

DEEPER INSIGHTS INTO THE ILLUMINATI FORMULA by Fritz Springmeier and Cisco Wheeler

PODCAST 10

CHAPTER 5: SCIENCE NUMBER 5 - THE SKILL OF LYING, THE ART OF DECEIT

[continues]

H. DISNEY & Its Mafia and Mob connections

When this author spoke to the co-author's deeper Illuminati alters about Disney, their reaction was that Disney had been described to them when they were in the Illuminati as "a syndicate within a syndicate." They said that while in the Illuminati, they were aware that Disneyland had their own government, their own rules and their own police force. They were a crime syndicate within a syndicate. What these Illuminati alters casually mentioned, was verified by this author the hard way through research. One Disneyland Security Supervisor said, "There is no Constitution at Disneyland. We have our own laws." Once, when Walt Disney got miffed at a Hollywood policeman, Walt said, "I'll have your badge." If Disney guards decide to, they will get very rough physically with people, and assault them in any fashion they see fit. The people they detain are often thrown into tiny cells at Disneyland where they are kept without benefit of a phone call, without benefit of a toilet or water.

The judicial system turns a blind eye to whatever Disney police do. Many people pay Disney to get their children out of a Disney cell, and never get due process of any law. This type of treatment has gone on for decades, and is almost a daily occurrence at Disneyland. The Anaheim Police force is very chummy with the Disney private police force. Also at one point, the Burbank Chief of Police was the brother-in-law to Disney's Chief of Security. Recently, when a couple filed a wrongful death suit against the Magic Kingdom of Disney in Florida, the state of Florida surprisingly has appeared to have backed off from their traditional behavior of protecting Disney's sovereignty. An article on the suit said, "there is evidence of some nervousness with Disney's relative autonomy." (San Francisco Chronicle, article "Mickey's Dark Side" Oct. 1, '96, p. C6) An attorney in the case said, "Disney World's security people aren't just cops, they are bad ones. I don't think there is any corporation that has ever had the perceived power that Disney has."

Richard Foglesong, a professor of politics at Rollins College in Winter Park stated, "Because Disney World controls so much of its corporate and municipal universe, it can't help but act in a heavy-handed manner in order to ferociously protect its self-interest. They have immunity from state and local land use law. They can build a nuclear plant, distribute alcohol. They have powers local communities don't have. Do they abuse it? In my opinion, yes."

In line with Disney's previous dictatorial policies on their properties, Disney's new city called Celebration will not have any elected government. Since the city is unincorporated (a neat Disney trick) the mayor is appointed by Disney. Several Disney "quasi-government" bodies control citizens of the city. For instance, the Celebration Residential Owners Association, which participates in binding all residents to a Declaration of

Covenants, a legal binder of rules that residents must live by. Of course the Declaration of Covenants was written by Disney. These rules include such nit picky things as, no more than two people can sleep in the same bedroom, no pickup trucks can be parked in front of homes, and if Disney officials don't like your cat or dog they can forcibly remove the animal from your home. Disney Corp. has perpetrated numerous deceptions on the residents, incl. shoddy work on their homes, and operating their "public" school with Disney cronies. Still, the residents that have moved into Celebration are glowing with praise for the town in spite of the fact that the city is totally run by Big Brother Disney Corp. Of course those who don't love it, soon leave. So much for the American tradition of self-government.

Some MOB HISTORY.

Traditionally, the mob crime bosses have had a yearly summit. In 1928, they had their yearly conclave at Cleveland. In 1929, they had their secret yearly conclave at Atlantic City. In 1931, they held their secret annual conclave at Wappingers Falls, NY. At the Wappingers Falls meeting, attended by about 300 overlords and soldiers, the heads of the family clans discussed their crime family agendas. They decided where the first national Mafia convention was to be held. Once the Mafia was able to hold their yearly private national meetings, they were able to coordinate their activities, as well as decide such things as:

- a. the direction of national & internal operations, and long range plans
- b. the promotion of new bosses
- c. decisions on turf & rank, commodities & cash

d. hashing out alliances or disputes with the Mishpucka, Triads, FBI, Illuminati, etc. and working with others in a concerted manner. The mafia clans would then leave the annual summit meetings and follow through in their area of operations, until they would meet the next year, review their successes & failures, get new assignments, and decide upon new short & long term goals. In 1927, the Mishpucka worked with Mafia to highjack a bootleg shipment of whiskey travelling from Ireland to Boston for the Kennedy Illuminati family. Most of Kennedy's guards were killed in the shootout, and J.P. Kennedy had the widows of the guards besieging him for financial assistance. Billy Graham's good friend Mafia Chief Joseph Bonanno was one of the chiefs who attended the yearly conclaves. He also met with J.F. Kennedy in the Winter of 1959. John Kennedy was known to have said that mobster Sam Giancana worked for his Kennedy family. The mob/Illuminati alliances and infighting are too complex to deal with in this book, but both groups had to put plans into action to deal with the repeal of Prohibition, which would end their lucrative bootlegging. The short term plan for the Mafia was to control the film industry in Hollywood, and to penetrate the unions better. The long term plans called for sending their next few generations of children off to the top schools and getting them into legitimate respectable corporate positions. By learning the ins and outs of honest, legal operations, they could then mix in the illegal operations with their legal ones & look legal.

They planned to extend their power base into politics, the Harvard-Stanford business schools, as well as the finest corporate board rooms. They intended (and have succeeded) in getting some of their offspring to produce/direct T.V./films. They would have an increasing presence within the Bohemian Grove membership, as well

as some of the other great social & business clubs. Their plan to take over the film industry hinged on their union control over unions and theaters. The Chicago mob controlled the International Alliance of Theatrical Stage Employees Union. The mob controlled the projectionist's union, and if the film makers had the theaters where their movies were shown shut down, what good would it be to make movies? The film makers and the mafia both had power & money. Rather than fight a protracted war, they made a deal. The major studios would give about \$50,000 a year to the mafia, and the small ones \$25,000, to be allowed to function. Other agreements were also reached. Mob henchmen Willie Bioff and George E. Browne were mob lieutenants who orchestrated the mob's "Hollywood takeover".

Time Magazine, Nov. 1, 1943, wrote, "In the witness chair in Manhattan's Federal Court sat bland, wily Willie Bioft (pronounced Buy-off), blackmailer, panderer, labor leader, and now star witness against eight ex-pals, who are charged with shaking down \$1 million from the movie industry...Question: Was it true that Bioft once had a five-year plan for taking over 20% of Hollywood's profits-and eventually 50% interest in the studios themselves? Bioft (wistfully): "If we'd lasted that long, we would have. Question: "Did you ever say you were boss of Hollywood and could make producers do whatever you wanted?" Bioft: "Yes-and I could make them dance to my tune."

Although Bioft rolled over on his pals and ended up getting car bombed, that didn't stop the mob/Mishpucka infiltration & control of Hollywood. (Bioft had tried to save his public image by helping Walt Disney settle his labor dispute with the mob-led unions, but Walt wisely rejected his offer of help, and made sure he didn't offend the Chicago mob leaders who were disgruntled with Bioft.)

Hundreds of millions of dollars were poured by the Mafia & Mishpucka into real estate in southern California, by using legitimate local businessmen to launder the money. Hollywood was declared a “free zone” where all the Mafia/Mishpucka families could operate without a fear of a turf war.”

Let us backtrack slightly to 1930. Columbia distributed Disney cartoons from 1930 until 1932, when Disney switched to United Artists, because Columbia wasn't bothering to pay Disney the money they owed. In 1930, Cohn, Pres. of Columbia Pictures, got Disney off the financial hook with Powers by intimidating Powers with some street toughs carrying a legal suit. If Disney wasn't indebted to the mafia before, he was at that point.

Biographers have been puzzled why Disney went into such a traumatic depression after Henry Cohn “helped” him. Tough guy Henry Cohn made sure Walt knew who was boss. His attitude was that Walt should be happy to be paid at all by him for the cartoons Walt supplied Columbia. After this, Walt would lock himself in his room and weep uncontrollably for hours. He was impossible for anyone to get along with. He was unable to focus on anything, and would stare for long periods out the window. Biographers blame Walt's behavior on the fact that his wife was pregnant. They also blame it on his friend Iwerks defection to another company. Frankly, Walt had treated Iwerk like a dog, and deep down must have known why Iwerk left such an abusive relationship. To claim that he wept for hours day after day because he realized he might become a father is too much to swallow. When Walt was asked years later about why he was so depressed he said it was the stress of the financial situation. Walt said, “I had a nervous breakdown ... Costs were going up; each new picture we

finished cost more to make than we had figured it would earn when we first began to plan it...I cracked up.”

This author submits to the reader that part of his breakdown may have indeed been the financial stress from having come under the heel of the mafia. They had all the means to make or break him, and he had no choice but to surrender to their overwhelming power to blackmail & destroy him OR to get out of the business. What this did was place Walt in a position where his two strongest traits had to clash—his overwhelming obsession to be his own boss, and his creative obsession to create animation which was wrapped up with his ego & his deep phobias and psychological needs. His mind couldn't give up its independence nor its creativity without great mental anguish, and therefore Walt was very saddened, knowing that he would have to admit defeat, and buckle under the heels of the big boys. Just when he needed emotional support his wife was going to have a child, and his best animator left. Walt had abandoned Iwerks years before, and Walt's wife had wanted a child for some time. Iwerk's departure and his arriving child do not in themselves account for the long intense nervous breakdown that Walt experienced. Biographers point out that Walt was very reluctant to have children, and that he was impotent with women including his wife much of the time. His impotency to carry out normal sex may help explain his secret sexual habits.

Walt's Masonic brother Carl Laemmle offered Walt a good deal to help him recover from Henry Cohn's abusive control of Walt, but Carl wanted the copyright to Mickey Mouse in return for the help, and Walt wouldn't part with Mickey Mouse. Instead, Walt signed a contract offered by Joseph Schenck of UA (United Artists), who was one of the Mafia's illegal drug kingpins. In 1935, the mob's illegal drug dealer

Joseph Schenck went on to found 20th Century, Inc. which later merged with Fox in '38 to form Twentieth Century-Fox, whose board of directors would include two Illuminati kingpins William Randolph Hearst and Malcolm MacIntyre. Joseph Schenck's brother Nicholas Schenck and Marcus Loew merged Metro Pictures and Goldwyn Pictures and named Louis B. Mayer as its head.

Meanwhile over the years, MCA, headed up by Illuminati Kingpin Lew Wasserman gained a monopoly over the American film industry with the secret backroom deals that they made with Ronald Reagan's Screen Actor's Guild and Petrillo's American Fed, of Musicians. (By the way, Lew Wasserman would try to revive Reagan's acting career in the early '60's. Frank Sinatra and Walt Disney were both friends of Ronald Reagan, and all three believed in mind-control.)

Ronald Reagan and Petrillo in turn worked with the Mafia's NCS Council of 9 (which incl. Anthony Accardo and Sam Giancana), which at one point divided the U.S. into 24 mob territories. After J. Schenck went to jail (very briefly), he was replaced as Pres. of 20th-Cent. Fox by Spyros Skouras. Before his arrest, while Schenck was still in charge of 20th-Cent. Fox, he made numerous offers to Disney for Disney to incorporate his studio as a subdivision of 20th-Cent. Fox. Disney worked for a few years with them distributing his films, but he would not let go of trying to be independent. The FBI and American Intelligence turned to the mob to help them as the U.S. entered WW II. Perhaps Walt's mob connection added impetus for his recruitment. Walt went to a number of American Nazi meetings prior to Pearl Harbor. This author believes from knowing Walt's personality that Walt may have been on assignment, rather than a Nazi sympathizer. Still, why does one of Disney's pre-Pearl harbor cartoons display a swastika? Disney's Epcot Resorts

is close to the mob's Atlantic City Board Walk with its nightclubs. The resort was designed by Robert A.M. Stern. (This author doesn't know about Robert Stern, but there are programmed multiples and Illuminati members within the Stern family.)

At Walt Disney World, the nightclub there was named "Cage", and then later '8 TRAX". Comedy Warehouse, which is a nightclub at Pleasure Island in Walt Disney World opened on May 1, 1989 and has used slave comedians as well having people who are mind-control abusers. On Feb. 11, 1987, Walt Disney Co. was reincorporated in Delaware. Delaware is the only state that allows total corporate secrecy. No one can find out who really is running a Delaware corporation, and many other secrets can be hidden under Delaware's corporation laws. Capital Group has considerable shares in Disney, as well as 29% of the shares of the Robert Mondavi winery at 7801 St. Helena Hwy, Oakville, CA. Wellington Group and Mellon bank also have shares. Behind Capital Group are mob controlled groups like Debartolo Reality Corp. and La Quinta Inns (a Bass bro. operation.) Sam Bronfman operates Sterling & Monterey Vineyards. There are countless people walking around that have felt the ruthless, impersonal, controlling, money-grabbing side of the Disney Corp. Also, there are a number of journalists who have experienced first hand the secrecy and paranoia that the Disney corporation has. Most journalists are not used to the secrecy that pervades Disney. Because Disney has shaped the myths of America for several generations, the public takes more concern over who is running Disney, than they would other institutions. Because most of America believe in the image that the Illuminati have built for Disney, they are rooting for it to succeed.

How the Disney Executives have figured out how to steal land all across the U.S.

Over the years Walt Disney has developed several very sneaky reliable techniques to acquire land. They acquire land through their executives and large stockholders and family members of the execs and stockholders. After all the deals are made in an area, and when everything is in place over a period of time, these people then turn their land over to Disney. Disney works with government officials and local bankers to line up special deals so they can succeed in their plans. After everything is lined up, the corporation announces their plans and goes forward. This methodology has been used repeatedly, for instance the American History Theme Park in the Manassas Civil War battlefield area of Virginia for which Disney has acquired 1,800 acres and has access to at least 1,200 more. In Nov. '94, after a new Virginia governor was elected, the Virginia "Disney's America" project was announced, and Virginia voted almost instantly for the money for transportation and infrastructure improvements to the area so that Disney's theme park would be viable. Disney set up 3 banks in Napa, CA. Their banks made loans to old families in the valley. The trusts and the wills for these families were made up by Stanford Univ. grads. These people set on the boards of these banks or connect with the boards of these banks. They charge large fees, and know every trick in the book to rob people of their estates and their living trusts. The Stanford grads, who connect in with intelligence agencies & the mob use certain code words when they set up their businesses, such as RESOURCE, EVERGREEN and PACIFIC. There are a number of scared landholders who are being intimidated to sell their land in the Napa Valley region.

DISNEY and the GOVERNMENT

Just prior to W.W. II, the FBI recruited Walt Disney. His job was to spy on Hollywood or anything else that looked suspicious. Documents obtained from the Freedom of Information Act, in spite of heavy censoring, clearly show that Walt Disney became a paid Special Correspondent asset of the FBI. He reported to FBI agent E.E. Conroy. In 1954, Walt was promoted to Special Agent in Charge (SAC) which means others reported to him.

After “leaving” the CIA, ex-DCI (ex-head) of the CIA William Hedgcock Webster became a lawyer for the Wash. D.C. based firm of Milbank, Tweed, Hadley and McCloy. In 1993, when news broke about Walt Disney’s FBI membership, ex-CIA head Webster worked with the Disney family to cover up to the public that Walt Disney was an FBI agent. Webster went on TV and had interviews to spread the fabrication that Walt was not connected to the FBI. Why? One of the countless items that Disney was involved in was the investigation into the disappearance/rape of a six-year old child Rose Marie Riddle on 1/12/61.

According to documents gotten from the Freedom of Information Act, W.G. Simon was the FBI agent who met with SAC Walt Disney in L.A. about the case. W.G. Simon has been one of those people who has been publicly lying by claiming that Walt Disney never was an FBI agent. The paper trail proves otherwise. Why is it so important to the FBI and CIA to cover up that Walt was an FBI agent? Walt also worked for the CIA, even though documentation of that is not available. This author theorizes that the reason the FBI and CIA are so touchy about letting people know that Walt worked for the government is that the Network knows how the FBI and CIA worked together to procure children for mind-control programming purposes. Because Disney and Disneyland played such an enormous role in Mind-

control, Disney's connection to them, although on the surface a seemingly minor fact, is in reality a minor fact setting on top of an enormous ghastly secret.

When W.W. II started, the government incorporated the Disney studios into the war machine. The military paid Disney \$80,000 for 20 training cartoons, which cost Disney \$72,000 to make. Disney studios also made some secret films for the military. Mickey Mouse and Goofy cartoons were slanted to have war themes, for instance, the Goofy cartoon of 1941 "The Art of Self Defense" and "How to be a Sailor" in 1944. Perhaps in honor of the contribution Disney had made to the war effort, "Mickey Mouse" was the password of the Allies for millions of men on the big D-Day invasion on June 6, 1944.

Walt Disney produced a cartoon showing Donald Duck paying his taxes faithfully. The film was entitled The New Spirit. It was very successful in getting Americans to comply with the IRS. In 1946, Disney made a film for the public schools for sex education entitled The Story of Menstruation. For the United Nations, Walt Disney created "It's a Small World" attraction for UNICEF for the '64-65 World's Fair. This attraction was moved to the theme parks & has been a major feature for mind-control. After learning of the enormous amount of mind-control programming going on during after hours in secret tunnels at Disney as well as in the public facilities, it makes more sense why the Russian Premier Nikita Khrushchev would be denied a visit to Disneyland by the U.S. government "due to security considerations" when he was visiting the U.S. in Sept. 1959. Khrushchev obviously had his own security working in tandem with American security and the intelligence people for whatever reason(s) didn't want the complication of these Russians going to a major programming site.

Some powerful military men have been connected to Disney films. Two former commanding officers of the USS Alabama nuclear sub were technical advisors for the Disney film *Crimson Tide*. Walt Disney was tied to the U.S. government, and recent disclosures show that he was tied to the FBI. Walt used his FBI connection to destroy the life of Art Babbitt, who had led the strike against Disney in 1940. Babbitt found that everything he attempted in life after the strike was ruined by some hidden power. Was Walt part of naval intelligence attached to the FBI? Was he part of the FBI that is involved with child procurement and mind-control?

In the 1950's the Illuminati began organizing covens on the West coast and began solidifying their power. (This comes from several independent sources.) Likewise, it's clear that Disney didn't have the clout in 1953 with local governments, that it does today. Walt Disney was unsuccessful when he tried to get permission from the city of Los Angeles and the Burbank City Council for the construction of Disneyland (called Disneylandia at that time), in the Burbank area. One Burbank councilman told Walt, "We don't want the carny atmosphere in Burbank." Inconsistently, within a few years they gave permission to Universal to build an amusement park in Burbank, which opened in 1964. Disney then ask the Stanford Research Institute to locate a spot for Disneylandia (Disneyland), which they found at Anaheim.

In recent years, Disney decided they wanted to build another amusement park (called California Adventure) across from Disneyland. In order to do so, the Interstate highway will have to have changes, and the Anaheim city council needed to approve the large 55 acre expansion. In contrast to the Burbank City Council in 1953, Anaheim's City Council was enthusiastic about the expansion in spite

of lots of local opposition. The locals complained at council meetings to the City Council that the city had no business going hundreds of millions of dollars into debt to help a corporate giant. (Anaheim will issue \$400 million in bonds.) Locals also raised concerns that the public school system in Anaheim is stressed to the breaking point where they are considering going to half days, and that Disney Corporation should give as much consideration for the school children of Anaheim as they do to their Amusement park. Disneyland's Pres.

Paul Pressler bragged about Disney's new California Adventure amusement park, "Disney's California Adventure is really a celebration of the fun, the beauty, the people and the accomplishments of this magical state. We really have set out to try to capture a bit of what the California dream is all about." (Sounds like the dream is to be wealthy and control people. The elite would rather give us BREAD & CIRCUS than an education.) The Dragnet films were done in part at the Disney studios. In an Office Memo from the 66-new LA SAC FBI agent to Hoover (12/16/54), which was obtained via the Freedom of Information Act, the typed memo states, "Mr. Disney has volunteered representatives of this office complete access to the facilities of Disneyland for use in connection with official matters..." Historically, we now know that Disney's use for "official matters" included mind-control.

J. DISNEY & MIND CONTROL

Once the reader is familiar with the programming scripts, the reader merely needs to watch the Disney "Adventures in Wonderland" that come on TV in the morning to see Disney mind-control at work. Within a few minutes one morning, this author had seen a white rabbit create "a world in your mind" (the quote is what the show said!) with

a ring, watched Alice go through the mirrors, watched a White Rabbit [the programmer] read a book to a little girl, and the TV listener be told by the show “The White Rabbit is our only hope!” The deeper alters of Illuminati slaves who are programmed for espionage, for spying & blackmail, & seduction & assassination, are given programming to live in a fantasy world. They never touch base with reality.

Much of this type of programming has gone on at Disneyland. Disneyland visitors are taken in a boat where dolls sing an around-the-world theme song “It’s a small small world”. These doll world parts of the amusement parks are used for programming assassination & espionage alters. The song & dolls play important roles in these alter’s mind-control programming. Some slaves at around age 19, have this type of programming tested to make sure it is solidly in place. The song “It’s a Small World” was composed by the Sherman brothers for Disney originally as a theme song for a ride at the ’63-’65 NY World’s Fair.

The Sherman brothers were talent that Disney discovered. They were born in NYC, and both graduated from Beverly Hills High School. They wrote Disney songs for at least 29 films. Mind-controlled slaves, who repeatedly bump into each other, but don’t know why, will be found saying, “It’s a small, small world.” Both rituals & programming go on at Disney amusement parks during both the day & night.

Steven Rockefeller and Walt Disney travelled and spent time together with Dr. Hadley Cantril, an establishment expert on human behavior. (See *There Was Once A Time of Islands, Illusions & Rockefeller*. NY: Harcourt Brace Jovanovich, 1975.) When Walt Disney began Walt Disney World he sent Card Walker to the Florida capital to request quid pro quo, and the governor gave it to Disney. What that

meant is that Disney's property in Florida was totally controlled under Disney's jurisdiction, they had their own laws, their own police force, their own hospitals, and their own tax rate. No outside authority would interfere with Disney's jurisdiction. DisneyWorld's finances would be untouchable and out of sight by the state of Florida. Never had so much power been given away. DisneyWorld became its own crime syndicate within the syndicate. Disney amusement parks are like a city within a city. They have their own security forces, and the local police allow the Disney security forces to take care of their turf. Disney has their own policies (laws). Some of the security forces can be identified in plain clothes with clean-cut hair styles and have communication devices. The security forces have a headquarters room where TV monitors display-live the exit points at Disney as well as other locations.

America's Most Wanted has a fairly large file on children who have been kidnapped at Disney Amusement Parks. One mother, who got separated from her child when getting off a train, frantically told a guard her child was missing. The guard took her to the monitor room, where they saw the kidnapper carrying the child out of the park with the boy slumped over his shoulder. In that short of a time, the kidnapper had drugged the child, cut his hair different, and put a different shirt on him. (This anecdote was mentioned in Inside the Mouse, pg. 52)

As written before, white slavery is part of what Disney is all about. This mother was one of the fortunate few who did manage to find their kidnapped children. An insider states that the Disney police are definitely part of those moving and abusing innocent children brought in for occult rituals. In addition, the Disney security forces spy on their own employees. Employees do not enter the theme parks like the visitors, nor do they move around like the visitors. They

have underground tunnels and underground entrances and facilities for that. One victim of total mind-control mentioned that a tunnel entrance was at the Matterhorn mountain at Disneyland. (The Matterhorn was opened by Walt and his good-friend Richard Nixon, who rode in the first car down the mountain.)

The Disney productions has given the Illuminati the cover to bring together Illusionists, magicians, and special effects artists without anyone being suspicious. Some of these men were able to apply their talents toward programming children. As an example of their talents, Disney special effects artists were able to create 16 realistic-looking cadavers for the 1989 film Gross Anatomy. Walt Disney, Inc. has teamed up with Los Alamos and Sandia Labs, two other groups which are heavily involved in mind-control and people control to develop body scans, branding and access codes for the visitors to Disney's theme parks.

Each of the Disney Theme parks, such as Disneyland, DisneyWorld, EuroDisney etc. have vast underground facilities. These underground facilities allow many of the workers to get to the ride areas via underground passages. Each theme facility also has a vast infrastructure underground in order to maintain it. The underground areas contain wardrobe design and repair units, fitting rooms, restrooms, cafeterias, security units, computers, freight ramps, utility encasements, and large connecting tunnels. The underground areas also have programming rooms. They have their own power plants and water systems and their own police force. Disney company employs 71,000 people at several locations, (one recent TV show used the figure 40,000 Disney employees.) People are coming and going 24 hours at the Disney theme parks. Three shifts keep up the 24 hour business. The night crews

maintain and repair the parks for the thousands of people that will soon arrive in the morning.

Disneyland makes a natural prop for carrying out mind-control. The items they sell are also natural props—such as the Goofy watch (\$19.95) which has hands that move backward to confuse a slave as to what time it is. Was Walt Disney aware of how Disneyland was used for programming? There is no doubt. Disney lived much of nights at Disneyland, and had an apartment at the firehouse near the train station on Main St. At night, if he was not doing anything else, he'd roam the grounds of Disneyland scribbling notes on his own distinctive blue paper, which he'd leave for workers to follow the next day. The notes would say such things as "Replace these flowers," or "Move that bench". (Prince of the Magic Kingdom, p. 25) Walt Disney knew everything that went on in his Magic Kingdom.

The Epcot Center and the Disney amusement parks market all kinds of occult triggers, including crystals, rainbows, wizards etc. that reinforce the programming. The Epcot Center has two glass pyramids along with its "Journey into Imagination". Disneyworld has the Island of Atlantis on its sub tour. Fantasyland is one of the most used tours of Disneyland for mind-control purposes. It has carousels, merry music, an incredible castle, boat rides, story book characters etc. Sleeping Beauty Castle with its blue turrets and gold spires is the central visual object of Disneyland. You cross a drawbridge to get into it. Inside Fantasyland are Illuminati programming sites such as the Mad Hatter teacups, the King Arthur carousel horses, and Snow White's forest.

In the far corner of Disneyland's New Orleans Square is the Haunted Mansion. This mansion is designed to frighten

and scare, it has an ingenious design and many special effects and illusions. Realistic ghosts, a screeching raven, howling voices, and other scary things welcome the visitor. Life size holograms are created at the Haunted Mansion, and dance in sync with the music and then fade out at certain points. There is a hologram of a woman's head in a crystal ball who chatters non-stop. A real good laugh for the programmers of a little child. When you are toward the end, you will have a chance to look into a mirror where a hologram ghost will nestle up beside you.

Star Speeder is another great programming location at Disneyland. It was the creation of George Lucas and the Disney Imagineers. The technology is borrowed from Star Wars, and is similar to flight simulators used by the military to train pilots. Disneyland Hotel offers Character Breakfasts, where children eat breakfast with Disney characters, to people who make special arrangements. U.S. Special Forces, which carries out mind-control, owns two hotels near Disney World, and the Mormons have one also. Knott's Berry Farm with its Ghost Town, Amusement Park, & its Charlie Brown themes and characters is near Disneyland.

One of the Disney executives began one of the most horrible trauma-based mind-control programming centers in Los Angeles called Magic Castle a comedy warehouse. This trauma center had horrible torture chambers. Children were brought in from South and Central America to be programmed at the Magic Castle. A brave L.A. policeman exposed the place—for which he lost his job, and eventually was able to get the site closed.

One of Disney's recent ventures in their Disney Institute, which Newsweek labeled "the Disneyland of the Mind". (Newsweek, Mar. 4, 1996, p. 61) A private club called Club

33 at Disneyland located upstairs in the New Orleans Square is believed to be involved in mind-control. Cub's Den supervises children's activities at the Wilderness Lodge Resort at Walt Disney World. At Disney-MGM studios the major attraction is the Twilight Zone Tower of Terror. Guests take a strange scary trip through the hotel, where guests are finally sent into an elevator that drops out of control 13 stories. The ride has been advertized on TV. Disneyland now has a Temple to the Forbidden Eye-which is simply a Temple to the All Seeing Eye, the Illuminati symbol. Visitors, who have the patience to wait in line, can strap themselves in for a ride that is like a jack hammer that jars the rider through a temple filled with snakes, rats, and mummies. One aerobics teacher couldn't walk for three days after the jarring ride, which comes across as "hokey". The experience is more traumatizing than fun, but then maybe that is what was intended.

DISNEY VACATIONS FOR THE ELITE

Years ago this author's newsletters exposed Hilton Head Island, SC as a watering hole of the powerful elite incl. retired generals and admirals, and the site for the elite's Renaissance Weekend "meat market". Remember, that at one time Hilton Head Island was private, with imported alligators in the water around it. A person was only allowed on the island by going through security gates with a clearance. In a later newsletter, Disney's Hilton Head Island Resort was mentioned. This resort, built by Disney Vacation Development, Inc., is located on a 15-acre private island linked to Hilton Head island by a narrow bridge. Members to the Disney Vacation Club can exchange time for vacations at Disney and other resorts around the world. Memberships cost minimum \$9,412.

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MELODYLAND

Right smack across from the entrance to Disneyland is the Assembly of God's Melodyland Christian Center, the birthplace of TEN (Trinity Broadcasting Network). The Assembly of God denomination has been heavily infiltrated by the Illuminati, and has been heavily used as a front for programmed slaves.

Paul Crouch, president of Trinity Broadcasting Systems, Inc., was affiliated with Melodyland in 1973 when TBS was getting started. At that time, Melodyland was a rich heavily infiltrated charismatic church, with its share of programmed multiples. In 1973, closet homosexual minister Jim Bakker, and his wife Tammy Faye, a programmed multiple were with Paul Crouch in Anaheim at Melodyland. Paul Crouch had been the assistant pastor of Bakker's home church in Muskegon, MI. Crouch's right hand man was Alexander Valderrama, a charismatic Roman Catholic. TBS used an abandoned military base as their TV complex, using hangers as studios. In the early 70's, ABC put Bakker & Crouch's early shows on their affiliate stations on Sunday morning. Bakker had already gotten his career kicked off with Illuminatus Pat Robertson and his 700 Club. Jim Bakker split and went to the east coast. To help Bakker with his money, Bill Perkins, who had been a financial analyst for the World Order's mind-control research at Sandia National Labs in Livermore came to help Bakker run his ministry's finances. Later, televangelist Bakker began building Heritage USA, which was to be a big-money resort. Bakker hired people who had worked for Disney to construct Heritage USA. Bakker studied Disneyland, Disneyworld, and other Disney places as a model for Heritage USA.

After Disneyworld opened in Florida, Jim Bakker was a REGULAR visitor to it. Heritage USA's Ft. Heritage was modelled after Disney's Ft. Wilderness, Main St. was modelled after the Magic Kingdom's Main St., and Disney's wrought-iron fencing was also copied. Most people are aware of Jim Bakker's \$265,000 payoff to Jessica Hahn to keep her sexual services to him a secret, his longtime homosexual relationship with his right hand man David Taggart, and his prison sentence.

James Orson (named after Orson Welles) Bakker was from Muskegon, the same place that Cathy O'Brien, a freed Mind-controlled slave came from. He was born pre-mature, and had some interesting family situations that make his family suspect. While Cathy O'Brien got programmed via the Catholics, Jim was part of another denomination which also was into programming, the charismatic Assemblies of God. His grandfather, who lived next door to Jim, and where Jim spent much childhood time with was popularly known in town as a "huckster", and nicknamed Kingfish after the manipulative character on Amos & Andy. Tammy his wife grew up in International Falls, MN in poverty in the home of her stepfather and mother. Besides having a "shopping demon," she has had her share of phobias and mental problems, as can be expected from someone who has had to suffer through programming.

It would be worth pointing out who has come to Jim Bakker's rescue when he was under attack. For instance, on Thursday, Oct. 4, 1984 when Jim was under attack, Jim Bakker's show had six people give endorsements and praise of Jim Bakker. Those were Ronald Reagan, Dale Evans, Robert Schuller, Oral Roberts, Billy Graham and Rex Hubbard. Of those, this author knows for sure that all are masons, except for Rex, who may or may not be. Robert Schuller, Billy Graham and Oral Roberts are "Christian

ministers” who participate in using and handling mind-control slaves. These three ministers all participate in secret Satanic rituals. The last few paragraphs have given only a sketchy picture of the intimate relationship between Disney Mind-control and the charismatic movement and its use of trauma-based total mind-control.

DISNEYANA FOR THE PROGRAMMED & OBSESSED.

For people who have been programmed with Disney programming and who are obsessed with Mickey Mouse and everything else about Disney, and for other people who just have the collecting spirit for Disney memorabilia, there is a group called Disneyana.

Disneyana, was organized in the 1980's, and consists of people who are cult-like in their devotion to anything true Disney. Some of them to express their devotion outwardly tattoo their bodies with Disney characters. This group holds their annual convention at the Contemporary Resort in FL. One Disneyana at the annual convention said, “We collect to keep the good feeling inside.” Another when interviewed said, “This is why it's all about love.” The author knows as a fact some of the men who are obsessed with Mickey Mouse & Disney items are programmed multiples.

One of Kenneth Anger's occult friends has had the world's largest Mickey Mouse collection. Who is Kenneth Anger? Kenneth Anger, a member of LaVey's Magick Circle & later his Church of Satan, is an occultist and an underground film maker. Kenneth Anger (he choose the last name Anger) was raised on the Wizard of Oz books. His biographer Bill Landis writes that the Oz books “laid the groundwork for Ken's attraction to Crowley, the occultist who would rework Rosicrucian thought into his own magical system.” Ken was obsessed with Crowley's life &

magic. As a child, Ken had danced with Shirley Temple in competition after she became a child star. Ken Anger loved the OTO's solar phallic religion, and was also obsessed with Mickey Mouse. He spent part of his time studying his friend's Mickey Mouse collection. Ken Anger did his casting for his film "Lucifer Rising" by telling occult friends & acquaintances that they could live out their goddess or god power-trip fantasies by acting for him. The British government's National Film Finance Corp. fronted 15,000£ for Lucifer Rising's production. Famous occult musician Jimmy Page did the sound track gratis. Ken Anger acted as the film's Magus and made his Magus role resemble Mickey Mouse in the film Fantasia. (The role Fantasia plays in mind-control programming will follow as the last part of this chapter.) "Lucifer Rising" also starts with Fantasia-type volcanoes. Another of his well-known films was "Invocation of My Demon Brother."

Mind-control features in Disney movies.

The elements within Disney movies that are intentionally put in for mind-control would take volumes to describe. A detailed description of how just one Disney movie is used as a programming script soon follows. Fantasia was selected as the example. A random sampling of features in Disney movies for mind-control programming could include:

- Cogworth the enchanted mantle clock in Beauty and the Beast.
- The character Door Knob, which is a doorknob portrayed as a person in the Disney cartoon Alice In Wonderland, is useful for programming door knob alters.

- The Blue Yonder is a Disney movie on time travel of a young boy. Time travel movies are used for programming to mess up the victim's sense of time.

- Disney film "Animated Alphabet" has letters which come alive, which is useful for programming. And what about the '82 Disney movie "Computers are People, Too!" ?

- All the Illuminati members this author is aware of who have received trauma-based total mind-control were taught to astrally project and study on the astral plane what they needed to learn. A Disney movie that portrays this is Goofy over Dental Health. This is an educational film released by Disney in '91 and again in '93, where Goofy places a magical toothbrush under a child's pillow, so that the child astrally projects to a dentist office and while on the astral plane studies how to have healthy teeth.

- Illuminati alters believe that trees and flowers are alive. The 1932 Disney film Flowers and Trees is a story about two trees who fall in love. The film portrays the occult belief that trees can talk and sing. Internally, alter systems will be constructed with singing trees and flowers that represent people and which are alters. The singing trees give out internal codes to move alters internally where they need to go.

Return to Oz. (1985) This Disney film begins its story line about a girl who is thought to have psychological problems because of her tales of Oz. She is warned not to talk about Oz by her relatives. She is taken to a psychologist who wears a big ruby ring, who tells Dorothy that electroshocks won't hurt her, and that we are at the "dawn of a New Age." Dorothy is told that her memories are "just dreams" that stem from excess electrical current in the brain. She is sent to a mental institution to receive shock treatments for

talking about Oz. A lightening storm allows her to escape the shock treatments and when she sleeps, she awakes in Oz.

In Oz she goes through many mind-control scenarios, ruby slippers, mirrors, etc., and toward the end visits with evil Mombi, Princess of Oz who keeps Ozma (Dorothy's twin) as a slave. Mombi eventually casts a spell and enchants Ozma into a mirror. Sci-Fi author J.D. Vinge in her Return to Oz based on the screen play writes on pg. 211-212, "Dorothy gazed at herself in the mirror, seeing her own reflection, and remembering the moment when she had looked at herself and seen someone else there, someone so like her that it could have been her sister." Parts of this film were filmed near Stonehenge, Eng. Disney has put out several films on the Wizard of Oz theme, all of which were used for programming. The original series of Oz books were by Baum.

In '39, MGM did the famous Wizard of Oz film. In the Disney movie Tron (1982), a young computer genius goes into an altered state where he ends up becoming a computer program. After defeating the MCP, he returns to the real world. This is simply a programming script. A special effects team created a 3-D world, showing how talented Disney special effects people can be in making something seem real. This movie should show people their mind-control capabilities.

Mathematical Applications Group, Inc. (MAGI) were one of the groups that created the graphics. Disney came out with 3 videos of new adventures in Wonderland which are mind-control programming. In the mornings here 9-9:30, on channel 21, Disney has a Wonderland Show every morning which is mind-control programming for children. Within a few minutes, this author had seen a girl walk through a

mirror, the 3 lives of Thomasina mentioned, and a little ditty "I'm a little tea-pot" where a person becomes a tea pot. They also had an "under the umbrella" scene. This was all pure programming, right on TV. Of course, they show the White Rabbit as a central figure.

ABC under the auspices of Disney produced a lengthy 140 min. film Wild Palms which depicts Illuminati mind-control and life. One reader of Vol. 2 stated that the Wild Palms movie would have made no sense except that having read the Vol. 2 book, the movie made lots of sense in the light of Vol. 2's revelations. The film depicts how children are kidnapped, switched at birth, programmed via TV cartoons, programmed to kill and use stun guns etc. The film depicts Illuminati bloodlines and arranged marriages. Although the name "Illuminati" is not used, if viewers substitute in the name "the Fathers" for Illuminati fathers, they will get an insider's view of life at the top. The main controllers are addressed by their slaves as "Papa" or "Daddy" or "Mother". This is true to life.

A person opposed to the Fathers states, "One day we will wake up and discover we don't own this country and no one will care." The movie states that events are not happening randomly. The movie shows an underground tunnel system which has an entrance hidden by a swimming pool. Quite a few actual programming codes were said during the film, for instance, "down, down, down through the pool of tears..." and "we're going to go down the yellow brick road now." The movie was created by Bruce Wagner, who obviously is an insider concerning trauma-based total mind-control. The fact the movie was made shows the arrogance of the programmers' beliefs that their criminal acts in programming thousands of little children will not be exposed, and that people will be too stupid to realize that what is put out as fiction is actually mirroring what is

happening. It's like they believe their own script that IF people did find out "no one will care." Because so much of the Illuminati programming involves the creation and programming of 3 alters linked into trinities, it is not surprising that Disney has helped such triad programming with a series of movies about threesomes, including:

3 Blind Mouseketeers

Three Caballeros

3 little pigs

Three Little Wolves

3 Lives of Thomasina

The Three Musketeers

3 Ninjas

Three Orphan Kittens

For Mickey Mouse programming they came out with Thru the Mirror, where Mickey Mouse steps through his bedroom mirror and ends up in another world (altered state). Not all of the Disney movies that have mind-control programming themes got released to the public. One unreleased cartoon had Penelope fleeing from a sinister looking Grandfather Clock which is carrying her to another world, and has another scene where Penelope tries to hold onto someone who personifies the Wind.

George Lucas, who directed the movie Star Wars, which was a movie planned by the Illuminati & used for Illuminati programming, also directed Disney's movie "Captain EO". Captain EO (who looks like a demonic entity) goes to

rescue the Queen (who looks like the harlot describes as Mystery Babylon in the Bible). The Queen is in captivity simply because she and her people believe in black and white (which represent good and evil). When they renounce such a belief, they are saved by Michael Jackson (in actual life a mind-controlled slave) playing Captain EO. It's a New Age witchcraft film through & through.

By the way, Michael Jackson has gone to Disney amusement parks many times, sometimes in disguise. It is public knowledge that his Jehovah's Witness family has been very abusive mentally and physically to their children.

Disney has put out several movies on how the mind works, such as the educational film *The Brain & Nervous System* in 1990. Their film *Runaway Brain* is a cartoon where Dr. Frankenollie transplants Mickey's brain into a monster's body & vice-versa. A 1994 film, *Puppet Masters* shows the govt.'s secret Office of Scientific Intelligence trying to save the U.S. from aliens who live in human bodies.

In recent years, Bette Midler has been Disney's main actress. In the Vol. 2, it was exposed that she is possibly a Monarch Mind-controlled slave. She is famous for her "mood swings" (switches in personality), and she had a "mental breakdown" in 1985. Her eyes and body gestures are those of a programmed multiple. She has gone out on tour for Disney without making money, and she is best of friends with Jeffrey Katzenberg (second in command at Disney). Jeffrey Katzenberg by the way is extremely disliked by his counterpart Sid Sheinberg. Bette Midler plays Stella in the movie *Stella*. Stella is an occult name. In the movie, the script seems tailored for Bette Midler and for someone who is a programmed slave, rather than the actress fitting the role. At the movie's end, Stella (Bette

Midler) attends her own daughter's marriage by peeking in a window and watching from the outside.

This is the script they give so many of the parts of a slave, so that they feel unworthy and feel like they are always on the outside looking in at life. Many parts (personalities) of slaves find it hard to connect with real life, because they feel they are on the outside looking in. And then in true Disney fashion, Disney had Bette Midler play the role of the lead witch in Hocus Pocus. The movie Hocus Pocus does some hocus pocus of its own. While pretending to make fun of witchcraft, they actually teach witchcraft. They do make the 3 witches look comical. By the way, the 3 witches stand for the maiden, mother, crone combo that the Illuminati reverence.

Disney subtly works in deep occult things, such as the all-seeing eye on the cover of the book, the little girl promising the cat (who is a familiar spirit) that her descendants would always care for it (true, because the cat was a generational spirit). The cat is killed in the movie but can't die. And Bette Midler as lead witch in her costume, which has some Mother-of-Darkness symbology on it, states as she gets ready to take the life force from an innocent girl, "We want to live forever, so we take children's lives." This is wholesome entertainment for children?

The Disney capacity for deception extends to its own workers. PR men recruit young people for its Disney College program. They tell the young people what a great stepping stone it will be for their careers. They have been known to make it sound like the greatest thing in your life. Kids come from all over the country due to the slick recruiting tactics to work for Disney. They are then housed in Disney housing, given menial jobs, and paid low wages. Most people in the College Program leave disillusioned. If

the worker happens to think of a great idea, Disney officials have been known to steal the idea, and because the worker was working for Disney the worker will find that they are unable to get any credit or money for the idea that Disney steals and makes millions off of. One uncredited creator of a Disney sale item said, "literally, they're using everybody for everything." (Inside the Mouse, p. 239.)

Next, will be the script for how the Disney film Fantasia has been used as a standard programming tool since the 1940's by the Illuminati.

