

PART I: Clearing Course §4

THE BASIC-BASIC GPM

This is the biggest GPM series yet encountered on the Clearing Course. There are 26 pages with one GPM per page. Each GPM has 26 items. Then the whole thing is repeated *backwards*. That is 52 GPMs in total! (There are actually 28 pages for this part to allow for some instructions.)

The way to handle this mass of GPMs is just to take it one page at a time. Remember that auditing is not entertainment; it is a routine piece of work. Don't get bored and quit. Just keep at it.

The GPM numbering is done by page number. Notice that this page is 0 so that GPM 1 is on page 1, and so forth. Each of the GPMs follows the same identical pattern, the only difference being the **End Word** for that GPM. Notice that the End Word appears not only at the end of each line, but also in the middle. The GPM number and End Word are included in the header for each page to make it easier to orient yourself to the GPM when you start on it. Flatten the End Word itself to three consecutive no-reads before you start on the GPM.

Because the same pattern is applied to different End Words, some lines may make even less sense than others. Remember that this GPM is intended to be confusing and to reduce your mental faculties. All you need to do is flatten off any charge found there. ***It is not necessary to get into a philosophical discourse on the meaning of this implanted rubbish.***

The explosion is "in your head", which is to say where you-the-Thetan is located. Not every explosion will necessarily read when spotted.

Due to the repeating structure of this GPM, we need to use a slightly different method compared to that used previously. We will still say that a line is flat after three consecutive no-reads or an F/N, but we will not ***insist*** that every item reads. Then, at the end of each page, call out each line once more until one reads or all are clean. Flatten each reading line to three consecutive no-reads or an F/N, then carry on down the page. Don't bother marking the no-reads. The idea is to go quickly through the lines to brush off any remaining charge.

Whilst we don't expect each GPM to necessarily F/N, if the needle is floating after calling the last line on the page, there is no need to go back over the lines on the page. If you do back over the lines on the page, there is no need for the needle to float at the end of the page. Remember: we are not particularly expecting or wanting F/Ns in this section.

As you progress through the GPMs you may find alternate items not reading or lines F/Ning. This is not a reason to stop or back-track. If later items will read, this suggests no earlier BPC. If several items in a row won't read then you should back-track. Remember that any read occurring during the line is valid if your attention was on the line. Reads often occur on the first half of the line, for example.

Because all the GPMs in this series have the same pattern, it is possible to blow the whole lot before running all of them. If one GPM starts F/Ning on multiple lines that does not mean the charge is off of the whole of §4, or even the whole of the Basic-Basic GPM. It is, however, ok to go on to the *next* GPM in the series.

Although there is insufficient space to write out "spot the Thetan" on every line, this important action should still be continued throughout this part. You can also use the line ...

"During the EXPLOSION, spot the Thetan", if it helps.

01: SELF _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING SELF TO INVENT AN ENDED SELF** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR SELF TO STOP A FAR SELF** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN SELF TO INVENT A CLOSED SELF** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT SELF TO STOP AN EXPENDED SELF** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED SELF TO INVENT AN EXHAUSTED SELF** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT SELF TO STOP A DIM SELF** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED SELF TO INVENT A DENIED SELF** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING SELF TO STOP A REJECTED SELF** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING SELF TO INVENT A HATED SELF** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING SELF TO STOP A BLINDED SELF** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR SELF TO INVENT A PREJUDICED SELF** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN SELF TO STOP A DIRTY SELF** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING SELF TO INVENT A DEPARTED SELF** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING SELF TO STOP A DEPARTED SELF** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN SELF TO INVENT A DIRTY SELF** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR SELF TO STOP A PREJUDICED SELF** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING SELF TO INVENT A BLINDED SELF** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING SELF TO STOP A HATED SELF** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING SELF TO INVENT A REJECTED SELF** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED SELF TO STOP A DENIED SELF** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT SELF TO INVENT A DIM SELF** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED SELF TO STOP AN EXHAUSTED SELF** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT SELF TO INVENT AN EXPENDED SELF** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN SELF TO STOP A CLOSED SELF** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR SELF TO INVENT A FAR SELF** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING SELF TO STOP AN ENDED SELF** _____
- if not F/Ning, call each line once more, flattening any reads _____

02: MIND _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING MIND TO INVENT AN ENDED MIND** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR MIND TO STOP A FAR MIND** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN MIND TO INVENT A CLOSED MIND** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT MIND TO STOP AN EXPENDED MIND** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED MIND TO INVENT AN EXHAUSTED MIND** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT MIND TO STOP A DIM MIND** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED MIND TO INVENT A DENIED MIND** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING MIND TO STOP A REJECTED MIND** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING MIND TO INVENT A HATED MIND** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING MIND TO STOP A BLINDED MIND** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR MIND TO INVENT A PREJUDICED MIND** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN MIND TO STOP A DIRTY MIND** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING MIND TO INVENT A DEPARTED MIND** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING MIND TO STOP A DEPARTED MIND** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN MIND TO INVENT A DIRTY MIND** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR MIND TO STOP A PREJUDICED MIND** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING MIND TO INVENT A BLINDED MIND** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING MIND TO STOP A HATED MIND** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING MIND TO INVENT A REJECTED MIND** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED MIND TO STOP A DENIED MIND** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT MIND TO INVENT A DIM MIND** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED MIND TO STOP AN EXHAUSTED MIND** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT MIND TO INVENT AN EXPENDED MIND** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN MIND TO STOP A CLOSED MIND** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR MIND TO INVENT A FAR MIND** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING MIND TO STOP AN ENDED MIND** _____
- If not F/Ning, call each line once more, flattening any reads _____

03: BODY _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING BODY TO INVENT AN ENDED BODY** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR BODY TO STOP A FAR BODY** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN BODY TO INVENT A CLOSED BODY** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT BODY TO STOP AN EXPENDED BODY** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED BODY TO INVENT AN EXHAUSTED BODY** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT BODY TO STOP A DIM BODY** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED BODY TO INVENT A DENIED BODY** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING BODY TO STOP A REJECTED BODY** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING BODY TO INVENT A HATED BODY** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING BODY TO STOP A BLINDED BODY** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR BODY TO INVENT A PREJUDICED BODY** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN BODY TO STOP A DIRTY BODY** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING BODY TO INVENT A DEPARTED BODY** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING BODY TO STOP A DEPARTED BODY** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN BODY TO INVENT A DIRTY BODY** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR BODY TO STOP A PREJUDICED BODY** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING BODY TO INVENT A BLINDED BODY** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING BODY TO STOP A HATED BODY** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING BODY TO INVENT A REJECTED BODY** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED BODY TO STOP A DENIED BODY** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT BODY TO INVENT A DIM BODY** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED BODY TO STOP AN EXHAUSTED BODY** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT BODY TO INVENT AN EXPENDED BODY** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN BODY TO STOP A CLOSED BODY** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR BODY TO INVENT A FAR BODY** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING BODY TO STOP AN ENDED BODY** _____
- If not F/Ning, call each line once more, flattening any reads _____

04: SPIRIT _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING SPIRIT TO INVENT AN ENDED SPIRIT** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR SPIRIT TO STOP A FAR SPIRIT** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN SPIRIT TO INVENT A CLOSED SPIRIT** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT SPIRIT TO STOP AN EXPENDED SPIRIT** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED SPIRIT TO INVENT AN EXHAUSTED SPIRIT** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT SPIRIT TO STOP A DIM SPIRIT** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED SPIRIT TO INVENT A DENIED SPIRIT** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING SPIRIT TO STOP A REJECTED SPIRIT** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING SPIRIT TO INVENT A HATED SPIRIT** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING SPIRIT TO STOP A BLINDED SPIRIT** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR SPIRIT TO INVENT A PREJUDICED SPIRIT** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN SPIRIT TO STOP A DIRTY SPIRIT** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING SPIRIT TO INVENT A DEPARTED SPIRIT** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING SPIRIT TO STOP A DEPARTED SPIRIT** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN SPIRIT TO INVENT A DIRTY SPIRIT** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR SPIRIT TO STOP A PREJUDICED SPIRIT** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING SPIRIT TO INVENT A BLINDED SPIRIT** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING SPIRIT TO STOP A HATED SPIRIT** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING SPIRIT TO INVENT A REJECTED SPIRIT** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED SPIRIT TO STOP A DENIED SPIRIT** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT SPIRIT TO INVENT A DIM SPIRIT** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED SPIRIT TO STOP AN EXHAUSTED SPIRIT** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT SPIRIT TO INVENT AN EXPENDED SPIRIT** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN SPIRIT TO STOP A CLOSED SPIRIT** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR SPIRIT TO INVENT A FAR SPIRIT** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING SPIRIT TO STOP AN ENDED SPIRIT** _____
- If not F/Ning, call each line once more, flattening any reads _____

05: HEAD _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING HEAD TO INVENT AN ENDED HEAD** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR HEAD TO STOP A FAR HEAD** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN HEAD TO INVENT A CLOSED HEAD** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT HEAD TO STOP AN EXPENDED HEAD** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED HEAD TO INVENT AN EXHAUSTED HEAD** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT HEAD TO STOP A DIM HEAD** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED HEAD TO INVENT A DENIED HEAD** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING HEAD TO STOP A REJECTED HEAD** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING HEAD TO INVENT A HATED HEAD** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING HEAD TO STOP A BLINDED HEAD** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR HEAD TO INVENT A PREJUDICED HEAD** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN HEAD TO STOP A DIRTY HEAD** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING HEAD TO INVENT A DEPARTED HEAD** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING HEAD TO STOP A DEPARTED HEAD** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN HEAD TO INVENT A DIRTY HEAD** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR HEAD TO STOP A PREJUDICED HEAD** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING HEAD TO INVENT A BLINDED HEAD** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING HEAD TO STOP A HATED HEAD** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING HEAD TO INVENT A REJECTED HEAD** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED HEAD TO STOP A DENIED HEAD** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT HEAD TO INVENT A DIM HEAD** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED HEAD TO STOP AN EXHAUSTED HEAD** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT HEAD TO INVENT AN EXPENDED HEAD** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN HEAD TO STOP A CLOSED HEAD** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR HEAD TO INVENT A FAR HEAD** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING HEAD TO STOP AN ENDED HEAD** _____
- if not F/Ning, call each line once more, flattening any reads _____

06: MEMORY _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING MEMORY TO INVENT AN ENDED MEMORY _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR MEMORY TO STOP A FAR MEMORY _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN MEMORY TO INVENT A CLOSED MEMORY _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT MEMORY TO STOP AN EXPENDED MEMORY _____
- spot the EXPLOSION _____
- 05 STOP A FILLED MEMORY TO INVENT AN EXHAUSTED MEMORY _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT MEMORY TO STOP A DIM MEMORY _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED MEMORY TO INVENT A DENIED MEMORY _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING MEMORY TO STOP A REJECTED MEMORY _____
- spot the EXPLOSION _____
- 09 STOP A LOVING MEMORY TO INVENT A HATED MEMORY _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING MEMORY TO STOP A BLINDED MEMORY _____
- spot the EXPLOSION _____
- 11 STOP A FAIR MEMORY TO INVENT A PREJUDICED MEMORY _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN MEMORY TO STOP A DIRTY MEMORY _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING MEMORY TO INVENT A DEPARTED MEMORY _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING MEMORY TO STOP A DEPARTED MEMORY _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN MEMORY TO INVENT A DIRTY MEMORY _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR MEMORY TO STOP A PREJUDICED MEMORY _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING MEMORY TO INVENT A BLINDED MEMORY _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING MEMORY TO STOP A HATED MEMORY _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING MEMORY TO INVENT A REJECTED MEMORY _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED MEMORY TO STOP A DENIED MEMORY _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT MEMORY TO INVENT A DIM MEMORY _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED MEMORY TO STOP AN EXHAUSTED MEMORY _____
- spot the EXPLOSION _____
- 23 STOP A KEPT MEMORY TO INVENT AN EXPENDED MEMORY _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN MEMORY TO STOP A CLOSED MEMORY _____
- spot the EXPLOSION _____
- 25 STOP A NEAR MEMORY TO INVENT A FAR MEMORY _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING MEMORY TO STOP AN ENDED MEMORY _____
- If not F/Ning, call each line once more, flattening any reads _____

07: MASS _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING MASS TO INVENT AN ENDED MASS** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR MASS TO STOP A FAR MASS** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN MASS TO INVENT A CLOSED MASS** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT MASS TO STOP AN EXPENDED MASS** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED MASS TO INVENT AN EXHAUSTED MASS** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT MASS TO STOP A DIM MASS** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED MASS TO INVENT A DENIED MASS** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING MASS TO STOP A REJECTED MASS** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING MASS TO INVENT A HATED MASS** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING MASS TO STOP A BLINDED MASS** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR MASS TO INVENT A PREJUDICED MASS** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN MASS TO STOP A DIRTY MASS** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING MASS TO INVENT A DEPARTED MASS** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING MASS TO STOP A DEPARTED MASS** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN MASS TO INVENT A DIRTY MASS** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR MASS TO STOP A PREJUDICED MASS** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING MASS TO INVENT A BLINDED MASS** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING MASS TO STOP A HATED MASS** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING MASS TO INVENT A REJECTED MASS** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED MASS TO STOP A DENIED MASS** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT MASS TO INVENT A DIM MASS** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED MASS TO STOP AN EXHAUSTED MASS** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT MASS TO INVENT AN EXPENDED MASS** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN MASS TO STOP A CLOSED MASS** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR MASS TO INVENT A FAR MASS** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING MASS TO STOP AN ENDED MASS** _____
- if not F/Ning, call each line once more, flattening any reads _____

08: THOUGHT _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING THOUGHT TO INVENT AN ENDED THOUGHT** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR THOUGHT TO STOP A FAR THOUGHT** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN THOUGHT TO INVENT A CLOSED THOUGHT** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT THOUGHT TO STOP AN EXPENDED THOUGHT** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED THOUGHT TO INVENT AN EXHAUSTED THOUGHT** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT THOUGHT TO STOP A DIM THOUGHT** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED THOUGHT TO INVENT A DENIED THOUGHT** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING THOUGHT TO STOP A REJECTED THOUGHT** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING THOUGHT TO INVENT A HATED THOUGHT** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING THOUGHT TO STOP A BLINDED THOUGHT** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR THOUGHT TO INVENT A PREJUDICED THOUGHT** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN THOUGHT TO STOP A DIRTY THOUGHT** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING THOUGHT TO INVENT A DEPARTED THOUGHT** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING THOUGHT TO STOP A DEPARTED THOUGHT** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN THOUGHT TO INVENT A DIRTY THOUGHT** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR THOUGHT TO STOP A PREJUDICED THOUGHT** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING THOUGHT TO INVENT A BLINDED THOUGHT** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING THOUGHT TO STOP A HATED THOUGHT** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING THOUGHT TO INVENT A REJECTED THOUGHT** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED THOUGHT TO STOP A DENIED THOUGHT** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT THOUGHT TO INVENT A DIM THOUGHT** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED THOUGHT TO STOP AN EXHAUSTED THOUGHT** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT THOUGHT TO INVENT AN EXPENDED THOUGHT** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN THOUGHT TO STOP A CLOSED THOUGHT** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR THOUGHT TO INVENT A FAR THOUGHT** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING THOUGHT TO STOP AN ENDED THOUGHT** _____
- If not F/Ning, call each line once more, flattening any reads _____

09: UNIVERSE _____

RUN # _____

- spot the EXPLOSION _____
 - 01 STOP A BEGINNING UNIVERSE TO INVENT AN ENDED UNIVERSE _____
 - spot the EXPLOSION _____
 - 02 INVENT A NEAR UNIVERSE TO STOP A FAR UNIVERSE _____
 - spot the EXPLOSION _____
 - 03 STOP AN OPEN UNIVERSE TO INVENT A CLOSED UNIVERSE _____
 - spot the EXPLOSION _____
 - 04 INVENT A KEPT UNIVERSE TO STOP AN EXPENDED UNIVERSE _____
 - spot the EXPLOSION _____
 - 05 STOP A FILLED UNIVERSE TO INVENT AN EXHAUSTED UNIVERSE _____
 - spot the EXPLOSION _____
 - 06 INVENT A BRIGHT UNIVERSE TO STOP A DIM UNIVERSE _____
 - spot the EXPLOSION _____
 - 07 STOP AN INFORMED UNIVERSE TO INVENT A DENIED UNIVERSE _____
 - spot the EXPLOSION _____
 - 08 INVENT A RECEIVING UNIVERSE TO STOP A REJECTED UNIVERSE _____
 - spot the EXPLOSION _____
 - 09 STOP A LOVING UNIVERSE TO INVENT A HATED UNIVERSE _____
 - spot the EXPLOSION _____
 - 10 INVENT A PERCEIVING UNIVERSE TO STOP A BLINDED UNIVERSE _____
 - spot the EXPLOSION _____
 - 11 STOP A FAIR UNIVERSE TO INVENT A PREJUDICED UNIVERSE _____
 - spot the EXPLOSION _____
 - 12 INVENT A CLEAN UNIVERSE TO STOP A DIRTY UNIVERSE _____
 - spot the EXPLOSION _____
 - 13 STOP AN ARRIVING UNIVERSE TO INVENT A DEPARTED UNIVERSE _____
 - spot the EXPLOSION _____
 - 14 INVENT AN ARRIVING UNIVERSE TO STOP A DEPARTED UNIVERSE _____
 - spot the EXPLOSION _____
 - 15 STOP A CLEAN UNIVERSE TO INVENT A DIRTY UNIVERSE _____
 - spot the EXPLOSION _____
 - 16 INVENT A FAIR UNIVERSE TO STOP A PREJUDICED UNIVERSE _____
 - spot the EXPLOSION _____
 - 17 STOP A PERCEIVING UNIVERSE TO INVENT A BLINDED UNIVERSE _____
 - spot the EXPLOSION _____
 - 18 INVENT A LOVING UNIVERSE TO STOP A HATED UNIVERSE _____
 - spot the EXPLOSION _____
 - 19 STOP A RECEIVING UNIVERSE TO INVENT A REJECTED UNIVERSE _____
 - spot the EXPLOSION _____
 - 20 INVENT AN INFORMED UNIVERSE TO STOP A DENIED UNIVERSE _____
 - spot the EXPLOSION _____
 - 21 STOP A BRIGHT UNIVERSE TO INVENT A DIM UNIVERSE _____
 - spot the EXPLOSION _____
 - 22 INVENT A FILLED UNIVERSE TO STOP AN EXHAUSTED UNIVERSE _____
 - spot the EXPLOSION _____
 - 23 STOP A KEPT UNIVERSE TO INVENT AN EXPENDED UNIVERSE _____
 - spot the EXPLOSION _____
 - 24 INVENT AN OPEN UNIVERSE TO STOP A CLOSED UNIVERSE _____
 - spot the EXPLOSION _____
 - 25 STOP A NEAR UNIVERSE TO INVENT A FAR UNIVERSE _____
 - spot the EXPLOSION _____
 - 26 INVENT A BEGINNING UNIVERSE TO STOP AN ENDED UNIVERSE _____
- If not F/Ning, call each line once more, flattening any reads _____

10: BELIEF _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING BELIEF TO INVENT AN ENDED BELIEF** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR BELIEF TO STOP A FAR BELIEF** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN BELIEF TO INVENT A CLOSED BELIEF** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT BELIEF TO STOP AN EXPENDED BELIEF** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED BELIEF TO INVENT AN EXHAUSTED BELIEF** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT BELIEF TO STOP A DIM BELIEF** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED BELIEF TO INVENT A DENIED BELIEF** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING BELIEF TO STOP A REJECTED BELIEF** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING BELIEF TO INVENT A HATED BELIEF** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING BELIEF TO STOP A BLINDED BELIEF** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR BELIEF TO INVENT A PREJUDICED BELIEF** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN BELIEF TO STOP A DIRTY BELIEF** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING BELIEF TO INVENT A DEPARTED BELIEF** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING BELIEF TO STOP A DEPARTED BELIEF** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN BELIEF TO INVENT A DIRTY BELIEF** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR BELIEF TO STOP A PREJUDICED BELIEF** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING BELIEF TO INVENT A BLINDED BELIEF** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING BELIEF TO STOP A HATED BELIEF** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING BELIEF TO INVENT A REJECTED BELIEF** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED BELIEF TO STOP A DENIED BELIEF** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT BELIEF TO INVENT A DIM BELIEF** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED BELIEF TO STOP AN EXHAUSTED BELIEF** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT BELIEF TO INVENT AN EXPENDED BELIEF** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN BELIEF TO STOP A CLOSED BELIEF** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR BELIEF TO INVENT A FAR BELIEF** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING BELIEF TO STOP AN ENDED BELIEF** _____
- if not F/Ning, call each line once more, flattening any reads _____

11: PEOPLE _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING PEOPLE TO INVENT AN ENDED PEOPLE** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR PEOPLE TO STOP A FAR PEOPLE** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN PEOPLE TO INVENT A CLOSED PEOPLE** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT PEOPLE TO STOP AN EXPENDED PEOPLE** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED PEOPLE TO INVENT AN EXHAUSTED PEOPLE** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT PEOPLE TO STOP A DIM PEOPLE** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED PEOPLE TO INVENT A DENIED PEOPLE** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING PEOPLE TO STOP A REJECTED PEOPLE** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING PEOPLE TO INVENT A HATED PEOPLE** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING PEOPLE TO STOP A BLINDED PEOPLE** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR PEOPLE TO INVENT A PREJUDICED PEOPLE** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN PEOPLE TO STOP A DIRTY PEOPLE** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING PEOPLE TO INVENT A DEPARTED PEOPLE** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING PEOPLE TO STOP A DEPARTED PEOPLE** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN PEOPLE TO INVENT A DIRTY PEOPLE** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR PEOPLE TO STOP A PREJUDICED PEOPLE** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING PEOPLE TO INVENT A BLINDED PEOPLE** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING PEOPLE TO STOP A HATED PEOPLE** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING PEOPLE TO INVENT A REJECTED PEOPLE** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED PEOPLE TO STOP A DENIED PEOPLE** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT PEOPLE TO INVENT A DIM PEOPLE** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED PEOPLE TO STOP AN EXHAUSTED PEOPLE** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT PEOPLE TO INVENT AN EXPENDED PEOPLE** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN PEOPLE TO STOP A CLOSED PEOPLE** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR PEOPLE TO INVENT A FAR PEOPLE** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING PEOPLE TO STOP AN ENDED PEOPLE** _____
- if not F/Ning, call each line once more, flattening any reads _____

12: INTENTION _____

RUN # _____

- spot the EXPLOSION _____
 - 01 **STOP A BEGINNING INTENTION TO INVENT AN ENDED INTENTION** _____
 - spot the EXPLOSION _____
 - 02 **INVENT A NEAR INTENTION TO STOP A FAR INTENTION** _____
 - spot the EXPLOSION _____
 - 03 **STOP AN OPEN INTENTION TO INVENT A CLOSED INTENTION** _____
 - spot the EXPLOSION _____
 - 04 **INVENT A KEPT INTENTION TO STOP AN EXPENDED INTENTION** _____
 - spot the EXPLOSION _____
 - 05 **STOP A FILLED INTENTION TO INVENT AN EXHAUSTED INTENTION** _____
 - spot the EXPLOSION _____
 - 06 **INVENT A BRIGHT INTENTION TO STOP A DIM INTENTION** _____
 - spot the EXPLOSION _____
 - 07 **STOP AN INFORMED INTENTION TO INVENT A DENIED INTENTION** _____
 - spot the EXPLOSION _____
 - 08 **INVENT A RECEIVING INTENTION TO STOP A REJECTED INTENTION** _____
 - spot the EXPLOSION _____
 - 09 **STOP A LOVING INTENTION TO INVENT A HATED INTENTION** _____
 - spot the EXPLOSION _____
 - 10 **INVENT A PERCEIVING INTENTION TO STOP A BLINDED INTENTION** _____
 - spot the EXPLOSION _____
 - 11 **STOP A FAIR INTENTION TO INVENT A PREJUDICED INTENTION** _____
 - spot the EXPLOSION _____
 - 12 **INVENT A CLEAN INTENTION TO STOP A DIRTY INTENTION** _____
 - spot the EXPLOSION _____
 - 13 **STOP AN ARRIVING INTENTION TO INVENT A DEPARTED INTENTION** _____
 - spot the EXPLOSION _____
 - 14 **INVENT AN ARRIVING INTENTION TO STOP A DEPARTED INTENTION** _____
 - spot the EXPLOSION _____
 - 15 **STOP A CLEAN INTENTION TO INVENT A DIRTY INTENTION** _____
 - spot the EXPLOSION _____
 - 16 **INVENT A FAIR INTENTION TO STOP A PREJUDICED INTENTION** _____
 - spot the EXPLOSION _____
 - 17 **STOP A PERCEIVING INTENTION TO INVENT A BLINDED INTENTION** _____
 - spot the EXPLOSION _____
 - 18 **INVENT A LOVING INTENTION TO STOP A HATED INTENTION** _____
 - spot the EXPLOSION _____
 - 19 **STOP A RECEIVING INTENTION TO INVENT A REJECTED INTENTION** _____
 - spot the EXPLOSION _____
 - 20 **INVENT AN INFORMED INTENTION TO STOP A DENIED INTENTION** _____
 - spot the EXPLOSION _____
 - 21 **STOP A BRIGHT INTENTION TO INVENT A DIM INTENTION** _____
 - spot the EXPLOSION _____
 - 22 **INVENT A FILLED INTENTION TO STOP AN EXHAUSTED INTENTION** _____
 - spot the EXPLOSION _____
 - 23 **STOP A KEPT INTENTION TO INVENT AN EXPENDED INTENTION** _____
 - spot the EXPLOSION _____
 - 24 **INVENT AN OPEN INTENTION TO STOP A CLOSED INTENTION** _____
 - spot the EXPLOSION _____
 - 25 **STOP A NEAR INTENTION TO INVENT A FAR INTENTION** _____
 - spot the EXPLOSION _____
 - 26 **INVENT A BEGINNING INTENTION TO STOP AN ENDED INTENTION** _____
- If not F/Ning, call each line once more, flattening any reads _____

13: SOCIETY _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING SOCIETY TO INVENT AN ENDED SOCIETY _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR SOCIETY TO STOP A FAR SOCIETY _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN SOCIETY TO INVENT A CLOSED SOCIETY _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT SOCIETY TO STOP AN EXPENDED SOCIETY _____
- spot the EXPLOSION _____
- 05 STOP A FILLED SOCIETY TO INVENT AN EXHAUSTED SOCIETY _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT SOCIETY TO STOP A DIM SOCIETY _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED SOCIETY TO INVENT A DENIED SOCIETY _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING SOCIETY TO STOP A REJECTED SOCIETY _____
- spot the EXPLOSION _____
- 09 STOP A LOVING SOCIETY TO INVENT A HATED SOCIETY _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING SOCIETY TO STOP A BLINDED SOCIETY _____
- spot the EXPLOSION _____
- 11 STOP A FAIR SOCIETY TO INVENT A PREJUDICED SOCIETY _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN SOCIETY TO STOP A DIRTY SOCIETY _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING SOCIETY TO INVENT A DEPARTED SOCIETY _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING SOCIETY TO STOP A DEPARTED SOCIETY _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN SOCIETY TO INVENT A DIRTY SOCIETY _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR SOCIETY TO STOP A PREJUDICED SOCIETY _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING SOCIETY TO INVENT A BLINDED SOCIETY _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING SOCIETY TO STOP A HATED SOCIETY _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING SOCIETY TO INVENT A REJECTED SOCIETY _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED SOCIETY TO STOP A DENIED SOCIETY _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT SOCIETY TO INVENT A DIM SOCIETY _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED SOCIETY TO STOP AN EXHAUSTED SOCIETY _____
- spot the EXPLOSION _____
- 23 STOP A KEPT SOCIETY TO INVENT AN EXPENDED SOCIETY _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN SOCIETY TO STOP A CLOSED SOCIETY _____
- spot the EXPLOSION _____
- 25 STOP A NEAR SOCIETY TO INVENT A FAR SOCIETY _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING SOCIETY TO STOP AN ENDED SOCIETY _____
- If not F/Ning, call each line once more, flattening any reads _____

14: CUSTOM _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING CUSTOM TO INVENT AN ENDED CUSTOM _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR CUSTOM TO STOP A FAR CUSTOM _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN CUSTOM TO INVENT A CLOSED CUSTOM _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT CUSTOM TO STOP AN EXPENDED CUSTOM _____
- spot the EXPLOSION _____
- 05 STOP A FILLED CUSTOM TO INVENT AN EXHAUSTED CUSTOM _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT CUSTOM TO STOP A DIM CUSTOM _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED CUSTOM TO INVENT A DENIED CUSTOM _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING CUSTOM TO STOP A REJECTED CUSTOM _____
- spot the EXPLOSION _____
- 09 STOP A LOVING CUSTOM TO INVENT A HATED CUSTOM _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING CUSTOM TO STOP A BLINDED CUSTOM _____
- spot the EXPLOSION _____
- 11 STOP A FAIR CUSTOM TO INVENT A PREJUDICED CUSTOM _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN CUSTOM TO STOP A DIRTY CUSTOM _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING CUSTOM TO INVENT A DEPARTED CUSTOM _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING CUSTOM TO STOP A DEPARTED CUSTOM _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN CUSTOM TO INVENT A DIRTY CUSTOM _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR CUSTOM TO STOP A PREJUDICED CUSTOM _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING CUSTOM TO INVENT A BLINDED CUSTOM _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING CUSTOM TO STOP A HATED CUSTOM _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING CUSTOM TO INVENT A REJECTED CUSTOM _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED CUSTOM TO STOP A DENIED CUSTOM _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT CUSTOM TO INVENT A DIM CUSTOM _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED CUSTOM TO STOP AN EXHAUSTED CUSTOM _____
- spot the EXPLOSION _____
- 23 STOP A KEPT CUSTOM TO INVENT AN EXPENDED CUSTOM _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN CUSTOM TO STOP A CLOSED CUSTOM _____
- spot the EXPLOSION _____
- 25 STOP A NEAR CUSTOM TO INVENT A FAR CUSTOM _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING CUSTOM TO STOP AN ENDED CUSTOM _____
- If not F/Ning, call each line once more, flattening any reads _____

15: GOVERNMENT _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING GOVERNMENT TO INVENT AN ENDED GOVERNMENT _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR GOVERNMENT TO STOP A FAR GOVERNMENT _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN GOVERNMENT TO INVENT A CLOSED GOVERNMENT _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT GOVERNMENT TO STOP AN EXPENDED GOVERNMENT _____
- spot the EXPLOSION _____
- 05 STOP A FILLED GOVERNMENT TO INVENT AN EXHAUSTED GOVERNMENT _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT GOVERNMENT TO STOP A DIM GOVERNMENT _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED GOVERNMENT TO INVENT A DENIED GOVERNMENT _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING GOVERNMENT TO STOP A REJECTED GOVERNMENT _____
- spot the EXPLOSION _____
- 09 STOP A LOVING GOVERNMENT TO INVENT A HATED GOVERNMENT _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING GOVERNMENT TO STOP A BLINDED GOVERNMENT _____
- spot the EXPLOSION _____
- 11 STOP A FAIR GOVERNMENT TO INVENT A PREJUDICED GOVERNMENT _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN GOVERNMENT TO STOP A DIRTY GOVERNMENT _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING GOVERNMENT TO INVENT A DEPARTED GOVERNMENT _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING GOVERNMENT TO STOP A DEPARTED GOVERNMENT _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN GOVERNMENT TO INVENT A DIRTY GOVERNMENT _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR GOVERNMENT TO STOP A PREJUDICED GOVERNMENT _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING GOVERNMENT TO INVENT A BLINDED GOVERNMENT _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING GOVERNMENT TO STOP A HATED GOVERNMENT _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING GOVERNMENT TO INVENT A REJECTED GOVERNMENT _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED GOVERNMENT TO STOP A DENIED GOVERNMENT _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT GOVERNMENT TO INVENT A DIM GOVERNMENT _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED GOVERNMENT TO STOP AN EXHAUSTED GOVERNMENT _____
- spot the EXPLOSION _____
- 23 STOP A KEPT GOVERNMENT TO INVENT AN EXPENDED GOVERNMENT _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN GOVERNMENT TO STOP A CLOSED GOVERNMENT _____
- spot the EXPLOSION _____
- 25 STOP A NEAR GOVERNMENT TO INVENT A FAR GOVERNMENT _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING GOVERNMENT TO STOP AN ENDED GOVERNMENT _____

If not F/Ning, call each line once more, flattening any reads _____

16: CONCEPT _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING CONCEPT TO INVENT AN ENDED CONCEPT** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR CONCEPT TO STOP A FAR CONCEPT** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN CONCEPT TO INVENT A CLOSED CONCEPT** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT CONCEPT TO STOP AN EXPENDED CONCEPT** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED CONCEPT TO INVENT AN EXHAUSTED CONCEPT** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT CONCEPT TO STOP A DIM CONCEPT** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED CONCEPT TO INVENT A DENIED CONCEPT** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING CONCEPT TO STOP A REJECTED CONCEPT** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING CONCEPT TO INVENT A HATED CONCEPT** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING CONCEPT TO STOP A BLINDED CONCEPT** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR CONCEPT TO INVENT A PREJUDICED CONCEPT** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN CONCEPT TO STOP A DIRTY CONCEPT** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING CONCEPT TO INVENT A DEPARTED CONCEPT** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING CONCEPT TO STOP A DEPARTED CONCEPT** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN CONCEPT TO INVENT A DIRTY CONCEPT** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR CONCEPT TO STOP A PREJUDICED CONCEPT** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING CONCEPT TO INVENT A BLINDED CONCEPT** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING CONCEPT TO STOP A HATED CONCEPT** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING CONCEPT TO INVENT A REJECTED CONCEPT** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED CONCEPT TO STOP A DENIED CONCEPT** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT CONCEPT TO INVENT A DIM CONCEPT** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED CONCEPT TO STOP AN EXHAUSTED CONCEPT** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT CONCEPT TO INVENT AN EXPENDED CONCEPT** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN CONCEPT TO STOP A CLOSED CONCEPT** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR CONCEPT TO INVENT A FAR CONCEPT** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING CONCEPT TO STOP AN ENDED CONCEPT** _____
- if not F/Ning, call each line once more, flattening any reads _____

17: RELIGION _____

RUN # _____

- spot the EXPLOSION _____
 - 01 STOP A BEGINNING RELIGION TO INVENT AN ENDED RELIGION _____
 - spot the EXPLOSION _____
 - 02 INVENT A NEAR RELIGION TO STOP A FAR RELIGION _____
 - spot the EXPLOSION _____
 - 03 STOP AN OPEN RELIGION TO INVENT A CLOSED RELIGION _____
 - spot the EXPLOSION _____
 - 04 INVENT A KEPT RELIGION TO STOP AN EXPENDED RELIGION _____
 - spot the EXPLOSION _____
 - 05 STOP A FILLED RELIGION TO INVENT AN EXHAUSTED RELIGION _____
 - spot the EXPLOSION _____
 - 06 INVENT A BRIGHT RELIGION TO STOP A DIM RELIGION _____
 - spot the EXPLOSION _____
 - 07 STOP AN INFORMED RELIGION TO INVENT A DENIED RELIGION _____
 - spot the EXPLOSION _____
 - 08 INVENT A RECEIVING RELIGION TO STOP A REJECTED RELIGION _____
 - spot the EXPLOSION _____
 - 09 STOP A LOVING RELIGION TO INVENT A HATED RELIGION _____
 - spot the EXPLOSION _____
 - 10 INVENT A PERCEIVING RELIGION TO STOP A BLINDED RELIGION _____
 - spot the EXPLOSION _____
 - 11 STOP A FAIR RELIGION TO INVENT A PREJUDICED RELIGION _____
 - spot the EXPLOSION _____
 - 12 INVENT A CLEAN RELIGION TO STOP A DIRTY RELIGION _____
 - spot the EXPLOSION _____
 - 13 STOP AN ARRIVING RELIGION TO INVENT A DEPARTED RELIGION _____
 - spot the EXPLOSION _____
 - 14 INVENT AN ARRIVING RELIGION TO STOP A DEPARTED RELIGION _____
 - spot the EXPLOSION _____
 - 15 STOP A CLEAN RELIGION TO INVENT A DIRTY RELIGION _____
 - spot the EXPLOSION _____
 - 16 INVENT A FAIR RELIGION TO STOP A PREJUDICED RELIGION _____
 - spot the EXPLOSION _____
 - 17 STOP A PERCEIVING RELIGION TO INVENT A BLINDED RELIGION _____
 - spot the EXPLOSION _____
 - 18 INVENT A LOVING RELIGION TO STOP A HATED RELIGION _____
 - spot the EXPLOSION _____
 - 19 STOP A RECEIVING RELIGION TO INVENT A REJECTED RELIGION _____
 - spot the EXPLOSION _____
 - 20 INVENT AN INFORMED RELIGION TO STOP A DENIED RELIGION _____
 - spot the EXPLOSION _____
 - 21 STOP A BRIGHT RELIGION TO INVENT A DIM RELIGION _____
 - spot the EXPLOSION _____
 - 22 INVENT A FILLED RELIGION TO STOP AN EXHAUSTED RELIGION _____
 - spot the EXPLOSION _____
 - 23 STOP A KEPT RELIGION TO INVENT AN EXPENDED RELIGION _____
 - spot the EXPLOSION _____
 - 24 INVENT AN OPEN RELIGION TO STOP A CLOSED RELIGION _____
 - spot the EXPLOSION _____
 - 25 STOP A NEAR RELIGION TO INVENT A FAR RELIGION _____
 - spot the EXPLOSION _____
 - 26 INVENT A BEGINNING RELIGION TO STOP AN ENDED RELIGION _____
- If not F/Ning, call each line once more, flattening any reads _____

18: COMPUTATION _____

RUN # _____

- spot the EXPLOSION _____
 - 01 STOP A BEGINNING COMPUTATION TO INVENT AN ENDED COMPUTATION _____
 - spot the EXPLOSION _____
 - 02 INVENT A NEAR COMPUTATION TO STOP A FAR COMPUTATION _____
 - spot the EXPLOSION _____
 - 03 STOP AN OPEN COMPUTATION TO INVENT A CLOSED COMPUTATION _____
 - spot the EXPLOSION _____
 - 04 INVENT A KEPT COMPUTATION TO STOP AN EXPENDED COMPUTATION _____
 - spot the EXPLOSION _____
 - 05 STOP A FILLED COMPUTATION TO INVENT AN EXHAUSTED COMPUTATION _____
 - spot the EXPLOSION _____
 - 06 INVENT A BRIGHT COMPUTATION TO STOP A DIM COMPUTATION _____
 - spot the EXPLOSION _____
 - 07 STOP AN INFORMED COMPUTATION TO INVENT A DENIED COMPUTATION _____
 - spot the EXPLOSION _____
 - 08 INVENT A RECEIVING COMPUTATION TO STOP A REJECTED COMPUTATION _____
 - spot the EXPLOSION _____
 - 09 STOP A LOVING COMPUTATION TO INVENT A HATED COMPUTATION _____
 - spot the EXPLOSION _____
 - 10 INVENT A PERCEIVING COMPUTATION TO STOP A BLINDED COMPUTATION _____
 - spot the EXPLOSION _____
 - 11 STOP A FAIR COMPUTATION TO INVENT A PREJUDICED COMPUTATION _____
 - spot the EXPLOSION _____
 - 12 INVENT A CLEAN COMPUTATION TO STOP A DIRTY COMPUTATION _____
 - spot the EXPLOSION _____
 - 13 STOP AN ARRIVING COMPUTATION TO INVENT A DEPARTED COMPUTATION _____
 - spot the EXPLOSION _____
 - 14 INVENT AN ARRIVING COMPUTATION TO STOP A DEPARTED COMPUTATION _____
 - spot the EXPLOSION _____
 - 15 STOP A CLEAN COMPUTATION TO INVENT A DIRTY COMPUTATION _____
 - spot the EXPLOSION _____
 - 16 INVENT A FAIR COMPUTATION TO STOP A PREJUDICED COMPUTATION _____
 - spot the EXPLOSION _____
 - 17 STOP A PERCEIVING COMPUTATION TO INVENT A BLINDED COMPUTATION _____
 - spot the EXPLOSION _____
 - 18 INVENT A LOVING COMPUTATION TO STOP A HATED COMPUTATION _____
 - spot the EXPLOSION _____
 - 19 STOP A RECEIVING COMPUTATION TO INVENT A REJECTED COMPUTATION _____
 - spot the EXPLOSION _____
 - 20 INVENT AN INFORMED COMPUTATION TO STOP A DENIED COMPUTATION _____
 - spot the EXPLOSION _____
 - 21 STOP A BRIGHT COMPUTATION TO INVENT A DIM COMPUTATION _____
 - spot the EXPLOSION _____
 - 22 INVENT A FILLED COMPUTATION TO STOP AN EXHAUSTED COMPUTATION _____
 - spot the EXPLOSION _____
 - 23 STOP A KEPT COMPUTATION TO INVENT AN EXPENDED COMPUTATION _____
 - spot the EXPLOSION _____
 - 24 INVENT AN OPEN COMPUTATION TO STOP A CLOSED COMPUTATION _____
 - spot the EXPLOSION _____
 - 25 STOP A NEAR COMPUTATION TO INVENT A FAR COMPUTATION _____
 - spot the EXPLOSION _____
 - 26 INVENT A BEGINNING COMPUTATION TO STOP AN ENDED COMPUTATION _____
- If not F/Ning, call each line once more, flattening any reads _____

19: SYSTEM _____

RUN #

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING SYSTEM TO INVENT AN ENDED SYSTEM** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR SYSTEM TO STOP A FAR SYSTEM** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN SYSTEM TO INVENT A CLOSED SYSTEM** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT SYSTEM TO STOP AN EXPENDED SYSTEM** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED SYSTEM TO INVENT AN EXHAUSTED SYSTEM** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT SYSTEM TO STOP A DIM SYSTEM** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED SYSTEM TO INVENT A DENIED SYSTEM** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING SYSTEM TO STOP A REJECTED SYSTEM** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING SYSTEM TO INVENT A HATED SYSTEM** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING SYSTEM TO STOP A BLINDED SYSTEM** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR SYSTEM TO INVENT A PREJUDICED SYSTEM** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN SYSTEM TO STOP A DIRTY SYSTEM** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING SYSTEM TO INVENT A DEPARTED SYSTEM** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING SYSTEM TO STOP A DEPARTED SYSTEM** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN SYSTEM TO INVENT A DIRTY SYSTEM** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR SYSTEM TO STOP A PREJUDICED SYSTEM** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING SYSTEM TO INVENT A BLINDED SYSTEM** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING SYSTEM TO STOP A HATED SYSTEM** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING SYSTEM TO INVENT A REJECTED SYSTEM** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED SYSTEM TO STOP A DENIED SYSTEM** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT SYSTEM TO INVENT A DIM SYSTEM** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED SYSTEM TO STOP AN EXHAUSTED SYSTEM** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT SYSTEM TO INVENT AN EXPENDED SYSTEM** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN SYSTEM TO STOP A CLOSED SYSTEM** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR SYSTEM TO INVENT A FAR SYSTEM** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING SYSTEM TO STOP AN ENDED SYSTEM** _____
- If not F/Ning, call each line once more, flattening any reads _____

20: REASON _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING REASON TO INVENT AN ENDED REASON _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR REASON TO STOP A FAR REASON _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN REASON TO INVENT A CLOSED REASON _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT REASON TO STOP AN EXPENDED REASON _____
- spot the EXPLOSION _____
- 05 STOP A FILLED REASON TO INVENT AN EXHAUSTED REASON _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT REASON TO STOP A DIM REASON _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED REASON TO INVENT A DENIED REASON _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING REASON TO STOP A REJECTED REASON _____
- spot the EXPLOSION _____
- 09 STOP A LOVING REASON TO INVENT A HATED REASON _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING REASON TO STOP A BLINDED REASON _____
- spot the EXPLOSION _____
- 11 STOP A FAIR REASON TO INVENT A PREJUDICED REASON _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN REASON TO STOP A DIRTY REASON _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING REASON TO INVENT A DEPARTED REASON _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING REASON TO STOP A DEPARTED REASON _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN REASON TO INVENT A DIRTY REASON _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR REASON TO STOP A PREJUDICED REASON _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING REASON TO INVENT A BLINDED REASON _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING REASON TO STOP A HATED REASON _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING REASON TO INVENT A REJECTED REASON _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED REASON TO STOP A DENIED REASON _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT REASON TO INVENT A DIM REASON _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED REASON TO STOP AN EXHAUSTED REASON _____
- spot the EXPLOSION _____
- 23 STOP A KEPT REASON TO INVENT AN EXPENDED REASON _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN REASON TO STOP A CLOSED REASON _____
- spot the EXPLOSION _____
- 25 STOP A NEAR REASON TO INVENT A FAR REASON _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING REASON TO STOP AN ENDED REASON _____
- If not F/Ning, call each line once more, flattening any reads _____

21: HEALTH _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING HEALTH TO INVENT AN ENDED HEALTH _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR HEALTH TO STOP A FAR HEALTH _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN HEALTH TO INVENT A CLOSED HEALTH _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT HEALTH TO STOP AN EXPENDED HEALTH _____
- spot the EXPLOSION _____
- 05 STOP A FILLED HEALTH TO INVENT AN EXHAUSTED HEALTH _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT HEALTH TO STOP A DIM HEALTH _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED HEALTH TO INVENT A DENIED HEALTH _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING HEALTH TO STOP A REJECTED HEALTH _____
- spot the EXPLOSION _____
- 09 STOP A LOVING HEALTH TO INVENT A HATED HEALTH _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING HEALTH TO STOP A BLINDED HEALTH _____
- spot the EXPLOSION _____
- 11 STOP A FAIR HEALTH TO INVENT A PREJUDICED HEALTH _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN HEALTH TO STOP A DIRTY HEALTH _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING HEALTH TO INVENT A DEPARTED HEALTH _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING HEALTH TO STOP A DEPARTED HEALTH _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN HEALTH TO INVENT A DIRTY HEALTH _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR HEALTH TO STOP A PREJUDICED HEALTH _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING HEALTH TO INVENT A BLINDED HEALTH _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING HEALTH TO STOP A HATED HEALTH _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING HEALTH TO INVENT A REJECTED HEALTH _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED HEALTH TO STOP A DENIED HEALTH _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT HEALTH TO INVENT A DIM HEALTH _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED HEALTH TO STOP AN EXHAUSTED HEALTH _____
- spot the EXPLOSION _____
- 23 STOP A KEPT HEALTH TO INVENT AN EXPENDED HEALTH _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN HEALTH TO STOP A CLOSED HEALTH _____
- spot the EXPLOSION _____
- 25 STOP A NEAR HEALTH TO INVENT A FAR HEALTH _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING HEALTH TO STOP AN ENDED HEALTH _____
- If not F/Ning, call each line once more, flattening any reads _____

22: LOGIC _____

RUN # _____

- spot the EXPLOSION _____
- 01 **STOP A BEGINNING LOGIC TO INVENT AN ENDED LOGIC** _____
- spot the EXPLOSION _____
- 02 **INVENT A NEAR LOGIC TO STOP A FAR LOGIC** _____
- spot the EXPLOSION _____
- 03 **STOP AN OPEN LOGIC TO INVENT A CLOSED LOGIC** _____
- spot the EXPLOSION _____
- 04 **INVENT A KEPT LOGIC TO STOP AN EXPENDED LOGIC** _____
- spot the EXPLOSION _____
- 05 **STOP A FILLED LOGIC TO INVENT AN EXHAUSTED LOGIC** _____
- spot the EXPLOSION _____
- 06 **INVENT A BRIGHT LOGIC TO STOP A DIM LOGIC** _____
- spot the EXPLOSION _____
- 07 **STOP AN INFORMED LOGIC TO INVENT A DENIED LOGIC** _____
- spot the EXPLOSION _____
- 08 **INVENT A RECEIVING LOGIC TO STOP A REJECTED LOGIC** _____
- spot the EXPLOSION _____
- 09 **STOP A LOVING LOGIC TO INVENT A HATED LOGIC** _____
- spot the EXPLOSION _____
- 10 **INVENT A PERCEIVING LOGIC TO STOP A BLINDED LOGIC** _____
- spot the EXPLOSION _____
- 11 **STOP A FAIR LOGIC TO INVENT A PREJUDICED LOGIC** _____
- spot the EXPLOSION _____
- 12 **INVENT A CLEAN LOGIC TO STOP A DIRTY LOGIC** _____
- spot the EXPLOSION _____
- 13 **STOP AN ARRIVING LOGIC TO INVENT A DEPARTED LOGIC** _____
- spot the EXPLOSION _____
- 14 **INVENT AN ARRIVING LOGIC TO STOP A DEPARTED LOGIC** _____
- spot the EXPLOSION _____
- 15 **STOP A CLEAN LOGIC TO INVENT A DIRTY LOGIC** _____
- spot the EXPLOSION _____
- 16 **INVENT A FAIR LOGIC TO STOP A PREJUDICED LOGIC** _____
- spot the EXPLOSION _____
- 17 **STOP A PERCEIVING LOGIC TO INVENT A BLINDED LOGIC** _____
- spot the EXPLOSION _____
- 18 **INVENT A LOVING LOGIC TO STOP A HATED LOGIC** _____
- spot the EXPLOSION _____
- 19 **STOP A RECEIVING LOGIC TO INVENT A REJECTED LOGIC** _____
- spot the EXPLOSION _____
- 20 **INVENT AN INFORMED LOGIC TO STOP A DENIED LOGIC** _____
- spot the EXPLOSION _____
- 21 **STOP A BRIGHT LOGIC TO INVENT A DIM LOGIC** _____
- spot the EXPLOSION _____
- 22 **INVENT A FILLED LOGIC TO STOP AN EXHAUSTED LOGIC** _____
- spot the EXPLOSION _____
- 23 **STOP A KEPT LOGIC TO INVENT AN EXPENDED LOGIC** _____
- spot the EXPLOSION _____
- 24 **INVENT AN OPEN LOGIC TO STOP A CLOSED LOGIC** _____
- spot the EXPLOSION _____
- 25 **STOP A NEAR LOGIC TO INVENT A FAR LOGIC** _____
- spot the EXPLOSION _____
- 26 **INVENT A BEGINNING LOGIC TO STOP AN ENDED LOGIC** _____
- If not F/Ning, call each line once more, flattening any reads _____

23: POISON _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING POISON TO INVENT AN ENDED POISON _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR POISON TO STOP A FAR POISON _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN POISON TO INVENT A CLOSED POISON _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT POISON TO STOP AN EXPENDED POISON _____
- spot the EXPLOSION _____
- 05 STOP A FILLED POISON TO INVENT AN EXHAUSTED POISON _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT POISON TO STOP A DIM POISON _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED POISON TO INVENT A DENIED POISON _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING POISON TO STOP A REJECTED POISON _____
- spot the EXPLOSION _____
- 09 STOP A LOVING POISON TO INVENT A HATED POISON _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING POISON TO STOP A BLINDED POISON _____
- spot the EXPLOSION _____
- 11 STOP A FAIR POISON TO INVENT A PREJUDICED POISON _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN POISON TO STOP A DIRTY POISON _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING POISON TO INVENT A DEPARTED POISON _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING POISON TO STOP A DEPARTED POISON _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN POISON TO INVENT A DIRTY POISON _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR POISON TO STOP A PREJUDICED POISON _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING POISON TO INVENT A BLINDED POISON _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING POISON TO STOP A HATED POISON _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING POISON TO INVENT A REJECTED POISON _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED POISON TO STOP A DENIED POISON _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT POISON TO INVENT A DIM POISON _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED POISON TO STOP AN EXHAUSTED POISON _____
- spot the EXPLOSION _____
- 23 STOP A KEPT POISON TO INVENT AN EXPENDED POISON _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN POISON TO STOP A CLOSED POISON _____
- spot the EXPLOSION _____
- 25 STOP A NEAR POISON TO INVENT A FAR POISON _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING POISON TO STOP AN ENDED POISON _____
- If not F/Ning, call each line once more, flattening any reads _____

24: SECRET _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING SECRET TO INVENT AN ENDED SECRET _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR SECRET TO STOP A FAR SECRET _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN SECRET TO INVENT A CLOSED SECRET _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT SECRET TO STOP AN EXPENDED SECRET _____
- spot the EXPLOSION _____
- 05 STOP A FILLED SECRET TO INVENT AN EXHAUSTED SECRET _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT SECRET TO STOP A DIM SECRET _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED SECRET TO INVENT A DENIED SECRET _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING SECRET TO STOP A REJECTED SECRET _____
- spot the EXPLOSION _____
- 09 STOP A LOVING SECRET TO INVENT A HATED SECRET _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING SECRET TO STOP A BLINDED SECRET _____
- spot the EXPLOSION _____
- 11 STOP A FAIR SECRET TO INVENT A PREJUDICED SECRET _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN SECRET TO STOP A DIRTY SECRET _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING SECRET TO INVENT A DEPARTED SECRET _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING SECRET TO STOP A DEPARTED SECRET _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN SECRET TO INVENT A DIRTY SECRET _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR SECRET TO STOP A PREJUDICED SECRET _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING SECRET TO INVENT A BLINDED SECRET _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING SECRET TO STOP A HATED SECRET _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING SECRET TO INVENT A REJECTED SECRET _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED SECRET TO STOP A DENIED SECRET _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT SECRET TO INVENT A DIM SECRET _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED SECRET TO STOP AN EXHAUSTED SECRET _____
- spot the EXPLOSION _____
- 23 STOP A KEPT SECRET TO INVENT AN EXPENDED SECRET _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN SECRET TO STOP A CLOSED SECRET _____
- spot the EXPLOSION _____
- 25 STOP A NEAR SECRET TO INVENT A FAR SECRET _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING SECRET TO STOP AN ENDED SECRET _____
- If not F/Ning, call each line once more, flattening any reads _____

25: INTERIOR _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING INTERIOR TO INVENT AN ENDED INTERIOR _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR INTERIOR TO STOP A FAR INTERIOR _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN INTERIOR TO INVENT A CLOSED INTERIOR _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT INTERIOR TO STOP AN EXPENDED INTERIOR _____
- spot the EXPLOSION _____
- 05 STOP A FILLED INTERIOR TO INVENT AN EXHAUSTED INTERIOR _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT INTERIOR TO STOP A DIM INTERIOR _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED INTERIOR TO INVENT A DENIED INTERIOR _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING INTERIOR TO STOP A REJECTED INTERIOR _____
- spot the EXPLOSION _____
- 09 STOP A LOVING INTERIOR TO INVENT A HATED INTERIOR _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING INTERIOR TO STOP A BLINDED INTERIOR _____
- spot the EXPLOSION _____
- 11 STOP A FAIR INTERIOR TO INVENT A PREJUDICED INTERIOR _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN INTERIOR TO STOP A DIRTY INTERIOR _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING INTERIOR TO INVENT A DEPARTED INTERIOR _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING INTERIOR TO STOP A DEPARTED INTERIOR _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN INTERIOR TO INVENT A DIRTY INTERIOR _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR INTERIOR TO STOP A PREJUDICED INTERIOR _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING INTERIOR TO INVENT A BLINDED INTERIOR _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING INTERIOR TO STOP A HATED INTERIOR _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING INTERIOR TO INVENT A REJECTED INTERIOR _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED INTERIOR TO STOP A DENIED INTERIOR _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT INTERIOR TO INVENT A DIM INTERIOR _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED INTERIOR TO STOP AN EXHAUSTED INTERIOR _____
- spot the EXPLOSION _____
- 23 STOP A KEPT INTERIOR TO INVENT AN EXPENDED INTERIOR _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN INTERIOR TO STOP A CLOSED INTERIOR _____
- spot the EXPLOSION _____
- 25 STOP A NEAR INTERIOR TO INVENT A FAR INTERIOR _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING INTERIOR TO STOP AN ENDED INTERIOR _____

If not F/Ning, call each line once more, flattening any reads _____

26: AMNESIA _____

RUN # _____

- spot the EXPLOSION _____
- 01 STOP A BEGINNING AMNESIA TO INVENT AN ENDED AMNESIA _____
- spot the EXPLOSION _____
- 02 INVENT A NEAR AMNESIA TO STOP A FAR AMNESIA _____
- spot the EXPLOSION _____
- 03 STOP AN OPEN AMNESIA TO INVENT A CLOSED AMNESIA _____
- spot the EXPLOSION _____
- 04 INVENT A KEPT AMNESIA TO STOP AN EXPENDED AMNESIA _____
- spot the EXPLOSION _____
- 05 STOP A FILLED AMNESIA TO INVENT AN EXHAUSTED AMNESIA _____
- spot the EXPLOSION _____
- 06 INVENT A BRIGHT AMNESIA TO STOP A DIM AMNESIA _____
- spot the EXPLOSION _____
- 07 STOP AN INFORMED AMNESIA TO INVENT A DENIED AMNESIA _____
- spot the EXPLOSION _____
- 08 INVENT A RECEIVING AMNESIA TO STOP A REJECTED AMNESIA _____
- spot the EXPLOSION _____
- 09 STOP A LOVING AMNESIA TO INVENT A HATED AMNESIA _____
- spot the EXPLOSION _____
- 10 INVENT A PERCEIVING AMNESIA TO STOP A BLINDED AMNESIA _____
- spot the EXPLOSION _____
- 11 STOP A FAIR AMNESIA TO INVENT A PREJUDICED AMNESIA _____
- spot the EXPLOSION _____
- 12 INVENT A CLEAN AMNESIA TO STOP A DIRTY AMNESIA _____
- spot the EXPLOSION _____
- 13 STOP AN ARRIVING AMNESIA TO INVENT A DEPARTED AMNESIA _____
- spot the EXPLOSION _____
- 14 INVENT AN ARRIVING AMNESIA TO STOP A DEPARTED AMNESIA _____
- spot the EXPLOSION _____
- 15 STOP A CLEAN AMNESIA TO INVENT A DIRTY AMNESIA _____
- spot the EXPLOSION _____
- 16 INVENT A FAIR AMNESIA TO STOP A PREJUDICED AMNESIA _____
- spot the EXPLOSION _____
- 17 STOP A PERCEIVING AMNESIA TO INVENT A BLINDED AMNESIA _____
- spot the EXPLOSION _____
- 18 INVENT A LOVING AMNESIA TO STOP A HATED AMNESIA _____
- spot the EXPLOSION _____
- 19 STOP A RECEIVING AMNESIA TO INVENT A REJECTED AMNESIA _____
- spot the EXPLOSION _____
- 20 INVENT AN INFORMED AMNESIA TO STOP A DENIED AMNESIA _____
- spot the EXPLOSION _____
- 21 STOP A BRIGHT AMNESIA TO INVENT A DIM AMNESIA _____
- spot the EXPLOSION _____
- 22 INVENT A FILLED AMNESIA TO STOP AN EXHAUSTED AMNESIA _____
- spot the EXPLOSION _____
- 23 STOP A KEPT AMNESIA TO INVENT AN EXPENDED AMNESIA _____
- spot the EXPLOSION _____
- 24 INVENT AN OPEN AMNESIA TO STOP A CLOSED AMNESIA _____
- spot the EXPLOSION _____
- 25 STOP A NEAR AMNESIA TO INVENT A FAR AMNESIA _____
- spot the EXPLOSION _____
- 26 INVENT A BEGINNING AMNESIA TO STOP AN ENDED AMNESIA _____
- spot the EXPLOSION _____

If not F/Ning, call each line once more, flattening any reads _____

Continuing after GPM 26 there is a ...

SMASH _____

- 01 YOU CAN'T CREATE ANYTHING NOW _____
- 02 YOU WILL NEVER BE ABLE TO CREATE AGAIN _____
- 03 **STOP CREATING!** _____
- 04 CREATING IS IMPOSSIBLE FOR YOU _____
- 05 YOU CANNOT CREATE EVER AGAIN _____

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The 26 GPMs now repeat *backwards* starting with item 26 of GPM 26. Swap to a red pen and work your way back through the same pattern worksheets.

PAGE 26

Line 26
Line 25
...
Line 01

PAGE 25

Line 26
Line 25
...
Line 01

...

PAGE 1

Line 26
Line 25
...
Line 01.

NOTE: Let's be absolutely clear about this. Each line is called exactly the same as it was on the first pass. The *words* of a line are **not** called in a reverse order. If the line is 03: THIS IS A FISH, you call that line, and not FISH A IS THIS or HSIF A SI SIHT.

The last line on each GPM page, the one about re-calling the lines, is always the last action done on the page.

**** NOTE: This is the last page. It is 27 of 28 because the first page was numbered 0. ****