in this Section and if necessary on other Levels of the Project. And of course, the techniques of the Project are always at hand for you to handle whatever comes up as you continue to expand your awareness, responsibility and confront over the years to come.

Part A

There should have been a major realisation at some point on the later Levels which explains everything - the light at the end of the tunnel, a genuine glimpse of Full Realisation. This is handled first.

If this isn't the case, go on to Part B.

1. D/L

> **'When did you first postulate (realisation)?'**

> **'Where did you first postulate (realisation)?'**

2. Prior confusion

LIST **'What confusion was (realisation) a solution to?'**

Run the confusion on BPC checklist to P/N; then Probcon, and run the major reading top Item from the Probcon on Rev A & B to find the Post-Opp Post-FA-Opp Post, D/L and run the BLOCK computations, and handle any subsidiaries. When this is clean the realisation will be clearer. As the lies and false data are stripped off, one begins to see the truth of the situation. Use all the tools at your disposal. Reach for the most causative view you can - this helps, providing it reads as true. Finally the long-awaited LFBD's and VGI's come - it just takes persistence to find out the whole truth to achieve this.

3. D/L the major reading of:

'When was the first time you interiorised into .... and not-knew it?'

with the following buttons:
> **the universe**
> **the game**
> **a machine**
> **a body**
> **a remote viewpoint**
> **another self**
> **other selves**
> **something else?**

4. Locate the prior confusion to this with:

'What confusion was interiorising into (button from 3.) a solution to?'

Handle as 2. then re-check at 3. until all clean.

This the EP of the Insight Project. A bloody great Well Done!!! After a break, go on to Part D of this Section to do an objective expansion of your state of Full Realisation.

Part B

If a full realisation is not yet apparent then continue with the following corrections and further case handlings. Use Indicator Tech on everything. If at any time the full realisation appears - and you will know it - move to Part A.

1. Assess the following: **Interiorised into something?**
         Go in?
         Went in?
         Put in?
         Want to go in?
         Can't get in?
         Kicked out of spaces?
         Can't go in?
         Trapped?
         Forced in?
         Pulled in?
         Pushed in?

Handle with Super Out-Int on Level 23.

2. **Is there a List error?** (Find and handle)

3. **Have you given yourself a wrong Item?** (Find and handle)

4. **Have you given yourself a wrong Indication?** (Find and handle)

5. **Is there an out-List?** (Find and handle)

6. **Do you have a CUE break?** (Upsets Repair List)

7. **Are you upset?** (Upsets Repair List)

8. **Do you have a Problem?** (Clean)

9. **Are you withholding anything?** (Clean)

10. **Is there some sort of withhold?** (Clean)

11. **Have you committed any misdeed?** (Clean)

12. **Regarding Full Realisation, do you have a CUE break?** (Upsets repair List)

13. **Regarding Full Realisation, are you upset?** (Upsets repair List)

14. **Regarding Full Realisation, do you have a Problem?** (Clean)

15. **Regarding Full Realisation, are you withholding anything?** (Clean)

16. **Is withholding Full Realisation a solution to some earlier problem?** (Clean)

17. **Is withholding Full Realisation allowing you to escape something?** (Clean)

18. **Are you assigning cause to something else?** (Clean)

19. **Have you had trouble with exteriorisation?** (Clean)

20. **Are you trying to get even with something?** (Clean)

21. **Are there any un-run Postulates hanging up?** (Clean)

22. **Have you been forced to play this game?** (Clean)

23. **Is this not your game?** (Clean)

24. **Are you putting things there?** (Clean)

25. **Are you looking for things not there?** (Clean)

26. **Are you putting something there where there was nothing?** (Clean)

27. **Are you protesting anything?** (Clean)

28. **Are you withholding havingness from anything?** (Clean)

29. **Is there any invalidation of Full Realisation?** (Clean)

30. **Is there any invalidation of your previous gains?** (Clean)

31. **Are you invalidating?** (Clean)

32. **Are you in doubt of the end result?** (Clean)

33. **Are you invalidating the fact that you are Fully Realised?** (Clean)

34. **Is there any evaluation?** (Clean)

35. **Is your behaviour being evaluated?** (Clean)

36. **Regarding Full Realisation, is there any evaluation?** (Clean)

37. **Are you handicapping yourself?** (Clean)

38. **Are you Suppressed?** (Clean)

39. **Is there some other trap, MEX or REX feeding you false data?** (Clean)

40. **Are you preventing yourself from using Spiritual Being perception?** (Clean)

41. **Regarding Full Realisation, do you feel you can't believe it?** (Clean)

42. **Are you waiting for a special realisation?** (Clean)

43. **Couldn't you understand how you trapped someone?** (Clean)

44. **Have you been over-run?** (Clean)

45. **Is there something that should have read but hasn't?** (Clean)

46. **Have you always been withholding Full Realisation?** (Clean)

47. **Are you pretending not to be Fully Realised in order to gain advantage?**
(Clean)

48. **Are you pretending to be human in order to gain advantage?** (Clean)

49. **Is withholding Full Realisation a solution to or escape from ....?**
(Clean)

Assess No-Game Conditions

50. **On Full Realisation, is there something you are ....?** (Clean)
Mis-owning
Mis-assigning
Negating
Substituting
Wasting
Occluding
Unknowing
Remembering
Forgetting
Not knowing
Knowing about
Knowing
Having
Regretting
Making important
Making unimportant

52. **On Full Realisation, is there some ....**
you are unwilling to let go of? (Clean)
Motion
Game
Beingness
Person
Identity
Action cycle
Reality
Communication

53. **On Full Realisation, is there some loss being threatened?** (Clean)

54. **On Full Realisation, is there something you are trying to escape from?**
(Clean)

55. **On Full Realisation, is there some over-run?** (Clean)

56. **On Full Realisation, is there some unhandled ethics situation?** (Clean)

57. **By denying yourself Full Realisation, are you solving any problems in ....?**

> **Change**
> **Help**
> **Pleasing**
> **Creating**
> **Responsibility**
> **Confront**

58. **In denying yourself Full Realisation, is there an intention or postulate about something or someone?** (Clean)

59. **In denying yourself Full Realisation, are you running a can't have? Or are you running a must have?** (Clean)

What postulate or beingness must be enforced that others must have?

What postulate or beingness can't be had that others must have?
(Clean with Safe Sol. Qs and Rock Qs, and find Postulates)

60. **Is the problem only 'attention on the body'?** (Clean)

61. **In denying yourself Full Realisation, is there some postulate, consideration or opinion regarding .....**

In denying yourself Full Realisation, what postulate, consideration or opinion would create .....

> **Too much power?**
> **Too little randomity?**
> **No game?**
> **No opponent?**
> **An unresolveable problem?**
> **An unrealisable solution?**
> **Some confusion?**

(Clean with Safe Sol. Qs and Rock Qs, and find Postulates)

62. **Is the problem 'Out-Universe'?**

What postulate pulled you back in?

What postulate would make you leave?

63. **What truth have you misowned that is ....**

    Is there some truth that is being ....   Asserted?

                                                Unadmired?

                                                Enforced?

                                                Inhibited?

                                                Forced?

                                                Thought to be strange?

                                                Too aesthetic?

                                                Too interesting?

                                                Too horrible?

                                                Altered?

                                                Negated?

                                                Created?

                                                Non-existent?

                                                Hidden?

                                                A hidden influence?

                                                Too duressful?

                                                Uncertain?

                                                You can't have?

                                                (and other BPC buttons)

64. **Is the problem in low havingness?**

If this reads, list those things you still want or are having difficulty obtaining, or feel you can't have. Assess.

Run: On (item), W/W are you denying havingness to?

       On (item), W/W are you running a can't have on?

       On (item), W/W are you enforcing havingness on?

       On (item), W/W are you substituting havingness for?

       On (item), in what way are you denying havingness to self?

LIST major reading Question, Probcon, get Postulates, etc.

65. **Is the problem threatened loss of ....**

    The Reactive Mind?
    The Game?
    The Memory Banks?
    The Time Continuum?
    The Mind?
    The Attention Unit?
    The Body?
    The Genetic Entity?
    A Comparable Opponent?
    Other Banks & Pictures?
    Sensations?
    Matter?
    Energy?
    Space?
    Time?
    Location?

W/W is threatening the loss of (item above)? (Probcon and find Postulates, etc)

66. **Is there something you cannot grant beingness to?**

(a) Write an Assessment out of session of people and things you are unwilling or unable to grant beingness to. Add something else? The list can be added to as you spot new items. Assess the list.

(b) Then assess:

Have empathy for	Take responsibility for
Duplicate	Change
Agree with	Create a problem with
Communicate with	Help
Understand	Please
Misunderstand	Confront
Create	Make important
Uncreate	Make unimportant
Counter-create	Oppose
Destroy	Control
Unmock	Stop
Suppress	Deny havingness to
Grant beingness to	Enforce havingness to

(c) Assess:

    Failing to
    Not wanting to
    Making yourself
    Refusing to

(d) LIST: In what way are you (line from (c)) (button from (b)) (item from (a))?

(Probcon and find Postulates, etc.)

67. **Is there something you are denying responsibility for?**

List and assess.

In what way are you not admitting your cause of (......)?

In what way are you assigning cause of (......) to another?

In what way are you making others take responsibility for (......)?

In what way are you making self to blame for (......)?

In what way are you making another to blame for (......)?

In what way are you making others to blame for (......)?

In what way are you regretting (......) for self?

In what way are you regretting (......) for another?

In what way are you regretting (......) for others?

In what way are you mocking-up another cause-point of (......)?

In what way are you substituting another cause-point for (......)?

In what way are you wasting another cause-point for (......)?

(LIST, Probcon and find Postulates, etc.)

68. **What effects have you created which surprised you?**

Make an Assessment. Include unusual abilities you have or once had which others don't have.

Check the following Questions:

W/W would consider (effect) a good effect?

W/W would consider (effect) a bad effect?

W/W would consider (effect) permissable inflow?

W/W would consider (effect) not a permissable inflow?

W/W would consider (effect) should be repeated?

W/W would consider (effect) should never happen again?

W/W would consider (effect) should be withheld?

W/W would consider (effect) should be held-off from?

W/W would consider (effect) is dominating others?

W/W would consider (effect) is hindering their survival?

W/W would consider (effect) is breaking the rules?

W/W would consider (effect) is out-ethics?

(LIST, Probcon and find Postulates, etc.)

69. Is there some area you feel committed to continue to produce on, despite feeling you've had enough?

Make an Assessment of such areas past and present. What parts of life and existence can't you do without? What areas are you trying to exit from? Include the list of Domains. If a Domain reads majorly, check the appropriate Domains Assessment.

Check the following Questions:

In what way are you over-run on (item)?

In what way can't you withhold on (item)?

In what way are you committed to continue on (item)?

What fixed solution could you create to handle (item)?

In what way could you make amends for (item)?

In what way could you make sacrifice self for (item)?

In what way could you endure (item)?

(LIST, Probcon and find Postulates, etc.)

70. Are any of these after-effects of Full realisation a problem?

GE opposing you?
GE fighting for control?
GE dying for lack of pictures?
GE killing-off body
GE killing off body for lack of survival pictures?
GE killing off body for lack of entities in the body space?
GE disoriented from its post?
GE seeking supremacy?
GE getting even?
Self destroying GE?
Self getting even with GE?
Self disassociated from GE?
Unwilling to accept GE as part of Self?
Destruction of GE Survival Reactive Mind?
Destruction of GE Picture Bank?
Retreat from the body?
Restimulated death?
Something unknown about the GE?
Something else about the GE?
Something Else?

Handle with Indicator Tech. Deal with items that emerge with Probcons, finding Postulates and the BLOCK.

71. Is Something Else wrong? (Something Else? List)

Part C

Suppression Beam Handling

An energy flow may be beamed, knowingly or unknowingly, by another person at the Being (if fixedly located) or at the body, and this may 'hook on' and remain in place until removed. It's purpose is to push, pull or hold him. There is not necessarily any decision, misdeed or involvement on behalf of the Being, to be responsible for this effect. The beam may remain (as a control mechanism) long after the enemy, family member, sexual partner, etc. is physically gone.

1. **Do you have any beams stuck to yourself or the body?**

If yes, locate a reading beam stuck to yourself or the body.

2. **Who put it there?**

Date/Locate the incident when it was put there, to a blow.

Repeat until no more beams are attached.

Alternatively, a list of terminals may be made: all lovers, friends, enemies, and earlier allies. Assess the list with: 'Did (terminal) beam you or the body?' On reading terminals, D/L the incident when it was put there to a blow. If this doesn't blow the beam, simply rip it out and let it fly back to its owner

Field handling

1. **Is there a field around you or the body as a result of an incident in which you were kept from going away by a field put around you?**

If yes, locate a reading field around yourself or the body.

2. **Who put it there?**

Date/Locate the incident when it was put there, to a blow.

Repeat until no more fields are in place.

Entity Handling

The presence of other Beings around your space will have been resolved as a matter of course on the Project. These correspond to IDs and OppIDs that are being mocked-up as existing entities, and when the COEXs that hold them in place are blown, they will rise in tone and have no further reason to exist. In any case, the Being who has risen in awareness, responsibility and confront, in CUE and KRC throughout the Project is now far too much up-tone and at knowing cause to be the effect of any negative intentions of such entities, and will no longer be mocking them up as part of a stuck Goal Conflict Structure anyway.

The Handling of such entities is therefore the routine Probcon Procedure. The phenomena is not a problem to a causative Being who knows who he is, i.e. has handled the mis-ownership of identities on the Insight Project.

Part D

1. Take each ID of your Own Goals. Run repetitively to EP:

   Spot a difference between you and that identity.
   Spot a similarity between you and that identity.

2. Take each ID of your Own Goals. Run repetitively to EP:

   Assume the viewpoint of that identity.

   From the viewpoint of that identity, is there anything that must not be permitted to end?

   From the viewpoint of that identity, is there anything that must be continued?

3. Take each ID of your Own Goals. Run repetitively to EP:

   Look over the present time body and see if that identity is anywhere attached to it. If so, spot all the points of attachment.

   If you entirely let go of that identity, what might happen?

   Is there any way in which this identity contributes to the body's survival?

   If you completely let go of that identity, is there any thing or person you might lose?

   Does that identity have any value?

   Is there any reason for you to be stuck with that identity?

   Is there any penalty or negative consequence that will happen after letting go of that identity?

   Do you need that identity for any purpose?

   Is there some way that identity wins that is useful to you?

   Are you planning to continue that identity?

   How does that identity seem to you now?

4. Take each ID of your Own Goals. Run repetitively to EP:

   Experience you.
   Experience that identity.

   Experience you in the past.
   Experience that identity in the past.

   Experience you in the future.
   Experience that identity in the future.

   Experience you in the NOW.
   Experience that identity in the NOW.

5. Take each ID of your Own Goals. Run repetitively to EP:

Assume the viewpoint of that identity.

Assume the viewpoint of that which created that identity.

6. Spot a person who looked/looks like you. Handle as follows:

Spot a difference between you and that identity.

Spot a similarity between you and that identity.

Assume the viewpoint of that identity.

Assume the viewpoint of that which created that identity.

7. Spot a person who looked/looks dissimilar to you. Handle as 6.

8. Spot a person who is how you wanted/want to be. Handle as 6.

9. Spot a person who is how you didn't/don't want to be. Handle as 6.

10. Spot a person who you'd never want to be. Handle as 6.

11. Spot a person who you want to be. Handle as 6.

12. Spot a person you are or have been subordinate to in life. Handle as 6.

13. Spot a person you are or have been senior to in life. Handle as 6.

14. Spot a person who you identify as self (me). Handle as 6.

15. Spot a Being who is close in true identity to you. Handle as 6.

16. Spot a Being who has similar experiences to you. Handle as 6.

17. Spot a Being who solves things as you have. Handle as 6.

18. Spot a Being who postulates as you do. Handle as 6.

19. Spot a Being who you postulate for. Handle as 6.

20. Spot a Being who postulates for you. Handle as 6.

21. Spot a situation or problem another has solved for you. Get the prior confusion to the first time ever and D/L the first moment of it.

22. Spot a truth in self. Spot a truth in another.

23. Spot a reality you have solved with a lie. Spot a reality you have not solved with a lie.

24. Spot a reality you have substituted for a truth. Spot a reality you have substituted for a lie.

25. Spot a reality another has substituted or a truth. Spot a reality another has substituted for a lie.

26. Spot a reality you postulated for another. What did it solve for you? What did it solve for the other?

27. Spot a reality another postulated for you. What did it solve for the other? What did it solve for you?

28. Locate a reality you found safe. Spot the truth about it.

29. Locate a reality another found safe. Spot the truth about it.

30. Locate a reality another found safe for you. Spot the truth about it.

31. Locate a reality you found safe for another. Spot the truth about it.

32. Spot a reality you can create for yourself. Postulate a truth for it.

33. Spot a reality you can create for another. Postulate a truth for it.

34. Spot a reality you can have another create for you. Postulate a truth for it.

35. Create a reality for someone. Place them in it. Postulate some truth about it. Now let go of it.

36. Create a reality for yourself. Place yourself in it. Postulate some truth about it. Now let go of it.

37. Recall a truth you agreed didn't happen. Spot the exact truth in it. Spot any lie in it. Now let go of it.

38. Spot the Time Continuum. Notice Beings agreeing with it. Spot any agreements you have with it. Now let go of it.

39. Spot a different Present Time. Notice Beings agreeing with it. Spot any agreements you have with it. Now let go of it.

40. Spot each portion of your Being that was abandoned.

41. Spot each portion of your Being you asserted was not yours.

42. Spot each portion of Beingness you asserted was yours that wasn't.

43. Spot your PT creations in this Physical Universe.

44. Spot PT creations that are not yours in this Physical Universe.

45. Spot any old creations that are hung up. Spot the truth about these to a blow.

46. Spot yourself as a source for various things in this and other universes to full certainty.

47. Spot points where you have experienced joy or ecstasy in creating in this lifetime and at any time or in no time.

48. Spot other Beings you feel unconditional love for. Spot the truths in these Beings.

49. Spot some Spirit you have created.

50. Create some Spirit. Uncreate it.

51. Get the idea that you have infinite power.
52. Get the idea that another has infinite power.
53. Get the idea that others have infinite power.
54. Get the idea that you can cause yourself to have infinite power.

55. Get the idea that you have been given infinite power.
56. Get the idea that another has been given infinite power.
57. Get the idea that others have been given infinite power.
58. Get the idea that you have caused yourself to be given infinite power.

59. Get the idea that you can give another infinite power.
60. Get the idea that another can give you infinite power.
61. Get the idea that others can give others infinite power.
62. Get the idea that you can cause yourself infinite power.

63. Get the idea that you are infinite.
64. Get the idea that another is infinite.
65. Get the idea that others are infinite.

66. Get the idea that you can cause yourself to be infinity.

Redo the above steps until you have a true unkillable persistent P/N and you have had a revelation regarding truth or 10th Domain co-creation. This is the end of The Insight Project for yourself, now please express your new-found awareness, responsibility and confront to help bring others through. And remember you have all of these tools to apply if and when they become relevant and you want to flex and stretch your viewpoint.

Parts & Levels of The Insight Project

PART I Meta-Programming - LEVELS:

Primaries (1)	Vitality (4)	Reality (7)
Letting Go (2)	Identity (5)	Stable Case (8)
Clarity (3)	Virtue (6)	Stuck Flows (9)
		Imprint Goals (10)

PART II New Awakening - LEVELS:

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

PART III Own Goals - LEVELS:

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

PART IV Higher Games - LEVELS:

Postulate Review (1)	Being in the Now (11)	Body recruitment (21)
Revelation (2)	Out-Primaries RD (12)	Games Conditions (22)
Dichotomies (3)	Control & Force (13)	Motivation (23)
Spirit (4)	Traps (14)	Randomity (24)
The Basic Incident (5)	Stuck Postulates (15)	Dependence on a Body (25)
Postponed Objectives (6)	Attributes (16)	Comparable Opponents 26)
Integrity (7)	Escape (17)	Importance of Game (27)
Unwilling to Play (8)	Threatened Loss (18)	The Composite (28)
The Programme (9)	Destroy (19)	Interiorisation (29)
Force (10)	Something There (20)	P.T. Conditions (30)
		Domains Assessment

PART V Full Realisation - LEVELS:

Denied CUE (1)	Connections (18)	Games that Turned Sour (35)
Causation (2)	Importance/Unimportance (19)	Roles (36)
Vias (3)	No Motion (20)	Ethics Presence (37)
Avoiding Games (4)	Super Power (21)	Decision Not to Leave (38)
The Concept 'Me' (5)	Peak Experiences (22)	Ridges (39)
The Gamesmaker (6)	Super Out-Int (23)	Interest (40)
Final Accomplishment (7)	The Material Game (24)	Universes (41)
Survival Postulates (8)	Wrong Indications (25)	Acceptance Level (42)
Loss (9)	Fighting (26)	Suppression (43)
Change (10)	Out-Points (27)	Safety (44)
Motivators (11)	Substitutes (28)	Revenge (45)
Needed & Wanted (12)	The Last Certainty (29)	Safe Solutions (46)
Flows (13)	Sexuality (30)	Demoted Beingness (47)
Responsibility (14)	The Computation (31)	The Agreements (48)
Spoiling the Game (15)	Ideal Scene (32)	Assignments (49)
Now (16)	Restor. of Games (33)	Basics (50)
Criticism (17)	Me & Them (34)	Full Realisation Intensive

DOMAINS ASSESSMENT

Domain 1:   **The Self**
Domain 2:   **Intimates**
Domain 3:   **Groups**
Domain 4:   **Mankind**
Domain 5:   **Life Forms**
Domain 6:   **The Physical Universe**
Domain 7:   **Spirituality**
Domain 8:   **Ethics**
Domain 9:   **Aesthetics**
Domain 10:   **The Infinite**

Domain 1: The Self

a beheading
a block
a retreat
a stop
a win
a withhold
abandonment
abilities
ability to agree
ability to communicate
ability to follow directions
ability to give directions
ability to like people
absconding
absence
abundance
abuse
acceptance
accidents
accountable
aches
acquisition
act
activity
adjustment
admiration
aesthetics
affection
affinity
affliction

aggravation
agitation
alcohol
alive
allowance
alteration
ambition
amputation
amusement
an effect point
an individual
anatomy
anger
ankle
annihilation
antagonism
antibiotics
anus
anxiety
apathy
appearance
apprehension
approach
armpits
arms
arrogance
art appreciation
artistic objects
assassination
assault

assertion
astral body
attack
attempt
attention
attitude
attributes
aura
automatic thoughts
avoidance
awareness
away from it all
back
back-off
backside
bad control
bad effect
bad habits
bad vision
bad hearing
baldness
Reactive Mind
beard
beautiful bodies
beauty
becoming
behaviour
behaviour modification
belief
belief systems

behind	classification of things	defending yourself
being ashamed	cleanliness	defiance
being careful	clitoris	degradation
being in the body	clothing	delusions
beings in or near the body	clumsiness	demand for improvement
being irrational	cold	denial
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	dirtiness
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

elation	fixed ideas	hips
elsewhereness	food	hobbies
embarrassment	foolishness	holidays
emotion	forbidden things	home
empathy	forgetfulness	hope
endurance	freedom of action	hopelessness
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

interpretations
intestines
introversion
intuition
invalidation
investments
invulnerability
irresponsibility
isolation
job
judgement
justification
knees
knowledge
lack of co-ordination
lack of creativity
lack of curiosity
lack of desire
lack of imagination
lack of insights
lack of integrity
lack of intuition
lack of judgement
lack of knowledge
lack of spontaneity
language
last ditch stand
laughter
laziness
leaving
legs
leisure
lethargy
letting go
life
life-style
liking
lips
liver
living
logicality
loneliness
looking
loss
low tone
lunacy
lungs
make-wrong
making amends
making excuses
mannerisms

masochism
massage
masturbation
mathematics
medicines
meditation
memory
mental noise
mental games
mental pictures
misconception
misdeeds
misemotion
misownership
mistakes
mockery
money
monotony
mourning
mouth
muscles
musical instruments
musical recordings
mutation
mystery
naïvity
nagging
nails
narcotics
near-death experience
neck
need
need of change
needing the body
neglect
nerves
never happen again
no answers
no CUE
no competition
no control
no effect others
no effect on self
no enemies
no exteriorisation
no friends
no havingness
no memory
no universe
no response
no responsibility

no space
no sympathy
noise
non-arrival
nose
not knowing
numbness
nursing your wounds
objection
oblivion
obsession
occlusion
old age
operations
opinions
opportunities
oppression
orgasm
orientation
other-determinism
out of it
out-of-body experience
outflow from self
overwhelm
ownership
ownership of the body
pain
painting
panic
parting
past lives
patience
peace
peace of mind
peak experience
peculiar body
peculiar interest
penis
perception
perseverance
persistence
personal possessions
phobias
physical appearance
physique
pictures
pity
play
pleading
pleasure
pleasant sensations

possession	resistance	sickness
possibilities	responsibility	sight
postulates	rest	skills
poverty	restraint	skin
predictability	result	skirt
predictions	retirement	slavery
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

terror
testicles
theories
thighs
thinking
thought
threats
throat
thrown out of control
thumbs
time continuum
toes
tongue
tools
too old
too young
torso
total failure
touch
toys
traumatic incidents
travelling
treatments
trouble
trousers

true self
truths
trust
ugliness
unconsciousness
undeserving
unawareness
undelivered communication
unemotional
unexpressed resentment
unusual interests
unwanted
upsets
urine
usefulness
uselessness
vagina
vasectomy
vehicles
victim
virtue
vision
visualisation
vitamins
voice

vomit
vulnerability
waist
waiting
walking
warmth
wastefulness
weakness
wig
winning
wisdom
withdrawal
withholding
womb
wonder
working
worry
worshipping bodies
worth
wound
wrong to have been right
wrongness
writing

Something Else?

Domain 2 : Intimates

abortion
abuse
acceptance
acknowledgement
adoption
adultery
advice
affairs
affection
affinity
aggressiveness
AIDS
alienating people
allegiances
amoral
amusing people
anal sex
animal sex
aphrodisiacs
arguments
attentiveness
attraction
au pair
aunts
aversion
avoiding people
babies
baby-sitter
bachelor
bad sex
bad tastes
balls
bastard
beautiful bodies
bed smells
bedrooms
beds
befriending people
being fair
being patronising
being used
best friends
bestiality
betrayal
bigamy
birth
blow-job
blue film
boobs

boring people
boyfriends
boys
brats
breasts
broken promises
brothels
brothers
bum-fetish
care
caressing
charisma
chastity
child abuse
child pornography
child sex
child-rearing
children
cleanness
closeness
cohabitation
coldness
commitments
communes
communicativeness
companionship
compassion
compromises
conceit
condoms
contempt
contraception
contracts
convenient relationships
convincing someone
courtship
cousins
covert desires
covert fantasies
covert homosexuality
creeps
criticism
cruelty
cunnilingus
cunt
dating
dating agency
dead child
dead lover

dead parent
defilement
defloration
degradation
demonstrativeness
dependency
desertion
devotion
differences of opinion
dildos
dirty joke
dirty of man
dirty underwear
dirty weekend
disagreements
discussions
disloyalty
divorce
douche
dullness
easy lay
easy-going
eating together
effeminate men
embraces
embryo
empathy
encouragement
enemies
enforced sex
engagement
erotic zones
erotica
excessive sex
exhibitionism
extra-marital relations
failing to impress
fairy
familiarity
family
family feeling
family meetings
fantasies
fat
father
fatherliness
felatio
female beauty
female sexual organs

femininity
fetishes
fidelity
fighting
first night
flattery
flirt
foetus
foreplay
forgiveness
formalities
fornication
free love
French letters
friendliness
friends
friendship
frigidity
frustration
fucking
gays
generosity
gentleness
getting off with
getting to know somebody
gigolo
girl
girlfriends
giving-head
go-between
going out
going out with friends
going out with the boys
good friends
good sex
grandfather
grandmother
grandparents
gratitude
half-brothers
half-sisters
handsome face
harems
harlots
hatred
heavy petting
help
helping people
heterosexuality
holding back
homes

homosexuality
homosexuals
honesty
hookers
horniness
hostility
hugging
humour
hunks
husband
husband-nagging
idyllic relationship
illegitimate
immodesty
immorality
impregnation
impure thoughts
in the home
in-laws
inability to be intimate
inability to relate
inability to share
inability to understand
incest
incontinent
indecent assault
indecent exposure
independence
indifference
infanticide
infatuation
infection
inferiority
infidelity
infidelity
ingratitude
inheritance
insensitive people
insertion
interested people
interesting people
interpersonal conflicts
intimacy
intolerance
introductions
intuitive response
invalidation
irresponsibility
jealousy
jerking-off
kept man

kept woman
kerb crawlers
kindness
kisses
lack of charisma
lack of duplication
lack of family feeling
lack of humour
lack of orgasms
lack of respectability
lack of sexual desire
lack of support
lechery
lesbianism
lesbians
letting people win
lewdness
licking
lies
listening
loneliness
loose women
love
love at first sight
love letters
love nests
love-hate
lover
loyalty
lust
makeup
making excuses
making love
making up
male beauty
male bodies
male prostitutes
male sexual organs
manners
marriage
marriage of convenience
masculine men
masculinity
masochism
masturbation
match-maker
meeting
miscarriage
mistress
misunderstandings
modesty

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
nuptuals	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
oneupmanship	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
penfriend	rent boys	sexual clothing
penis-envy	reserve	sexual deviants

sexual dreams	status	underwear
sexual energy	stealing another's body	unfaithfulness
sexual excitement	sterility	unforgiveness
sexual fears	stinginess	unfriendliness
sexual frustration	strangers	uninterested people
sexual incompetence	streetwalker	unlawful sex
sexual love	strictness	unloving people
sexual love of animals	stripping	unnattractiveness
sexual love of children	stud	unreliability
sexual love of father	sublimation	unusual sex
sexual love of mother	submissiveness	up-tight
sexual love of objects	sucking	using another's body
sexual love of own sex	superiority	validation
sexual love of parents	support	venereal disease
sexual love of self	suppression	virility
sexual love opposite sex	suspicion	vibrators
sexual obsessions	sweetheart	violation
sexual positions	sympathy	violent sex
sexual problems	talking	voyeurism
sexual repression	talking things through	wanking
sexual satisfaction	talking too little	watching sex
sexual sensations	talking too much	weddings
sexual turn-offs	tarts	wet dreams
sexual turn-ons	teenage sex	wet patch
sexual victim	teenager	wholesomeness
shared dislikes	telepathic communication	whores
shared experiences	tenderness	widowers
shared opinions	thoughtfulness	widows
sharing thoughts	thoughtlessness	wife
showing it	threats	wife-beating
showing off	tied down	wife-swapping
shyness	tits	wimp
sisters	touching	wit
sleaziness	trust	withdrawal
smut	trustworthiness	withheld communication
sodomy	turn-off	woman chasers
solitude	turn-on	womanisers
soul-mates	two-timing	woman's role
sowing one's seed	twins	wooing
sperm	ugly face	young bodies
spinster	uncles	your children
spiritual attractiveness	uncommunicativeness	youth
spouse	unconditional love	
standoffishness	unconventional sex	Something Else?

Domain 3: Groups

abandoning projects	book-keeping	conservative groups
academies	bosses	consultants
acknowledgement from	boycott	contact with group
administration	brand	contempt for group
acquaintance	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
education
effect on others
efficiency
embrace by group
enemies
examinations
examiners
exchange
exclusivity
executioners
executives
explanation
factory work
failed challenge
failed control
failed reasoning
fame
famous people
fans
farewells
farm
fascism
fashions
fellow workers
fellowship
feminism
feud
field
fight
finance
firemen
first impressions
flight
flow
followers
fooling people
foreigners
foundation
friends
gambits
gambling
games
ganging-up
gangs
getting even with
giving orders
giving up
going to meetings
good control
good leadership

gossip
government
grass roots
gratitude to group
greetings
group
group aberration
group agreements
group attitudes
group Reactive Mind
group beliefs
group discipline
group ethics
group goals
group ideology
group image
group intrigues
group prejudices
group purposes
group reason
group spirit
group symbols
group tone level
group world-view
groups that are against
groups that are for
gurus
handling people
harm
help
hidden control
hierarchy
hippies
hiring
honour
hospitals
identification with group
identities
idols
ignorance
image
impersonality
importances
incompetence
individuals of group
industry
inflow
inflow on another
injury to group
insane people
insiders

instructors
insurance
interchange
invalidation
investment
involvement
ivory towers
job
job description
job experience
job satisfaction
jokers
judges
justice
keeping up appearances
kids
knocking the competition
know-how
labourers
lack of agreement
lack of cohesiveness
lack of foresight
lack of purpose
large groups
law
lawyers
leaders
lectures
left-wing
legal problems
letting others do things
levelling with people
liability of group
liberal groups
loans made
losing money
loyalty
magistrates
make-guilty
making choices
making money
management
managers
manipulation
manners
manufacturing
marketing
mechanics
media people
meeting places
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
organisation	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
social workers
socialising
soldiers
something owed
special interest groups
spiritual leaders
sports
staff
stalemates
starting motion
statements
station
stereotypes
stopped activity
strategies
strikes
students
studies
study groups
superficiality
superiors
supervisors
supporters
suppressive groups
suppressive persons
sympathies

taboos
taking on projects
taking on too much
taking orders
tapes
targets
tasks
tax
techniques
technocrats
teenagers
telephoning
television
telling the truth
terrorism
tests
therapist
time studies
torture
trades
training
treachery
tribe
troops
trust
unearned income
uniforms

unions
university
unusual races
unwanted friends
upper class
us
vendetta
vengeance
victims
victories
vocation
wages
wanted friends
women
women's groups
work
working class
working conditions
working hours
working to avoid
something
writing
written communications
youth
yuppies

Something Else?

Domain 4: Mankind

abilities	conquerors	geniuses
ability to predict	conquests	genocide
ability to remember	consciousness	global conspiracies
ability to think	conscription	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
concensus trance	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	warm-blooded animals	wisdom of Nature
vegetables	waste elimination	wonders of Nature
vegetarians	weeds	woodland
vermin	well-designed life forms	working animals
vets	wild animals	worms
viruses	wild flowers	zoos
vivisection	wildlife	
vultures	wings	Something Else?

Domain 6: The Physical Universe

a created universe
above ground
above water
absolutely-held energy
absolutely-held location
absolutely-held matter
absolutely-held space
absolutely-held time
active matter
actuality
adaptability
after death
age
ahead of time
air
aircraft
alcoholic liquor
Alps
alternation
anchor points
another's own universe
anti-gravity
anti-mass
astronomy
atmosphere
atomic devastation
atomic power
atoms
attraction
automobiles
avalanches
bad energy
bad matter
bad space bad time
balls
barriers
baths
batteries
beaches
bed
before birth
beginning of time
behind time
bells
below ground
below water
bicycles
big space
black clouds

black holes
blackboards
blades
boats
bodies
books
bottles
boxes
brakes
bricks
bridges
brushes
buildings
bulbs
buses
buttons
cameras
carbon
cars
causation of matter
caves
chains
changing
chaos
chemical reactions
chemicals
cigarettes
cities
climate
clocks
clothes
clouds
clusters of galaxies
coal
coastlines
coats
cold
colours
comets
commerce
communication media
compatibility
computers
condensation
conditions
conservation of energy
conservation of material
conservation of momentum
constellations

consumption
continental drift
continents
continued solidity
control of time
cooling
coral
cosmology
counter-effort
country roads
countryside
craftsmanship
crytals
cups
currents
curtains
cushions
dams
dangerous areas
dawn
debris
demolition
density
depth
desert
desert islands
desertion
design
detonations
dimension points
discharge
dispersal
distance
dolls
doors
drains
drawers
dresses
drops
droughts
drugs
duplication of matter
duration
dusk
dwellings
dynamos
earth
earthquakes
efficiency

effort
electricity
electromagnetic power
electronics
elements
enclosed space
end of time
energy
energy flows
energy screens
energy sources
engines
entropy
environment
erosion
eruptions
eternity
explosions
explosives
factories
famine relief
fertile lands
fire
fireworks
fixed energy
fixed location
fixed mass
fixed matter
fixed space
fixed time
fixity
fjords
flags
floods
floors
flying saucers
following schedules
food
forces of nature
forever
frames
furniture
future
future
gadgets
galaxies
garbage
gases
generators
glaciers
glass

good energy
good location
good matter
good space
good time
granite
gravity
guns
hammers
hats
havingness
heat
heating
height
here
hi-fis
hidden things
high seas
highways
hills
 hobby materials
hooks
horns
household objects
houses
hurricanes
ice
implosions
incandescence
industries
inert matter
inertia
infertile lands
inner space
inorganic things
instability
investments
islands
jewellery
jewels
juggernauts
jungle
junk
junk mail
keepsake
keys
kinetic energy
knives
knots
laboratories
labyrinths

lakes
land
landscape
landslides
lava
lifts
light
lightning
limited energy
limited matter
limited space
limited time
liquids
living area
living quarters
location
location in energy
location in matter
location in space
location in time
locks
long times
luxuries
machinery
macrocosm
magma
magnetism
mail
maps
mass
matching items
material game
materials
matter
mazes
measurement
mechanisation
Materiality
Physical Postulate
metals
meteorites
microcosm
Milky Way
minerals
mirrors
money
monsoon
monuments
moons
motion
motion away

motion towards
motionlessness
motor cycles
motors
mountains
moving particles
musical instruments
mysterious energy
natural resources
natural state
nebulae
necessities
needles
nets
no attention
noise
non-physical universe
non-useful material
Northern Lights
not here
not there
nothingness
notices
 now
nuclear fission
nuclear fusion
oases
objects
objects in everyday life
objects stopping motion
occupying the same space
ocean currents
oceans
office buildings
oil
on time
ornaments
oscillation
other people's areas
other planets
other stars
other time periods
outer space
ovens
own area
own universe
ownership
parallel time continuum
parcels
particles
parts of existence

past
paths
pathways
pencils
peninsulas
pens
perceived universe
perceived universes
perception
perpetual motion
persistence
personal possessions
photographs
physical things
pins
pipes
places
planets
plasmas
plates
ploughs
pockets
polar regions
position
posters
potential
potential energy
present time
preservation
present
pressor beams
pressure
private property
processing materials
productivity
products
public buildings
public places
public property
pumps
quality
quantity
quantum jump
quantum physics
quicksands
radiation
radios
radius
railways
rain
raw material

real estate
reality
records
recreation area
recreation time
refrigeration
relativity
repulsion
resting time
retrieval of valuables
rhythm
ridges
rifts
rings
rivers
roads
robots
rocks
roofs
rooms
rubbish
rural areas
safe areas
sailing
salvage
satellites
savings
science
scissors
screens
screws
seas
seasons
sense of time
shelf
shells
ships
shooting stars
short time
should be here
should be there
shouldn't be here
shouldn't be there
significances
simultaneity
size
sky
sleeping time
slowing down
small space
smoke

snow	temperature	useful material
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	Something Esle?
temperate zones	use of time	

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
exhiliration	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 cognition	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 randomity	psychic inabilities	spiritual attractivess
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 randomity	remembering	stopping
order	remote viewing	strange beings
other beings	repeating lives	substitution
other dimensions	responsibilitiy 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 biodies	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 randomity
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

unpredictability

untruth

vedanta

vias

vision

visions

visitations

visitations from the dead

visualisations

voodoo

what's real

what's really real

what's unreal

white magic

witch doctors

witches

wizards

would like to create

yoga

yogis

your former self

your future self

your true self

zapping

Zen

Something Else?

Domains 8: Ethics

accepted bias as truth
accepted rumour as truth
acted on a false report
action without appraisal of the facts
added inapplicable data
added time
additives
against the will of the majority
altered sequence
ambush
another being
anti-social person
arbitraries
assignment of conditions
attack of one's own group
attacking self
authorities
avoidance
bad control
bad practices
bad product
bail
ban
banishment
barriers
barristers
being a problem to others
betrayal of others
betrayed self
blackmail
brainwashing
bribe
broken agreements
burglary
captivity
careless damage
case
change of sides
change that made something worse
change to something
cheat
code
coercion
collapse of a group
collapse of a project
collapse of production
compulsive change
concealment
condition of affluence

conduct
conduct unbecoming
conflict of interests
confront of evil
confusion
confusion of others
constraint
continuing condition
contrary facts
contrary to intention
contribution
convictions
correction
counsel
counter-intention
counterfeit
cover-up
crime
criminal underworld
cross-orders
cruelty
customs
damage
damage not made-up for
danger
deceit
defendant
degraded beings
delegation
denied connection
destruction
detectives
detention
discipline
disclosure
disconnection
discrepancy
disgrace
dishonesty
dishonour
dishonoured debt
disobedience
dispersed rather than confront
distraction
doubt
down-statistic
dramatisation
duty
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
no production
non-compliance
non-existence
non-existent team member
normal operation
not responsible for connection
not responsible for ownership
now I'm supposed to
omitted data
optimum solution
optimum survival
order
other-intention
others put before self
out-ethics
outflows
over-inspection
penalties
pleased for another to take charge
police
policy
politics
power
power change
power of the state
pressure
pretence
pretence of being part of a group
pride
prisoners
prosecutor
punishing self
put-down
rationalisation
rationality
reactive behaviour
reasonableness
remedy
rewards
ridges
roller-coaster
rule of law
rules
rumour
savage action
saving self before others
security check
self put before others
self-discipline
self-interest

siding with the enemy
slack discipline
something not paid for
something owed
stable datum
standards
statistics
stolen goods
stopped flows
stopping progress
success
suicide
suppressed
suppressed by one's own group
suppressing one's own group
suppressive persons
Safe Solution
tax avoidance
temptation
third party influence
thought distortions
treason
trust
unchanged pattern of conduct
unclear policy
undeserved
undetected condition
undisclosed misdeed
undiscovered cause
undiscovered explanation
undiscovered need
un-enforced order
unhandled danger
unhandled enemy
unhandled post
unhandled situation
unknown communication
unknown post
un-occupiable post
unreasonable
unsafe environment
unwilling to delegate
use of power
violence
wavering from one's duty
wickedness
withheld contribution
worsening productivity
wrong explanation
wrong source
Something Else?

Domain 9: Aesthetics

aesthetics
affinity
angles
art in everyday life
art in Nature
artistic expression
bad times
balance
beauty
charm
chord
circle
circles
co-ordination
colour
composition
concentration
consistency
constancy
contact
control
creating an effect
culture
delicateness
depth
desire to communicate
dexterity
dimension
discord
discrimination
duplication
elegance
energy exchange
equilibrium
eroticism
estimation of distance
ethereal
exactness
exquisiteness
fineness
form
good art
good taste
good times
harmoniousness
harmony inspiration
holding
images
imagination

inflow
intensity
interest
inventiveness
line
loneliness
love
loveliness
melody
metre
mood
movement
music
natural art
new ideas
notes
old times
openings
openness
originality
originality
outflow
perceptiveness
perfect communication
performing arts
pictures
picturesque
pitch
planes
pleasingness
pleasure
poetry
poignancy
points
pricelessness
profundity
pyramids
quality of communication
radiant
rarity
receiving an effect
rhythm
sadness
select
self-expression
sensitivity
shade
shape
shared creation

shared survival
shared viewpoint
sharpness
skill adroitness
smoothness
spatial arrangement
speed
spheres
squares
story-telling
strength
stroking
surfaces
symmetry
sympathetic
talent
taste
tempo
the Music of the Spheres
theatre
Spirit
timing
tone
ugliness
unexpectedness
unpredictability
variation
variety
views
vintage
vision
visual arts
vividness
volumes
wavelength
works of art

Something Else?

Domain 10: The Infinite

a pact with the Devil
absolutes
accident-proneness
agnostics
All-that-is
Allah
angels
anything
archangels
archetypes
Armageddon
at odds with the universe
atheists
atonement
awe
bad luck
bad practices
Baptists
being alone
being born again
being damned
being in the universe
being in touch with God
being one with the universe
being outside the universe
being out-of-it
being saved
belief
blasphemy
body of Spirit
Brahmins
Buddha
Catechism
Catholics
causality
chance
Christ
Christianity
Church of England
Church of Scientology
church
church activities
church organisation
church power
church-going
codes and rules
cognition
commandments
concepts

confession
Confucius
congregations
conversion
converts
corrupt forces
cosmic consciousness
creation
creeds
Crowley
crucifixion
damnation
destruction
devil-worship
devils
devotion to God
differing realities
disbelief
divine benevolence
divine grace
divine malevolence
divine omnipotence
divine omnipresence
divine omniscience
divinity
Druids
duality
Eastern philosophy
Elysian mysteries
eternal vows
eternity
evil
faith
falling from grace
fearing God
feeling of unimportance
feelings about being here
forgiveness
free of materiality
Freemasonry
giving up on life
glorifying the flesh
God
God versus Satan
god-like Being
God's attitude to Man
God's will
gods
Golden Dawn

Good versus Evil
good
good luck
Gospels
grace
guidance
heaven
Hedonism
hedonism
hell
hidden cause
higher consciousness
higher dimensions
Hinduism
holiness
Holy Eucharist
holy books
holy man
holy places
homesickness
Humanism
idolatry
idols
implicate order
imponderables
infinity
infinity
Islam
jealous deities
Jehovah
Jehovah's Witnesses
Jesuits
Jesus Christ
Judaism
judgement day
karma
ley lines
lies
love
loving God
Lucifer
Lutheranism
Man at the centre
Man in God's image
Man's attitude to God
man-like qualities of God
martyr
masons
Methodists

ministers
Mohammed
monks
monotheism
Mormons
mortifying the flesh
Moslems
moving to a higher plane
mysteries
mysterious phenomena
Mystery Cults
namelessness
New Testament
no CUE
no enemies
no energy
no friends
no game
no location
no matter
no motion
no pictures
no solids
no space
no spaces
no temperature
no time
no universe
no wavelength
non-existence
non-physical mind
not giving up on life
not there
not trusting in God
nothing
now
nuns
oaths
'oceanic' feelings
Old Testament
omens
oneness with God
oneness with the universe
optimism
order coming out of chaos
other beliefs
other religions
pagan gods
pagan religions
pan-determinism
pantheism

papists
paradise
participation
pessimism
powers of evil
powers of good
prayer
present
priests
prime postulates
private universes
prophets
propitiation to God
Protestantism
psalms
Redemption
religion
religious beliefs
religious commandments
religious convictions
religious followers
religious leadership
religious philosophers
religious practices
religious reassurances
religious symbols
religious threats
religious writings
renouncing religion
repentance
Resurrection
revelation
riddle of the universe
rites
rituals
Roman Catholics
Rosicrucians
sacrament
sacred objects
sages
saints
Salvation Army
salvation
samadhi
Satan
satori
scriptures
seers
self-abasement
self-glorification
selling one's soul

serenity of beingness
shamans
silence
sin
sinners
source
spreading the word
strange forces
Sufism
suicide
Supreme Being
survival and persistence
Taoism
the Bible
the Goddess
the One God
the Pope
The Trinity
the Anti-Christ
the beginning
the black mass
the chosen
the Creation
the Creator
the cross
the damned
the Devil
the Dharma
the divine
the effect of intentions
the end
the forces of good
the forces of evil
the Higher Self
the Holy Ghost
the Holy Trinity
the home universe
the Koran
the laws of Nature
the life force
the meaning of life
the ordered universe
the saved
the serenity of the cosmos
the true faith
the ultimate power
the universe as a mind
the unknowable
the unknown
the unmoved mover
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?

Verb List

Abandon
Accept
Adapt to
Adjust
Affect
Aggravate
Agree with
Amuse
Anger
Annoy
Answer
Antagonise
Approach
Approve
Associate with
Attack
Attention for
Attract
Avenge
Avoid
Badly control
Be careful of
Be close with
Be dedicated to
Be depressed by
Be grateful to
Be indifferent
Be infatuated with
Be obliged to
Be proud of
Be rude to
Be scornful of
Be serious about
Be with
Beat
Befriend
Believe
Believe
Betray
Bewitch
Blackmail

Blame
Block
Bore
Borrow from
Brainwash
Brutalise
Bury
Bypass
Calm
Cause bad effects on
Challenge
Change
Change sides on
Civilise
Coerce
Communicate with
Compete with
Comply with
Confine
Conform with
Confuse
Connect with
Consider
Constrain
Contact
Continue
Contribute to
Control
Convince
Correct
Create
Create a mystery for
Criticise
Criticise
Crush
Crush
Defend
Defy
Degrade
Delegate to
Deny

Depart from
Deprive
Desire
Despair of
Despise
Destroy motion of
Detain
Differentiate
Disable
Disagree with
Disassociate from
Discipline
Dislike
Disperse
Dissent
Distract
Distrust
Doubt
Dream about
Drive crazy
Drop
Duplicate
Eat
Educate
Effect
Empathise with
Endanger
Endure
Energise
Enforce upon
Enjoy
Ennoble
Enter
Enthral
Enthuse
Escape from
Evade
Excuse
Exhibit
Exhilarate
Explain to

Expose	Honour	Manage
Expose self to	Horrify	Manipulate
Fail	Humble	Misunderstand
Fail in importance to	Humiliate	Monopolise
Fail to attack	Hurt	Mourn for
Fail to communicate with	IdentifyIdolise	Move
Fail to control	Imagine	Nag
Fail to help	Important to	Need
Fail to interest	Impress	Neglect
Fail to withhold from	Infect	No affinity for
Falsify	Inhibit	Not believe
Fear	Injure	Not know
Feel affinity for	Insult	Not responsible for
Feel no sympathy for	Intend not to communicate	Object to
Find	Interest	Oblige
Fixate	Interfere with	Obsessively can't have
Flee from	Intimidate	Obstruct
Fool	Irritate	Occlude
Force	Join	Offend
Forget	Judge	Oppose
Free	Justify	Overpower
Generalise	Kill	Own
Get away from	Know	Own nothing
Get into	Lie to	Pain
Get no response from	Lift	Panic
Get out of	Like	Part from
Glorify	Look at	Participate with
Grieve	Lose	Pay attention to
Guide	Love	Peculiar interest in
Handicap	Lower	Penalise
Handle terminatedly	Make amends to	Perceive
Harass	Make beautiful	Persuade
Have	Make content	Pervert
Have contempt for	Make irresolute	Pity
Have faith in	Make nothing of	Plead with
Have no effect on	Make responsible	Postulate
Have problem about	Make right	Praise
Have sex with	Make something of	Preserve
Heal	Make succumb	Prevent knowing
Hear	Make true	Promote to
Help	Make ugly	Propitiate to
Hide	Make unconscious	Protect
Hold off	Make wrong	Pull
Hold on to	Maltreat	Punish

Purge	Shame	Touch
Push	Show contempt for	Trouble
Question	Shun	Trust
Quit	Sicken	Try not to change
Raise	Slander	Try to make guilty
Reason with	Smell	Try to stay with
Receive	Socialise with	Try to stop
Refuse	Speak to	Unbalance
Regret	Spurn	Undermine
Reject	Start	Unknown
Remember	Stifle	Upset
Resent	Substitute for	Use
Resist	Supplicate	Validate
Respect	Survive	Victimise
Reveal	Swindle	Waste
Revive	Sympathise with	Win
Ruin	Take away from	Withdraw from
Satiate (satisfy)	Terrorise	Withhold from
Scandalise	Think about	Worry
Scorn	Threaten	Wound
Separate from	Throw out of control	
Sexually arouse	Tolerate	
Sexually repress	Torment	
Sexually satisfy	Torture	Something Else?