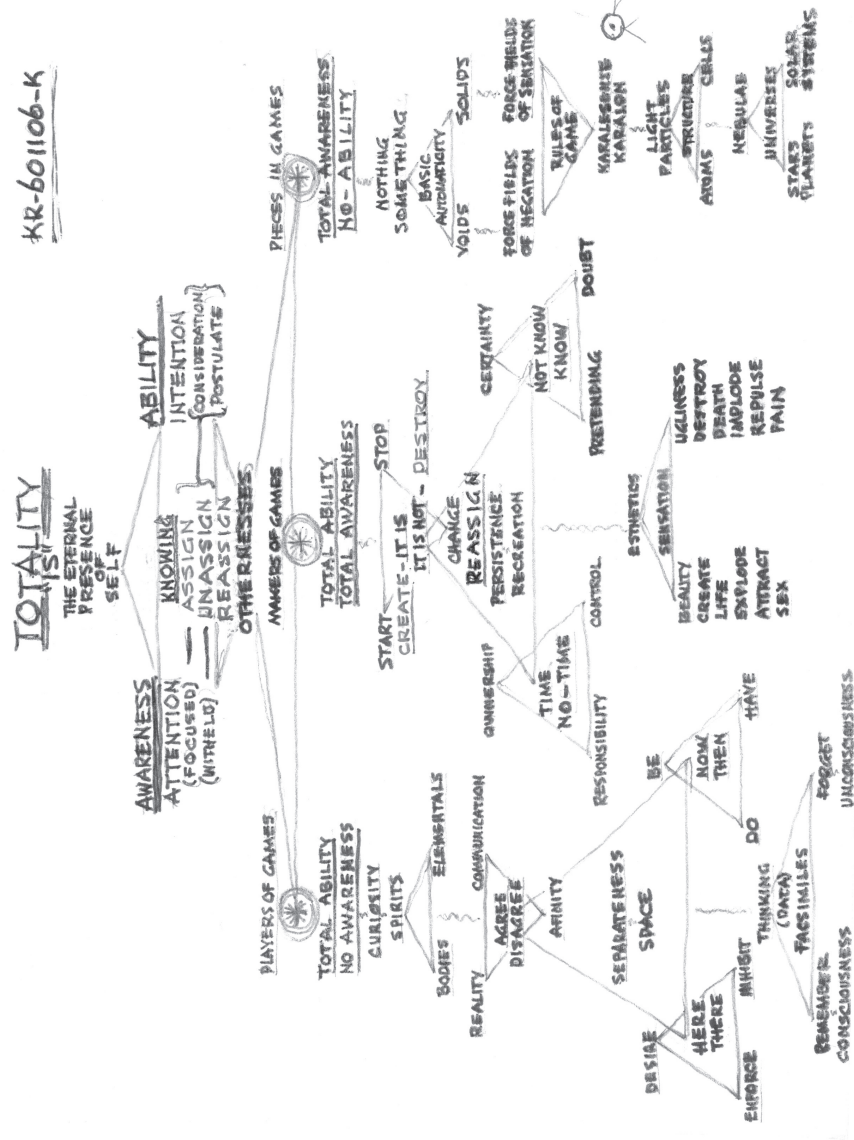


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ability limiters –
time game players

182 Down through the ages, and even before the ages, various control systems have been developed to monitor the SPIRITS and MAKE THEM STAY WITH THE BODIES until the BODIES have produced AS MUCH SENSATION AS POSSIBLE. The so-called hierarchy of upper echelon SPIRITS, by mutual agreement have established certain rules and developed remarkable methods of HYPNOTIC control to use on lower level SPIRITS who have AGREED and/or volunteered for ASSIGNMENTS in the TIME GAME on planet Earth.

SPIRITS arriving here have either VOLUNTEERED or have BEEN FORCED to come here. Some few are here doing a research project or preparing a graduate thesis from the UNIVERSITY OF UNIVERSES.

Some sections of Earth are a reserve type slave farm where SPIRITS put in time until needed elsewhere.

Some of us are professional DO-GOODERS on special ASSIGNMENTS.

Generally most SPIRITS COME TO EARTH and VOLUNTEER for a series of 5, 7 or 9 lifetimes.

SPIRITS have different levels of ABILITY and AWARENESS ASSIGNED to them.

Only in the AMERICAN CONSTITUTION are we classified as being born free and equal.

Some SPIRITS with enough ASSIGNED ABILITY will hunt around between lives until they find old friends or loved

totality concept

ones — or locate a beloved opponent and get into the family to get even for all those other lifetimes.

Perhaps 90% of SPIRITS on EARTH, as soon as they leave the BODY with the intention of not returning, go immediately to the nearest ASSIGNED CONTROL STATION.

- 183 A spirit is an ASSIGNMENT — a THOUGHT that states, “I AM A SPIRIT.” The SPIRIT IS THOUGHT and therefore is NOT ENERGY. The AREA of ASSIGNMENT that is the SPIRIT is THOUGHT which is TOTALITY — an ASSIGNED segment of the TOTAL SELF.

A SPIRIT that REMEMBERS and is AWARE of being TOTALITY can APPEAR and DISAPPEAR at WILL and thus cannot be hurt, trapped, or affected by other BEINGS, ENERGY BEAMS or THOUGHTS.

To move from LOCATION to LOCATION, the SPIRIT, who operates with AWARENESS as TOTALITY, unmakes himself and REASSIGNS HER/HIMSELF at the new LOCATION. He/she APPEARS and DISAPPEARS at LOCATIONS simply by DECIDING to.

- 184 SPIRITS in the earth-type game have entered into two basic GAME AGREEMENTS

1. CAN CREATE WITH A THOUGHT.
2. CANNOT DESTROY A THOUGHT.

Since the SPIRIT is a THOUGHT ASSIGNMENT, this AGREEMENT causes a SPIRIT to be unable to UNMAKE or UNASSIGN (DESTROY) her/himself from any given LOCATION. Rather than disappear she/he must MOVE from the LOCATION.

TIME GAME wise, all movements are placed on the AUR CYCLE — ASSIGN-UNASSIGN-REASSIGN — and thus there is MOTION — or there appears to be.

With this AGREEMENT “CANNOT DESTROY A THOUGHT” — a SPIRIT cannot escape from a given location by UNMAKING him/herself and returning to the state of pure THOUGHT or the TOTALITY level, which creates THOUGHT, by a DECISION. This makes it possible to trap and control SPIRITS with ENERGY beams and various magnetic devices.

In this way it is possible to EXPERIENCE the sensations of PRETENDING to be DESTROYED and enjoy the BEAUTIFUL SADNESS of a GAME in which a LOSS is GUARANTEED.

Apparently this is desirable after a SPIRIT has WON for millions upon millions of aeons of so-called TIME — boring???????????

control stations

185 CONTROL STATIONS

Most SPIRITS are operating BODIES on planet Earth under HYPNOTIC control from some LOCAL, this solar system, CONTROL STATION.

When the SPIRIT leaves the BODY at death, a kind of homing pigeon beam keys-in, which says, “I AM GOING HOME”. This beam has a very high esthetic value and the SPIRIT generally hangs around for the funeral and, as soon as all the excitement is over, he/she takes off, guided to the CONTROL STATION on this beam, because it is so beautiful and comfortable.

Some CONTROL STATIONS are satellite type space stations, manned by SPIRITS WHO OPERATE CERTAIN TYPES OF EQUIPMENT. Other types of CONTROL STATIONS operate on and in the actual planet.

What happens between lives is more or less the same for all CONTROL STATIONS. There are some very fancy variations in many universes but the results are all similar.

- 186 The departing SPIRIT is either sadly or gladly heading for “HOME” after the funeral. Arriving at the door or entry chute he/she gleefully enters.

Immediately there is a blast from four directions of SUB-SONIC energy beams; designed to knock him/her even more UNCONSCIOUS than his recent befuddled existence on planet Earth.

In the main control room he/she is attached to a robot-type android BODY with earth-type characteristics in a barber-shop style chair

From the outer perimeter of the circular control room he/she is hit from 12 different (clock) positions with heavy shock beams containing “wipe outs” — hypnotic suggestions that there will be no remembering of being in the CONTROL STATION and a FORGETTING of all past lives, especially the last one.

- 187 The STATION OPERATORS are punching out a new lifetime pattern on the computer system, which is fed into the energy beam converters as HYPNOTIC COMMANDS, which are installed in the SPIRITS forcefields with **PAIN** and **SHOCK**.

These COMMANDS can be termed **FORCEFIELDS OF NEGATION**, usually non-verbal on the THOUGHT LEVEL.

YOU WILL NEVER REMEMBER ANY OF THESE HAPPENINGS.
YOU WILL ALWAYS REPORT BACK TO THIS STATION UPON
LEAVING THE BODY.
YOU WILL THINK IT IS YOUR IMAGINATION IF YOU
REMEMBER THIS.
YOU WILL GO INSANE IF YOU REMEMBER THIS.
YOU HEART WILL STOP BEATING IF YOU REMEMBER ANY
OF THIS.
YOU WILL NOT REMEMBER THAT YOU ARE A SPIRIT.
YOU WILL NEVER REMEMBER THAT YOU ARE TOTALITY.
YOU WILL NEVER REMEMBER WHO YOU REALLY ARE.
YOU WILL THINK YOU ARE A BODY.
YOU WILL NOT LEAVE THE BODY UNTIL YOUR
PROGRAMMED ASSIGNMENT IS COMPLETED.
IF YOU LEAVE THE BODY YOU WILL NEVER BE ABLE
TO FIND IT.
IF YOU REMEMBER ANY OF THIS YOU WILL IMMEDIATELY
GO TO SLEEP AND FORGET IT COMPLETELY.
THE MORE YOU TRY TO RELEASE THIS THE MORE SOLID
IT WILL GET. NOTHING WILL DO ANY GOOD.

There are perhaps a thousand or more of such hypnotic
implants installed as FORGETTER MECHANISMS.

The SPIRIT is then shown a set of pictures on a video screen
— usually a set of 48 pictures showing segments of his new
life, such as, size, shape, and color of BODY.

GO TO SUCH AND SUCH TOWN OR LOCATION....
REPORT TO CEDARS OF LEBANON HOSPITAL....
PICK UP MALE BODY....
YOUR MOTHER IS — SO AND SO....
YOUR SCHOOL IS SO AND SO....
ATTEND SO AND SO UNIVERSITY....
YOU WILL BE AN ATTORNEY....

THE LEFT ARM IS TO BREAK AT 1400 HOURS 17 AUGUST
ONE OPERATION IS ALLOWED — APPENDECTOMY....
MARRIED TWO TIMES — BLONDES....
THREE BODIES MUST BE CREATED FOR CHILDREN....
REPORT BACK TO CONTROL STATION 88 IMMEDIATELY
AFTER AGE 86.5

DEATH is installed as a HYPNOTIC IMPLANT complete with
pictures and sensations. How beautiful it is to escape from
all your relatives and creditors....

188 The SPIRIT is then enveloped in a BEAUTIFUL BEAM of
EXQUISITE SEX and other SENSATIONS and told of the
miraculous wonder and joy of being human.

He/she is beamed back to Earth near the hospital or CONTACT
LOCATION to pick up his/her newly ASSIGNED body. The
entire elapsed earth time is generally, on an average, 20 OR
30 MINUTES BETWEEN LIFETIMES. This is perhaps true of
75% of the population on the planet.

Some ASSIGNMENTS are for a CYCLE of lifetimes — 5, 7 or
9. SPIRITS wishing to be females are given the necessary
polarities to maintain a female BODY plus the joy of having
children.

Since sex is designed to last for seconds on Earth, nine
months is the longest it is possible to maintain contact with
a loved one. Thus the birth cycle is endowed with SEX and
PAIN carried to the approximate limit for earth-type BODIES.

Some incoming SPIRITS use it as an excuse to get even with
the female and sometimes try to kill her. If she feels guilty
enough for all those other lifetimes, they succeed.