THE ILLUMINATI FORMULA TO CREATE AN UNDETECTABLE TOTAL MIND CONTROL SLAVE by Fritz Springmeier and Cisco Wheeler

Podcast 13

CHAPTER 7: THE SCIENCE OF STRUCTURING

A. STRUCTURING OF M P D WORLDS The purpose of the mind-control is to build a System within the mind that is a human robot. It would do no good to torture the slave and get thousands of pieces (fragments of the mind, alter personalities) if these were not structured. Very few Multiples have ever really gotten to see the deeper parts of their Systems. Many of the early successes of therapists were actually only the integration of the fronts of Systems, while the deeper cult parts were left fully functioning. The integration of the front alters was only a ruse to allow the therapist to think the patient was healed. The Illuminati's organization, whose identity still remains secret to the therapist, can continue to use the 'healed" patient. Everyone was happy, therapist, client, and the abusers. Also I might add the book publishers such as those who published Sybil are also happy. Sybil is an occult first name–but the book, movie and therapist give no hint that ritual abuse might be involved in her system's M P D (DID). The victim of When Rabbit Howls (a book and a movie) shows clear signs of having a full-blown highly structured and programmed M P D (DID) system, but the movie doesn't even hint of programming or Satanic

involvement. The whole movie was a big slide. The Illuminati know the details and minutiae of every new direction the therapeutic community decides to take. Indeed, a number of their people are leading the pack, providing leads and misleads. Their first goal is to keep therapists on sideroads, away from the real issues. The second goal is, if they do get onto something, to bring the slaves in, and structure in defenses so that the therapists don't go anywhere. And then when one has success like we have seen, they eliminate front structures and front alters, and turn to massive reprogramming, and skillfully linking primal traumas with the new programs. Bear in mind, the internal programming alters are also always alert and will restructure the system constantly if alters work against their programming. Restructuring is a process that can continually go on, not something completed when the victim was a child. For instance, new levels of alters can and are created when the victim is in their 30s, either by the internal or external programmers. From observations, it is clear that the most drastic changes are from the external programmers, who can work much faster than the internal programmers. In the beginning, the programmer must bring order out of the chaos he has created. He must use some type of structure to place worlds. In recent years, these have been solar systems, galaxies, and planets, because they have gone to Star Trek, Star Wars, Alien types of programming. Each planet may have a type of alter–a family, if you will, of alters who are similar. They will not be able to travel to other solar systems, or stars, or galaxies without transportation. Spaceships, and teleporters have now replaced the elevator that the older systems used to go up and down the worlds. When the programming begins, it must be simple enough that a child can understand it. One game that

was excellent to teach internal structures to child victims was Chinese checkers. An innocent game, but a great vehicle to communicate placement of alters and structures. Alter patterns would be placed upon the hexagram board with marbles. A marble would represent an alter. Notice that alter colors (and/or jobs) can be coded by what marble is chosen. A ruby alter can be a red marble. A blue coded alter is a blue marble. Structures which are to be superimposed upon each other in the child's mind, are easy to superimpose. Take one pattern - of marbles off, and place the superimposed pattern of marbles over the same place. This is how several different structures can be tied together in one locality in the mind. This is one way structures can be layered in. The Hexagram checker board was called "The House of David" in one victim.

B. THE CREATION OF ROLES INTERNAL, EXTERNAL, DEPENDENCE, ETCETERA. Many splits in the mind are not developed into full blown personalities. Some are simply fragments which are given a single job assignment. Generally, a System will have about half a dozen alters which frequently take the body and hundreds of alters which only occasionally take the body. -Internally, the System must carry out the following functions: Protect all information and history that relates to the creation and use of the slave. All the structuring and codes of the System are also secrets and need to be guarded. The programming and the very things that the slave can think about need to be guarded. The slave is meant to be entirely self-governing. The best boss is the boss who gives a directive and can go do something else while the person receiving the order carries it out without input and supervision. The Monarch slave is the prime example of how to delegate authority. The delegation of

authority allows both the master and the victim himself to blame the victim for the orders they carry out. The satanic cults will hide their alters which make money for the cult behind the blood and gore alters. This protects their illegal money making operations. Alters must learn to function as designed by the Programmer. If they can't work together, the Illuminati will try to get them to work together somewhat akin to a mechanic fixing a car. If the alters can't be fixed, they and their System will have to be thrown away. The dramatic disparities of all the alters goes hand in hand with what at first seems apparent, then not apparent, and then apparent again–there is a unity beneath the multiplicity. Alter functions and abilities overlap with other alters. No alter is entirely separate from several common pools of intellect and dispositions that are attributable to the entire alter system. Alters are real and separate persons. But the common traits that run through an alter system are also real. One alter system may have a streak of kindness and gentleness that runs through the entire system. There may be a few alters which have been battered enough not to display the trait, but the trait is so pervasive that it characterizes the System. The programmers are also skilled at building in alters who can serve as balancing points. Unless the system of alters has balancing point alters who are calm, cheerful, and emotionally stable, a system could easily self-destruct with all the shatteredness, pain and craziness that has been intentionally built into the system. Each level or world will have a balancing point. When the System is being charted during the early programming process, a Mother of Darkness and the Programmer and the Grande Dame will make a decision on how to label the chart. By the time the child is four, the weaknesses and strengths that characterize the alter System have been

recorded on charts and the child's destiny in life determined. The chart will read what occupation the child will be made into, and what its function for the overall Illuminati plan will be. This determines what types of programs and alters must be created. Most people are still unfamiliar with multiplicity and their rigid thinking is challenged by the concept that one mind can have several personalities. On the other hand, they can understand perfectly that a computer can wall off sections of memory, and they can understand perfectly that a single human mind is superior to all the computers in the world assembled together, and yet they can't let go of their basic simplistic foundational understanding of life that one mind has only one personality. They will allow a computer this ability but not the human mind. The creation of multiple personalities also divides responsibility within a person. A person who lives with a multiple, say for instance their handler, will form widely divergent relationships with the different alters. In terms of programming, each dissociated fragment of the mind may be molded into something. Some fragments lend themselves to be molded into full personalities, and some lend themselves into being molded into single-purpose fragments, and some must be discarded. A part of the mind can be developed into a full-blown independent personality with all the idiosyncracies that any other person has. Bear in mind, that generally the Programmers consider color identification and the coded numbers to be more critical for identifying an alter than a name. A name humanizes the alter. Names are sometimes attached later if needed by a handler. Some handlers simply refer to their sexual alters by their generic name "kitten". Others may have a specific cat name such as "Tabby", "Bast", "Hecat", "Adandara" or "the Lion of Judah" for an alter. Keep in mind, if full

blown personalities are created, it happens for both the benefit of the victim AND the programmers. During the Monarch Programming an average System will have at least 1000 alters, but not all of these will be personalities designed to hold the body. For those who need to get a handle theologically on how to approach this, it is suggested that they approach it as a city of persons. A city has both a unity and a multiplicity about it. It also must carry out certain basic functions if it is to survive. All cities have administrations and city planners, and justice, and police, and garbage collectors, and entertainment, etcetera. The early Illuminati researchers soon accepted that their victim of multiple personalities is in essence a city of people, and so they used that understanding to construct in the victim's head, using the victim's creativity under torture and drugs to create all the structures and features that accompany a geological land. The map of the Land of Oz in the Wizard of Oz books was frequently used for the front parts of a System, with some additions and subtractions. The engineering of the structures within an Illuminati Monarch slave, looks like the original designs were done by engineering specialists–perhaps even Boolean algebra was used to develop the original designs. However, once working models of systems were proven to function without fail, lesser skilled programmers and technocrats could help assemble a Monarch System of alters without fully understanding the engineering and all of - the demonology and magic behind it. Just like in a city, some people have friends and know others, and other people are strangers and enemies, so it is with an Illuminati system of multiples. Some alters may be aware of each other, and some may even hate each other. When building a system, the Programmers take advantage of their knowledge of how multiplicity

works. Two alters can have several possible relationships which are: two-way amnesia, where neither alter knows about the other's existence. This is what the Programmers want for most alters. They don't want multiples to even know they are multiples. one-way amnesia, where A alter knows B alter, but B doesn't know A. This can be accomplished by setting in one-way mirrors. co-presence, two alters can come on top of each other at the front of the mind and hold the body together. This produces some strange behavior for the multiple as different alters synthesize their thoughts. When a tough alter comes up behind a Christian alter, the Christian alter may find himself letting loose of a cuss word without knowing where exactly it came from. When a child alter comes up behind an adult, the adult may find itself talking like a child. co-conscious, this is when two alters are aware of what each other is thinking.

As the Programmers structure a System of alters, they build in No-talk walls every so often where all communication and visibility between alters is walled off. These No-talk walls are specifically built structures and not the result of normal amnesia. A 13 by 13 grid may have, for instance, 2 No-talk walls. Other methods will be used to divide all the levels from each other. One method of dividing the levels is the level of trance for level 3 will be different than the level of trance for level 10. This will not hold true across the board, because some deeper alters are not in deep trance. One Monarch slave, programmed beginning in the 1950's, described her System,

SCATTERED PARTS Broken hearts, divided parts, they all live inside of me. How many times can they divide my mind? Broken hearts with divided parts scattered throughout my mind. How many times can they wipe me

out before I come back no more? Can they instill a will in me that is not mine? They broke my heart too many times and divided all the parts, then scattered them through time. Some are good and some are evil. How many times can they split my mind? The lights, needles and pain went on much longer than we can explain. Did these things happen, or is it what they wanted me to believe? Does God exist or is it what I want to believe? Does the store house exist where the computer is? Are there computers in me that help split me? Scattered parts, broken hearts, where do I exist? Is there a castle built inside? If so, what person am I? Lights, needles, and pain goes on today, or is it lies that are made up in a mind split far too many times. Broken hearts, divided minds, scattered throughout time. I don't want to mislead you. Did the experiments work? And they split me too many times? Lights, needles, and pain. They can wipe me out if I try to explain. Butterflies, butterflies, lots and lots of them. I lay down at nights with them. I wrap up in a blanket made of them. I hear their hum as they lead me to the lights, needles and pain. The needles and pain make it so I cannot think. I get so sleepy, but I cannot sleep. The pain races through my mind and splits it one more time. I have forgotten more than most will ever know. The computer will show how many times they can split the mind, break the heart; divided minds scattered throughout time. How many times before I can come back no more?"– receivd from therapist Denny Hilgers. Our previous book They Know Not What They Do, An Illustrated Guide to Monarch Programming-Mind Control, Oregon City, OR, 1995, page 91, has a good description of how extensive the internal structuring is: "Many Systems never get to the point of seeing their internal world(s). Further, most alters have only a small spot in which they are to reside, and they don't get to see but a tiny fraction of the entire System. After these structures are built into the mind they continue to work and carry out their function on a subconscious

level. Sometimes it takes years of work for a System to begin seeing their internal world. They can begin doing this by turning lights on inside of their worlds. To make a comparison, when a person looks at a clock they see the finished result, the time it shows, but they don't see all the mechanisms. The structures in the mind are part of the mechanism to keep the System of Alters structured in a way that is useful to the abusers, but often all that observers will see is the finished result, the mechanisms stay hidden. But we are exposing those mechanisms in this picture and on this page. A therapist's client may be responding in a way that makes no sense until one realizes the internal structures that they are responding to. An alter generally must maintain the spot in the mind which it is assigned. To leave that location in the mind, means travelling through a System which is filled with dangers and traps of all kinds. Only a few of our alters ever ventured where they were not to go, and they always encountered many obstacles. However, if an alter gets trapped behind mirrors, the alter should not break the mirrors. If the alter is a Christian they can use the blood of Jesus Christ of Nazareth to bind and cast out the demons which are in the mirrors. The danger of the mirrors is the demonology involved. Some things work and some things don't. We are speaking from our years of experience. The mirrors are deadly and they were everywhere in our System, but they are deadly only if one can't deal with the demonology. The therapist should at least be aware that these images can be worked with just as if they were real to manipulate situations involving them. But if the structures are going to be worked or toyed with, the therapist and survivor need to have an understanding about the structures. If you don't understand the mirrors, or the River Nile, or whatever then be careful what you have the survivor do to them. The structures (the images) that are built into the mind of the Monarch slave are not

trivial. An overview of the structures that are in our System alone will show that they went to a great deal of effort to build all kinds of internal worlds to house our thousands of alters. A list of the internal structures that were contained in our System follows: Ant pits, Bee Traps with swarms, Black Glass Wall, Black Holes (vortexes), Boxes (Doctor Green's under J.J., boxes have buttons which access certain parts), Candyland, Carpet (Magic), Castles, Castle dungeon (torture chambers), Caves, Clocks (there are several incl. computer clocks), Concentration camp, Cords, Desert, Doll House, numbered Doors by the thousands w/ red hot nobs, Elevators, Emerald City (connected to the castle), Eucalyptus Trees, Fields of "forget me" and island of "forget me not" (JJ's Programming), Firewall, 2 Forests (singing forest with Cedars of Lebanon and Oaks, and a dwarfs forest which has 3 kinds of trees), Fruit Tree (programming tree), Glass, Glass coffin, Golden Keys, Graveyards, Hallways with red doors, Hell Pit or Hell Fire (7 levels–pepperbox. There is a glassy wall before the hell pit.), Hour Glass (matrix), House of David, Icetown, Invisible Countries, Keys (clock key), Libraries, Light side City, Marshlands, Mazes, Mirrors (constructed via access permissions) (One-way), Moat, Mountains, Nursery (glass), Ocean, Paper Trees, Petra Secret City, Playground, Poppy field, Portals (for altars and demons, like the third eye), Rubicon (outer space beyond the stars), Rivers (Nile, Rio Grande, Shenandoah, etcetera.), Room behind a closet (existence not confirmed), Seeds, Serpent tree, Shafts, Shells, Shifting sands, Shoes (gold, silver, and ruby slippers), Snake pits (traps), Spider chambers, Stairway, Torpedo Town, Tin Woodsman's Castle, Tree with square paper boxes containing Dad's music programming, Trojan Horse with armies, Tunnels, Valley of the Dry Bones, Volcano (to destroy and remake the system), Vortices (see Black Holes), Wasteland, Water (Moats), Waterfalls, Wind, Wires, Worms, and a Yellow Brick Road." In order to use

the multiple in different life styles–they divide up a system of alters into worlds of alters which rarely see each other. These worlds are also called cities. The words "city" or "world" are interchangeable when it comes to a Monarch System. Typically, they received names such as Atlantis, City of Refuge, Shangri-la, and Troy. Later, after Candy Jones exposed the programming, there was a major shift about this time, and many of the Systems were programmed with Solar Systems. Each planet had a different group or race of alter or demon. The concept of Star Trek was helpful for this. Some of the Systems programmed in the 1970s, used Star Trek as their basis. The distribution of alters was similar to watching the various episodes of Star Trek. Alters that were created at the same time and left in an area of the System together are families. The programmers in their efforts to dehumanize these alters will stick to animal names such as referring to them as "litters". The front level of a System would often be given a cover. The front level might see their world as a basketball court, or several houses, or a dollhouse, or a street. The front world is set up to deceive anyone from discovering the true structure of the system. The programmers can link and unlink, and move alters around. Eventually they get something neat and tidy on a sheet of paper. A standard Illuminati System is built like a 13x13x13 cube with an elevator shaft running up and down from the bottom to the top. The elevator is constructed as a piece of DNA and alters can ride up and down the elevator (go up or down in trance) to move when allowed. Most of the alters have no sense of time, and most of the alters do not hold the body very frequently. For various reasons most of the alters never grow up. Obviously, if they don't hold the body very much, and are dissociated from everyone else's memories, they have nothing to stimulate them to grow up. However, the Programmers must have some of the alters who can function as adults. For instance, alters

who go into bars must think of themselves as adults. The alters which will hold the body in public will be hypnotically made into adults. The Network likes to leave many child alters, because most of them are pedophiles and they like the pseudo-pedophile experience of making it with an alter that thinks it is four years old. Or just the opposite, sometimes an adult alter will appear within a child victim, and this is a clue that this is an access and reporting alter. Many of the Illuminati systems, especially Mengele's were set up on a 13x13 grid of alters. The grids are numbered top to bottom and side to side but not in the fashion one might expect. The typical Mengele grid will begin with 6 and proceed 6, 7, 8, 9, 10, 11, 12, 13, 1, 2, 3, 4, 5. However, the structure doesn't have to be a grid, any geometric shape works and has been used, such as a sphere, cube, or pyramid. Doctor Star and his wife, who is an OTO programmer working out of Corpus Christi, TX likes to structure an alter system in the shape of the Seal of Solomon. The Yin-yang symbol is then equated with the entire Seal of Solomon. The all-seeing eye is placed in the center of Star's systems, just like Mengele would put in an All-Seeing Eye. The hidden Sun of Tiphareth is placed into Doctor Star's victim's systems, as well as the four elements, and sulfuric acid. Alters are then placed in the various positions around the hexagram. Because therapists, (and Christian ministers) are generally unaware of the deeper occult things, they usually miss seeing the occult philosophies behind the structures. For instance, the elements of earth, wind, fire and water are not just part of magic–they are in Druidism considered the four zones (or directions) also called rings which are held together by the fifth ring–balance. This is the basis of Celtic geometric art, metaphysical maps, and ancient Ireland was symbolically divided into four regions with a unifying fifth. This was the bardic view of the universe which is presented in the Vita Merlini (written by Geoffrey of Monmouth in 1150).

Supposedly England, Wales and Scotland were also divided into 4 regions with a unifying fifth too. And all these four regions Ireland, Wales, Scotland and England are joined again in the U.K. In Druidism, the four magical elements the Sword, Rod, Cup and Shield are unified by the Cord while the four elements are unified by the spirit. Ancient Druid stone statues of triple faced gods and goddesses still remain today. Heads were considered sacred by the early Celts which is why the heads of the top Grand Dames are preserved after they are ritually murdered. If an outsider really wants to understand why Illuminati systems are constructed in the fashion that they are–first understand that there is a great depth of meaning behind what structures are used to build an internal world. An ex-programmer talks about how the programmers would call upon Satan in high level rituals to "Tell me what to do, and I'll do what you want" to gain wisdom in how to design these alter systems. Within a System, a few alters will be given maps to the System. There will be a structure "map" which takes the system down through its progressive levels down to its fundamental or primal level. There will also be internal world maps, maze maps, or what some call programming maps.

HOW THE SELF OF A MAIN ALTER CONSISTS OF SHATTERED SHADOW ALTERS, A SCRIPT, MIRRORS, AND ASSIGNED DEMONS What really is an alter? An alter is a dissociated part of the mind, which is developed BY the programmers to be a complete personality. We will now explain what an alter is. If you were to look on the programmers' charts found in his grey 3 ring binder, or his lap top computer you would see graphs with alters with access codes. What are these alters? If the programmers didn't invest a great deal of programming and structuring, each alter would not be a complete personality. On the chart, the programmer will have a square on a grid where

he will record the cult name, the front name, the alter's alpha-numeric pull up code and its grid number. What seems neat and tidy is really not so neat and tidy. That alter is really an alter with many shadows of itself. This is a. family of fragments of that alter which hold parts of itself. There is a particular secret term that only the programmers use for these fragments, but for purposes of discussion we will call these fragments "family fragments" or "shadow fragments." For instance, a Gatekeeper alter will have a shadow alter fragment that holds its fear, one that holds its pain, one that holds its anger, and many that hold its memories of abuse and torture. What appears on the grid as a square is in reality a box holding lots of fragments. The programmers understand how multiplicity works, so rather than chart an alter with 25 fragments coming off of it–they name the whole mess after the main alter they have created for that family of fragments. The main alter really is a fictional persona created by the programmers linked to numerous fragments of the mind. The mind of the child victim will cooperate with the torture and programming. The programmer will verbally discuss his programming scripts with his close assistants, for instance, the Grand Dame who helps him; but he doesn't record the scripts down. Historically, the Programmers have always individually tailored their story scripts for each child. Because the best are master story tellers, who can make a story come alive, they do not need to depend upon stale written scripts. The Wizard of Oz, and Mother Goose books, etcetera. are read prior to actual programming session, to enhance the programming session. The final alters are recorded, but not the stories or the lies told them. After a main alter has been created and shattered, the programmers find this main alter within the mind and give it a personal history (via films, virtual reality headsets, stories, etcetera.), give it a job within the system, a place to live in the internal world, and its rules and guide lines on

how to function within the system. It will be given scripts about the outside world. And shortly, we will explain those. This doesn't mean that alters don't exist–they are physically part of the mental makeup of a multiple's brain, but an alter's existence is not at all what it sees or what outsiders see. Both the alter and the therapist see only a small part of the picture. John O. Bearhrs (Limits of scientific psychiatry, Role of uncertainly in mental health. NY: Brunner/Mazel, 1986, pages 86-113.), who did therapeutic work with Multiples, recognized some of the process that we are describing. He wrote about how an alter when confronted with more pain, guilt, and rage will dissociate this mental hazardous waste into alters who function as internal garbage cans. He described a victim who had a jolly front alter Diane with a winning smile. This front alter dumped her pain on a small child alter Mary, who lived in an internal "basement". However, in one particular case Mary didn't want the pain and she passed it to Karl (a 4 yr. old alter), who cried and yelled so loud internally that Danny, a 12 year old alter who was characterized by toughness and courage took the pain. However, the actual situation is more subtle and complex than Beahrs realized. Every alter creates shadow alters of itself to handle the anger, fear, guilt, betrayal etcetera. The Programmers are totally aware of these shadow alters and they work with them. If we picture an alter as a point in the mind–a dot or small circle, then we can for the sake of discussion picture the shadow splits off of that alter as rays coming out of that small circle. Now we have an image of something looking like a sun with rays. Actually, in real life, after all the torture, the shadow alters holding memories and all the programs attached are simply one big mess that resembles the branches of a tree with leaves. The Programmers have made a thorough mess of the person's mind–and they need some clean way to deal with this mess they have created. So the Programmers use the imagery that best resembles

the mess they have made. The victim is told they have a tree with branches and leaves growing through them. This tree with its branches grows throughout every alter. The image of the vine and its branches is also used, because then the programmers can bring in the Bible to make their programming seem to be supported by God's Holy Word. The original alter is told that it is a mote of nothingness (a very tiny circle). The programmers don't chart all the family or shadow fragments of an alter because they understand M P D (DID). The fragments will hold all the memories of abuse, so the alter can function. The fragments will also give the alter the appearance of the full range of emotions. If a main alter gets angry or feels guilty, what is happening, is that it has accessed its shadows to express the full range of emotions. The Programmers abuse an alter and get the Shadow alters. Then they hypnotically attach a memory cue (which is a code consisting of the alter's name, the date of the memory, and perhaps something else to complete the code) to the main alter so that they can access the memory anytime they want. Then they hypnotically and demonically build a one-way mirror between this main alter and the shadow alters they have just created. These one-way mirrors are like one way windows–the reason they are referred to as mirrors is that they are put in the child's mind via mirrors. Next, they ritually and magickly implant demons to guard the mirror(s) and to guard each memory held by the shadow alters. This separates an alter from knowing itself and its own abuse. The main alter has dissociated the pain, etcetera. to its shadow alters of itself. The Programmers then use the memory as blackmail to keep the main alter in line. The main alter has dissociated the pain, but will recover the memory if either one of three possibilities happen: a. the Programmer or handler says the memory code 3x, or b. if an event happens that triggers the main alter to remember, c. the main alter tries to remember the

abuse and the programming, and in doing so they will be stepping outside of the circle assigned to them and will "break the circle and break the mirrors." Remember, how we described a Main alter as a small circle with the rays (shadow alters) split off from it. The shadow or family alters of a Main alter are the true history of an alter. The Main alter is given the script to totally love the Programmer and Master. It should be angry at what has happened to it. The ability to direct that anger is lost with the dissociation, but might be retrieved if the alter remembered, so the programmers transfer it by creating some outside person or object for the alter to focus their hate upon. Elaborate hate scripts are then given to the main alter. The love of the Master now protects the Main alter from having to remember its pain. Very few alters and very few non-multiple people would want to remember such trauma and it is very unpopular in society to remember past traumas (how often have you heard expressions "let bygones be bygones", "the past is past", "don't dig up old skeletons", etcetera.) As long as the alter loves its Master, it is somewhat safe from remembering its own traumas. And yet for a Monarch slave to regain its own mind, the alters must regain their own memories. That is why to really break down the programming, memory work is need. That Monarch slaves must regain their memories to heal is a hard one for many people and ministers to understand. Most deliverance ministries pray that God would take away their bad memories. Further, the programming holds the lies in place, and the demonology holds the traumas, programs, and memories in place. A Main alter is really in the middle of special purpose Shadow alters which have been split from itself. The Programmers do a reversal on this and tell the Main alter that it is on the outside looking in. Vagabond Programming (which tells an alter it is a vagabond) is then applied to teach the alter it doesn't belong to the inside world, nor to the outside world. It

belongs nowhere. The Main alter will perceive that it is on the outside looking in at mirrors. The mirrors then guard the inside of the circle. To try to remember the truth is to break the circle of mirrors. The circle of mirrors has magical significance, because it ties in with the witchball or speculum which the witches have used over the centuries to see beyond time and space. The steps that the programmers do, can be explained on many levels. Many of these steps are done for special occult reasons. One of the first things taught to a child is "DO NOT BREAK THE CIRCLE". This has both the internal meaning "don't go after your own memories and the external meaning "don't leave the cult – the circle." Special black mats (such as used in wrestling) have been constructed by the Programmers. The first black mat is a circular mat with a 4' radius. The next black mat has an 8' radius (with a donut hole with a 4' radius) so that it can fit over and around the first circle. From there you have concentric donut shaped pieces of mat each four feet wider in radius than the previous, which can all be joined together. Each of the concentric circles will have a different colored circle painted on its edge. The victim child while it is in the crawling stage will be placed onto the middle dot and told to stay. They will be punished every time they move. When they finally can do this obediently, they will be given the 4' circle. Toys will be placed outside of the painted line (which may for starters be a blue line, then perhaps green, and then red). Just off of the mat are interesting things like a full bottle, a blanket, a coat, food, toys, etcetera. The child is cold, hungry and bored. Will the child obey and stay in its circle? If it doesn't it will be punished by being mildly shocked, or having its head dunked into a toilet, or its hand punished, and it will be set back in the circle until it's will is broken and it learns to submit to the order to stay in the circle. This teaches the victim child several things: don't step outside of boundaries, don't break the circle, it

teaches them the colors that will be used in the color programming of the internal world, and it is again traumatizing. What they see, hear and do will now be done in obedience. Does the reader see how hard it is for the child and its alters to move outside of the scripts? Alert readers will realize that there are 13 colors in Illuminati systems and that means 13 by 4 feet = the radius of the finished 13-concentric-circled black mat when all the pieces are laid down. This means a large indoor area with a floor space of at least 124' across in needed. Military bases, hospitals, churches, and universities like Oral Roberts University have gyms or auditoriums which the Illuminati use for this stage of the programming. Mother of Darkness alters train the children. The Presidio had a great place for this training. This is the programming for the "Circle Will Not be Broken" script. The Amish do something similar, to make their children obedient, which is one reason the Monarch programming is easy to hide within the Amish culture. This type of programming is referred to in chapter 5 about the fronts and the Top Secret Amish Front. Let us briefly mention, that some systems are simply concentric rings (levels of alters) each assigned a different color. Another twist to the color coding. An alter in some circumstances may have two colors. An alter may be coded Black below white, so that when it sees black color below white it is triggered. The sections on a soccer ball, have been colored and used for a programming visual aid. Various researchers who have tried to identify: What happens when a normal non-multiple subject is hypnotized to not feel pain? Of course, the subject consciously tells the hypnotist that he feels no pain, but researchers such as the Watkins and Hilgards have demonstrated that the subject under hypnotism dissociates the pain to another part of the mind. In other words, hypnosis and M P D (DID) which are both forms of dissociation are much closer in how they function than some people have realized. In fact, some

researchers, who are well aware of how close the two dissociative functions are, have defined M P D (D I D) as "spontaneous hypnosis" (Beahrs, 1982; Bliss, 1986). The non-conscious area of the mind that hypnotic subjects dissociated to, have been labeled "ego-states", "the hidden observer" and "a covert cognitive structural system". The giving away of pain, fear, and other traumas to Shadow parts is similar to what happens when researchers observe a person who is directed in hypnosis to not feel pain, unknowingly giving his pain away to a hidden ego-state. A hiding place where alters can go, a place of light which gives energy, is created in a System. The New World Order's One-World-Religion and their Mind-Control is organized on the hierarchal system with a SPIN front. The Illuminati and the occult world that they supervise has a strong hierarchical system both world-wide and within the slave. Fritz has spent a great deal of time researching and communicating to others how the hierarchy controls on a large scale, and how it is miniaturized and how this identical hierarchy is placed internally into the slave. However, the big cover for the hierarchical arrangement is the SPIN principal.

WHAT IS THE SPIN PRINCIPLE? S-P-I-N = Segmented Polycentric Integrated Networks. If one were to diagram a SPIN organizational chart it would not be a conventional box type configuration such as an army company organization chart. Rather, it would resemble a fish-net with interlocking nodes with groups linked to many other groups and clusters around nodes. There is no center to the network. It is like the brain's electrical connections, with an overlap of functions, so that good cells can take over from damaged sections. A network (one of their buzzwords) is many times greater than the sum of its parts. The New Age author Marilyn Ferguson does an excellent job in describing how the Conspiracy's SPIN network functions.

"This is a source of power never before tapped in history: multiple self-sufficient social movements linked for a whole array of goals whose accomplishment would transform every aspect of contemporary life. "Because SPINs are so qualitatively different in organization and impact from bureaucracies... most people don't see them–or think they are conspiracies. Often networks take similar action without conferring with each other simply because they share so many assumptions. It might also be said that the shared assumptions are the collusion. "The Aquarian Conspiracy is, in effect, a SPIN of SPINs, a network of many networks aimed at social transformation. The Aquarian Conspiracy is indeed loose, segmented, evolutionary, and redundant. Its center is everywhere. Although many social movements and mutual-help groups are represented in its alliances, its life does not hinge on any of them." Ferguson, Marilyn. The Aquarian Conspiracy. Los Angeles, CA: J.P. Tarcher, Inc., 1980, page 217. The next 4 pictures are charts showing an hour glass and its turning mechanism, and how a section can have various codes, trance depths, etcetera. [Pictures] The programmers enjoy setting up double-binds. One of their tricks is to create alters which are given negative spiritual roles with names to match. An alter may be named "unforgiveness," or "the one who doesn't trust anyone." For such an alter to trust someone, makes the alter feel like it is giving up its name, and therefore its identity. By combining the name with an identity that the alter doesn't want to lose, the programming intends to double bind the alter. The Satan alter within a System will see itself as Satan. The alter Satan feels that he is on the winning side in a war, due to the lies that have been told this child alter when it was created. A girl child alter will be made to think they are the evil male Satan. The point is that the identity of this alter is tied up with their negative, destructive role in the system. The Christian therapist has a better chance to show Satan

that the Rule of the Victor means that Satan serves Almighty God, than for a secular therapist to try to convince Satan that Satan doesn't exist. And if the secular therapist tries to debunk the Biblical view of things, what positive philosophy or spirituality is the secular therapist going to give this Satan alter to fight with against the inevitable external evil that we all face in life?

STANDARD ROLES WITHIN AN ILLUMINATI MONARCH SLAVE Note that depending upon what the System's occupation in life is, it also determines some of the types of alters created. If the System is a politician, the system will need special alters to deal with certain secret activities. If the System is a baseball pitcher, the system will need alters that are trained to pitch. Alien alters for contact, bonding with aliens, and acceptance of mock alien invasion Angel (imitation) alters for divine messages, these may be seen as Spirit Guide alters Angry alters Animal alters who are meant to act like animals Assassination alters (Deltas) Babysitter alters to look after keep them from popping out inappropriately Blackmail alters (Betas, and Black Widows) Bird alters (used for half a dozen various internal purposes, including ravens for suicide, doves for peace, storks to fly over the internal mazes, owls for wisdom, etcetera. The dove may be part of a false trinity.) Child alters Clockmaker and Clockholder alters (Also the Grim reaper may be associated with the clocks.) Core related alters to imitate or protect the core from anything Coven alters to lead coven level meetings Courier alters (Carrier Pigeons) Data alters to hold information (this encompasses a wide range of alters, including alters who hold internal system information to alters who hold information for their masters). Deaf & Dumb alters to prevent the System from hearing non-approved users say access codes. Death alters to take near death traumas Element alters (Air or Wind, Water, Earth, Fire) for magick and compliance Espionage

alters Firechild or Bombchild alters to make body feel like its burning Flooding alters (often flooding comes simply from Shadow fragments) Foreign Language alters Front alters for a good cover Gatekeeper alters to guard portals and gates Guard (or Blocker) alters to guard important areas of the System Justice alters, alters who mete out justice for disobedient alters Hierarchy alters to take part in Illuminati hierarchy ceremonies (there will be a big demand for many of these alters, for different ceremonies and different times of the year are given different alters). Hunts, alters created for the master's sport of being hunted Loyalty alters which hold strong love and devotion to the master Martial Arts alters to protect the System if need be Mirror image alters, for deception Monster alters to scare the other alters Mouse alters to run the clocks (computer, and grids) Nothing alters, alters who believe they are nobody, or Mister Nobody, or "no-name. Observation alters (these deep alters quietly observe all that goes on in an alter system. They may be called Watchers.) Programmers, Internal (alters cloned after the original programmers to reprogram the System, also known as Internalists.) Programming alters to help Illuminati program Protector alters to protect almost everything in the System (essentially nothing is left unprotected in the System.) In some systems, these alters may even be known in the System as Warrior and Infiltration Alters. They may include such titles as Keeper to the Pit. Ribbon Alters to send messages from computers to System areas Reporting alters to give the master reports regularly, especially important to monitor all activity by a therapist Ruling alters, such as Queens and Kings Run and return to master alters Satanic hierarchy alters, to ensure that system is controlled by Satan Sexual alters (kittens for porn, S&M, etcetera.) Scrambling alters to prevent alters from hearing Shell alters (to hide real alters from therapists) Suicide alters (clowns, Russian Roulette alters, etcetera.) Tranced, (alters

tranced deeply to move up and trance the body) Travel alters, which can sleep during travel or be oblivious to where they are going