

## **CHAPTER 4. SCIENCE NO.4 - HYPNOSIS**

### **UNDERSTANDING THE BASICS ABOUT HYPNOSIS**

#### **A. DISSOCIATION, TRANCE, AND HISTORY OF HYPNOSIS FOR PROGRAMMING**

Dissociation is used as a defense to protect a person from overwhelming pain and trauma. It is a natural ability of the brain. Hypnosis or hypnotic trance is a form of dissociation. There are a number of types of dissociation: amnesia, somnambulistic states, localized paralyses, anaesthesias, and hallucinations. Hypnosis can reproduce all of these dissociative states. The mind naturally hypnotizes itself under various conditions. Perhaps the reader has been driving along a familiar road and the next thing you knew you were arriving home, having driven in a trance. Now let's suppose you are driving to a movie and you are discussing next week's plans with your wife. The complex thinking required to drive just happens. You are awake talking to your wife, and yet on another level you were in trance driving the car. You as a subject were both in hypnotic trance (driving) and awake (talking about plans). There are 5 levels to the subconscious that the mind will naturally dissociate to. The other deeper levels require help to access. People naturally can think on two levels. Because people's minds function on multilevels and there is a continua on a spectrum that runs from conscious to unconscious, it is often difficult to pinpoint just exactly what state of mind the brain is in at a certain point, because there is no single answer. A light trance is where a person is

daydreaming about his girlfriend. A moderate trance is where he imagines he is in bed. A deep trance is where he physically feels he is in bed with his girlfriend. Sleep is where one dreams of being in bed. Behavior modification is carried out in the light to deep trances. The deep trance is a very creative level. Hypnosis appears to affect several areas of the brain--the brain stem is modified into the hypnotic state, and the midbrain centers are inhibited so that other areas--the motor, sensory and memory areas can be manipulated. Further not all hypnosis works the same way. Hypnosis can be used on the intellectual part of the mind, the social-spiritual part of the mind, and the primitive reproductive part of the mind. The skilled hypnotist will decide which area he wants and how to work with that area. Both Christians and Illuminati members who are skilled in understanding demonology, believe that there is a demonic side to hypnosis also. It should come as no shock to people that in the *World Book Encyclopedia* hypnosis is listed under Magic as a related article, but not under Medicine. Some Christians class hypnosis as a form of divination and enchantment. It certainly can be a form of control. In occultist W.B. Crow's book *Witchcraft, Magic & Occultism*, it lists hypnotism as an occult science. There is open debate whether hypnotism is simply part of the brain's natural abilities or if supernatural elements are part of the process. There is no debate that historically, hypnosis for centuries has been the guarded secret of the occult world. During shock or stress, the body's limbic-hypothalamic-pituitary-adrenal system, releases substances which encode all the internal and external pieces of information being sensed into a deep level of consciousness. These memories often become dissociated from normal states of consciousness. In other words, when the mind-body returns to this state (where it was in during shock/stress) the mind can reaccess those memories. However, until the mind returns to this shocked state, it doesn't pick up the information it has embedded. The Monarch programmers are acutely aware of how the mind functions, and how information and memories can

be trapped in the mind. There are different neurophysiological states. Also there are said to be 12 levels to the subconscious mind. Then on top of this the mind has the ability to create amnesia barriers. Hypnosis is a valuable tool to move the mind to different neurophysiological states and to get the mind to different levels of the subconscious mind. Hypnosis can also play a role in working around amnesia, since both are types of dissociation. Hyperventilation helps a person induct into a hypnotic trance. Torture, depersonalization, fear and acute anxiety stimulate the body to hyperventilate. So the fear, torture and depersonalization are aids for the hypnotist to help induct a person into a hypnotic trance. Hypnotic cues can be given to cause the body to go into various dissociative states. This could be a post-hypnotic suggestion that causes hyperventilation and an accompanying trance state. Hypnotic cues that are tied to every day objects enhance the programming. Everything in life becomes a cue to reinforce the programming. That may seem on the surface to be an exaggeration, but it is only slightly enlarged from the truth. The programmers do in fact examine a person's life, and then tailor their cues to what the person will be around. For instance, the programmer may force the child to smoke and then tell it that every time they blow out smoke they will think about their master. The programmed alters don't dare not to smoke on fear that they will be punished. The smoking in turn reinforces the power of the hypnotist/master. Much of the good that therapy can do is in effect to de-trance or dehypnotize clients. Most of the alters of a Monarch system go their entire lives in trance. Common objects in a person's life that can be hypnotically given a programming meaning include music, tones, colors, the sight of a book or Bible, the pyramid on the back of a dollar bill, pictures of God, silk scarfs, jewelry, lights, sounds, TV programs, and countless other things. The limit to this is simply the programmer's creativity. The power of hypnosis is often underrated because the power of the mind is underrated. The mind can decide to control its breathing, heart beat, blood

pressure and other things that were once thought to be involuntary. The brain produces a substance which is a tiny peptide molecule called enkephalin which acts just like morphine and reduces pain. The brain can be hypnotically trained to release enkephalin so that the brain doesn't perceive pain. A common hypnotic device for washing away pain is running water. The victim is hypnotically told to go to a waterfall and wash their pain away. (According to a programmer the average healing rate is 3 times quicker under hypnosis than without.) The fantastic abilities of the mind to control what happens to it are very remarkable (such as its natural healing abilities), but most of this is being kept a National Secret so that it can be used against humanity to enslave us to demonic-empowered power hungry monsters, rather than to benefit humanity. Several people in intelligence agencies quietly bemoan the fact that secret research could be helping humanity instead of controlling it. The human mind has been found to be like an immense symphony orchestra, each part doing what it does best under the guidance of a director part similar to the conductor of an orchestra. A non-multiple's brain delegates responsibility to parts of his brain yet retains control over the process. His mind will shift from one ego state to another, & still retain its identity. In contrast, the multiple's brain also delegates responsibility and shifts from one ego state to another, BUT doesn't retain a "cohesive selfhood or self-identity. The mental mechanisms are similar, but the experience is vastly different. Rather than an orchestra playing together, the multiple's brain is full of competing isolated parts (instruments so to speak) that are playing in isolation. Out of the chaos of all these independent amnesic parts, the programmer through hypnosis/& fear then becomes the conductor to help bring order out of chaos. If the multiple is to regain a chance to orchestrate their own life again, they must re-establish communication between the different parts of what should have been their own orchestra, and get internal people to harmonize their music of life.

Good programmers do not need to formally induct their victim into hypnosis. However, if they need to, the Monarch slaves are well conditioned to respond to numbers being counted and fingers being snapped. Hypnosis was a well developed art by the early 20th century. And testing and refining continued all along. For instance, the U.S. military was conducting extensive tests of subjects under hypnosis during W.W. II. In spite of all this, the CIA was still seeking better rapid induction techniques for their slaves during the 1950s. MK Ultra Subproject 128 dealt with rapid induction techniques, especially Subproject 128-1. Some of their drug testing was done at Lexington, KY Detention Hospital. The ability to distinguish between magic and hypnotism may not exist for the child in situations where they are witnesses to the power of hypnotism exercised by a programmer. This makes the adult programmer, who is a big person look all powerful. Another danger inherent in hypnosis are complications (side effects) that hit a percentage of those who are subjected to it. Hilgard (1974) discovered 31% of the 120 university students participating in a study of hypnosis had complications that lasted from 5 mm. to 3 hours after trance, which included headaches, dizziness, nausea and stiff necks. Fritz is aware of one woman who, after the one & only hypnotic session she was the subject of, developed the complication of having nightmares of snakes crawling all over her. (For further study the reader may want to read MacHovec, Frank. "Hypnosis Complications, Risk Factors, and Prevention" *American Journal of Clinical Hypnosis*. Vol. 31, No.1, July, '88, p. 40+. Regular gentle electrical stimulation in many parts of the brain including the lower part of the reticular formation can change the state of consciousness from alert to sleepy. An electrical band attached to a box is sometimes placed on the victim to produce a hypnotic state. There are several ways to alter a person's state of consciousness, but the most popular one by Monarch handlers is to use a combination of drugs and hypnosis. Drugs are used to facilitate hypnosis. Modern drugs do almost all the work for the

hypnotist. They place the person in an altered state and make them willing to take any order. Often survivors remember orange or grape drinks, or something else which they were given, which were used to give the child drugs. One Monarch slave (Cathy O'Brien) wrote about having been given hypnotic drugs via a Grasshopper ice cream drink. Occasionally, hypnosis must be carried out by the programmers on unwilling subjects. They have 3 major ways to get around this. They can induce hypnosis by disguising what the hypnotist is doing, they can wait until the person is asleep and talk to him while asleep, or they can administer drugs. Also the Network has some high-tech equipment which stimulates the orgasmic state (sexual ecstasy) part of the brain. By moving the body into this state, the mind opens up all the unconscious states. Then sophisticated brain wave machines program thoughts into the person. A computer disk is put into the electric shock machine and it runs a program that sends electric jolts down six nodes. The brain's reticular formation serves as the brain's mechanism involved in regulating alertness and awareness. Various kinds of stimuli will enter the brain through its various methods of sensing and learning. With total sensory deprivation (done by placing the victim in a salt water tank with electrodes that shock the body until it stops all movement) the reticular formation will place the mind into a primitive state of consciousness where the programmers can place in post-hypnotic commands to do something on a certain date. The end time programming, that has Monarch slaves doing something at a specific date to create anarchy or to help the Anti-Christ come to power has been put in at this level. As previously mentioned, this level achieved by total sensory deprivation of the Monarch slave is same primitive level as the brain's commands to keep the heart beating. Depending on what type of signals are coming in to it from the various sensing agents of the brain, the reticular formation will then make a decision what state of consciousness to place the mind in. If the reticular formation does not send out "alert" signals, then the brain will get sleepy.

Damage to the reticular formation can cause a coma. The two thalamus lie just above the brain stem. The right and left thalamus are the brain's selective attention mechanism. That is to say, they decide what it is important for the brain to focus its attention on. The right thalamus is connected to attention to visual shapes and the left to our attention to things describable in words. Ten to fifteen repetitions at one second intervals are enough to cause the brain to lose interest in something. At this point the neuron's in the reticular formation quit paying attention to whatever it is. For instance, your brain will listen to a clock tick for only 15 intervals before it quits listening to a clock in the room. But the brain's alertness can be reactivated by a strong and sudden stimulus like a loud sound or a flash of light. This is why 3 gunshots or 3 flashes of light are used as standard access triggers for Monarch slaves. Three was also found to be the best number to get the job done.

## **THE HISTORY OF HYPNOSIS FOR PROGRAMMING**

A masonic magazine for higher masonic rites where sex magic is performed entitled *Freemasonry Universal*, Vol. 5, 1929, p. 58 states, "Certain Forces are sent through the candidate's body during the ceremony, especially at the moment when he is created, received and constituted an Entered Apprentice Freemason. Certain parts of the Lodge have been heavily charged with magnetic force especially in order that the Candidate may absorb as much as possible of this force. The first object of this curious method of preparation is to expose to this influence those various parts of the body which are especially used in the ceremony. In ancient Egypt, there was another reason for these preparations, for a weak current of physical electricity was sent through the candidate by means of a rod or sword with which he was touched at certain points. It is partly on this account that at this first initiation the candidate is deprived of all metals since they may very easily interfere with the flow of currents." Long story

short, the Masonic lodges have been using hypnotism and electric shock in their initiation rituals for a long time. The combination of fear and hypnotism combine to help seal the lips of an initiate from telling what in some lodges are secrets of criminal activity. The Brahmin caste in India practice yoga, and other meditations where they regularly go into altered states of consciousness. Centuries ago, the Brahmin fakirs learned about drugs, tortures, and magical methodologies to produce hallucinations and altered states of consciousness. The worship of Bacchus in the west and Shiva in the east were similar, as were the bloodthirsty rites of Kali and Moloch. Occultists in India have also gone to cemeteries for centuries, like the Illuminati to draw spiritual power from graves. When eastern and western occultists linked up they realized they had a great deal in common. The ancient egyptian writings many centuries B.C. talk about the third eye and temple trances. Hypnosis appears to have been practiced in these ancient temples. All over the world, altered states of consciousness have been used. The feared Scandinavian warriors called Berserkers were in a mildly-programmed altered state of consciousness which made them fearless.

## **B. HOW TO PROGRAM WITH HYPNOSIS**

George Estabrooks was the first major hypnotist to publicly recognize the potential for hypnosis. He contacted MI-6 and other military and intelligence groups in hopes he could interest them in the military-intelligence potentials of hypnosis. What was George Estabrooks connection to the Illuminati? George Estabrooks was a Rhodes Scholar, which is an entry-level group for the Illuminati. For those who haven't studied this, it would be appropriate to give a brief explanation of these things. The Illuminati in 1919 created the Royal Institute of International Affairs (RIIA). The Astor Illuminati family were major financial backers of the RIIA. Waldorf Astor was appointed to the RIIA. The American equivalent to the RIIA is the



CFR. The RIIA and CFR set up Round Table Groups (based on the King Arthur myths) which were initially named by Cecil Rhodes "Association of Helpers". High ranking Mason/Illuminatus Cecil Rhodes also created the Rhodes Scholarship to bring select men from several the English speaking world and Germany to learn how to bring in the One World Government that the Illuminati has long had planned. The Cliveden Estate of the Cliveden Astors (of the Illuminati) has played an important role in the preparation of Rhodes Scholars. Bill Clinton and Fred Franz, the late president of the Watchtower Society, are two examples of men selected for Rhodes Scholarships. Bill Clinton went through the program. However, Franz decided not to go to London in order to help lead C.T. Russell's cult as "oracle" after WT Pres. C.T. Russell was ritually killed on Halloween, 1916 and his remains buried under a pyramid. He later served as President himself from 1977-1994. The Watchtower Society leadership is a front for a part of the Illuminati which practices Enochian Magic. The power of Enochian magic is the Watchtowers. A powerful part of Bethel headquarter workers are Multiple Personalities, and have cult alters who speak in Enochian. Some multiples work in the art department and have been secretly placing hidden occult symbology into *Watchtower & Awake!* magazines. Now back to Estabrooks, who was also himself part of the Illuminati. In his book *Hypnotism*, which came out in 1946, he wrote in his chapter Hypnotism in Warfare (again bear in mind that Estabrooks writes this in 1946 and has been advocating what he writes for perhaps the 15 previous years!) This chapter is not taken from a mystery novel. The facts and the ideas presented are, so to speak, too true to be good, but no psychologist of standing would deny the validity of the basic ideas involved. He might, of course, be somewhat startled at our proposed use of these basic ideas and techniques, for he has never given this matter much thought.... The use of hypnotism in warfare represents the cloak and dagger idea at its best--or worst. Even if we did know the answers to some of the weird proposals in this chapter,

those answers could never be given for obvious reasons. The reader must use his imagination for specific outcomes in specific cases have not been made public--probably never will be made public. Any topflight physicist is familiar with the basic laws of atomic fission and he is quite free to discuss those laws. But he may or may not know what is happening on some government research project in this field. If he does know, he is not shouting it from the housetops, probably not even whispering it to his best friend. The same applies to hypnotism in the field of warfare. Our interest here lies in some of the more unfamiliar sides of hypnotism which may make it of use in warfare. Again, no psychologist would deny the existence of such phenomena....

The only possible way of determining whether or not a subject will commit a murder in hypnotism is literally to have him commit one.... But warfare...undoubtedly will, answer many of these questions. A nation fighting with its back to the wall is not worried over the niceties of ethics [like Nazi Germany]. If hypnotism can be used to advantage, we may rest assured that it will be so employed. Any "accidents" which may occur during the experiments will simply be charged to profit and loss, a very trifling portion of that enormous wastage in human life which is part and parcel of war.... One in every five adult humans can be thrown into the hypnotic trance--somnambulism--of which they will have no memory whatsoever when they awaken. From the military viewpoint there are a few facts which are of great interest. Can this prospective subject, -- this 'one-in-five' individual -- be hypnotized against his will? Obviously, no prisoner of war will be co-operative if he knows that the hypnotist is looking for military information, nor will any ordinary citizen if he suspects that the operator will use him to blow up a munitions plant. The answer to this very vital question is "yes", though we prefer to say "without his consent" instead of "against his will." We do not need the subject's consent when we wish to hypnotize him, for we use a 'disguised' technique. The standard

way to produce hypnotism in the laboratory is with the so-called sleep technique. The operator "talks sleep" to the subject, who eventually relaxes and goes into a trance, talking in his sleep and answering questions. Now suppose...we attach a blood pressure gauge to the subject's right arm and the psychogalvanic reflex to the palm of his hand, just to make everything look shipshape. These devices are for measuring his ability to relax. We also point out that, of course, the very highest state of relaxation will be his ability actually to fall into a deep sleep while we are talking to him. We also stress the great importance of the ability to relax in this modern world of rush and worry, promising to show him how to get results as one end of these experiments. All this is by way of buildup. Probably not one of our readers, if exposed to this procedure, would realize that this was preparation for hypnotism, but would co-operate willingly in this very interesting psychological experiment. We then proceed to "talk sleep," much the same as in ordinary hypnosis, carefully avoiding any reference to a trance or making any tests with which the subject might be familiar, all the while checking on blood pressure and psychogalvanic reflex to keep up the front. Finally we make the test of somnambulism, or deep hypnotism. We see if the subject will talk to us in his sleep without awakening. If this does not succeed, the subject wakes up completely, and in this case we simply repeat the experiment, hoping for better luck next time. But if we do succeed, if the individual belongs to the "one-in-five" club, the subject is just as truly hypnotized as by any other method, and from now on everything is plain sailing. By use of the posthypnotic suggestion...we simply say, "Listen carefully. After you wake up I will tap three times on the table with my pencil. You will then have an irresistible impulse to go sound asleep." The next trance is just that easy to get, and the subject has no idea that it is the pencil which has sent him off"... But we must go even further than this. Once a person has become accustomed to hypnotism, has been repeatedly hypnotized, it becomes very easy for any operator to throw him into the trance.

Obviously this will not do if we are to use hypnotism in warfare. So we plug this gap again by suggestion in the somnambulistic state. We assure the subject that in the future no one will be able to hypnotize him except with the special consent of the operator. This takes care of things very nicely....We sit down with the subject...We are talking about the latest boxing match when the operator taps three times on the table with his pencil. Instantly--and we mean instantly--the subject's eyes close and he's sound "asleep." While in trance he sees a black dog come into the room, feels the dog, goes to the telephone and tells its owner to come get it. The dog is of course purely imaginary. We give him electric shock which would be torture to a normal person, but he does not even notice it. We straighten him out between two chairs and sit on his chest while he recites poetry. Then we wake him up. He immediately starts talking about that boxing match! A visitor to the laboratory interrupts him.

"What do you know of hypnotism?"

The subject looks surprised, "Why, nothing."

"When were you hypnotized last?"

"I have never been hypnotized."

"Do you realize that you were in a trance just ten minutes ago?"

"Don't be silly! No one has hypnotized me and no one ever can."

"Do you mind if I try?"

"Not at all. If you want to waste your time it's all right with me."

So the visitor, a good hypnotist, tries, but at every test the subject simply opens his eyes with a bored grin. Finally he gives up the attempt and everyone is seated as before. Then the original operator taps on the table with his pencil. Immediately the subject is in deep hypnotism. We now add another

concept. We can coach the subject so that in the trance he will behave exactly as in the waking state. Under these circumstances we could defy anyone, even a skilled psychologist, to tell whether the subject was "asleep" or "awake." There are tests which will tell the story but in warfare we cannot run around sticking pins into everyone we meet just to see if he is normal. So rapid can this shift be from normal to trance state [the programming state], and so "normal" will the subject appear in trance, that the writer has used such a subject as a bridge partner. He plays one hand in trance and one hand "awake" with no one any the wiser. [This happens with Monarch slaves all the time. Few people ever catch on that alters are under trance.]

Suppose we deliberately set up that condition of multiple personality to further the ends of military intelligence. Let us start with a very simple illustration. For example, we can hypnotize a man in an hotel in, say, Rochester. We then explain to him in hypnotism that we wish the numbers and state names of all out-of-state cars parked in the block surrounding the hotel. He is to note these very carefully in his unconscious mind but will have no conscious memory of having done so. Then we awaken him and ask him, in the waking state to go out and get us a tube of toothpaste. He leaves the hotel and wanders around the block in search of that tube. Finally, he returns, apologizing for his delay, saying that it was necessary for him to go entirely around the block before he noticed a drugstore in the very building itself. This, he says, was very stupid of him but apparently men are made that way. Did he notice anything of interest as he made his walk? "Nothing! Oh, yes, there was a dog fight down at the corner." And he described the battle in detail. We now hypnotize him. He knows what we are seeking and at once proceeds to give us numbers and states of strange cars, very pleased with the fact that he can recall thirteen. He evidently enjoys the game immensely and is quite proud of his memory. Then we awaken him and see what he knows in the conscious state. "How many cars are there around the building?"

"I don't know." "What are the numbers of the out-of-state licenses around the building?" "Good heavens, I have no idea. I think there is a California car near the front entrance, but I have no idea as to its number." A friend tries his hand. "Now look here. You were hypnotized half an hour ago and you left this room under posthypnotic suggestion." The subject gets irritated. "Look here yourself. I'm getting tired of that silly joke. This is the third time today you've pulled it. All right. I was hypnotized and saw pink elephants all over the lobby. Have it your way." And the subject sits down to a magazine, obviously angry that this man cannot find something more amusing to say. Often the hypnotic subject will react in this manner. Push him just a little too far and he becomes irritated, obviously a trick of the unconscious to end the argument and avoid any danger of being found out.... The reader's very natural reaction is, "Why all this rigmarole?"... There are certain safeguards if we use hypnotism. First, there is no danger of the agent's selling out. More important would be the conviction of innocence which the man himself had, and this is a great aid in many situations. He would never "act guilty" and if ever accused of seeking information would be quite honestly indignant. This conviction of innocence on the part of a criminal is perhaps his greatest safeguard under questioning by the authorities. Finally, it would be impossible to "third degree" him and so pick up the links of a chain. This is very important, for the most hardened culprit is always liable to "talk" if the questioners are ruthless enough.

### **The Super Spy**

In the instance we are about to outline, we may or may not be dealing with multiple personality.... The little experiment I have just cited could be successful with any good somnambulist and would require about ten hours preparation. The example I now cite would work only with a certain number of the very best somnambulists and instead of ten hours preparation, we had better allow ten

months....

Perhaps we had better start by defending our position. Is it unethical? Perhaps, but science merely states the facts.... Now let us return to our presentation. We start with an excellent subject, and he must be just that, one of those rare individuals who accepts and who carries through every suggestion without hesitation. In addition, we need a man or a woman who is highly intelligent and physically tough. Then we start to develop a case of multiple personality through the use of hypnotism. In his normal waking state, which we will call Personality A, or PA, this individual will become a rapid communist. He will join the party, follow the party line and make himself as objectionable as possible to the authorities. Note that he will be acting in good faith. He is a communist, or rather his PA is a communist and will behave as such. Then we develop Personality B (PB), the secondary personality, the unconscious personality, if you wish, although this is somewhat of a contradiction in terms. This personality is rabidly American and anti-communist. It has all the information possessed by PA, the normal personality, whereas PA does not have this advantage.... The proper training of a person for this role would be long and tedious, but once he was trained, you would have a super spy compared to which any creation in a mystery story is just plain weak. This is what the Illuminati have done. They create good Christian fronts, with Illuminati dark alters who can see what the Christians are doing.] My super spy plays his role as a communist in his waking state, aggressively, consistently, fearlessly. But his PB is a loyal American, and PB has all the memories of PA. As a loyal American, he will not hesitate to divulge those memories, and needless to say we will make sure he has the opportunity to do so when occasion demands. Here is how this technique would work .... [skipping this story and several others, we come to:] We choose a good subject and then let him in on the plot. We disclose to him that he is an excellent hypnotic subject and we wish to use him for counterespionage. We

suspect that in the near future someone is going to try hypnosis on him. He is to bluff, to co-operate to the very best of his ability, fake every test that is made and stay wide awake all the time. The test we fear most is that of an analgesia-insensitivity to pain. So we coach him carefully with posthypnotic suggestions to the effect that even when wide awake and bluffing he will be able to meet every test which may be made here, be it with ammonia under the nose, a needle, or worst of all, the use of electricity, which can be made extremely painful and is easy to use. Under these circumstances it will be virtually impossible to tell whether this man is bluffing or really in trance. [The story continues that the master hypnotist thinks he has got a good subject and has hypnotized him deep. Then the subject tells him that he was only bluffing. The whole affair provides a nightmare for any counterintelligence group using hypnotism. They can be totally bluffed, unless they turn to high tech equipment to see what is really happening.]

Estabrooks also explains how a man can be hypnotized and told he is only testing the preparedness of security. He is told he has a fake bomb, but is really given a real bomb. The subject is sent to a location, and blows up with the real bomb. The subject blows up with the bomb so the evidence of the hypnotic lie is lost.

Hypnosis changes the threshold of the how the senses perceive. Sensitivity can be increased or decreased, hallucinations can be perceived even though there is the absence of any appropriate stimuli, and things that exist can go unperceived by the mind. For instance, alters who are used for porn are hypnotized not to see the camera. Alters used for any type of sexual service are hypnotized repeatedly to not see faces. The slave will actually see blurs where people's faces are. The Programmers like to manipulate. Children are set in front of circus mirrors that make them taller or smaller for programming. They are set in front of mirrors which duplicate their image. Here in Oregon, there is a site with a magnetic anomaly



which bends light. It is called the Oregon Vortex. The Programmers take small children there for programming. Anything that creates an illusion, seems to be noticed by the Programmers and is put to use somehow. The CIA has employed magicians like John Mulholland to help them create illusions. Magician John Mulholland wrote a manual for the CIA on how to deceive unwitting subjects. Under drugs and hypnosis, when a small child is set in front of a mirror that elongates its body and or then shortens, the reality of the programming script seems real. The programmer can hypnotically call upon the child's mind to totally hallucinate seeing something, or he can support the illusion by handing the child a doll and telling it that it is a child, or handing the child a pencil and telling the child it is a flower. A great deal of acting and props are used during the programming. What child can tell fool's gold from real gold? The bottom line is that generally, no matter which way the Programmers do it, whether by an illusion or an outright hypnotic-suggested hallucination, the event for the child is real. The majority of traumas are real events, but the scripts that are given are after the trauma are fictional.

### **C. HYPNOSIS CAN BOOST THE CREATIVITY OF THE VICTIM TO ADOPT SCRIPTS**

Creativity is a function of attentiveness, playfulness, anxiety, limitations, relaxation, the trance state, responsiveness and absorption. A good programmer can assist or boost the creativity of the child. The programmer can tell stories and programming scripts in a vivid way, so that the sensory pictures are bold and strong. The child can taste and feel and touch in their minds the script being given them. Besides the language of the programmer other aids such as fear and drugs can enhance a victim's attentiveness. Playfulness comes naturally to children. They naturally pretend and use fantasy in their play. Because children are innately creative they are far easier to program. Researchers have also discovered that creativity

needs an element of anxiety and chaos in the person's life. If everything is orderly and in perfect harmony, the creative juices will not flow. The conscious mind and the subconscious mind need to grapple. For creativity to be productive it must occur within limits. For instance, the concerto is created within the limits of a piano keyboard. The programmer, and the Grande Dame and the Grande Mother of the Illuminati victim carefully guide the child's creativity and set limits. The spark of creativity occurs when there is an alternation of intense concentration and relaxation. The programmers must work back and forth between torture and kindness. A light trance will allow the mind to surface -creative ideas. That is why writers and composers get ideas when they are in a light trance driving, in a light sleep, or shaving or some other place where a light trance occurs. Receptivity is the willingness to accept a creative idea when it comes. The final part of creativity is one's absorption into the process of creativity. The artist may get so immersed into the portrait that he is painting that the portrait seems alive and real--the actual person. This immersion, where things imagined become real, is important to keep the creative juices flowing. The hypnotist/programmer can enhance the creative process by giving the child positive encouragement to reduce their fears and inhibitions to creativity. The programmer could say to the older child (a younger child might be told something else), "You take all of your fear of not being creative and put them into a sack. The sack now becomes a bundle of energy. Now imagine you are opening the sack and out of the sack comes a rainbow of energy. It is powerful, it is positive. You are now full of new ideas. You can feel this power surge through your body. Your mind is now clear and focused, focused, you feel confident, sure of your talent and eager to set your new ideas into motion, and you control the energy in your life, you are very successful in controlling the energy in your life...you take a few breaths and relax. You notice the neighborhood around you, there is a beautiful park, you begin to notice how beautiful the day is, and you begin to feel a fresh new energy flowing

through your body...the more calm you become the more enthusiastic and creative you become...you will feel free to create, to enjoy your creative talent, to invent, to shape, and form new and wonderful ideas.” This is not to say that the Illuminati programmer or Mother of Darkness assistant will use this type of hypnotic suggestions, but sometimes it does become necessary to teach some children how to dissociate, and how to become creative. If they do not develop these abilities, they may lose their life to the torture.

### **THE VITAL ROLE OF MOVIES FOR HYPNOTISING SMALL CHILDREN**

As mentioned before, the hypnotist will find children easier to hypnotize if they know how to do it with small children. One method that is effective is to say to the small children, “Imagine you are watching a favorite television show.” This is why the Disney movies and the other shows are so important to the programmers. They are the perfect hypnotic tool to get the child’s mind to dissociate in the right direction. The programmers have been using movies since almost day one to help children learn the hypnotic scripts. For children they need to be part of the hypnotic process. If the hypnotist allows the child to make up his own imagery, the hypnotic suggestions will be stronger. Rather than telling the child the color of a dog, the programmer can ask the child. This is where the books and films shown the child assist in steering its mind in the right direction. If the hypnotist talks to a child, he must take extra precaution not to change the tone of his voice and to have smooth transitions. Most of the Disney films are used for programming purposes. Some of them are specifically designed for mind-control.

### **SPINNING TOPS**

One method for inducting children into a

dissociative state is to have them look at a large spinning top, as the colors whirl around. Carousel rides have also been popular to induce trances. A good sampling of optical illusions can be found in Katherine Joyce's book *Astounding Optical Illusions*. NY: Sterling Pub. Co., 1994. The illusion The Temple makes one feel they are in a passageway leading to a small door. The Escalator makes one feel they are going up and down, and could be used for building in an internal elevator. We know that optical illusions have been used, but we are not saying that these particular ones have been. For a programmer to use an optical illusion, he would first submerge the victim into a drugged state with the appropriate mind altering music and sounds and then flash the illusion onto the wall that the victim was facing. With virtual reality the child can really be immersed into a weird head trip.

## **THE HYPNOTIC VOISE OF THE PROGRAMMER**

Programmers will adopt either an authoritarian voice, which is commanding and direct or a permissive soft tone. Bear in mind the slave who has the authoritarian voice used on it, sees the programmer as God with the authority of life or death over its (his or her) body and soul. The heightened expectation from the commanding tone, will increase the suggestions chance for success. However a softer tone, will relax the victim, and the hypnotist and the programming victim become partners in the hypnotic process. The advantage of the softer tone, is that the creativity of the victim is enhanced and participates more in the process. The hypnotic induction become more real when the victim participates more in the process. The Monarch programmer will either use a monotone voice or a rhythmic voice. Remember, the professor who could lull his students to sleep. He had a hypnotic voice, without

knowing it. A singsong or rhythmic voice is comforting. It can also be used by the Programmer. One continuous thread of words strung together are used to close out distractions. After a suggestion or command is given, a pause is made by the programmer in talking so that the suggestion is taken into the mind. Otherwise anxiety is experienced by the victim's mind, and the suggestion will not be accepted as well. Cisco, the co-author provides an example of how a hypnotic script can go with music, "Close your eyes for your eyes will only tell the truth. And the truth isn't what you want to see. In the dark it is easy to pretend that the truth is what it ought to be. "Softly, deftly, music shall caress you. Hear it, feel it secretly possess you. Open up your mind, let your fantasies unwind in this darkness which you know you cannot fight. The darkness of the music of the night. "Close your eyes, start a journey through a strange new world. Leave all thoughts of the world you knew before. Close your eyes and let music set you free. Only then can you belong to me. "Floating, falling, sweet intoxication. Touch me, trust me, savor each sensation. Let the dream begin, let your darker side give in to the power of the music I write. You alone can make my song take flight. Help me make the music of the night. "Helpless to resist the notes I write, For I compose the music of the night. Hearing is believing, music is deceiving. Hot as lightening, soft as candle light. Dare you trust the music of the night?"

When the authors have bumped into men who are programmers and handlers for the CIA, they have noticed that many of these men have warm personalities and have a certain trained hypnotic voice which they use even when not programming. During rituals, the various magical languages used in witchcraft employ repetition, alliteration, nonsense syllables, newly coined words, and ancient words that are chanted or sung in a limited-range that makes the sounds become hypnotic. Sounds like the mantra "a-u-u-in-in" are chanted. Gestures during rituals are also made which intensify the effects. Rituals can not be classified

as having nothing to do with programming. There is such a great attempt to secularize and make clinical what the victim experiences, and the idea that witchcraft is part of the programming is an unpopular notion with some. Combining witchcraft with hypnotic language can be powerful with group dynamics. Repetitive sounds, such as a drum beating influences the locus coeruleus part of the brain. Drums can help induce trance.

#### **D. KEEPING THE MIND DISSOCIATIVE**

Illuminati parents (as well as other adults who care for a Monarch child) are given special instructions on how to raise the child to be dissociative. The parents are admonished that their child will have a successful future and so will they if they follow the instructions. If they don't follow the instructions, they are minded their child's life could be forfeited. Here are some of the types of instructions that are given:

Spend 15 minutes/day teaching the child to write backwards to develop the brain in a particular fashion.

b. Giving daily doses of prolonged isolation, such as dark closets, dark cellars, the corners of dark rooms. During the prolonged isolation, the child cannot turn on the lights, go to the bathroom, make a noise or anything else. The child will learn to dissociate. The child is also trauma bonded to the abuser because each time the child is let out, it is grateful to the abuser. The child can be drowned in a pool and then resuscitated--and the exact amount of time to keep the child under will be given. The child can be placed in a freezer, and again the exact amount of time can be given to the parent. The child is not to roam about the house freely. The adults' area is off-limits. The child must move with permission.

c. Systematic punishment without provocation with the message--keep secrets. Hear no evil, see no

evil, do no evil. This needs to be done several times a week to reinforce the codes of silence and the programming for silence.

d. A needle which is gripped halfway up is stuck into the child a quarter inch deep on the child's muscles, buttocks or thigh to help continue dissociative behavior. On special occasions (birthdays, holidays) the hands and feet which are most sensitive to pain are stuck. When the feet or hands are stuck, they will often stick the needles under the nails. The ears are also on occasion stuck with needles. It also conditions the child to obey the commands of her handlers, who will use needles to access the minds various personalities. Various spots on the body when stuck with needles along with certain codes become access points for certain alters.

e. Anytime a child argues, has a temper tantrum, or gets angry the child is to be slapped in the face. This is a quick trauma. It is to be followed with a lighted cigarette applied to the child to burn the skin the second the child gets submissive from the slap. If a cigarette can't be found, a stove top or some other hot item is to be found. At four years of age, the child begins programming to burn itself. If there are any bruises showing, the child can be kept home for a day or two.

f. Anytime the child becomes willful it is to have its mouth washed out with soap. The child should be made to chew off a piece and swallow the foam.

g. The child should be raped daily and then tortured. This helps with the sexual programming later, and begins a reversal in the mind that pain is love, and pain is pleasure.

Some of the first memories that female Monarchs recover are their memories of their fathers raping them. This is because the programmers allow these memories to be less dissociated than the later ones where the slave may be sexually

servicing an important Monarch slave handler like the Rev. Billy Graham. (Graham is covered in full in chapter 5.) In later situations like that, the kitten alters which do the sexual servicing will be electro-shocked to block their memory as well as given hypnotic cues. The fathers or step-fathers are often not the person who will be their master when they grow up. The abuse of this person will serve as a cover for the programming. If the person's front alters discover they are MPD, they will initially blame their multiplicity on the first abuser they remember, which then serves as a cover.

### **E. KEEPING THE MIND IN ALPHA STATE**

The entire alter system of a Monarch slave has their sleep patterns controlled. Many alters are programmed not to sleep. They stay awake 24 hours a day internally. Someone has to take the body and sleep—but whichever alters are set up to do it, they are hypnotically commanded to only sleep three hours, to insure that the mind stays in an alpha state easy to program. Because alters which do not hold the body “rest” mentally in a sense—when they take the body they are fresh. In this way, a multiple can function without as much sleep as a normal person, but the price they pay is that their mind stays in an easy-to-program easy-to-hypnotize state. REM sleep allows the person to harmonize the mind's inner world with its outer environment. The periods of REM sleep lengthen as the hours of sleep progress. By preventing long periods of sleep, long periods of REM sleep are prevented from occurring, and the victim remains in a more controllable state of mind.

### **F. HYPNOTIC CODES, CUES AND TRIGGERS**

When a Programmer creates something, it will be a reflection of himself to some degree. Just like handwriting and art are a reflection of the person who makes them. Understanding the connections



between a Programmer and his creation could take a book in itself. The following is extracted from the history of an ancient occult sect, still functioning today. It is the type of thing, that the programmers feed their minds on, which in turn provides them the patterns which show up in programming. Here it is: In the ancient occult world, at the gates of palaces the doorkeeper had to be shown "the seals"--the secret names of God or pictures with magical power, and the words "R Akiva". When the person passed this entrance, he comes to the palace of pure marble stones, do not say, "water, water." Then the person will enter into the world or the celestial Garden of Eden or the Realm of the Heavenly Palaces. The Story of Sinbad, the golden lamp and genie would be another example of an occult story that could be used.

Within the Illuminati, Gematria (which is the cabalistic teachings about numbers) is very important for knowing the codes of the deep darker alters. There are several reasons for why Monarch slaves have lots of codes and structures which come from witchcraft,

- a. their programmers are witches and witchcraft is the world view on the mind of the programmer
- b. the slaves are reminded of their entrapment to Satan and their cult whenever they hear their codes
- c. the alters internally will work magic, even while they don't hold the body, and placing magical structures inside facilitates this internal magic
- d. using magical words makes the programming look like magick
- e. the internal alters are being inculcated into occult underworld life and doctrine

A rather remarkable book is Aleister Crowley's book *777 and Other Qabalistic Writings of Aleister Crowley*. It is remarkable for the deprogrammer to understand many of the programming code links

that the programmers may have used. In 777's forward, Aleister Crowley wrote "777 is a qabalistic dictionary of ceremonial magic, oriental mysticism, comparative religion and symbology. It is also a handbook for ceremonial invocation and for checking the validity of dreams and visions. It is indispensable to those who wish to correlate these apparently diverse studies." (Crowley, 777, p. vii) Later he writes, "The book 777 has for its primary object the construction of a magical alphabet." (p. xvii) For instance, Crowley gives the Officers in the Masonic Lodges and the hebrew passwords of their grades. In another example of the book, Crowley gives a list of the Hindu chakra points (which is well known), with the Buddhist names, and their ancient Egyptian names. This is the type of occult knowledge that is hard to come by. Crowley's List of Correspondences are perhaps the best one will find printed in the occult world. They show the correspondences that occultists make between things. For instance, if we want to know what corresponds to the Hebrew letter Dalath. The letter means door. Door corresponds to the letter 14, the Cabalistic Tree of Life pathway between the two top circles on each side of "the crown", sky blue on the Queen scale of color, Aphrodite, Venus and Freya, and the gems Emerald and Turquoise, and the perfume sandalwood. All these things correspond within Cabalistic magic. For someone trying to understand why a particular color, and name is given to an deep darkside alter Crowley's book is helpful in some Monarch systems. The Mother-of-Darkness alters (and Supreme Master alters in males) of the Illuminati must do pathworking rituals when they hold the body and participate in Illuminati activities. These Mother-of-Darkness alters are placed internally in the Cabalistic Tree of Life. Crowley's book provides the mystic number that goes to each part (plane, or circle) of the Tree of Life and its Snake positional number. The mystic number of the Sephiroth that corresponds to the number to each of the 22 paths that must be worked is also given. The occult concept is that to achieve divinity one must go on the Tree of Life from being Malkuth to become

Kether. Although it is not the intent to propagate occult doctrine, for those who want to know how Illuminati Monarch slaves get to where they are as adults, and what the codes are in their System, then we need to cover briefly the Kabballistic Tree of Life. (More will be written about this in chapter 10 on spiritual control.) Let the reader picture 3 circles in a line. These three circles sit at the top of the Cabalistic Tree of Life. They are the top 3 circles of ten circles which all have names within an Illuminati Monarch slave. The center circle is “the crown” and holds the honored alter who actually is the Bride of the AntiChrist. The AntiChrist is also known as Black Saturn, and other names. Satan himself is known within a Monarch system often by the name Bilair, Bilar, or Bilid which are his cabalistic names. The honored alter who is married to him sits on a pedestal revolving with 2 other alters. In the occult world, goddesses are triune: maiden, mother and crone. The one to the left of center is Midnight (the Mother figure), and the other is Morning Star (the maiden). Morning Star (Stella Matutina) may be a very young alter, rather than a teenager. On top of the Cabalistic Tree of Life will sit a pyramid. Each of the ten circles (rooms for the alters who live in them) of the Tree of Life is created with a different Illuminati ceremony. Before a Mother-of-Darkness Monarch slave is 16, they will have gone through all the ceremonies involved in the creation of the alters which correspond to the 10 rooms of the Tree of Life. At age 16, the system’s demons will then guide the system on a personalized pathway and a baby (the firstborn) will be sacrificed by the System. The blood of this first born is spiritually placed in a box under the Tree of Life. This is in accord with the Lilith story. The spirit Lilith (sometimes with an alter Lilith) will work with the spirits of Zerodieth and Lucifer. There are several trees which can be placed within a Monarch slave, including the ash, the oak, the ygdressil, the willow, and the Tree of Evil, which is an evil counterpart to the Tree of Life. These will be dealt with under the chapter on structures. This chapter will provide the hypnotic codes, cues, triggers or whatever one wants to call these words, noises,

and sensory inputs that manipulate these poor victims turned into Monarch robots. Other chapters will explain about the structures these codes go to, and also the spiritual dimensions of these codes and structures. Another way to see things is to recognize that the programmers have created “power words” to which they have attached memory and programming. If a de-programmer observes closely the word usage of the victim, you will begin to spot power words of the abuser, for instance, “white rabbit”. A cipher is when symbols are used to represent letters. One can use letter frequencies to break ciphers. Likewise, there are frequencies to codewords. The Illuminati’s intelligence agencies have programmed thousands upon thousands of slaves. There are only so many code words to pick from and some of these code words are favorites. From the co-author Fritz Springmeier’s experience, the following are favorite code words that have been used to program slaves with:

CHARLOTTE, CHECKMATE, CHRISTMAS, CLARA, CLOVERLEAF, COURIER, CRAYON, CRYSTAL, DAISY, DAVY, DELLA, DELTA, DEMON, DIANA, DINAH, DIRTY, DIME, DOT, DOVE, DRAGON, DUCK, DUMBO, EAGLE, EASY, ECHO, ELAINE, ELEPHANT, ELLEN, EMERALD, EMPIRE, ESTER, EUREKA, EVERGREEN, FAITH, FALCON, FARMER, FELIX, FIREFLY, FIVE BROTHERS, FIVE SISTERS, FLASHLIGHT, FLOSSY, FLYING + [other word], FOX, FREEZE, FRIENDSHIP, FULL HOUSE, GALAHAD, GAMMA, GARGOYLE, GEMINI, GEORGE, GIPSY, GOLEM, GOLDEN + [other word], GOOSE, GRACE, GRANNY, GREEN DIAMOND, GULL, GWEN, HADES, HALF-MOON, HAMMER, HARRIET, HAWK, HAZEL, HELENE, HELIOS, HEN, HERMES, HIGH BALL, HIGH CARD, HOLE-IN-THE-WALL, HOPE, HOPI, HOUNDDOG, HOURGLASS, HUSTHER, HYDRA, ICEBERG, IDA, IMP, INCUBUS, INSECT, IRIS, IROQUOIS, ITEM, JACKASS, JAGUAR, JANET, JANICE, JASON, JASPER, JAVELIN, JENNY, JEZEBEL, JIG, JULIET, JOAN, JOSHUA, JUDY, JUPITER, KANGAROO, KANSAS, KATY, KING, KILO, KITTY, KOMET, LACE, LADY + [other word], LAMP, LAURA, LEAP FROG, LEOPARD, LIGHTNING, LILY,

LION, LITTLE + [other word], LOVE, LUCKY + [other word], MAE WEST, MAGIC, MAJESTIC, MAMIE, MANDREL, MARIE, MARK, MARTHA, MAX, MEADOWS, MERCURY, MIGHTY MOUSE, MILLION DOLLAR, MINNIE MOUSE, MONA LISA, MONTE CARLO, MOTHER, MUMMY, NANCY, NAOMI, NAVAJO, NIMROD, NOAH, NORA, NUTCRACKER, OBOE, OCTOPUS, OLD FAITHFUL, OLIVE, OPAL, OPHELIA, ORION, OSCAR, OWL, OZMA, PACKAGE, PAMELA, PANDORA, PANTHER, PAPERCLIP, PAPA, PAT, PATSY, PEGASUS, PENTHOUSE, PHANTOM, PHOENIX, PINECONE, PISTOL PETE, PLATO, PLUTO, POLLY, PYTHON, QUAIL, QUEBEC, QUEEN, QUEEN BEE, QUEENIE, QUEST, QUICK SILVER, RACHEL, RAINBOW, RAM, RANGER, RASCAL, RAT, RAVEN, REBECCA, RED DIAMOND, RED HILL, RENO, REX, RHUBARB, RITA, ROBOT, ROMEO, ROOSTER, ROSIE, ROVER, RUBY, RUTH, SABRE, SAINT, SAINT + [another word], SALLY, SAN ANTONIO, SAPPHIRE, SARAH, SATURN, SCAMPER, SCOUT, SEA GULL, SEAL, SERGEANT, SERGEANT-DELTA, SHADOW, SHARK, SHENANDOAH, SHO, SICKLE, SIGMA, SILVER, SNOW + (other word), ZEBRA, ZENITH, ZERO, ZYPPE, ZOMBIE, ZULU, ZUNI."

The word FOX is an example of a significant occult code word. F-o-x consists of the 6th, 15th (1+5), & the 24th (2+ 4) letters of the alphabet, which yield 666. The reader needs to bear several things in mind. First, the programmers generally have intelligent, well sounding codes, that do form patterns. For instance, a woman's name from the Bible will be used as a code, with subparts or subcodes having other female names from the Bible. Deeper Illuminati parts will have goddess and god names, and king and queen names for cult alters. These are the names the handler or cult uses--NOT their access codes. The codes for slaves follow patterns. There are standard and unique codes. The internal programming alters have the power to change codes if they need to protect the programming. They will have to hypnotically work with alters when they trance out at night. In other words, most of their programming of front alters will be done when a System lies

down for "sleep"--more accurately described as "for trance." If the internal alters change many codes, in their efforts to protect the system, they will even make it difficult for the handler/programmer to get into the system. Ciphers developed rotors that require lines to line up. Some simple schemes using this principle appear in some Monarch systems. This is part of the science of structuring. Intelligence codes often come from the Bible or popular fiction books. The deeper codes are occult words, often in foreign languages such as Arabic, which is an important language in the upper occult world. Slaves will be given COVER NAMES for ops, and often males receive female names and vice versa. Very shortly, we will provide the Monarch hypnotic cues (codes) for the multitude of functions that a Monarch's mind must carry out. The type of programming which is placed in a slave varies. For intelligence operations the slave will have to have BONA FIDES, which are codes to allow two people to meet. All slaves are given CONTROL SIGNS which allow them to indicate via a code that they are in trouble. A RECOGNITION signal allows two people to make contact. For instance, the handler might fly his distinctive sounding plane over a slave's house in a pre-arranged signal. It might also be a particular colored scarf, and a particular set of phrases. A GO-AWAY code is a prearranged signal that means it is unwise to make contact. The go-away signal may be simply placing one's hands in one's pocket or turning the porch lights off. A "GO TO GROUND" signal means to go into hiding. A MAYDAY BOOK exists for Illuminati and Intelligence slaves which allows them to call if they are about to be arrested. A telephone number is left open for just this purpose. Also common universal Illuminati codes can be used by the slave to get set free from police and judges. Within the Jehovah's Witnesses, especially their headquarters, the Illuminati uses Enochian language to program with. With Druidic branches Druidic symbols are used. With the Jewish groups, Hebrew is used. Other languages are also used. An Illuminati System can easily have 6 different languages used as programming codes. The foreign language

codes will be for small parts of the System only. Special artificial languages are also employed, as well as sign language.

## **MONARCH MIND-CONTROL CODES**

contents:

- A. ALPHA (basic)**
- B. BETA (sexual)**
- C. CHI (return to cult)**
- D. DELTA (assassination)**
- E. EPSILON (animal alters)**
- F. OMEGA (internal computers)**
- G. GAMMA (demonology)**
- H. HYPNOTIC INDUCTIONS**
- I. JANUS-ALEX CALL BACKS (end-times)**
- J. THETA (psychic warfare)**
- K. TINKERBELLE (never grow up/alien)**
- L. TWINNING (teams)**
- M. SOLEMETRIC MILITARY**
- N. SONGS (reminders)**
- O. ZETA (snuff films)**
- P. Sample alter system codes**
- Q. Catholic programming**
- R. MENSA programming**
- S. HAND SIGNALS**
- T. Programming site codes (used for slave model codes, etc.)**

### **a. ALPHA (basic)**

☐ Basic Commands (these basic commands are also found used in many slaves, although there will be exceptions to everything.)

"GET ON YOUR TOES. STAY ON YOUR TOES."  
means "attention slave" get ready for a command.

"ON YOUR TOES" -- is a preparatory command that will be used throughout an entire system.

"IF YOU PLEASE SIR" -- From Wizard of Oz, slave says this like "yes, sir."

3-tap code for access

"FOLLOW THE SNAPS", "LISTEN AND OBEY OUR COMMANDS", "THIS IS FOR YOUR OWN GOOD"

"FIDDLER" = code to take one to Never Never Land

"PUPPET MASTER" -name of master for Marionette or Puppet program "DADDY" -master "DADDY'S FRIEND" -- a user of slave approved by master "PAPA" - master, "WHITE RABBIT -- master

"YOU'LL SPEAK MY WORDS WHEN I PULL YOUR STRINGS." Puppet programming control of what slave will say.

"SPILL IT" -- trigger command ordering slave to speak

"SILENCE" -- order means keep quiet



*Mr. Rogers Neighborhood's* "Land of Make Believe" was used for the programming code script:

"I AM MR. ROGERS

AND I HAVE PUPPETS, TOO

I PULL ALL THE STRINGS

AND I PULL STRINGS ON YOU."

Twinkling of the nose -- Bewitched programming to cast spell or order on slave.

"(name of alter), YOU WILL COME FORTH AND OBEY." or "...OBEY AND COME FORTH." Another basic way of getting an alter would be simply to spin the person and call out the alter's name, or to snap the fingers and call out the name of a front alter.

☐ Access is accomplished for a number of Illuminati slaves by a message via phone or letter, then a looking glass person takes the system to a location outside of the house, maybe simply to the sidewalk, there the person is picked up. The left hand is then grasp on the soft part of the hand between the thumb and forefinger by two fingers very tightly. This pulls up and alter with an egg in its lap. The egg is then opened via a code and the imps inside the egg to communicate to the ribbons and the computer.

☐ Access phone calls to slaves may have high-speed codes transmitted that trigger the slave subliminally without their conscious awareness.

☐ Access to some people is done with computer like jargon "ON LINE" "ACCESS, (then identification), (then color code), (then name)" ", "ENTER", "RUN". Some Systems have their triggers all in computer lingo such as COMMAND MODE--ALL DISK DRIVES

AND HARD DRIVES... ERASE.. .FORMAT  
DRIVE...COPY....UNDELETE PURGED MEMORY  
DRIVE..." Where some of the newer slave  
programmers are also computer programmers they  
enjoy transferring their computer lingo to use in  
controlling their programmed slaves. They may  
even throw in some FAX lingo such as "DIAL ALL  
REMOTES. . . INITIALIZATION - ATSO -OHOaM  
(HANDSHAKE BETWEEN ALL REMOTES),  
HANDSHAKE COMPLETED."

☐ The color of the car to pick up a System may  
relate to the color coding of the alters to be picked  
up, such as white exterior, blue interior for a white  
alter-then blue alter access sequence.

Basic Internal Emergency Color Codes for a  
System, there are several different "CODE RED's,  
etc. not just one in a slave, what follows is not the  
complete information about the Codes, although it  
is possible some slaves have a simplified version  
like this:

**"CODE GREEN"** -- Dr. Green's suicide programming,  
tied to "no-talk" programming. "CODE BLUE"  
--Victim's body freezes in motion and can't move  
until another code is given.

**"CODE RED"** -- Victim gets angry and violent "CODE  
RED" -Another Code Red has the standard Monarch  
meaning, "serious self-destruct" program

**"CODE YELLOW"** -- Victim gets jealous, angry and  
wants to violently get even

**"CODE BLACK"** -- Used to get victim's to get on their  
ritual clothes.

**"CODE WHITE"** -- Code to protect the cult members  
from arrest. When police see the Code White they  
treat the people as untouchable. There are code  
words for Illuminati members to tell police and  
judges that will automatically get them set free.  
Masonic handshakes and codes also work well  
with judges, police & govt. workers.

**"CODE 911"** -- To activate the slave for an emergency calling for superhuman strength. Certain alters will have extra strength.

**"CODE 911"** -- Also used with standard Monarch meaning of "Call your programmer/handler".

**"DISARM"** (3x) -- to get rid of a dangerous alter two snaps + **"SHUTDOWN"** -- to shutdown an alter.

**"LET THE KINGS BE KINGS, LET THE BANKERS BE BANKERS, LET THE PRIESTS BE PRIESTS** -- saying to justify their Master-slave relationship to the masses of humanity.

The Sun setting the following day was used as a trigger for slave to forget events. For the cat alters a certain word is given to trigger them to go "over the rainbow" after an event in order for them to forget it. **"FROM THE RISING OF THE SUN TIL THE GOING DOWN OF THE SAME"** --programmed in by using the scripture. **"GO INTO THE SEA OF FORGETFULNESS"** --a hypnotic structure in the mind to forget. Waterfalls are also used as a hypnotic image to forget pain and memory.

**"RETYPE A LETTER"** -reprogram, **"JEWELS"** = programs. **"THE CATS & THE FIDDLE NEED TUNED UP--**Slave to handler, I need reprogrammed.

There are three words to trigger a suicide program - 1. Bait, 2. [intentionally left out], 3. hook Another suicide program trigger is when the dominoes fall. **"GO OVER THE BLUFF"** (3X)- causes suicide in some alters **SACRED HEART** = Catholic/Jesuit suicide program Some suicide programs are set off with a long tone over the phone along with a code no.

**"KERMIT THE FROG"** --a type of access code. **"KERMIT"** may be a code relating to computers,

because Kermit is the universal language for connecting computers together. It is a single standard to exchange files between any two systems.

All memories, traumas, and tortures are coded. Body programs are coded. One set of body programs uses Hebrew, Greek, and Druidic letters.

A clone program creates clones of an alter (also called lollipop or lobster program) imagery is that sesame seeds fall off of a hamburger bun and becomes another hamburger.

Codes to all the various basic systems

☐ Carousel 532342223

☐ Castle System  
221435321

☐ Communication  
311146623

☐ Double Helix  
432443321

☐ Level  
211343231

☐ Mensa System  
323542321

☐ Pentagram  
421136113

☐ Pool of Death  
231134421

☐ Puppet  
341124321

☐ Sole metric  
665421134

☐ Spider Web  
321654321

☐ Stairwell  
432111132

☐ Quabala  
423454334

☐ Tornado  
332146444

☐ Umbrella System 314321014

## ☐ **Alice In Wonderland**

The White Rabbit is a programming figure for Alice In Wonderland Programming who will allow you to go to otherwise inaccessible places for adventure. He represents the master. The White Rabbit is an important figure to the slave.

White rabbit gives a wafer (coke-sugar-cocaine) to Alice and says "EAT ME" or "EAT IT AND I'LL TAKE YOU THROUGH THE DOOR" -- takes master into closed part of System, or perhaps over the rainbow.

The Queen of Hearts is also an important figure for commands in the Looking Glass World which the slave enters upon command. When a deep slave alter is needed to perform they are sent into the looking glass world where a looking glass person carries out the command--but in a way that reality is thought to be a dream. In other words, this is a preparatory command to get the slave ready for abuse.

"USE THE KEY. PUT IT IN THE LOCK. TURN. OPEN THE DOOR...AND STEP THROUGH A WINDOW [or MIRROR] INTO NEVER NEVER LAND."

"SOMETHING IN LIGHTENING TO TRANSPORT YOU FASTER THAN THE OL' RUBY SLIPPERS. CLICK YOUR HEELS TOGETHER AND BE THERE IN A SNAP. (SLAVE CLICKS HEELS) ELECTRIFYING .... WITH THE RUMBLE OF THUNDER. BOLTING THROUGH TIME ... SO YOU WON'T BE LATE ... FOR A VERY IMPORTANT DATE." (Alice in Wonderland Programming) (This is the wording to use deep alters.)

☐ **Cinderella Program.** The code word involves something said about the stroke of midnight.

☐ **The Melting Pot Program.** A very powerful program is activated by melting the slave into his master. The slave will do anything for the master with this program. The melting is the ecstasy that is occasionally experienced when lovers having sex seem to melt into each other. This feeling of ecstasy-melting is programmed to release when the master says these words, "MELT INTO YOUR MELTED MIRROR FOR AN ELECTRIFYING RIDE. LOOK DEEP INTO THE BLACK OF MY MELTING MIRROR EYES. SEE YOU REFLECTING ME, REFLECTING YOU, REFLECTING ME, REFLECTING YOU, REFLECTING ME, REFLECTING YOU, REFLECTING ME, REFLECTING YOU ... (cont. this several times) UNTIL WE MELT TOGETHER AND SINK DEEP... [words omitted] INTO THE OTHER SIDE."

"MELT INTO MY MIRROR, YOU LOOSE YOURSELF INTO THE POOL OF LIQUID MIRROR, STEP INTO THE LOOKING GLASS, SINK DEEP WITHIN ITS POOL, AND STRADDLE THE DIMENSIONS IN TIME. I'LL SEE YOU THERE ... ALONG WITH MY FRIENDS"

"SEE IT THROUGH THE LOOKING GLASS" -- infinity mirror programming involving mirror image people (alters)

"LOSE YOURSELF IN THE INFINITY MIRRORS."

#### ☐ **Wizard of Oz**

The Yellow Brick Road is the script or programmed set of instructions one must follow. It also serves as a runway for alters to take off from their internal world and take the body. "FOLLOW THE YELLOW BRICK ROAD"

There is a code to get through the poppy field (trance state). Some alters to get through the poppy field need to put on a new dress and a new image. The poppy field may be called "the field of forget-me-not". In this way it is linked to the daisies of Dr. Green. To get into the poppy field is easy, it is "SLEEP, SLEEP, SLEEP", see other induction methods on another page.

"THERE'S A PAIR OF MAGIC SHOES TO WEAR WITH YOUR DRESS.. SOMETHING IN LIGHTNING...TO TRANSPORT YOU FASTER THAN THE OL' FURRY SLIPPERS."

When the slave is finished being used they return from Never Never Land to Kansas. To do this they are told: "CLICK YOUR HEELS ... THERE'S NO PLACE LIKE HOME." They might be reminded "YOU'RE NOW GOING OVER THE RAINBOW TO THE OTHER WORLD."

☐ **Tin Man programming** -- The Tin Man programming is all purpose versatile program for what ever the master needs done, it means that the slave is a well oiled machine. Sometimes the slave is reluctant to do a job but he is being told that he is a well oiled machine. The exact words may vary with the mission, but the following are exact words, "LEAVE YOUR SHELL. ACTIVATE: MACHINE. COUNT DOWN ONE TO TIN...." "SOON WE'LL HAVE YOU PURRING LIKE A WELL OILED MACHINE. ALL OF YOUR MOVING PARTS ARE PIVOTAL AND GLIDING WITH EASE. MELT INTO MY HANDS. TAKE

MY COMMANDS. I'LL HOLD YOUR JAW TO KEEP IT FROM SLIPPING WHILE YOU SLIP THROUGH A WINDOW IN TIME."

Program code for slave to shatter their memory of an event (used with electroshock): "MIRROR MIRROR ALL AROUND ON THE CEILING ON THE GROUND, SPINNING FASTER ROUND AND ROUND. ARE YOU UP OR ARE YOU DOWN? ARE YOU DOWN OR ARE YOU UP? IT REALLY DOESN'T MATTER. BECAUSE WHEN THIS MIRROR BUBBLE BURSTS, EVERYTHING WILL SHATTER."

"GO KEY WEST IS KEY -- several slaves have this code, related to Sen. Byrd & Oz prgmg. GALAXY programming (for the end times) is also connected to the Oz programming.

In upper level Illuminati slaves Dorothy in the Oz story will represent the Mother of Darkness alters, Ozma will represent the Ruler of the Castle, and Glinda will have the Great *Book of Records*. The ring of Glinda (from *Glinda of Oz*, p. 16) gives protection.

#### ☐ **Body Programs**

· **Control program.** See Omega Programming-Universal Function Codes for internal system codes for body programs. Sometimes these body programs are filed with a combination of hebrew and zodiac signs. Greek letters are also file no.s of at times of body programs. Rivers of blood-circulation control program. This program totally controls the circulatory system. The victim may think they are losing lots of blood & go into heart failure. Octopus- strangulation suicide program

The internal defenses consists in part of body programs that are triggered if the Mind-controlled slave steps out of line. Here is a good list of some of these body **programs each of which has its own codes:**

Auditory problems, Blood flow/circulation, Burning as if on fire, Digestive failure, Headaches-split brain, Heart failure, Histamine production, Optic



problems, Respiratory failure, Sleep deprivation, Sleeping program, and Temperature change. The suicide programs that can go off include Armageddon, Clowns cutting, Cutter program "Pain is Love", Disembowelment, Drug overdose, Gethsemane, "Hypnosleep",

Injection of bleach (poison), Octopus, Red Sea, Shooting Programs (shotgun, russian roulette, shooting family, etc.), War in the Heavens & Wrecking the car. Along with the suicide programs that can be triggered are programs that jerk the victim's mind every which way, which include: Bee Stinging Program (put in by placing the drugged victim being near large swarms of bees humming & then letting a bee(s) sting the victim), Busy Cleaning Program, Crazy program, Flooding (from Atlantis), Isolate & Hibernate Program, Memory Erasure Program, Pain Programming, Paper Doll Program, Protection by trance, Revolving switching, Scrambling Program, and re-Structuring Programming, Tumbleweed program, Waterjar Shaking program (Ahab stomping the grapes Bible-based program making mush out of the brain.)

Cutting programs are often hidden behind the Bee Swarming program. Alpha and Omega is a strong program. Sometimes saying "ALPHA & OMEGA" helps alleviate headaches.

☐ **DNA** (This uses a lot of number codes.) This is a double-helix which is used as an elevator shaft running down through a system. Numbers are used and the names of cities to go down the elevator shafts. This programming is said to be done in hospitals.

☐ **Card Codes** -- Regular playing cards have developed from the occult Tarot cards. The four suits correspond to magick, the spades mean the power from the spear of destruction, the diamond means is a double pyramid or demonic power of wealth, and the club is a clover meaning fortune and fate, and the heart means devotion and loyalty. The four suits work well in programming because anything that is broken down in 4's or a multiple of

4 can be coded with cards. Anything that can be broken down into 12's or 13's can be given cards too. Since clocks work off of 12's, card codes work well with clocks. The suits can denote seasons. With Jokers one gets 13 cards per suit with four suits gives 365 unique symbols to denote the days of the year. Dominos can also be used on a base 13 code system. The blank will equal 13.

☐ **Carousel System.** There is a back side to enter the Carousel.

☐ **Carrier Pigeon** (slave's who send coded or uncoded messages) and their contact codes

Birds used for contacts. That is birds in cages are often used as a sign of a meeting place. The contact would say "What did the bird say?" or "A little bird told me ...," Then the courier pigeon delivers her message.

"I've come a long long way to see you. words to say by System to John or to person to be met. There is an endless variety of contact phrases to indicate that the right person has met the right person.

Sample Code for passing drugs-"RHINESTONE COWBOY" to which the response from the slave would be "I'M NOT A COWBOY, I'M A COWGIRL."

Emerald ear rings have been the visual signal to customs agents to allow a person carrying drugs through customs. (SEE D. DELTA for deeper Carrier Pigeon codes.)

☐ **Castle System.**

May need a special ring worn by and turned by the handler.

☐ **Flower's Program.**

CSP940YP587 -- code to designate a flower tying 3 generations.

UMBRELLA PROGRAM CODE -- "R x 4 x 5Y58876"

### **Sample correspondences of Gem codes:**

- 1 - Aries - diamond
- 2 - Gemini - topaz
- 3 - Cancer - cat's eye
- 4 - Leo - ruby
- 5 - Virgo - emerald
- 6 - Libra - opal
- 7 - Scorpio - amethyst
- 8 - Sagittarius - turquoise
- 9 - Capricorn - black onyx
- 10 - Aquarius - crystal
- 11 - Pisces - sapphire

### ☐ **Potter's Wheel**

"STAND IN ORDER ACCORDING TO RANK AND SERIAL NO."- part of a stacking command to get alters in sequence together to work on them. Dominoes and cards are used as part of the stacking cues.

Dr. Star's Programming which places Pentagrams into people uses Sigils as codes--the occult symbols for the various demons, along with a color, a gate, and a number form a complete code.

For example, 1st Gate is the god Nanna, #30, color-SILVER, LADDER OF LIGHTS, GOD OF THE MOON. (see Illustration)

To access a System the abusers often have an object as part of the pickup code, such as a set of car keys, a special coin token, a business card, jewelry, or certain clothes or packages. A Popper liquor drink is knocked 3 times on the table when it is served. (Who would be the wiser that three knocks is an access code?)

☐ **WORD MATRICES**

A word-matrix code is where the victim is given two lists of words and then each word on the left list is paired with a word on the right list to form a code.

Randy Noblitt, a therapist, gave an example of a basic pattern for a Word-Matrix. And this is simply quoted from his example to give the reader an idea.

started	xenophobe
between	thoughts
endless	beginning
throughout	forever
get out	trepidation
over	beneath
fun	execute
win	lose
first	then
form	benign
beginning	end
tonight	last morning
thorough	the end

**B. BETA (sexual)**

☐ **SEXUAL ALTERS** – most of the following codes are for deep sexual alters. In Illuminati Systems these are called Beta alters, in CIA systems they create Beta models whose primary function is to provide sex, usually perverted sex and S&M for the perverts who run our secret government and visible government. BETA models are those who are

primary job is sexual, such as service as a Presidential Model (sex slave for a President). These System models are numbered BETA 1, BETA 2...BETA 601, etc

Domino codes for spinners can be 6-3, 6-4, 8-4, 8-5, 10-5, 10-6, 12-7, 12-8. The 13th kitten then would be left blank. Spinner dominos have spinner kittens off of them, when a spinner domino code is used. In this case 6-2 could take you to the Beta level.

"10 LITTLE INDIANS, 9 LITTLE INDIANS...", "1 LITTLE, 2 LITTLE.. ."--assoc. w/ morse code-call back telephone no.s. "3 LITTLE KITTENS HAVE LOST THEIR MITTENS..." -The Kitten alters have stepped outside of their programming and need fixed by the Master.

"Hotel California" means a place to have sexual gratification.

Stroking under chin along with "HAVE A BALL TONIGHT" (Cinderella programming) Stroking under the chin along with "PURR FOR ME KITTEN." Magic shoes or red slippers are used to switch to get specific sexual alters. The slippers are clicked 3x to get deeper sexual alters.

"COME HERE MY KITTEN, AND LET ME PET YOU. PURR FOR ME NOW. ..THAT'S A FLUFFY KITTEN. PURR DEEP." "COME HERE LITTLE ONE."--call for young sexual alter

"PASSION" used 3x with other words as a sexual trigger, such as "SHOW ME YOUR PASSION." Passion is a strong program word for sex.

"RED DOT, SPIN SPIN SPIN, BECOME ANOTHER PERSON." this is said to a mother kitten before she is told which spin kitten to get from her litter. It is a preparatory command meaning "call your spinner".

Spin Kittens "WE GOTTA GET DRESSED.. .IN 5 MINUTES" along with being spun produces specific sexual kitten.

9 lives of kittens -- means 9 sexual alters taken in sequence. When spun in a counterclockwise fashion, the sexual menu is from 1 to 9. With 3 & 5 being oral sex. "Heat of hell" are used as trigger words in this programming. The 10th revolution is to beg to be whipped. "TURN AROUND 10" "SPIN FOR ME." The heat of hell ignites after the 6th spin.

"RIDE PONIES"--means to do sex for both eng. & ger. slaves; "PLAY HORSEY--sexual games; "MOUNTING A HORSE"--[obvious] "CAT NAP" -- sex; "CAT NIP -- cocaine

Tweedle Dee and Tweedle Dum --S&M programs involving mirror image alters. Not to be confused with Humpty Dumpty self-destruct program.

"SIX IS SEX. SEVEN IS HEAVEN. EIGHT IS GREAT. NINE YOUR MINE."--This means to fall under the master submission, has sexual overtones.

"ITSY BITSY BOOB" -- access code pertaining to Betty Boob programming (which is a certain type of female behavior).

**For Beta alters the codes may be:**

"BETA ONE MARY A=1, B=2, C=3, D=4"

"BETA TWO MARY A=4, B=3, C=2, D=1"

"BETA THREE MARY A=3, B=4, C=1, D=2"

Then these might be said in combination "3412 4321 1234" (x3)

An amer. sys. used w/ Latin Amer. may have a Beta alter activated by the movement of 2 small Mexican flags & a code word in spanish "USTA CA-NATA" (cream).

**C. CHI (return to cult)**

Chi programming uses a lot of idiosyncratic phrases, and little ditties. Some of the nursery rhymes listed in the song section will be Chi programming. Some of the Chi programming has been listed in the Alpha programming section.

### **D. Delta (assassination)**

☐ **Delta alters** --are activated to kill by the following three things: seeing specific clothing, items held in a persons hand, and particular words. Since these items would be specific for a particular murder there is no particular specifics that can be given.

☐ **Courier Pigeon** -- Alters (In Illuminati systems--these are Delta-Beta alters). "FLOCK" --word meaning the stable of carrier pigeons of DIA

To turn a Genie free, pop a cork: "TURN YOUR GENIE FREE...POP A CORK." An internal controller must activate the umbrella or genie bottle pop the cork program to release a delta or delta-beta alter.

"YOUR WISH IS MY COMMAND" I Dream of Jeannie Programming

"YOU-ARE-WHAT-YOU-READ" passbook program. Programming to remember bank numbers and other specific numbers.

"I SENT A MESSAGE IN A BOTTLE."

Distinctive jewelry & clothes. Emerald ear rings used as a signal to others that a message was being carried. Emeralds mean drugs, rubies mean prostitution, diamonds (rhinestones) presidential

model work. Red, White & Blue worn sometimes by presidential models. High level reporting alters forget their messages with "REFILE # #, (name of alter)." Some Systems have one name w/ several different numbers attached to indicate alters within one area and purpose. Sergeant 1, up to Sergeant 60. Or say "Access 1143 Marcy" & then other Marcys are numbered with other numbers. Spaceships & flags are assoc. w/ Sargeant alters.

Delta Black Widow alters have a web, fangs, poison, eggs, and silk strand connectors. Viper is the demon associated with Black Widows, and they are programmed to re-connect their strands if all of the connectors are not taken out.

Index finger pointed at head means russian roulette.

### **E. EPSILON (animal alters)**

These codes aren't known. One method that may be used, for instance, is for the Raven alters who are to tear the body's flesh, the story of Noah's ark where he sent the Raven out will be paired with the word TWIG, and a code formed from TWIG. There are some alters which are to actually act like animals, and their codes somehow tie in with what they are.

### **F. OMEGA (internal computers)**

The Omega programming works along with an Executive Control Board (or Grand Druid Council) and Internal programmers. The Executive Control Board is associated with both numbers of the



clock, and precious gems and metals such as “9 O’CLOCK GOLD”. The Beast computer can be accessed with Scripture triggers associated with the Vision of Daniel of the Beast, and its ten toes. The Ten Toes are important part of the code in some models.

**UNIVERSAL CODE FOR ACCESS TO INTERNAL COMPUTERS**

Key manual -- 33123113211

Program computer -- 22133113332 function computer 11123132221

Ren computer -- 13321321332-55434232312 L\S 55434232312 reenlist

Reprogram no.s -- 2231231; 4432312; 33231223

An input code is 666fff666fff666 the reverse of this code is F6F6F6F6F6F6F6F6F6F6. One victim’s computer ran on code “WAR GAME”. Some Beast computers have 666 666 666 as an access code and 999 999 999 as a beast back out and close out code. There are various computers—one on each level. These have some standard codes and some individual codes.

**UNIVERSAL FUNCTION CODES -- COMPUTER CODE -- 5543423231 2** which hold the following codes:

- ☐ abduction 4511321
- ☐ anger 4213261
- ☐ assignment coordinator 1613212
- ☐ assassination 5332135
- ☐ bank of lies 3124532

<input type="checkbox"/> blindness	2566553
<input type="checkbox"/> brain disorder	6325512
<input type="checkbox"/> body gesture	1332221
<input type="checkbox"/> body functions	4311322
<input type="checkbox"/> call back ritual	6664113
<input type="checkbox"/> child control	3214441
<input type="checkbox"/> circle in fields	3332241
<input type="checkbox"/> confusion	6643252
<input type="checkbox"/> control	4321341
<input type="checkbox"/> deaf	3324553
<input type="checkbox"/> death	1451621
<input type="checkbox"/> denial	2311444
<input type="checkbox"/> despair	3223412
<input type="checkbox"/> distortion	6233322
<input type="checkbox"/> disorder of bones	4561321
<input type="checkbox"/> disorder of breathing	5532111
<input type="checkbox"/> disorder of eating	3342136
<input type="checkbox"/> division	3211652
<input type="checkbox"/> false memories	3314532
<input type="checkbox"/> fear	2665132
<input type="checkbox"/> fleeing	5613354
<input type="checkbox"/> game playing	1561321
<input type="checkbox"/> guilt	4321231
<input type="checkbox"/> hatefulness	5331241
<input type="checkbox"/> hopelessness	1112364
<input type="checkbox"/> illness	1566432

<input type="checkbox"/> infiltration	2231335
<input type="checkbox"/> insanity	2144312
<input type="checkbox"/> inside reporters	1133265
<input type="checkbox"/> loyalty to group	3364112
<input type="checkbox"/> mute	2213541
<input type="checkbox"/> murder	3221456
<input type="checkbox"/> nonsense	2665443
<input type="checkbox"/> outside reporters	1132256
<input type="checkbox"/> reprogram others	4555643
<input type="checkbox"/> reprogram self	1133432
<input type="checkbox"/> respond to triggers	4441221
<input type="checkbox"/> retardation s-	1314555
<input type="checkbox"/> m-	1314556
<input type="checkbox"/> sabotage	1135461
<input type="checkbox"/> seduction	2134121
<input type="checkbox"/> self body harm	3321343
<input type="checkbox"/> sex	2116652
<input type="checkbox"/> shame	3122115
<input type="checkbox"/> suicide	3113246
<input type="checkbox"/> trigger	1324652
<input type="checkbox"/> trigger others	4442211
<input type="checkbox"/> zombie	3321556

Under each of these codes, other codes may be attached. For instance, under Body Gestures, the following functions are coded and a sample coding scheme would look like this:

<input type="checkbox"/> talk verbally	3456343
<input type="checkbox"/> touch chest	2322132
<input type="checkbox"/> touch hair	3323221
<input type="checkbox"/> touch mouth	5434232
<input type="checkbox"/> touch nose	5443232

Rainbow an alter which speaks only in rhymes. Ribbons are in a box with Rainbow. A ribbon might be accessed by several slaps on the face and "Rubicon 2,4,6,8..." (3x)

☐ Hickory Dickory Dock rhyme is associated with the vortex which is tied to turning the system and also to some death alters.

☐ Dominoes set off flooding programs to overload the person.

☐ Program numbers on some slaves are put in by touching the third eye with the index finger and speaking the number.

### **G. GAMMA (demonology)**

In Satan's realm, demons are fathered or split off in families like alters are. There will be a Moloch number 101, and a Moloch 10,321. The victim has alters which are numbered such as Sally 1 and Sally 10. For a better understanding of this area of programming see Chapter 10 section I. Gamma Programming includes all the demonic activity. In this section one can add the Kabbala's Tree of Life which has alphabet codes, back up programs to

regenerate, associated with Greenbaum or Greentree. In the Illuminati slaves, the deeper parts of their system are ritual and the demonology pertains to the various rituals that are done. The following is a sampling of Illuminati rituals. The blood rituals are used to attach demons to possess alters in a particular way. These rituals can't be separated from the programming. They are part of the programming.

### **Ceremonies:**

- ☐ Assembling of the Quarter Regents
- ☐ Beltaine -- with hunts of slaves, fire festivals, and blood rituals
- ☐ Bride of Satan Ceremony -- (Mar. 24)
- ☐ Demon revels
- ☐ Drawing down the moon
- ☐ Druid Feast Day -- on Jan. 1
- ☐ Duels to the death -- like gladiators where the heart is cut out and eaten
- ☐ The Grail Mass
- ☐ Grand Climax -- human sacrifice & sex rituals
- ☐ Invocation of Hecate as Crone
- ☐ Lammas sabbat -- where a female is sacrificed
- ☐ Pathworking -- (done before 16 with Cabalistic Tree of Life pathways.)
- ☐ Rite of Deification
- ☐ Rod of Light ceremony -- (consists of text from Cabala, black candles, ram's horn blown, and victim's mother's name sounded)
- ☐ Sealing ceremony -- at 19 yrs. for Mothers of Darkness level

☐ Secret ceremony -- where people paint their faces half black and half white.

☐ Sister of Light rebirthing water ceremony -- (victim is bound and then pulled from water and wrapped up in linen, and a green branch is place on the chest)

☐ St. Agnes Eve

☐ St. Bartholomew's Day

☐ St. Walpurgis

☐ Summer Soltstice Orgy

For those who are not familiar with occult terms the following are ritual items: Paten (the holy dish), Athame or Glaive (the knife used to sacrifice with), the wand or sceptre (a ornamental staff which represents authority & usually has an electric shock), and the censer (to distribute burning fragrance).

**Click "next" to read the rest of chapter 4**