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A

ANALYTIC BEING A being who is accessing into a part of the game. (Spiritual Literacy Series 16) See also OBSESSIVE-COMPULSIVE ACTING OUT.

ABILITY 1. The definition of ability is Spirit → Perceive → Intend → Envision → Plan → Implement → Result. When one can do the above competently and correctly, one will have the full cycle of ability. (Finance Series 1) 2. The quality of being able to do something; physical, mental, financial or legal power to perform. A natural or acquired skill or talent. (Client Role Education Glossary)

ABILITY PARADIGM 1. To have ability one must have the power to perform an action. 2. Before one can perform an action he must have the plan to do it. Prior to planning to do something there must be a vision or model to base the plans on. Before making a vision or model there must be an intention to do or attain a perceived need or want (perception). This then gives us the ability paradigm. (Paradigm Series 16) 3. Ability paradigm manifests in this sequence: Perception precedes thought; concluded thought (intention) precedes envisioning; envisioning precedes planning; planning precedes implementation; and implementation precedes results. (Paradigm Matrix Book, Foreword) See also: PARADIGM

ABILITY PROCESSING Ability Processing requires not only removing old precepts, considerations, upsets, harmful acts and self restraints, but also taking away the charge, force and mass from the area you wish to operate in. The concept of Ability Processing is that you stay on the area that needs to be improved until you acquire the level of mastery necessary to consistently be able to attain your standard or quality of want. (Technical Series 41)

ABL. See ATTENTION BIT LOCATOR

ABSENCE 1. A not-thereness, blankness, drifting away, chronic procrastination. An inability to communicate meaningfully. No ability to stay focused. One who cannot

concentrate or focus on being here and on importances. (Ethics, Intelligence, Discipline Series) 2. Absence is a mood level synonymous with death. (The Zones of Life Book, Vol. II) 3. This form of psychosis is making sure that you are never in position in space and time, connected to the forms, interactions of the who, what, how and mood. (Home Universe Series 2)

ABSOLUTE adj., 1. Free from imperfection; perfect. 2. Free or relatively free from mixture. In the subject of paradigms, it is vital that one comprehends the fact that a paradigm is not an absolute. (Paradigm Series 20)

ABUNDANCER, AN This is a person whose paradigms are producing consistently large successes, thus causing an abundance of products, clients, and prosperity. The abundancer operates with certainty. The abundancer works at a level with more powerful people, often makes headlines, and his opinion is considered valuable. He has an expanded sphere of influence and area of responsibility. As a leader he is very good and wants everyone to win. He maintains a high mood level and directs life-force with compassion and correct estimation of effort. He produces a safe, friendly environment. See also: PARADIGM CREATORS

ABUSE tr. v. 1. The action of you or someone wanting something and not getting that something you or someone wants. 2. The action of you or someone not wanting something and getting that something you or someone did not want. (21st Century New Public Series 12) 3. Abuse is the ultimate negative process of life (Harmony Series 1A) 4. There are three main types of abuse: (i). Physical maltreatment and pain. (ii). Mental misprogramming and pain. (iii). Spiritual disintegration and pain. (21st Century New Public Series 9) 5. Abuse is a collision of forces. (Responsibility Series 11)

ABUSER Their intentions are based on hate or heavy disliking, distrust and a frantic soul-destroying terror of people who operate better, or who have more than they have, or who demonstrate more cleverness, power, strength, skill or ability than they can. To solve these soul-destroying problems the abuser must, by using evil methods, produce their evil wants on those around them to keep them in a lower level of existence or state of less than they are, or abused into a really degraded lower condition of being, doing and having nothing. (21st century new public series 17)

ACCEPT To receive gladly; take willingly; approve of. These actions cause the pleasant sensations of harmony and pleasure. (Pain Series 9A)

ACCESS The activation or triggering of part or all of a spiritual being's paradigm by someone or something in the present environment. This can be done knowingly or unknowingly. If what is accessed is something the spiritual being is ignoring, denying or being unaware of, it will have negative effects on the spiritual being. (Technical Series 16) See also: DE-ACCESS

ACCIDENTS Accidents are a demonstration of negative or unknown telepathy. Accidents are just a denial of cause, and it is this denial of cause that destroys your ability to control your telepathic abilities. (Gods in Disguise, Chapter Nine)

ACCOMPLISHMENT 1. The ability to have, to own. (Lecture: "Reality" 12-27-97) 2. An accomplishment is a result of numerous dones and restraints. (Physical Universe Unknowing Paradigm Games Matrix Series 16)

ACKNOWLEDGMENT 1. A means of recognizing someone's or something's presence or existence. 2. A response or answer letting someone or something know that you have received and understood their communication. (Client Role Education Glossary)

ACTION WITHOUT INSPECTION Many people are doing things unconsciously and on automatic; this is known as action without inspection. (Training Series 11b)

ACTIVATED CONSCIOUS COMMANDERS These are the known, voluntarily-created precepts and replications to handle normal living. (Ascension Series 13) See also: YELLOW ZONE

ACTIVATED SUBCONSCIOUS COMMANDERS These are unknown, involuntarily-created precepts with past involuntary replications that are used to handle present time threats, losses, tragedy, or any other Red Zone occurrence. (Ascension Series 13)

ACTIVATED SUPERCONSCIOUS COMMANDERS These are unawarely-, involuntarily-created, winning precepts and creations to create winning futures and successful lives. It is always much more powerful to know and own these abilities. (Ascension Series 13)

ACTUALITY The vision exists as modeled in the physical universe and is kept there in a Green Zone state by agreement to the continuous placement of attention bits by self and others. This is the fifth building block of reality and is a common reality. (Spiritual Literacy Series 11)

ACTUAL SCENARIO The exact picture of how things really are at this time, including such things as resources, skills, personnel, etc. (Games of Life Series 12)

AFRAID TO KNOW The fear of finding out is a result of abuse in the area of study or responsibility. Behind this stems incidents of loss that were caused by not knowing the full story or subject. This causes the person to fear knowing too much, for then they will need to act. This shows up in life as study and literacy problems, resulting in mediocre careers. (Knowledgism Series 1)

AGREEMENT 1. Defined as unanimity of opinion. (Paradigm Matrix Book, Chapter Seventeen) 2. Agreement was the product of telepathically projected holographic images or mock-ups being fused together with another's or others' telepathically projected holographic images or mock-ups. Agreement is the basic building block of creating reality. For anything to come into being in the physical universe it must be agreed upon. (21st Century New Public Series 4)

ALIEN ARTIFICIAL TIME TRAIL The spiritual being counter creates itself by creating an "alien artificial time trail" thus destroying the spiritual being's spontaneity and robbing it of its psychic powers and abilities. The spiritual being is trapped in the physical universe by the "alien artificial time trail." Added to this, the "alien artificial time trail" disappears out of the physical universe into the spiritual universe, which is outside of time and space. These six abusive conditions are a definite indication of an alien artificial time trail: 1. No time. 2. No space. 3. No interest. 4. No money. 5. No decisions. 6. No presence. (21st Century New Public Series 12)

ALIEN UNWANTED OBJECT The compositely created mass of solidified psychic force emanating from two or more psychotically-enraged, disguised gods who have momentarily let down their shields and unleashed their psychic weaponry at full force at a perceived enemy. The solidified force becomes a mass surrounded by enormous amounts of charge and confusion making it a very repugnant "unwanted object." This is simultaneously created by all parties causing a multiple fusing and solidification of all psychic, mental and physical forces, trapping the beings in their disguises in the physical universe at that time, at that place. (21st Century New Public Series 10)

ALTERATIONS Saying or perceiving something and giving it another name, description or authorship than what it is. (Knowledgism Series 1)

ANALYSIS n. 1. The separating of anything into its components or parts to determine what it is made of. (Client Role Education Glossary)

ANALYTIC adj. 1. The condition or state of being analytical. (Client Role Education Glossary)

ANALYTICAL adj. 1. Separating a whole into its components or parts; using the process of analysis 2. Concerned with or based on analysis. (Client Role Education Glossary)

ANATOMY OF SUCCESS The anatomy of success (any detailed examination or analysis) of success deals basically with two areas: 1. Achieving desired objectives = A win. 2. The continuation of a game by a series of successful actions to the desired completion of a game = A winner. (The Zones of Life Book, Vol. II)

ANGER Anger is above rage. This person demonstrates unusual bravery, is usually destructive to self and the group and is always taking the opposite viewpoint. He operates best when threatened or has a known enemy. He is very good at starting, begins strong and weakens quickly. He is extremely dangerous to have around. He constantly builds areas up only to destroy them, thus he causes all those around him much grief and scattered attention bits. This causes unusual stress on superiors. He duplicates what is wrong, is familiar with opponents and uses destructive methods to contact. (Power Marketing Series 19)

APARTNESS Means to be separate from, aligned with, and capable of connecting to. Successful apartness means you want to be and are apart from that from which you want to be apart. Incorrect apartness means you are compulsively apart from that to which you want to be close. (Effective Communication Series 17)

A PRACTICE A practice is the producer of a product or products that delivers something of value and supplies and enhances what was needed or wanted by the client. (Practice Building Series 1)

APPRECIATION Appreciation equals the ability to duplicate. (Spiritual Literacy Series 14)

APPRENTICESHIP n. 1. The condition in which a person works a specified length of time for a master craftsman in a craft, trade or profession in return for instruction and experience. 2. The time period in which a person is a learner or beginner. (Intelligence and Ability Restoration Series 9)

APPROXIMATION LEARNING TECHNOLOGY This is a vital new form of technology. It consists of a multiplicity of processes, educations, exercises, and special processing methods, all targeted to a specific area of Super-being ability that has been, up to this time, totally oppressed. Approximation Learning Technology is a specifically and specially sequenced series of steps designed to recover your own and your spiritual teammates' source and position point from where your own and your spiritual teammates' full operating psychic powers and your own and your spiritual teammates' full super-beingness originates. (Prime Codes Games Matrix Series 12)

ARTIFICIAL CASE CONDITION An area of case that does not manifest on the attention-bit locator or meter, doesn't come to view, is not part of the client's awareness or causation; yet it is the most destructive, vicious, evil, and unmocking fixedness of case conditions. It is created by outside forces, not by you, the being. It travels on an artificial time track. It is created with false pictures, false precepts, and false postulates and opinions. It has a linear composition, is built outside of your consciousness, and has "no reason" as its main impact. (Pain Series 32)

ARTISTIC Is above enthusiasm. The artistic person has so many attention bits available that he can command people and the environment to comply to his wishes. He is a great lover of higher wavelength motion such as music, poetry and art. As a businessman, he would be engaged in empire building. He would sculpture corporations into beautiful entities. He is extremely understanding and has a vast range of interests. He has extreme positiveness, sees beauty in motion and is a creator of beautiful scenes. He has excellent duplication and contact is done in a beautiful manner. (Power Marketing Series 19)

ASCENSION EXPERIENCE 1. What takes place is, you move into a higher self. In most cases you move into a state of masterfulness. This state is very empowering. It is a time that, as a spiritual being, you occupied much more space than just your body. An a

of yourself as having a position of masterfulness with god-like abilities and having tremendous spiritual powers. (Ascension Series 1) 2. An ascension experience is the most profound and powerful spiritual, case and games of life phenomena that can happen to you as a spiritual being, for it unlocks within you, enormous potential and power to play huge winning and rewarding games. It is a partial glimpse of a holographic vision of a future reality or possibility. (Non-Permeation Series 1)

ASCENSIONISM The directing of power upward and then maintaining an optimum operating level. (Responsibility Series 11)

ASPIRATION(S) n. 1. A strong desire to achieve something high or great 2. The object or goal of such desire. (The Paradigm Matrix Book Glossary)

ASSIMILATION The being consumes the area to be assimilated, digests it, understands it, permeates it, duplicates all parts of it, loves it, admires it, respects it, plays with it, reaches for it, withdraws from it, creates with it, destroys with it, has power of choice over it, owns it or not owns it, has mastery over it and can visualize with it or not, at will. That is assimilation. Therefore, the basic target of processing and training is assimilation. The demonstration of how well this is done is the client living a more abundant life. (Potential Levels of Existence Series 9)

ATONEMENT The word *atonement* is an interesting word. It possibly could be defined as: At - One - Ment. At-oneness-with someone or something is love and permeation. Pure at-oneness-with is what happens when you duplicate the three dimensional holographic effects exactly and **all** phenomena that occurred from an act. The end product of "at-oneness-with" is restoration of an optimum wholeness. (Public Education Series 25)

ATTENTION n. 1. A quantity of life force; active consciousness; the power or faculty of mental concentration. (Paradigm Matrix Book, page 232) 2. A quantity of directed life-force particles. (Life Animation Process Series 16) 3. A quantity of life-force; active consciousness; the power or faculty of mental concentration. (The Zones of Life Book, Vol. II)

ATTENTION BIT LOCATOR (ABL) n. 1. A precise electronic instrument that is used in processing to locate areas, subjects or items that are out of the client's control. (Client Role Education Glossary) 2. A precise electronic instrument that is sensitive

enough to register when an area, subject or item that is out of your control is contacted. It does this by measuring the resistance of the life-force that is locked up in the avoided or fixated areas. (Introduction to Processing Book, page 1)

ATTENTION RECOVERY CONSULTING This is the fastest and most direct method for releasing trapped life-force particles. The basis is finding and releasing life-force particles stuck in past, present or future situations. (Games of Life Series 13)

ATTITUDE The position one holds, or the behavior one expresses toward some person, place or thing, as a result of the concept he has of it. (Executive Series 12)

ATTRACTOR BEAM This is a specific wavelength flow of energy or particles inward or toward the generator or source of the beam. Examples of this are: the attraction force of opposite magnetic poles; of gravity; of interest; and of admiration, love and beauty. (Spiritual Literacy Series 12) See also: REPELLER BEAM POSITIONER BEAM

AUTOMATIC EXPELLERS and masking devices are self-activating, self-restraining psychic command phrases with specific telepathically-projected images connected to them that will cause you to act out the command phrase. This is a self-protective mechanism that you psychically designed to keep you away from particular areas and universes. (The Ultimate Breakthrough Series 31)

AVOIDANCE Compulsive or obsessive talking is a form of avoidance and sets up an "I won't look if you won't look" agreement. This is an afraid-to-know situation and will create a no money - no interest - no time situation. (Power Marketing Series 7)

AVOIDER An avoider is stuck in fear. It can be fear of making a mistake, fear of making a fool of self, fear of failure, fear of looking stupid. They use avoidances to get out of doing the drill, the action, the living of life. It's hard to handle because it's an absent scene, action or event. The Avoider is a master at putting things off and being, doing and having absences. (Physical Universe Unknowing Paradigm Games Matrix Series 14) See also: AVOIDANCE

AWARE Conscious, cognizant. Often used with of: "aware of their limitations." Aware implies knowing something either by perception or by means of information. Cognizant is a rather formal equivalent of aware, stressing sure knowledge gained by sensing or

perceiving and suggests appreciation of it. (Full Role Education Series 7)

AWARE ENTITY A being that is alive, conscious, capable of evaluation of importances, and is completely whole unto itself. An aware entity is a single unit life force, capable of independent observation, independent decision making, independent action, and independent accomplishments. (General Series 14)

AWARENESS 1. The state or level of which one is aware. (Full Role Education Series 7) 2. The ability to inspect one's actions and correct them for the better. (Full Role Education Series 1)

A WORTHWHILE, MEANINGFUL GAME TO PLAY A worthwhile, meaningful game to play is game playing at the highest level of honesty and produces the greatest good for the greatest number. (21st Century New Public Series 25)

B

BAD INDICATOR A bad indicator is a visible manifestation which shows, or hints at something which is occurring or about to occur. (Scoreboard Management Series 19)

BAD PROCESSOR A bad processor is a combination of the bad student and the no case gain. Lots of processing, restudying, redrilling, debugging, and basic drills will slowly make them successful. A bad processor is fighting unreality and a lack of familiarity with policy, processes, discipline, being willing to hurt others when needed, saying no, owning and being responsible for ethics, technology and administration and making things happen. (Paradigm Technologies Policy Series 26)

BAD RELATIONSHIPS Bad relationships are a continuation of old games. Psychic abilities and telepathy attract beings compulsively to each other, then create the reality of a relationship. In a bad relationship you see two beings who are attempting to balance the game. You do something bad to the other and now it's their turn to do something bad to you. (Gods in Disguise Book, Chapter 9)

BAD STUDENT The bad student cannot apply the rules and policies of study. Therefore they are in turmoil, conflict and chaos as to the meaning and comprehension

of what they are studying. Hence, they fight, get upset, cannot attend, never finish a course successfully, get into conflicts with the supervisors and bad mouth the subject and its executives, leaders and source. A bad student has hidden agendas or policies that prevent him getting knowledge. (Paradigm Technologies Policy Series 26)

BASIC BASIC LIFE PROBLEM The basic basic life problem of all beings is that they are out of position. They have been knocked out of position; they cannot hold an optimum position. Many cannot hold any position. (Spiritual Literacy Series 5)

BASIC-BASIC OBJECT 1. The first object (body) that the being made in the physical universe. 2. His knowing causation point into the physical universe. 3. His first opponent created by himself in order to have a game. 4. The first basic shift of identity. An object, not a significance. The ambivalence comes from him being himself, him being the object, him opposing the object, him plus the object opposing others, others plus the object opposing him. (Spiritual Being Competency Procedure Series 8)

BASIC POLICY To create and maintain a happy, friendly, and pleasurable environment and universe. (Policy Series 1)

BASICS What are the needed basics? 1. Ability to study. 2. Ability to practice. 3. Ability to assimilate the data of the area of study. 4. Vocabulary of the subject area. 5. Ability to communicate what is known to others. 6. Ability to deliver what is promised. 7. Ability to train others. (Power Marketing Series 10)

BEGONENESS To be without presence is to be without life-force. The basic operating action of hate is begoneness, whether by destruction, abandonment, aloneness, sabotage, huge chaos, confusion, substitution, or just plain absence; all are forms of begoneness. (Effective Communication Series 12)

BEING 1. One's basic or essential nature; the spirit; the life-force; You, the one who perceives what exists and what is needed and wanted. (Prime Source Axiom Series 1) 2. One's basic or essential nature. 3. That which can be conceived as existing. 4. Absolute existence in its perfect and unqualified state; the essence of existence. (Ethics/ Integrity Series 6) 5. The idea or consideration that one is. (Mind Series 1)

BEING ENGULFED is somewhat akin to being eaten by someone or something.

When a universe collapses in on a being it gives him the sensation of being chewed up and re-deposited in the universe as excreta. A definite degrading feeling. The being goes in whole and comes out reconstituted into many broken pieces. (Culture De-Oppression and De-Programming Series 24)

BEINGNESS The idea, consideration that one has become someone or something. The being has assumed an identity. (Mind Series 1)

BELIEF At best, a belief is a less than true explanation of why something is the way it has become. (21st Century New Public Series 3) See also: BELIEF SYSTEM

BELIEF SYSTEM A belief system is the set of a person's interrelated ideas, principles, precepts, rules, or laws that governs their acceptance or conviction in the actuality of something they perceive. It is the person's mind set. Belief systems are created by the person's knowledge and experiences. (Study Series 3)

BIGGEST GAME The biggest game in the universe: The total recovery of god-like states for all beings in the universe. (Ascension Experience Analysis, Page 20)

BLANKNESS The student has a blank look on his face or just goes blank. Find what the person was studying, then find when he was doing well. Track backward and you will find one or more words the student misunderstood. (Decision Series 11)

BLAME 1. A being who blames someone or something for their condition, is engaged in the self destructive, delusive game of "making themselves right." The blamer is more interested in being right, than finding the truth. Blamers always, always, always seek to blame others for what they themselves are guilty of doing. (21st Century New Public Series 14) 2. The worse off a case is, the more areas of life and people are blamed for the being's present condition. When a being blames others, the being is assigning away its own power, strength, size, cleverness and position. (21st Century New Public Series 23)

BLOW OUT Big blow-outs don't mean much, especially to the client with a heavy drug history — it's just another delusionary booby-trap that needs to be handled. It's an up-the-pole phenomena, the client feels euphoric, but their life and livingness is a disaster. It is a free from dramatization. This type of case won't go near the true force or mass of their case. (Physical Universe Unknowing Paradigm Games Matrix Series 28)

BODY 1. An oxygen-carbon, chemically fed, machine used for implementing the plans and strategies formulated by the mind to attain the future you envision. The body is clothed in a uniform to visually establish the identity. (By-Passed Charge Series 7) 2. The complete physical structure of an organism, especially of a human being or animal. 3. A group of individuals regarded as an entity corporation. 4. A number of individuals or things regarded as a whole; a group; a collective mass. (Paradigm Matrix Book, page 232) 5. The body is a physical transceiver machine composed of many integrated parts that interact to maintain homeostasis, or balance. It takes a tremendous amount of stress to break the balance in the system. (The Zones of Life Book, Vol. I)

BODY HARMONY Body harmony is of great benefit in assisting a being in repairing his ill or injured body. There is an additional process that restores harmony in the case of injuries. This process is based on duplication in the physical universe as well as in the minds. (Sabotage Series 12)

BODY MIND This mind directly monitors all of your body's functions and sensations; it monitors all control centers and your health. (Who or What Is Man Series, Chapter Two)

BOREDOM 1. A masking emotion. It is the sensation one experiences after one has masked something unwanted by using mental techniques such as: forgetting, suppression, stupefying, oppression, avoidance, making nothing of, making less of, pretending, denial, lying, obscuring, and not wanting to know. (Ascension Series 30) 2. Boredom is an indicator of immense unexpressed agony of spirit. It has underneath it, multiple areas of fury, anger, pain, grief, loss, fear, et al, pushing up from other areas. (Ultimate Breakthrough Series 40) 3. Boredom is above contentious. This person has too few attention bits to enjoy life. He has some control over his environment, is not very ambitious, does small things well, can be relied upon to complete mechanical tasks, is hard to contact, attempts to keep attention bits by minimizing ambition and responsibility and his attention bits are tied up in past incidents that must not happen again. He duplicates in a mechanical fashion, is half-hearted in increasing his knowledge and contacts in a bored manner. (Power Marketing Series 19)

BOXES Paradigms create boxes. This is because a paradigm is always a solution to a problem. Another phenomena occurs when you operate in your paradigm box. That phenomena is everything outside of your box is unacceptable and undesirable realities. Inside your box is what is acceptable and desirable to you, and it is what is real to you.

The paradigm creates your reality. Inside is real, outside is unreal. Inside is right, outside is wrong. Your comfort zone lies within the box. (Paradigm Technology Series 26) See also: PARADIGM CAGE

BRAVE The courage and willingness to act when faced with fear, danger, or pain. The brave acts on their perceptions and intentions even though their potential for loss could be crippling. The brave know where they are at and, should they lose, what to do about it. They are willing to experience the danger, the pain, the humiliation, and the failure that accompany losing. (Pain Series 1)

BRAVERY Willing to take risks and stick neck out. (Supreme Being's Honor Series 3)

BROKEN PARADIGM n. When your paradigm encounters too great an amount of negative flow of force, it short circuits and immobilizes and all the mechanisms become fixated. What has happened is the paradigm crashes so badly that it breaks into pieces. It is this type of incident that ties up the most life force particles. Unless handled, the person can spend the rest of their life very unhappy. (The Paradigm Matrix Book Glossary) See also: PARADIGM CRASH, PARADIGM CRASHER

BY-PASSED CHARGE Is defined as mental energy or mass that has been accessed, in some way, in an individual, and that is partially or wholly unknown to that individual and so is capable of affecting him adversely. (By-Passed Charge Series 1)

C

CANNOT APPLY You are looking at misrepresentation, or pretended knowledge. The student has not learned fully what he has studied. Review each part of what was studied and handle the misunderstood words. Then devise exercises to improve familiarity. (Decision Series 11)

CASE n. 1. That accumulation of life force particles that are locked up in past incidents, wrong whens, wheres, hows, whys, moods and misidentified and misrepresented whos and whats. This has locked up the energy, particles, space and time into a massive mass of confusion and frozen moods. The being, having lied to himself, denied his creation and authorship of the formulation of the accumulated chaos and

confusion. 2. Lies. 3. Solutions to problems that have now become the problem. 4. False data, false time, false places, false moods. 5. Non-comprehended words. 6. Wrong answers. (Basic Processing Series 5) 7. That part of a spiritual being's creation that contains too much pain and unwanted feelings and is no longer under the control of the being. (Staff Series 1) 8. A case, to be a case, is a composite of falsenesses and trapped life-force particles. (Secrets Book, page 106) 9. Case is a substitute for self, thus case is never the being, it is an undischarged, uninspected area of denied deliberate unknowingness. (Immortality Series 7) 10. A case is the collection of all those unknown disguises and counter identities, past actions, thoughts, intentions, events, creations etc. that did not match your visions or intentions. It also contains all of your wrong answers to life, the incorrect whos, whats, whens, wheres, hows, whys and moods. (21st Century New Public Series 3) 11. Your case is your collection of wrong answers to life. (The Zones of Life Book, Vol. I)

CASE CONDITION Any non-optimum situation, belief system, upset, problem, kept, harmful act, illiteracy, denial of cause, unluckiness, depression, hopelessness, illness, tiredness, loss incidents, accidents, disasters, blankness, stupidity, abandonment, being a victim, poverty, trauma, broken heart, low mood level, failure, mistake, bankruptcy, fight, hate, fear, or any Red Zone levels of existence. These are what compose the body of YOUICCI's (Your Obsessive, Unknowing, Involuntarily Created Commanding Identities). (Public Education Series 9)

CASELESS GOD Pure God-state with vast literacy and spiritual and mortal skills. They are fully aware that their life and existences are of their making and cause, and that anything that happens in their universe has been directly caused by them. (The Ultimate Breakthrough Series 22)

CASING The product of the outside matrix pressures and forces opposing the inside matrix pressures and forces. The outside pressures and forces are composed of those objects, places, positions acceptances, havingnesses, whos, whats, wheres, whens, abilities, skills, knowledges, and behavior patterns that you must not experience, conceive of, be, do, or own. The inside pressures and forces are composed of those objects, places, positions acceptances, havingnesses, whos, whats, wheres, whens, abilities, skills, knowledges, and behavior patterns that it is OK for you to experience, conceive of an identity, its actions and ownerships or outcomes. (The Paradigm Matrix Book, Chapter Nine) See also: PARADIGM MATRIX

CAUSE n. 1. Something that produces an affect, result or consequence. 2. The person, event, or condition responsible for an action or result; the origin. (Client Role Education

Glossary)

CAUSE INDICATORS 1. The regaining of abilities and the progression towards the Green Zone. (Coaching Series 4) 2. The phenomena that take place when you release and realign life-force particles. (Zones Series 1) 3. Signs of Cause Indicators: The being has certainty of attainment of its dream; The being has certainty of its vision; The being has certainty of attainment of its plans; The being has certainty of attainment of its implementations; The being has taken full responsibility for the area being envisioned and handled and its consequences; The being has taken full ownership of the area being envisioned and handled and its consequences; The being has taken full control over the area being envisioned and handled and its motions; Laughter, cheerfulness; The being is above optimism on the mood scale; Green Zone behavior characteristics; A great sense of relief; Regained ability (major or minor); The being is at cause; feels can correct past harmful acts; More action; Realizations; More money; Life-force particles recovered ; Better relationships; Freedom Manifestation on the Attention Bit Locator indicating freed attention; Newer and higher levels of awareness; The being has an increased willingness to own itself and life. (Coaching Series 4)

CELLULAR RECORDING This method of knowledge assimilation or learning is through the body onto each specific cell. It is extremely slow and takes a great deal of repetition or tremendous impact to imprint and record any data at a cellular level. As you age many of the old cellular recordings, that have transferred themselves down through time by cross copying the mental as well as the old cell's imagery, can and do cause physical problems. This imagery gets triggered and activated often producing heavy psychosomatic unpleasant sensations and pains that pre-disposes the body to become sickly or ill. (Holographic Permeation Series 2)

CERTAINTY A firm, settled belief or positiveness in the truth of something; not to be doubted. (Mastery Series 7)

CHAMPION n. 1. One who demonstrates mastery, competence, creativity, responsibility, ownership, and control over a specific area, endeavor or subject. (Secrets Book, Preface) 2. The combination of skill, ability and concentration makes a champion. (21st Century New Public Series 1)

CHAOS CREATOR 1. One who causes so much distraction that you end up wanting to do everything yourself, which again ties up all your attention. (Potential Levels of Existence Series 10) 2. One who, for a long time, does not know who he is, where he is,

what game he is playing, what games others are playing, or that others exist. (Ethics, Intelligence, Discipline Series)

CHAOTIC IDENTITIES Actions and counter-actions that cause abuse, shame, and degradation to bodies and objects. (Spiritual Literacy Series 19)

CHARGE 1. Charge is defined as stored energy or force. (By-Passed Charge Series 1) 2. Charge is a manifestation of energy. Energy is created by intending life-force particles at a velocity between positive and negative Poles. The velocity of the life-force particles are what manifest as e-motion in life. (Basic Processing Series 21) 3. Charge could be said to be out-of-control life force particles. This phenomena stems from trapped or mis-directed life force particles being lost. (Basic Processing Series 20)

CHART OF ASCENSION The Chart of Ascension is actually a step by step series of processes and skills that will cause each being to permeate what has caused him to drop down the Levels of Existence. The Chart of Ascension is a step by step upward path to the full recovery of a god-like being's potential. The path is fully mapped out. (Ascension Experience Analysis, page 39)

CHART OF GAMES PLAYING Gives a broad spectrum of viewpoints and what abilities can be demonstrated at what level. Our technology is based upon this very workable chart of human behavior. (Finance Series 1b)

CHECKLIST n. A list of things, items, names, etc. to be checked off or referred to for completing, verifying, comparing, ordering etc. (Checklist Series 23)

CHRONIC ABUSERS Beings who have had a long history of failure and degradation become "Chronic Abusers." Their life has been a constant counter intention against positive products, effectiveness, super statistics and high mood level activities. (Power Position Series 1)

CHRONIC MOOD LEVEL Fixated charge. (Basic Processing Series 20)

CLEAN SLATE n. 1. The purpose of the Clean Slate Procedure is to unlock and upgrade each client's awareness, knowledge, and experience and the freeing of life-force particles on specific areas and subjects of life. (Clean Slate Series 1) 2. Clean Slate takes

away those intentions and precepts that create a separation from the upscaleness of life and your personal psychic powers. (Practice Building Series 3) 3. A clean slate is a non-envisioned upon, or non-imprinted upon collection of holographic-potentialized life-force particles that are available for future imprint of knowledge, senses, perceptions, motion, forms, whos, whats, wheres, whens, hows, and whys. (New Culture Series 1)

CLIENT n. 1. One for whom professional services are rendered. 2. A customer or patron. (Client Role Education Glossary)

COACH n. 1. A person or private tutor who trains athletes, athletic teams, leaders, executives, individuals, or students to increase knowledge, skills, abilities, awareness, integrity, relationships, craftsmanship, and mastery in order to excel and win at the chosen games of life. (Coaching Series 1)

CODE OF SILENCE A hidden mental program that is designed to hide, deny, obfuscate, trick, distract, avoid, and bury something that usually contains pain, or a threat to the individual's survival or something you hold precious. It is a threat to your vision of yourself or your image in the eyes of others. (Paradigm Matrix Book, Chapter Twenty Four)

CODES 1. The basic-basic that exists right now. Your reason for living. A plus and a minus that occurred before time and space. (Lecture: "The Codes" 29 March 1996) 2. Those special attributes that give a being a reason to be alive. (Internet origination 12-11-96) 3. They are the source of all games and disguises you have worn and played, are wearing and playing and are going to wear and play. (21st Century New Public Series 3)

CO-EXISTENCE OF STATIC is a oneness, yet each being is wholly itself. Co-existence of static is a total presence state. (Ultimate Breakthrough Series 40)

COLD Cold is caused by a vacuum, distance, or low temperature. Too much cold causes unpleasant sensations. (Pain Series 1)

COLLAPSED UNIVERSE 1. The universe, the organization, or the individual has experienced the collapse of their reason for existing; the failure of their purpose; the disruption of their visions, the absence of the spirit; the disruption of the mind; the conflict of commands and signals to the body; the inappropriate identity or beingness; an

incorrect location; confused or collapsed teammates, and an inability to produce a valuable product. (Policy Series 1) 2. Collapsed universes. This is the compression of You the spirit, your mind, your body, and your identity into a ball of confusion, stupidity, and electronic energy, trapping You, the spirit, into heavy uncomfortable feelings and unpleasant sensations of hurt and anxiety. (Pain Series 1)

COMMANDERS These are precepts that exert power over your environment. They can be superconscious, conscious or subconscious. No matter what form they take, they command your replications into existence. These commanders select and activate old paradigm machines that automatically bring into being the replication. (Ascension Series 13)

COMMAND LINES These are the most important because they direct the sequence of events and are the decision makers. Command lines are vertical in most organizations, especially military organizations, with power and command diminishing the lower you go in the organization. Their basic purpose is to discover, and get repeated, successful actions. (Responsibility Series 30)

COMMAND PRESENCE Making powerful images based on accurate information and a sound data base, and telepathically projecting them with power, life-force particles, and force, as well as using the images and telepathic power and life-force particles to enhance the prosperity of all concerned, your integrity is in; you will unleash your power and life-force particles and demonstrate command presence. There are six steps that create the god-like ability of command presence: 1. Know what is wanted. 2. Name the want. 3. The creation of positive, powerful vision that fully covers what is wanted. 4. Take a position. 5. Telepathically projecting the image with the correct quantity of life-force particles in a specific direction that will attain a specific objective or product to produce what is wanted. 6. What is wanted manifested in the physical universe. (A created reality). (The Executive Series 9)

COMMODITY A commodity is simply something that one needs or wants and for which one is willing to exchange something of equal value. (Finance Series 1)

COMMUNICATION n. 1. The action of propelling an idea or thing from an origination point across a space to an arrival point, with the purpose of bringing into being at the arrival point a comprehension of that which was propelled from the origination point. 2. To make known; impart. 3. To have an interchange, as of ideas. 4. To express oneself in such a way that one is readily and clearly understood. (How to

Upgrade Your Life and Relationships Chapter Four)

COMMUNICATION FORMULA Origin, space, arrival with purpose and attention, and a comprehension at point of arrival of that which is propelled from origin. (The Effective Communication Series 1)

COMMUNICATION LINES There are internal communication lines and external communication lines. External communication lines create the future by educating the public, and helping the public find what it needs and wants. Internal communication lines facilitate bigger, better, higher quality production and delivery of what the public needs and wants. (Responsibility Series 30) See also: COMMUNICATION

COMPETENCE 1. Being well qualified and capable; ability. (Mastery Series 7) 2. Demonstrable possession of a high quality and a degree of excellence, ability, skills, knowledge, qualification, or capacity to produce great results or great products. (Secrets Book, Preface)

COMPOSITE SELF A composite self is an identity, the self that the spiritual being created in order to play the physical universe games and handle life's problems in the physical universe. The identity case covers all identities that the being has adopted in order to win and conquer the physical universe. (Ultimate Breakthrough Series 1)

COMPREHENSION To be able to fully understand and perceive all of its uses and what its intention, use and product would be, to be able to own or not own it at will, plus be willing to let others own or not own it at will. (Policy Series 1a)

COMPRESSED SPIRIT CONTAINERS Mutual, involuntary, unknowingly telepathically created mental and psychic boxes, misdirection, self-control, containment magnetic fields, devices, machines or objects, in which to capture, trap, compress and lock the spiritual self, with the purpose to inhibit or totally suppress the skills, abilities, cleverness, telepathy and psychic powers of the spiritual being. (21st Century New Public Series 18)

COMPULSION An irresistible impulse to act, regardless of the rationality of the motivation; an act or acts in response to such an impulse. (Term List Series 13)

COMPULSIVE CONSUMERISM Compulsive consumerism (having to own physical universe objects and going into debt and selling your soul to own them), is a finished game. This is showing up in the continuous downsizing of retail and manufacturing companies. (Gods in Disguise, Chapter Twelve)

CONCENTRATE v. 1. The action of harnessing positive life-force particles, directing them by intention to flow through a vision of what you want to achieve and a plan of how to achieve it, and manifesting the vision exactly in the physical universe. 2. To converge toward a center, become compacted or intensified. (The Paradigm Matrix Book, Chapter Six) See also: CONCENTRATION

CONCENTRATION The harmoniously coordinated composite product of the following: 1. Amounts of presence 2. Availability of life force particles 3. Accuracy of perceptions 4. Quality of knowledge 5. Power of the intention 6. Holographic extent of the vision 7. The ability to effectively communicate that vision 8. The ability to correctly coordinate these areas. This gives you the strength and impingement of your focus, which is concentration. (21st Century New Public Series 1) See also: CONCENTRATE

CONCEPT 1. A mentally created image containing all perceptics. (Clean Slate Series 4) 2. A visualization of a notion or idea. 3. A vision or idea of something formed by mentally combining all of its characteristics or particulars; a visual construct. 4. A directly conceived or intuited object or thought that is visualized at the highest level of three-dimensional mental imagery. (The Zones of Life Book, Vol. II)

CONCEPTUALIZING The moment of creation in its purity, containing no persistence. (Spiritual Literacy Series 11)

CONFIDENCE Certainty of your correctness, exactness, and preciseness of who, what, where, when, why, how and action and mood level. (The Zones of Life Book, Vol. II)

CONFINER FIELD This is an amalgamation of particles so arranged as to blanket and control a region to hold other types of particles within the region. Examples of this are: the earth's gravitational field; the force that holds quarks together in protons and neutrons, and holds protons and neutrons together in the nucleus of atoms (scientist call this type of confiner field 'gluon'); and the mood of contentedness, reservation and

disinterest. (Spiritual Literacy Series 12)

CONFUSIONS Conditions of total disorder; chaos. (Term List Series 13)

CONNECTION The ability to be or not be part of it, or have it be part of you, to touch lightly or completely own it. (Policy Series 1a)

CONSCIOUS MIND 1. Contains what is being recorded now or is readily available from the past of what you are willing to know. (Mind Series 1) 2. This is the mind that holds all the information you need to accomplish what you are working on in the present. It is what you are aware of right now. (Who or What Is Man Series, Chapter 2) See also: SUPERCONSCIOUS MIND, UNCONSCIOUS MIND

CONSCIOUS SPIRITA Spirita that is being created knowingly that spans a period of time that includes the remembered past, present and future. (Ascension Series 13)

CONTACT 1. The act or state of touching; a touching or meeting, as of two things, people, etc. 2. Immediate proximity or association. 3. Permeation. (The Zones of Life Book, Vol. II)

CONTACT ASSIST What is a contact assist? The simple definition is to help someone or yourself make contact with someone or something. What is a life contact assist? Being able to help someone or yourself contact and permeate all parts of life and handle what is accessed to full Green Zone cause indicators. Total contact would be permeation. (Operating Spiritual Team Player Series 6)

CONTENTIOUS Is above anger. The contentious person is always ready to argue; tends to be quarrelsome. He uses available attention bits to get the job done, has high persistence, but has to do it his way. He complains and is a harsh critic of others seeking to dominate him. (Power Marketing Series 19)

CONTRACTION FIELD This is an amalgamation of specific wavelength contained particles so arranged as to cause an inward contraction of a region making the region more and more dense as it becomes smaller and smaller in size. Examples of this are: a collapsing area; a downsizing company; a negative person. (Spiritual Literacy Series 12)

CONTRIBUTE v.t. 1. To give or supply in common with others. 2. To act as a determining factor. (Consulting Series 8)

CONTROL The sequence of Control = Intent → Concept → Start → Change → Stop is a 10,000 year old datum that stems from the Veda and still holds true. (Secrets Book, page 53)

CO-OWNERSHIP Can own or not own at will; is willing to let others own and not own. Has power of choice over ownership. (Gods in Disguise Book, Chapter 2)

COPIED VISION A mental image imitation; a duplicate of something created by another. (The Paradigm Maps Book, page 2)

CORE n. 1. The central, innermost, or most important part of anything; heart; center; essence. 2. The heart or center of a rock or planet. The core contains the basic-basic position and from it life-force particles emanate through the vision (or DNA) in a directed manner that brings into the physical universe the actuality of what was intended and envisioned. 3. There is a basic-basic format of the physical universe set of objects that precedes the beginning of the physical universe and the use of substitutions for self in order to pleasure and communicate to others. These sets of basic-basic pre-physical universe objects are called cores. (Spiritual Literacy Series 17)

COUNTER CREATION DEVICES When a being is at war with everything and everyone, the being can only obsessively and compulsively create constant destructive counter creation devices. These destructive devices are deliberately designed to destroy all spiritual or psychic powers and are designed to oppose **all** others' creations. They do this by continuous deliberate misduplication and using counter force with the intent to collapse another being's universe. (Creation Series 2)

COUNTER-FORCE This is a type of force that is projected by someone or something with the intention of stopping you from attaining your goals, intentions, visions, and objectives. This can act or manifest as a pressure and can locate anywhere on the body, but especially in the head, thus causing unpleasant sensations. (Pain Series 1)

COWARD The lack of courage, and unwillingness to act when faced with fear, danger,

or pain. The coward puts off action even though their potential for gain could be tremendous. The coward is uncertain where they are at and, should they lose, does not want to experience the danger, the pain, and the humiliation; they have a tremendous fear of the pain of failure that accompanies losing. (Pain Series 1)

CRAAPPSY = CReated As A Pre-Programmed-Synthetic-You. Mediocrity and being a conforming part of the status quo is the hallmark of an operating "created as a pre-programmed-synthetic-you" item. Being in and operating firmly within your pre-programmed box, (psychic jail) never breaking the group-you-secretly-belong-to's hidden agendas and mediocre ways of doing things. (Cultural De-oppression and De-programming Series 6)

CRAFTSMAN A master of a body of knowledge and skills to such a degree that they can produce their products consistently of the highest quality. (Executive Series 19) See also: CRAFTSMANSHIP

CRAFTSMANSHIP 1. A skill or ability in something, proficiency; expertness. 2. One who is a master of a body of knowledge and has his skills to such a degree that he can produce his products consistently and of the highest quality. (Power Marketing Series 10)

CRASH AND BURN The most constant self destructive series of manifestations noticed is the sequence of Ascension experience → Ascension state → Chooses bigger game to play → Plays bigger game → Time lag → Sabotage → Loss of ascension state → Loss of game → Collapse of own universe and the subsequent crash and burn phenomena, leading to the spiritual being becoming completely submerged into their case, totally upset with self and life, self oppressive, self destructive, lost, overwhelmed, with continuous unsolvable present-time life problems. (Non-Permeation Series 1)

CRASH SYNDROME What has happened is the past empowered identity is more powerful than the being himself, thus the identity now controls the being. The being suddenly finds himself in a set of circumstances that have gone out of his control. Unless he can break the cycle, the being slowly begins to be processed down scale, mounting up more and more problems and undelivered promises. **This is the empowerment - booby trap - crash syndrome.** The high reached by the empowerment has triggered something more powerful than the present time, subject illiterate being can handle. (Empowerment Series 6)

CREATED AS Being created as a negative someone or something by an outside force other than yourself. The problem with being created by outside forces is, from that time on, outside forces can easily control you. Even more destructive, the identities created by the outside forces have the power to make you do things you do not want to do and have things you do not want to have. (Creation Series 2)

CRIMINALITY The activity of getting something of value and exchanging nothing in return. (Finance Series 1)

CRITICAL Criticalness and complaints are an instant indicator of repressed or assigned away power. They are forms of blame. The person secretly knows they are responsible for creating dependency by surreptitiously or covertly assigning away their power so that they won't have to face up to being responsible for their existence and setting others up to be in control of them. (Paradigm Matrix Book, Chapter Five)

CRITICISM The art of evaluating or analyzing the worth, value, for or against, with or opposed, to the investment or survival potential of someone or something. Reaching a conclusion. And originating that conclusion. (Objection Series 2)

CULTS 1. Cults do not necessarily have to be large organizations. Families can be cults wherein only the father's identity is OK, or only the mother's identity is OK. Football teams can be cults when only the coach's identity is OK. Even corporations can be cults. Cultism is a deadly activity as it drops its followers way down this scale of identities and entities. (Spiritual Literacy Series 13) 2. All nations, groups, teams, partnerships, even individuals, are part of a culture. That culture is formed by belief systems that have been handed down through many generations, bind a people together, and give them cultural behavior traits. (Spiritual Literacy Series 4)

CUSTOMER n. 1. A person who wants something. (Term List Series 32)

CYCLE n. 1. That which has a beginning, middle, and end. 2. A periodically repeated sequence of events: the cycle of birth, growth, and death. (Executive Series 15)

CYCLE OF LEARNING Contact – Familiarity – Duplication. (Executive Series 15)

D

DATA ACCESS PATH *The processor → client → outside session point c* sets up an ever widening sphere of influence and spaction for both the processor and client. Add to it the ability of the client to move to the location in time and place of the upset and then relay the data back via themselves following this sequence: *Outside session point c → client → the processor*. This is known as the "data-access path" — **the most important energy flow line or path in processing**. (By-Passed Charge Series 6)

DATA FILES 1. These mental image pictures are those recorded at mediocre or above the potentiality scale. They begin at antagonism on the mood scale. (Observation Series 11) 2. Each individual records all that they perceive. These recordings are mental image pictures. Mental image pictures contain emotions, sights, sounds, smells, tastes, pains, misemotions, unconsciousness, etc. They are filed in date order and are cross-referenced with a myriad of references. When an individual is faced with a situation, they use their data files to help them resolve any difficulties. (Pain Series 9a)

DE-ACCESS tr. v. To restore the being to feeling at cause over an area in which something had been accessed; to take away the causes of accessing. (Client Role Education Glossary) See also: DE-ACCESS QUESTIONS

DEAD SPIRIT SOCIETY This society believes collectively that it is a body; that this body has a brain, which is their idea of a mind, and a soul. When they die, their mind dies and their soul departs. Many do not even acknowledge the existence of the soul. (Responsibility Series 14)

DEAD SPIRIT UNIVERSE This is a voluntarily created universe. Without dreams and objectives, the being lost all motion and became inactive, or dead. There are billions of beings that are still lying dormant in this universe. To be brought back to life from this universe, the beings had to have objects to cause reach and withdraw to and from in order to cause motion and thus come back to life. (Ultimate Breakthrough Series 1)

DEATH The sudden effect of the stopped motion and effort can be completely devastating to those around them. All available life-force particles are locked up and fixated. The best therapy for a sudden death is lots of motion, i.e., long walks, exercise, hard work, heavy involvement with other people. Why? Motion causes a person to rise up the mood scale. The faster the motion, the higher up the mood scale. (The Zones of

Life Book, Vol. II)

DEATHFULNESS The level of existence between the Yellow Zone and the Red Zone. It is a spiritual condition of extreme tiredness, stoppingness, blackness, and depression, and is completely void of any life. Spiritually, you are dead. (G-Zonic Series 1)

DEATH WISHING v. 1. Desiring or longing for the destruction or termination of life. 2. Setting the state of being dead or ceasing to exist as one's desire or goal. (Term List Series 26)

DEGRADED BEINGS This type of beings cannot arrive in predicted time or space in anything they do, thus they violate trust. They violate trust of self and trust of others by failing to deliver what they promised. (Prime Source Axiom Series 15)

DELETING The complete erasure or vanishment of the causes of unwanted life phenomena. Unwanted life phenomena are such things as: problems, upsets, harmful acts, kepts, fixed low conditions, obsessions or compulsions to be in the wrong place, at the wrong time, doing the wrong actions with the wrong people for the wrong reasons in the wrong moods, etc. (Technical Series 16)

DENIAL 1. A refusal to know. (Knowledgism Series 1) 2. The effort to control and lessen the power of or a seeking to obliterate the actuality by making less or nothing of it by the use of dishonesties. (Spiritual Literacy Series 11) 3. This is a deliberate refusal to perceive or experience anything in the present or future that will approximate "the long-ago past event that must not be re-experienced." (Home Universe Series 2)

DENIALS Refusals to grant the truth of; rejection; disowning. (Term List Series 13)

DEPENDENCY One of the conditions of existence that is a by-product of sabotage is dependency. That is, someone who is unable to exist or function satisfactorily without the aid or use of another. What has happened is that the person has collapsed their universe into someone else's. This leaves the person totally trapped, or feeling totally trapped, and at the effect of life, the subject, things, places, or persons they are dependent upon. (Sabotage Series 6)

DEPENDENT This type of case condition comes from failing to maintain one's honor

and personal integrity, desperate attempts to please people, or selling one's soul to be liked. (Gods in Disguise Book, Chapter 11)

DEPRESSION As we discovered earlier in the Paradigm Matrix Technology, the **basis of depression is loss of game**. Loss of any game, whether it be voluntary or involuntary, can trigger depression. Therefore, it is vital that after any huge wins or a major realization, the client be checked for depression and loss of game. (Ascension Series 4)

DESTROYED CREATION There is always a destroyed creation that has been collapsed by impact or continuous abrasive friction. Creations are mental mockups or models that contain long-term future dreams or visions such as a long-term loving partnership or a successful business, etc. The destroyed creation creates an uncomfortable feeling and an unpleasant sensation of a heavy loss. (Pain Series 1)

DESTROYER The Destroyer is the being or identity that is openly opposed to you or your dreams. (Potential Levels of Existence Series 10)

DESTRUCTIVE Accident prone. Breaks products and breaks machinery. Destructive to communication lines. Produces faulty products. One who is opposed to the team, teammates, friends, or the game being played. (Ethics, Intelligence, Discipline Series)

DESTRUCTIVE DISGUISE The basic purpose of the destructive disguise is to create so many problems, false images, dangerous environments and situations, incomprehensibles, pretended actions, lies, inadequacies, incompetences, failures, and fears that you will be drowned by their false images and visions of life and be positioned in overwhelm. (Destructive Disguises Series 2)

DESTRUCTIVE DOMINATOR An identity that feels totally threatened by anyone being more at cause over life than they are. They seek to subjugate everyone around them to their will, their vision, their way of doing things; they glory in making others dependent on them. They use force, threats, coercion, and lies to suborn you, your identity, your position, your will, your time, your space, your visions, your dreams. The end product is, you are dishonest, unlawful, treacherous, and you cannot even respect yourself. (Physical Universe Unknowing Paradigm Games Matrix Series 2)

DESTRUCTIVE IDENTITY One of the most charged, chaotic, full of lies and false

data, false perception, false target, wrong whos, whats, wheres, whens, dones, hows, and whys constructed items on a case. It is loaded with harmful acts and kepts "that must not be found out." That is why it has so many charged negative life-force particles and mass. (Destructive Disguises Series 2)

DETERRENT POWER Eliminates or stops the unwanted realities, conditions, destructiveness, and evils that are part of most people's lives. (Responsibility Series 7)

DHB = DE-ACCESSING HOLISTIC BEING A being who has de-accessed some areas and is becoming aware of all the parts of the game. A student. (Spiritual Literacy Series 16)

DISCIPLINE n. 1. A set series of activities that leads to an expected end result. 2. Theory plus training that is expected to produce a specified character pattern of behavior or outcome especially that which is expected to produce moral or mental improvement. (Intelligence and Ability Restoration Series 9)

DISGUISES Are an attempt to handle an area without being fully recognized or responsible. They are a form of untruth and as such, a certain amount of you becomes entangled in those creations. As you have made trillions of these disguises, an enormous amount of you is trapped into the situations these disguises were meant to handle. (21st Century New Public Series 3)

DISHARMONY Unbalanced, out-of-control or uncontrolled life-force particles in motion. Basic Processing Series 21)

DISHONOR (Criminality) n. The unknowingness of, or failure to seek or maintain the correct and precise reciprocation of value and exchange and the failure to deliver what was promised to the spirit, knowledge, game, perception, vision, plan, what, where, when, why, how, importance, value, mood, responsibility, motion, and action, with inaccurately predicted consequences, outcomes, and accomplishments. (Zones Series 1)

DISINTEGRATED DISPERSED DENYER The lowest level is the complete denial that one can own one's own universe, or that one has any cause or responsibility for his own universe. (Gods in Disguise, Chapter 11)

DISRUPTER BEAM This is a chaotic or out of phase wavelength, multiple vibration flow of energy or particles that when directed at other particles cause them to become chaotic, randomly dispersed and disrupted. Examples of this are: a laser; a microwave; a bullet fired from a gun; an evil intention or purpose; rancor, contention, or any communication from a neurotic person. (Spiritual Literacy Series 12)

DISRUPTER FIELD Similar to the disrupter beam except this is a region where any energy or particles that contact it become chaotic, randomly dispersed and disrupted. Examples of this are: the region inside of a microwave oven while it's on; the region of effect of a nuclear explosion. (Spiritual Literacy Series 12)

DISRUPTIVE IMAGERY This is a holographic mental or cellular image that is in conflict with your own imagery, having been stuck or fused spiritually, mentally, or physically into a particular area, place, time, event, or subject. This disruptive imagery can create severe abrasive frictions, pain, and upset and be a source of unpleasant sensations. (Pain Series 6)

D.O.A.A.B. = DISCONNECTED OVER-ACCESSED ANALYTIC BEING A being who has so much force on the parts they are accessed into that they cannot connect with them and can only talk about what they think the parts are. Delusion. (Spiritual Literacy Series 16)

DODO EFFECT Breaking the whole into parts is very workable as long as you hold the holistic vision in place and keep it senior to the parts. If you lose, or don't state, the holistic vision, you encounter the dodo effect. The dodo, an extinct bird, was fabled for flying in ever-diminishing circles until it disappeared. That's what happens when one constantly points out what is wrong with someone without holding the holistic vision in place. (The Paradigm Matrix Book, Chapter Eleven)

DOESN'T KNOW 1. (This also includes doesn't know he doesn't know and doesn't want to know.) Basically this is subject illiteracy and non-practice of actions needed to apply. Pretense is a dishonest form of doesn't know, but is much deadlier, as a pretender creates a false or delusive environment. This guarantees wrong answers and lowered trends. Further, someone who is pretending feels they have to maintain the pretense in order to survive. This is a toxic person. (Public Education Series 2) 2. "Doesn't know he doesn't know." This prevents the person from learning, as he has no reason to know. Ask student, "What do you know about _____?" (Decision Series 11)

DOESN'T LIKE THE SUBJECT Student has had previous contact with the subject, or it reminds him of another subject he does not like. He has gone past many misunderstood words. Make a list of key words on the subject and ask the student, "What does (word on list) mean?" Have the student look up and define all words that he or she has difficulty with. (Decision Series 11)

DOMINANT 1. Applies to something that is uppermost because it is ruling or controlling the direction, motion, activity, and outcome or result of the flow of power emanating from a source point or energy creator. A dominant is unknowingly and involuntarily created by the being's failure to be fully present, or to fully inspect or be fully responsible for the full scope of the creation, maintenance and attainment of the specific pathways, destinations and vehicles of transportation or whatever else the being has wished for, and its consequences. (Knowledge and Having Series 2) 2. This is a type of successful identity that has been used so often as a substitute for the spiritual being that it now has power over the true you. This type of identity is very much into habit pattern living and status quo. It does not express love, feelings, warmth, or friendliness, and cannot be appreciative. (Ultimate Breakthrough Series 20) See also: DOMINATOR

DOMINANT FREE RADICAL IDENTITY This is you creating obsessive control type of identities such as a neat freak, a control freak, a dominator, a perfectionist, a coach, a teacher, a fanatic, etc. Due to your fears of others, you must be in control of the situation; you must be in power; you are always right. (Prime Codes Games Matrix Series 14) See also: DOMINANT

DOMINANT, OR OPPOSING IDENTITY This type of beingness is desperately seeking to maintain ownership of his own universe by attempting to dominate and subjugate others. He operates on the belief that he is the 'only one.' (Gods in Disguise, Chapter 11) See also: DOMINATOR, DOMINANT

DOMINATOR 1. A Dominator is someone who has solved the "fear of engulfment" by engulfing others and keeping them engulfed. (Cultural De-Oppression and De-Programming Series 24) 2. This type of person can only make nothing of anyone who approaches them or who is in power. The truth is they are stuck in a past abusive incident that collapsed their universe. (Object Series 1) See also: DOMINANT

DOT 1. A being so not there that it is less than a dot in size and presence. (Executive Series 34) 2. A dot is the smallness of the state and size of a spiritual being that doesn't know, or one that is denying its spiritual sourcedness and spiritual power (• actual size).

A dot is always surrounded by heavy pain and unpleasant sensations. The reason a dot is a dot is that they are living (if you could call it living) in a collapsed universe. (Pain Series 31)

DREAM 1. An aspiration; ambition; a wild fancy or hope. (The Paradigm Maps Series) 2. A series of thoughts, images, ideas and emotions occurring during sleep. 3. A visionary creation of the imagination. 4. A strongly desired goal or purpose; an aspiration. 5. Something that fully satisfies a wish. The dream is the intention, the goal, the purpose, the target, the mission. This is the future wants projected from now. This is what drives you forward. It is the mission statement, what you want out of your life, the optimum scenario or goal that is vital to focus your life-force particles. (Paradigm Matrix, Chapter Two)

DUALITY OF PERSONALITY The duality of personality is both the player's and the opponent's identities, giving the individual the attributes of both and the clarity of neither. (Executive Series 6)

DUALITY OF SELF n. 1. The total, essential or particular being of an individual having two components. 2. The concept that man has two basic natures, the good and the bad, the right and the wrong, the player and the opponent. (Term List Series 25)

DUB-OVER 1. Taken from the film industry, meaning to put something else there than what is there. 2. Any unknowingly created mental picture that appears to have been a record of an "environment," but is in fact only an altered or false copy. The "environment" that is being placed in the wrong time is usually from an earlier time. (Observation Series 11)

DUMBING DOWN One of the main factors of a "created as a pre-programmed-synthetic-you," (CRAAPPSY) is the need to dumb you down and keep you in a state of dumbness. To do this requires that the spiritual being, you, is denied any acknowledgment or appreciation and that an enforced denial of existence of your spiritual self persists. Second, your mind must be able to be controlled by others. To do this requires that you have no or little awareness or control of your own mind. (Cultural De-Oppression and De-Programming Series 8)

DUPLICATION n. The ability to approximate as closely as possible the skill, object, datum, or word in its same time and space, with its same mass or energy. (Executive

Series 16) See also: MENTAL DUPLICATION, PHYSICAL UNIVERSE DUPLICATION, SPIRITUAL DUPLICATION

DUPLICATION, PHYSICAL UNIVERSE n. The act or procedure of making an identical copy of an original using exactly the same formula, same material, similar time, with similar who, similar what, similar where, similar when, similar why, similar how, similar mood, similar space, similar form, similar energy, similar particles, similar feelings, similar motions, similar heat, similar cold, their interactions and interdependences and consequences. It is the physical replication, or physical copying of the original over and over. (Responsibility Series 20) See also: DUPLICATION

DUPLICATION, SPIRITUAL n. This is an exact recreation of someone or something that is an additional creation of that someone or something with its own who, what, where, when why, how, mood, space, time, form, energy, particles, feelings, motions, heat, cold, their interactions and interdependences and consequences. This additional exact creation is what allows for vanishment because it releases the being from the scarcity of only one and allows the being the recognition that they can create, own, and be responsible for what has been created, thus bring about the power of choice whether to keep it created or cease to create it. (Responsibility Series 20) See also: DUPLICATION

DUPLICITIES With the advent of the being's collision and war with the evil beings and the subsequent adoption of the evil being identity as the winning identity, you became duplicitous. That is, you became two distinct personalities: the true you, and the synthetic you (or the evil 'not-you'). (Responsibility Series 18)

DYAD SYSTEM This is a method of study that allows for one-on-one teaching and coaching as well as moving at the correct speed for each individual student. Two units regarded as one. (Study Series 2)

DYNAMIC EFFECTIVENESS Dynamic effectiveness stems from knowing what you want and being able to demonstrate competence while unconditionally going for it. You are a person who is implementing and pursuing a focused action with a passionate purpose. (21st Century New Public Series 25)

DYNAMIC PERSONALITY The dynamic personality has all of his attention and energy directed toward a worthwhile goal. (Power Marketing Series 10)

DYNAMIC POWER 1. The ability to take, maintain, and enhance a position and, from that position, direct a flow of life-force particles toward a specific outcome. (Secrets Book, page 15) 2. Dynamic power depends totally on the quantity of energy, and that stems from the amount of available positive life-force particles. (The Zones of Life Book, Chapter Three)

E

EDUCATION 1. The basic of how one assimilates, owns and disseminates knowledge. Knowledge handles the "don't knows" of life. The ability to disseminate knowledge helps educate others to know high mood levels and happiness. The ability to learn is vital if one wants to uptrend his life so that he can have success, health, wealth. (Public Education Series 2A) 2. Proper Education is that subject and skill that produces the quality product of someone who has knowledge and excellence of application and can produce effectively. (Responsibility Series 7) 3. The act of placing attention and life-force particles into an area, then releasing life-force particles in such a manner that the individual can absorb (assimilate) that knowledge fully and apply with certainty what he has learned. (The Zones of Life Book, Vol. I)

EDUCE Educating implies the bringing out of something potential or latent. (Study Series 19)

EDUCTION The use of questions about an area or subject to draw forth and have the being inspect and re-evaluate their distinctions about that area or subject. (Study Series 19)

EDUCTION LINE What makes able people able is a magic line – that line is called the eduction line. We call it the eduction line as it is the line the being uses to draw forth and bring to view the pain, lies, force, mass, charge, and to spot incorrect answers and unknowns. The eduction line has been well recorded down through history as the key to knowledge. The well trained, aware processor makes sure the eduction line is working on their clients. And if not working, being able to correct it so it does. (Operating Spiritual Team Player Series 11)

EDUCTIVE COMMUNICATION CYCLE 1. Asking a question someone can

understand 2. Getting an answer, you can understand 3. Acknowledging the someone in such a way that they know they have been understood. (Eductive Communication Series 1)

EFFECT n. 1. Something brought about by a cause or agent; result. 2. A receipt point; that which is received at the receipt point. (General Series 13) 3. You are being created by the subject, the environment, and those around you. (Responsibility Series 20)

EFFECTIVE adj. 1. Having the intended or expected effect; serving the purpose. 2. Producing or adapted to produce the desired impression or response; striking: an effective speech. Synonym: efficient. Efficient implies proven capability based on productiveness in operation, and especially stresses ability to perform well and economically. Inherent in such performance are the absence of waste of time, energy, or material and the demonstration of skillful management of means and technical expertness suggested by the term "know-how." (Intelligence and Ability Restoration Series 9)

EFFECTIVE COMMUNICATION Can be described as: you intending to impart something to someone, somewhere; moving the something toward where you are intending; and the something arriving at the person(s) and where you intended it to arrive. (The Effective Communication Series 2)

EFFECTIVE EDUCATION Drawing forth in such a manner that the student or client originates the exact and precise who, what, where, when, why, how, and mood and its interrelationship, purpose, product, and consequences, with the end product of Cause Indicators, greater comprehension and expanded knowledge. (New Culture Series 1)

EFFECTIVENESS Producing a definite or desired result; efficient. (Mastery Series 7)

EFFECTIVE PERSONAL COMMUNICATION The ability to make yourself known to person(s) to whom you want to be known, and to make known that which you want made known, in such a way that the person(s) you want to know can comprehend and know. (The Effective Communication Series 1)

ELECTRICITY Electricity is generated by the differing wavelengths of life-force particles impacting or dispersing from an area. Too much electrical randomness can be

extremely uncomfortable (Pain Series 1)

EMOTINGNESS Life in motion. (Spiritual Literacy Series 19)

EMOTION n. 1. The spiritual pleasant effort to get into motion; e-motion. The range of emotion goes from antagonism through monotony, boredom, disinterest, content, mild interest, conservatism, strong interest, cheerfulness, enthusiasm, and aesthetic to exhilaration. (The Executive Series 4) 2. The effort to put someone or something into motion. (Client Role Education Glossary) 3. E-motion means the amount of effort it takes the spirit to cause something to move. The more in motion, the less effort, the higher the mood. (The Zones of Life Book, Vol. I) 4. An emotion by definition is a sensation or feeling for or against someone or something. (Emotion Series 1) See also: MOODS

EMPATHY n. 1. Identification with and understanding of another's situation, feelings, and motives. 2. The attribution of one's own feelings to an object. Understanding so intimate that the feelings, thoughts, and motives of one are readily comprehended by another. The ability to be the other person. (The Zones of Life Book, Vol. II)

EMPOWER To give power or authority to; to authorize. To give ability to, enable; permit. (The Paradigm Maps Series) See also: EMPOWERER, EMPOWERMENT, EMPOWERMENT BEINGNESSES, EMPOWERMENT STATE

EMPOWERER This is the life force, the spirit; you. (How to Upgrade Your Life and Relationships Series) See also: EMPOWER

EMPOWERER, AN An Empowerer has expanded all his areas to such a degree that he's relinquishing many of his roles to others. An Empowerer's sphere of influence takes on extremely large proportions. He empowers those who have helped him, strengthens their positions and passes along some of the power and rewards that have come his way. As a leader the Empowerer is excellent. He is superb at selecting the right people for the right jobs and in building teams of winners. See also: PARADIGM CREATORS

EMPOWERMENT Empowerment is above spirit of play. This person has majority of attention bits available and can be responsible for creating games. He has a high spirit of play, owns the playing field, the players and makes the rules. Very causative. He can get

others to win. (Power Marketing Series 19) See also: EMPOWER

EMPOWERMENT BEINGNESSES This level of beingness has a comfortable ownership of his own universes. He's also comfortable in granting beingness to others' universes. (Gods in Disguise Book, Chapter 11) See also: EMPOWER

EMPOWERMENT STATE That period of time when the spiritual being recognizes or recovers back his power, potential, strength and intelligence. The period of time can be for moments or last years. What happens is that the spiritual being, for that period of time, becomes free of the physical universe, his minds, his bodies and the lower Levels of Existences. The spiritual being, for that brief or long period of time, becomes himself with all his capabilities, his infinity of space, time and energy, and has massive amounts of attention bits available. (The Empowerment Series 10) See also: EMPOWER

END OF GAME Occurs when a sudden stop occurs to one's dreams or goals. Loss of a major belief in a guru or practice can have devastating effects, as one not only loses the certainty of one's belief, but also loses the game and the players, who are often one's closest friends. This causes a being's universe to collapse. (Paradigm Technology Series 31)

END RESULT The end result of a well run session is the client being at cause over and owning his case. In other words, he can possess or have his case, it no longer has him. This ownership occurs as a result of the client being able to perceive and permeate every part of the upset, incident, harmful act, kept, etc. Anything the client cannot perceive and permeate, and therefore cannot own, will continue to be a part of his case and own him. (Consulting Series 41)

ENEMY When you do not supply or deliver what is wanted, you have become the enemy. An active present-time opponent. Someone who will be made wrong. (21st Century New Public Series 9)

ENERGY Defined as postulated particles in space. (By-Passed Charge Series 1)

ENFORCED REALITY This is when a boss, manager, or teacher stands up in front of a group and spends two hours telling the group how to behave or act, or how to do something. This is usually accompanied by threats and abuse. The speaker, in actuality,

has many harmful acts on people, the subject, or the company. The speaker constantly bad-mouths the members of the group. His mood level is below antagonism. The speaker never lets the group practice and demonstrate competence. (Instructor Series 2)

ENHANCERS Such enhancers of people as: a *superb leader, an honest friend, a caring loving parent, a tough disciplinarian, a coach, a teacher or a mentor* help you by pointing out, reinforcing and expanding your subject literateness, knowledge, strengths, skills and abilities. (21st Century New Public Series 17) See also: PARADIGM CREATORS

ENTHUSIASM Enthusiasm is above interest. The enthusiastic person has a lot of available attention bits, has high motion and a positive, good command over environment. When put in any position he immediately changes it for the better. He can take a failing organization and turn it around. He studies well and fast, knows what he knows, knows what he does not know. He is capable of great feelings, a high ability to love his fellow man, volatile emotions and uses knowledge to benefit all. He causes others to free attention bits simply by being in the environment. He dislikes to control others and uses his reasoning powers to help others control themselves. He has a high sense of humor and laughs a lot. (Power Marketing Series 19)

ENTITY n. 1. A spiritual being. 2. Something that exists independently. 3. A particular and discrete unit; an entirety. (Who or What Is Man Series, Chapter 2)

ESTABLISH v. 1. To make or set up in a secure, stable condition. 2. To place securely in a position; install. (Intelligence and Ability Restoration Series 9)

ESTABLISHMENT n. 1. The act, manner or practice of establishing. 2. The state or fact of being established. (Intelligence and Ability Restoration Series 9)

ETHICS n. 1. The greatest optimization of and the greatest good for the greatest number of correct and precise spirit, knowledge, game, perception, intention, vision, plan, whos, whats, wheres, whens, whys, hows, importances, values, moods, responsibilities, motions, and actions, with accurately predicted consequences, outcomes, and accomplishments. (Zones Series 1) 2. The study of standards of conduct and moral judgment. 3. Formal or professional rules of right and wrong. 4. The discipline of dealing with what is good and bad of moral duty and obligation. 5. A principle of right or good behavior. (Intelligence and Ability Restoration Series 9) 6.

Ethics is the subject of optimum behavior that leads to the greatest good for the greatest number. It deals with the level of honesty, help, decency, delivering what one promised, level of production and the quality of life style. Ethics' common denominator is really based on causes and effects: "As ye sow so shall ye reap." (Power Marketing Series 15)

EVALUATION 1. The act of ascertaining, judging, or appraising; fixing the value or worth of: (an action, plan, life, or concept. [Also: telling a person what to think about his case, or himself, or life]). (The Life Animation Process Series 16) 2. Telling the client what to think about his case. 3. The "bring about" steps of an evaluation for a being or team could be the action of causing an upset or chaos by upsetting and disestablishing a being's or team's three-dimensional, holographic, telepathically projected imagery of their knowledge or set-ups or stable data. (Connection Series 3)

EVALUATION OF IMPORTANCES It is the spirit that has the ability to evaluate importances. The spirit does this by choosing what is the greatest good for the greatest number over the longest period of future time. The correct evaluation of importance creates intelligence that allows you to optimally invest life-force particles, effort, attention, abilities, energy (money), and knowledge to produce the maximum gain for the greatest number over the long-term future. Intelligence and unintelligence are the product of the ability to evaluate orders of importance and unimportance. It also is the ability to distinguish the correctness of who, what, where, when, and how — truth. (The Zones of Life Book, Vol. II)

EVIL BEING The Evil Being is the basic dominator on all cases and stems from the Evil Being universe. This universe and the Evil Being is where all case conditions and destructive involuntary replications originated from. (Ultimate Breakthrough Series 20)

EVIL BEING IDENTITY Can best be described as any beingness or identity that is opposed and seeks to control your being who you really are. The evil being identity also is opposed and seeks to control your doing what you want to do, or having what you want to have. (Responsibility Series 18)

EVIL BEING UNIVERSE This universe is voluntarily replicated by Evil Beings. You are forced to participate involuntarily. This universe's goal was to set up only one being, which put itself above all others to own and control all spirits. To do this, each being must dominate and subjugate all other beings. Thus began the basic game, domination. (Ultimate Breakthrough Series 12)

EXCHANGE 1. To give and receive in a reciprocal manner; interchange: exchange ideas. 2. To relinquish (one thing for another); give over. 3. To replace (something unsatisfactory) with something else: exchange defective merchandise. 4. To provide or transfer (goods or services, for example) in return for something of equal value. The term exchange is in itself an actual subject. For in it lies much of man's inability to get along with others. All interpersonal relationships and all national and international relationships are monitored by what is being exchanged. (Finance Series 1)

EXCLUSIONS Rejections; not noticing or considering. (Term List Series 13)

EXISTENCE The term existence defines the level of beingness or identity and the quantity and quality of intention, vision, game planning, competence, and the size and quality of ownership or accomplishment. (The Zones of Life Book, Vol. I)

EXPANDER, AN 1. At this level the person's paradigms, and paradigms within paradigms, are operating very smoothly. He has developed and expanding, self-generating organization. 2. An Expander expands into new areas. He sets up franchises and satellite offices. He has developed and recorded his successful actions and has a professional training program that fully role-educates his people and organizations. He demands diligent, exact training, implementation, and compliance. 3. As a leader, an Expander is more the CEO type. He's well into planning areas for future expansion, long-term planning, and selecting key personnel. See also: PARADIGM CREATORS

EXPANSION FIELD This is an amalgamation of specific wavelength contained particles that move outward making the region available for more particles as it encompasses more and more space. Examples of this are: a growing business or product; a race or culture that expands into new territories; the area of effect of a masterful entrepreneur; and creativity and confidence. (Spiritual Literacy Series 12)

EXTERIOR Being exterior has nothing to do with leaving, it has to do with spacation or bigness. For perception to really be accurate and visio sharp requires great presence or hereness. There are a multitude of exterior states, the simplest being bigger than your head. (Spiritual Literacy Series 21)

F

FACT n 1. Something that can be perceived and is real. 2. Something having actual, verifiable existence. (Coaching Series 5)

FAILED DREAMS When you can produce no change on a particular problem or situation, and there is a fixed mood level, and no gain in the area you are handling, you have contacted a heavy failed goal or dream area. The goal or dream is what the person really wants to do, has done, and had tremendous losses. It is **vital** that you handle this failed dream because the person will have made a decision that will bar him from inspecting the area. (Life Animation Process Series 4)

FAILURE 1. The inability to have wins or working relationships. (Supreme Being's Honor Series 3) 2. Running the wrong process for what is needed, stemming from someone running or having run the wrong process on you that you did not handle. (Paradigm Matrix Book, Chapter Twelve) 3. You do not find your want, or you are not achieving, getting or having your wants. (21st Century New Public Series 25) 4. Failure is part of something unknown in an area. Failure is a part of going up the ladder of success. Learn from your failures and you're processing yourself upscale. (Lecture: Sales Lecture 2, January 27, 1999)

FALSE KNOWLEDGE An area that one believes is true, but, in actuality, is false. (Knowledgism Series 1)

FEAR 1. Unwilling to originate or stick neck out. Is in continuous avoidance of responsibility. (Supreme Being's Honor Series 3) 2. The next mood above sadness. This person has no control of reason or emotions and is constantly fleeing from responsibility. He cannot duplicate, his attention bits are locked into all the things that could happen to him or go wrong, and he does not make eye contact by looking away or looking down. He constantly looks for familiar dangers, tends to withdraw quickly and has very little persistence. (Power Marketing Series 19)

FINANCIAL FITNESS ANALYSIS This analysis gives a profile of correct or incorrect actions that are a result of your knowledge, skills and abilities. Your answers to these specialized questions creates a score in six different areas. This tells you what your mind-sets are, how they direct your actions, and their effects on these vital personal financial fitness traits. From this your financial future can be predicted. (Test Education

Series 8)

FIVE BASIC IDENTITIES 1. The Empowerer — The spiritual being himself. 2. The Power Identity — An identity created by the being. 3. The Opposing Identity is an Anti-Power or Destructive Identity — It is an identity created to oppose the Power Identity. 4. The Malicious Identity — A combination identity that is a result of shocks, overwhelm, lies, harmful acts, and kepts. It was created by the conflicts of the Power and Destructive Identities colliding. This identity is held together by the being's hatred of power and authority. 5. The Weak Identity — A multi-other-determined creation that is brought about by others to handle the malicious identity. The being keeps this in place by resisting all those aspects he does not like about others. (Case Advisor Series 4)

FIVE MINDS The five minds are , in fact, spiritual minds and are sequenced in this order: Superconscious - Conscious - Subconscious - Unconscious or automatic - and Body. (The Sequences Series, page 9)

FIXED BARRIER Simply put, the fixed barrier is the Level of Existence above the person's awareness level that must not be experienced. (Games of Life Series 8)

FIXED DISGUISE Someone who tries to convince you he won't win. His disguise is more important than his truth, honor, etc. His fixed disguise is one he won't remove because behind it lies something he doesn't want you to know. (Lecture: "Conflicts of Super Beings" 11-5-98)

FIXED IDEA A synthesis of something the person uses to substitute for himself based upon the collision of untrue data of painful experiences colliding with the true data or pleasurable experiences. (Games of Life Series 9)

FIXED IDEAS 1. These are ideas that once worked in an unusual situation, that the person now believes works in all situations. (Knowledgism Series 1) 2. Something the person believes to be true, but has accepted without personal inspection. (Decision Series 10) 3. Fixed ideas and precepts are what form the walls of the Paradigm Box and keep in place selective perception that blocks assimilation of any new knowledge that does not fit within the Paradigm Box. These fixed ideas and precepts were formed in an attempt to handle the pain and confusion from the negative force of not comprehending and thus not being able to handle some area of life. (The Zones of Life Book, Vol. I)

FIXED MOOD LEVEL A fixed state of mind with regard to passion or feeling. This occurs when a person has had a negative process run on them too long. That person is fixed at the mood level where most of his attention and life-force particles are tied up. (The Zones of Life Book, Vol. II)

FOCUS The place where a visual image is clearly formed, as in the mind's-eye, or camera, that sets in motion what is imagined so that it can manifest in the physical universe. (Secrets Book, page 49)

FODMOCTAH This is a coach. A Fulfiller of Dreams, Maker of Champions That Are Happy. (Lecture: "Introducing the Subject to the Public" - 23 November 1998)

FORCE n. 1. The available quantity of life-force particles necessary to do work or cause physical change; strength. 2. An available quantity of life-force particles necessary for affecting the mind or behavior. 3. Anything or anyone possessing such an available quantity of life-force particles. 4. A body of persons or other resources organized or available for a certain purpose. (The Zones of Life Book, Vol. II)

FORGETTERS Self-generated command phrases. Examples: "I don't know I don't know," "It didn't happen," "I can't remember any of it." (Gods in Disguise Book, Chapter 7)

FORMULATION The moment of change caused by the focusing of attention bits by intention in the form of the concept. (Concentration) This also introduces time and persistence into the concept. (Spiritual Literacy Series 11)

FOUR BASIC COMMUNICATION CONDITIONS 1. Being in effective communication 2. Being out of communication 3. Unable to communicate 4. Opposing what is being communicated. (How to Upgrade Your Life and Relationships Chapter 3)

FOUR CORNERSTONES OF POWER Observe → Decide → Act → Accomplishment. This is the sequence that produces powerful people and powerful results. It is the sequence by which we live. Observation precedes thought. Thought precedes action. Action precedes accomplishment. (Finance Series 1b)

FOUR UNIVERSES of Spiritual, Mental, Physical, and Metaphysical are all composites and act or react to solve the problems that are put forth by the interaction of trillions of independent life forms, each seeking to survive. Just like throwing a stone into a pond which causes ripples and disturbs the status quo of the water, so does each intention-action create ripples with the four universes. Some are so slight that it doesn't really affect you, and some are so violent that you are never the same. (Spiritual Literacy Series 13)

FREE RADICAL IDENTITY 1. There is a type of identity that does not align properly in a Games Matrix package. This is a very chaotic, self-sabotaging, virulent type of destructive disguise, as it is not created fully by you. It and its opponencies float free and appear and disappear in a random manner, thus creating chaotic, unpredictable life manifestations. It is created outside of your control by a toxic environment or a toxic person, thus outside forces can easily control you. This leaves you in a constant state of conflict, or worse, overwhelm. (Prime Codes Games Matrix Series 14) 2. A free radical identity is an identity that is created outside of your causing, thus you cannot control it. Also, it has only a single pole magnetic position. A free radical identity is either a positively-charged identity (a dominator), or it is a negatively-charged identity (a follower). (Home Universe Series 1)

FREE STATE Has the power of choice to create newly in a new unit of time without reservations or fear of triggering earlier similar past chaotic or destructive creations = connected past areas erased. (Mind Series 4)

FRIEND 1. Someone who finds out what you really want and helps you get it. (21st Century New Public Series 9) 2. A person whom one knows, likes, and trusts. 2. A person whose life-force particles are aligned with one's own in a struggle or cause. (Secrets Book, page 71)

FULL POTENTIAL n. One who has full presence and is perceiving and operating in life and with people at an optimum level. (Client Role Education Glossary)

FULL PRESENCE Full presence is above empowerment. This person has such command and availability of attention bits that he can focus his attention bits to form three dimensional, full-perceptive mental visualizations that can be placed in time and space, and brought about at will. He commands attention. He can selectively duplicate anything By duplication we mean to experience the emotions, the locations in space and time, the mass, the energy, with full exact perceptics. This, then, would be a person

operating at the capability of Full Potential. (Power Marketing Series 19) See also:
DUPLICATION

FUN Doing very well what you want to do, when you want to do it. The highest fun is achieving your wants. (Prosperity Series 1)

FURIES 1. A violent attempt to defend self and shift the blame of violations onto others. (21st Century New Public Series 20) 2. The Furies, their chronic problems and solutions are a violent enraged manifestation of the spirit, not of the mind or body. "The Furies, their chronic problems and solutions" are the most damaging self-destructive actions a being can instigate into its own universe and others' universes. (21st Century New Public Series 18)

G

GAME 1. A way of amusing oneself, a posture, diversion. 2. A competitive event that is located on a playing field, that contains rules and regulations, players and opponents, freedoms and barriers, and a way of scoring which gives you winners and losers. A game has a purpose which is achieved by players and would include the skills necessary to play the game. (Paradigm Matrix Book, page 233)

GAME MAKER Someone who is willing to create original games and help others create and own their own games. Willing to assist all other game makers win at their games. Able to co-create to enhance all game owners and game players. Is an active participant, not a spectator. Willing to be responsible for all parts of the game, with the ability to observe non-optimum conditions and writing up a full handling and hatting solution to the non-optimum condition so that it moves up scale to an optimum condition. (By-Passed Charge Series 10)

GAME OWNER Someone who is willing to take responsibility for a game and area, pay rents, pay salaries, pay taxes, make investments into future personnel, expansion actions, leases and purchasing equipment or buildings. Recruit, hire, train promote, demote or fire personnel. A risk taker. (By-Passed Charge Series 10)

GAME PLAN A game plan is a broad step by step sequence that lays out the necessary

long term actions that will enable a person or a group to accomplish their intended aims or objectives. (Games of Life Series 12)

GAME PLANNING The act of initiating a broad step by step sequence that lays out the necessary long-term actions that will enable a person or a group to accomplish their intended aims or objectives. (Life Analysis Graph Definitions)

GAME PLAYER Someone who is willing to learn, train, practice, study, de-bug and get into action and master a particular game. (By-Passed Charge Series 10)

GAMES MATRIX n. All the component parts of a massive, long-term game, of many millions of years duration, that allows you, the player, and the opponents to occupy all roles. A past Games Matrix is a frozen sea of locked up power, attention, roles, emotions, skills, abilities, incorrect perceptions, intentions, visions, plans, precepts, action and outcomes. (Prime Codes Games Matrix Series 1)

GAMES MATRIX POSITIVE IDENTITY This is you creating winning identities such as a professional person, a star, an honest producer, a doer, a thinker, a planner, a processor. You work with life, people, and the environment. You take full responsibility for your actions. (Prime Codes Games Matrix Series 14)

GANG An unconscious mind-motivated group, bound together by knowingly or unknowingly mutually agreed upon harmful acts, kepts and destructive intentions. The common denominator of a gang is the unconscious mind. A gang's mood level ranges from boredom and below. (Destructive Identity Series 5)

GIANT WORTHWHILE SUPER BEING To be a Giant, Worthwhile Super Being, you must really commit to being fully yourself. You, moving toward being fully yourself, able to fully create, fully own, be fully responsible and willing to full control without any reservations, can empower anything you want and it will manifest. (Life Alignment Series 6)

GODLESS CASE A dysfunctional identity that has no awareness of its spiritual or god powers and is utterly unaware and disbelieving that they are responsible or had any cause in their life conditions and existences. (The Ultimate Breakthrough Series 22)

GOD-LIKE BEING n. One who has and can utilize their supernatural powers and attributes to live life at the highest or ultimate level of existence. (Ultimate Breakthrough Series 11)

GODSMANSHIP n. Mastery and proper application of the attributes and skills of a god whilst wearing or operating through a body. Has the ability and willingness to fully duplicate (permeate) and use the exact correct process that causes an upward paradigm shift to continuous cause indicators, and can maintain a consistent, high Green Zone, level of existence. (Ultimate Breakthrough Series 10)

GOD THOUGHT A god "thought" has no boundaries of time, space, energy or mass. To a god these are infinite assets. A humanoid "thought" is trapped in handling not enough time, space, energy and mass. To a humanoid these are infinite liabilities. Whatever you do, never degrade, lessen, or make nothing of, a god "thought." Nor, go into too solid an agreement with humanoid "thought." (God-like Being Series 2)

GOLDEN MAGIC ZONE You are outside the physical universe; at cause and creativity over life-force particles of time, space, objects, people, places, events, subjects, motions, whos, whats, wheres, whens, hows, and moods with responsibility and ownership. You operate above the laws of the physical universe and are totally telepathic. (Secrets Book, page 4) See also: THE ZONES

GOLD ZONE 1. The Gold Zone exists outside of time and space. (Lecture: "Miracles and Magic" 1 March 1995) 2. Outside of and at cause and creativity over life-force particles of time, space, objects, people, places, events. subjects, motions, whos, whats, wheres, whens, hows and moods with responsibility and ownership. Operating above the laws of the physical universe, is totally telepathic, can be in or out of, or can expand or contract any location, time, viewpoint, object, body, space, people, places, events, subjects, motions, whos, whats, wheres, whens, hows and moods with responsibility and ownership. (Chart of Games Playing, Zones Book) See also: THE ZONES

GOOD EDUCATION We can redefine good education as being that branch of knowledge that cleans up past inapplicable or incorrect data and precepts and then supplies the needed data, basics, terms, precepts, and the ability to evaluate the appropriate environment in which to use them. (Decision Series 9)

GOOD INDICATOR A "good indicator" is a manifestation which shows that things

are going well, improving and becoming easier, with higher production or statistics. An up score is a good indicator. (Scoreboard Management Series 19)

GREATEST GOODNESS The largest and highest amount of morality, integrity, high-mindedness, excellence, and high quality or standard for the most number of people, places, subjects, life forms, things and universes. (The Paradigm Maps Series)

GREEN ZONE Being in the right place at the right time, making things go right. Is living his dream, connected to the right whos, whats, wheres, whens, hows, whys, subjects, patterns, intentions and has high mood levels, correct orders of importance and accurate estimations of value. Is knowledgeable about subjects and things. Has high people, communications and life skills. Operates on knowledge and truth. Has many positive force particles available. Positively guides and directs the flows of force resulting in being happy, healthy, wealthy, and successful. Levels of Existence are Success Breakout and upward. Majority of life urges are in Green Zone. (Basic Processing series 4) See also: GREEN ZONE TRUTH PHENOMENA, GREEN ZONE PARADIGM, GREEN ZONE SPIRITUAL CODE OF HONOR, ZONES

GREEN ZONE PARADIGM A fully known three dimensional dynamic patterned imagery that produces masterpieces. It is holographic. (Paradigm Matrix, Chapter Eight) See also: GREEN ZONE

GREEN ZONE SPIRITUAL CODE OF HONOR A completely new way of life that is a system of living and interaction that produces the optimum scenarios with the minimum effort, and produces the greatest good for the greatest number. It is a level of existence where everybody wins. As such, it is a set of precepts and actions that supersede the ordinary non-role educated, painful ways people handle people that continuously end up in conflict, arguments, problems, and disastrous, unhappy relationships. (Spiritual Literacy Series 6) See also: GREEN ZONE

GREEN ZONE TRUTH PHENOMENA The phenomena that take place when you release and realign life-force particles. (Cause Indicators) (Zones Series 1) See also: GREEN ZONE

GROK (Coined in a science fiction novel in 1961 by R.A. Heinlein). Slang: to understand thoroughly because of having empathy (with).

GROUP Could be called more than one of something or somebody. A group usually is coalesced by a common goal or intention. This goal is what each individual has agreed upon. Each individual adopts identities that are aligned to the groups' goals. The more powerful the group, the better it is able to maintain the integrity of its goal. (Spiritual Literacy Series 4)

GROUP CASE Around the mid Red Zone, groups turn into gangs. What occurs at this level is the group case is much more powerful than the individual being's. This is pure cult behavior. For most, the group and team relationships area is so charged that it is unreal. Thus, all that is confronted are the being's ideas and precepts about what the group represents to them. A big error in most processing is the idea only you created your case. That is so far from the truth it will kill you. Cases are co-created. Cases are formed by layers of realities. Realities are co-created. We use projected imagery to create agreements and thus reality. (Operating Spiritual Team Player Series 2) See also: CASE

H

HAPPINESS n. 1. The feeling experienced when in harmony and accord with the correct and precise spirit, knowledge, game, perception, intention, vision, plan, whos, whats, wheres, whens, whys, hows, importances, values, moods, responsibilities, motions, and actions, with accurately predicted consequences, outcomes, and accomplishments. (Zones Series 1) 2. A feeling you experience when you and others achieve a successful outcome that matches the vision of your want and the intention. (Prosperity Series 1) 3. The experiencing of the positive mood level, emotions, feelings, sensations and full appreciation of having attained what you wanted. (21st Century New Public Series 9)

HARMFUL ACT 1. An intentionally committed act that hurts or harms someone(s) or their creations, done as an attempt to solve a problem which was lowering the survival or happiness of one's self or others. (Client Role Education Glossary) 2. A harmful act is an intentionally committed act that was done in an effort to solve a problem which was lowering the success level or happiness of the client or another or others. (Consulting Series 14) 3. Harmful acts stem from the being not having the ability to duplicate and permeate the truth or act in a truthful or straight forward manner as they are constantly having to solve the problems and upsets stemming from the areas of pain and non-permeation. These dishonest solutions become harmful acts as they do not contain duplication, permeation or truth, but are kept secret in order to protect the identity's

reputation, status, aid its ability to survive, and avoid the areas of pain and non-permeation. (Non-Permeation Series 1)

HARMONY Balanced, controlled life force particles in motion (energy). (Basic Processing Series 21) See also: TRUE HARMONY

HATE 1. Could be defined as *distance from*. Total hate is total distance from or opposition to. (Subject Literacy Series 1) 2. The degree of distance from an area, coldness, and opposition to the correct and precise spirit, knowledge, games, perceptions, intentions, visions, plans, whos, whats, wheres, whens, whys, hows, importances, values, moods, responsibilities, motions, and actions, with inaccurately predicted consequences, outcomes, and accomplishments. (Zones Series 1)

HAVINGNESS PROCESSES Processes to do with the ability to have are called havingness processes. They are considered entrance point processes. As they are directed at the end of cycle area. But as the ability to have expands, so do the other parts of the cycle. (Knowledge and Having Series 1) See also: PROCESS

HAVING TO BE RIGHT This blocks the ability to observe the truth and obtain the pure, complete knowledge. (Knowledgism Series 1)

HEALTH Health is created by a series of correct eating, exercising and living processes. Unhealthiness is created by a series of incorrect eating, exercising and living processes. (Nutrition and Fitness Analysis Profiles Questionnaires)

HEAT Heat is caused by contact, abrasive friction, or impact. Too much heat causes unpleasant sensations. (Pain Series 1)

HEAVENS UNIVERSE The loving infinite unity of supreme spirits co-existing as the supreme being. This was a voluntary universe. (Gods in Disguise Book, Chapter 6)

HELD DOWN SEVEN 1. In using a calculator, if a key (the "7" as example) is stuck or held down, all the computations will give a wrong answer. (Lecture: "Omitteds and Unusual Solutions" 6 August 1998) 2. If a person has precepts, problems, upsets, they act as "held down sevens" and give wrong answers in life. 3. Destructive counter or opposing upset-creating set-up programs are most likely the true "held down sevens."

(Connection Series 10)

HELP 1. To improve, benefit. 2. To contribute in some way. 3. To give assistance to; to aid. 4. To contribute to aiding another in obtaining their needs and wants. (Power Marketing Series 12) 5. To raise up; to cause someone to rise up the Zones. To assist an individual or group to rise and maintain a high Green Zone existence. (Vital Fundamentals Series 1)

HERENESS Hereeness is best defined as, at this place, at this time, which can span past, present, and future. The more able the being, the longer the time span. At all times, hereeness includes nowness. Optimumly, hereeness includes spanning a little past, all of now, and the extended future. (Effective Communication Series 12)

HEURISTIC Of, relating to, or constituting an educational method in which upgraded learning takes place through accurate discoveries made by the student, who correctly identifies the exact and precise who, what, where, when, and how and recovers a body of applicable knowledge. The more knowledge the student gets, the more they are capable of getting. It is an ever-expanding circle of knowledge begetting knowledge. (Public Education Series 15)

HIDDEN DATA FILES These mental image pictures are recorded at failure or lower on the potentiality scale. On the mood scale they begin at hostility. (Observation Series 11)

HIDDEN WHO This is someone who is unknown in the background that keep themselves obscured from view, who is influencing negatively those around you, in connection to yourself, your dreams, goals, intentions, visions and is actively denying you the attainments of your wants in life. (Knowledgism Series 1)

HIGHER GREEN ZONE MOOD LEVELS Aesthetic, exhilaration, action, spirit of play empowerment, truth, serenity of beingness. (Mastery Series 7)

HIGH MOOD LEVEL 1. The correct and precise high-velocity actions between the exact and precise correct whos, what, where, when, why, how, importance, value, mood, responsibility, motion, and action, with accurately predicted consequences, outcomes, and accomplishments. (Zones Series 1) 2. Your feelings generated by the intense high-

speed forward motion toward a successful outcome that matches your vision and intention. 3. Any mood level that contains high interest, enthusiasm and upward toward high humor, fun, joyfulness, and bliss. (Prosperity Series 1)

HOLD A POSITION A position is a place or location. "Position" can also be social standing, status or rank; it is also a job. The key ingredient is that the executive is stably present for their staff and customers; they are not continuously absent or missing. They perform their job, hold their position, status, and rank from the position of executive. They are known and visible, and are reachable, or they can reach those areas that need to be handled in some manner or other. (The Executive Series 1)

HOLISTIC adj. 1. Encompassing the whole of something; overall; inclusive. 2. From the theory that studying a whole culture or organism is more productive than studying its parts or symptoms individually. (Paradigm Matrix Book, page 233)

HOLISTIC LEARNING UNIT n. Two or more individuals who work together to learn to a level of mastery new subjects, skills, abilities, and knowledges which are congruent with their holistic visions and dreams. (Paradigm Matrix, Chapter Fourteen)

HOLISTIC VISION n. 1. The whole or entire image of how one sees or conceives of something. 2. The big picture. 3. The full view that covers all aspects of the endeavor and what you want to accomplish out of the big picture. (Gods in Disguise, Chapter Eleven)

HOLOGRAPHIC adj. 1. A whole, three-dimensional image that contains all perceptions. 2. An exact, whole, three-dimensional recreation of a person, an area, creation, subject, game, identity, object, etc., that is a perfect duplication of all details, including all sights, sounds, smells, touches, feelings, emotions, and moods of the original in its own exact space, in its own exact time, containing the exact same quantities of energy and life-force particles. (Life Animation Process Series 23)

HOLOGRAPHIC ACT Any act that contains who, what, where, when, how, space, time, energy, objects, moods and life-force particles. (Holographic Re-enactment Mind Series 1) See also: HOLOGRAPHIC

HOLOGRAPHIC RE-ENACTMENT MIND is what is really making life hell for

most people on earth, as it holographically projects **any** past holographic recording into the physical universe. (Holographic Re-enactment Mind Series 1) See also: HOLOGRAPHIC

HOME UNIVERSE This was an involuntary universe and is being involuntarily replicated by the parts of ourselves that were left behind. The purpose of this universe was to hold a position in space and be able to locate within and prevent outside intrusion, yet be able to operate externally to create and pleasure its fellow supreme spirits. (Ultimate Breakthrough Series 12)

HONEST adj. 1. Not lying, cheating, stealing or taking unfair advantage; honorable; truthful; trustworthy. 2. Characterized by integrity and truth. 3. The assimilation and dissemination of the exact who, what, when, where, why, how and mood. 4. The exact duplication of what is. (Public Education Series 2) See also: HONOR

HONOR (HONESTY) n. The correct reciprocation of value and exchange and delivering what is promised with exact and precise correctness of and to spirits, knowledges, games, perceptions, intentions, visions, plans, whos, what, where, when, why, how, importance, value, mood, responsibility, motion, and action, with accurately predicted consequences, outcomes, and accomplishments. (Zones Series 1)

HOSTILE One who is no longer a team member but has partially taken on the attribute of an opponent. One who is destructive to all those around him as he promotes blame, shame, regret, and the idea "it can't be done." He constantly stops or impedes forward progress. He has become opposed to owning his dreams and visions. (Ethics, Intelligence, Discipline Series)

HUMAN BEING A human being is a composite matrix of incredibly perfect transceiver machines operated by you, the life-force, the thinker, the perceiver, the presence, the one in charge, the animator, the soul. (The Zones of Life Book, Vol. I)

HUMAN BEING PARADIGM Spirit/Perceiver - Dream - Vision - Mind - Body - Outcome. The true you is an immortal spiritual being. A human being is a composite of you, the spiritual being, your dreams, your visions, your mind, your body and the outcomes you produce using your dreams, visions, mind and body. (Spiritual Being Competency Procedure Series 4)

IDEAL SCENARIO The full statement of the objectives which one is seeking to achieve. (Full Role Education Series 1)

IDENTITY OR IDENTITIES 1. The combination of Spirit-Vision-Mind-Body knowingly or unknowingly directed and activated by a purpose, knowledge, skills, plan and the abilities to implement that plan in order to attain an envisioned outcome. (By-Passed Charge Series 7) 2. The collective aspect of the set of characteristics by which a thing is recognizable or known. 3. The set of personal or behavioral characteristics by which an individual is recognizable as a member of a group. 4. The distinct personality of an individual regarded as a persisting entity; individuality. (Physical Universe Paradigm Games Matrix Series 20) 5. • An identity has its own goals • An identity has its own minds • An identity has its own fixed pattern of behavior • An identity has its own products • An identity is a complete package of behavior • An identity tends to win (Gods in Disguise Book, Chapter 6)

IGNORANCE n. 1. The unknowingness and unawareness of the interactions and interdependence of the correct and exact and precise correctness of spirit, game, perception, intention, vision, plan, who, what, where, when, why, how, importance, value, mood, responsibility, motion, and action, with inaccurately predicted consequences, outcomes, and accomplishments of those interactions and interdependences. (Zones Series 1)

IGNORANTISM is the low-tech, abusive-touch hatred of knowledge systems, processes and procedures that optimize economies, societies, areas, subjects, objects, groups, and individuals. (The Zones of Life Book, Vol. I, Chapter Two)

IGNORANTISTS These people are stuck in their own selfishnesses and fixed ideas. They fear knowledge and they fear those who have knowledge. They laugh at and ridicule those who study and learn. (The Zones of Life Book, Vol. I)

IMMEDIACY n., pl. -cies. 1. the state, condition, or quality of being immediate. 2. Often immediacies, an immediate need: the immediacies of everyday living. This creates a condition of no time, and invisibility. (Responsibility Series 13)

IMMOBILE Stops products from appearing. Stops, people, places and objects. One who cannot make up his mind, cannot act, cannot join the team or the team effort, and cannot produce. Does not have his paradigm fully laid out. (Ethics, Intelligence, Discipline Series)

IMMOBILE STATE (at peace): Locked in mortal combat with past incidents and opponents. All present time people, places, things and subjects have become misidentified with similar past environments, people, places, things and subjects that have overwhelmed and weakened the individual = Can't complete anything. (Mind Series 4)

IMPACTORS These are life or individual experiences that penetrate your facades and defenses and remind you of past impactors that cause you to involuntarily replicate past solutions. (Ascension Series 13)

IMPLANT n. A forceful and painful process that enforces ideas on and overwhelms a being to destroy his ability to perceive and intend accurately. It often includes false or altered goals, concepts or pictures in an evil or malevolent attempt to reduce his size and power in order to control him. (Technical Series 20)

IMPLANT METHOD This is the pile it on top of method of conveying data, which is an attempt to pile more knowledge on top of the situation or wrongness and we will cover over and bury or so overwhelm the situation that it will cease to exist, or a do something else and the situation or wrongness will cease to exist process. (New Culture Series 1)

IMPLEMENTATION 1. The act of carrying into effect, performing. 2. The combination of spirit, dream, vision, and plan, through the body, in action in the physical universe. Action that produces the intended vision is known as performance. (Paradigm Matrix Book, page 233) 3. Implementation is the combination of spirit, mind and body in action in the physical universe. (Paradigm Series 2)

INCIDENT n. 1. A definite, distinct occurrence; an event. 2. An event which a spiritual being recorded in mental image form. (Client Role Education Glossary)

INCONSEQUENTIAL adj. 1. Having little importance; trivial. 2. Inconsequent; illogical. 3. Irrelevant. This creates a condition of no space and no interest. (The Responsibility Series 13)

INDICATOR An "indicator" is a visible manifestation which shows, or hints at something which is occurring or about to occur. (Scoreboard Management Series 19)

INDIVIDUATE 1. To individuate, a being must separate from and put distance between someone or something. Separation can cause a threat to others, and will cause a heavy sense of loss. Each time a being pulls away they make themselves smaller. Further, they tend to elect others or things to be more powerful than they are, thus assigning away their power and cause. 2. A being can be so individuated that they become an only-one. (Obsessive Counter-Creation Series 1)

INDIVIDUATED UNWORTHINESS The being cannot connect closely to others and therefore acts alone because of a failure to be properly role educated, harmful acts, lies, dishonesty, the distrust of others and continuously being unreliable. (21st Century New Public Series 25)

IN SESSION is defined as: 1. Client interested in his own case 2. Client willing to talk to the processor. (Consulting Series 14)

INSIGNIFICANT adj. 1. Unimportant, trifling, or petty: Omit the insignificant details. 2. Too small to be important: an insignificant sum. 3. Without weight, influence, or distinction; contemptible: an insignificant fellow. 4. Without meaning; meaningless: insignificant sounds. This creates a condition of no energy, no form or shape, no mass. (The Responsibility Series 13)

INTEGRITY 1. Demands full knowledge, responsibility, ownership, and control, and maintains the highest truth and ideals. (Supreme Being's Honor Series 3) 2. The operating level of life integrity is mastery over. (Internet origination 12-11-96)

INTELLIGENCE n. 1. The capacity to acquire and apply knowledge. 2. The faculty of thought and reason. 3. Deductive ability. (Intelligence and Ability Restoration Series 9) 4. The correct evaluations of orders of importance with the exact and precise correctness of spirit, knowledge, game, perception, intention, vision, plan, who, what, where, when,

why, how, importance, value, mood, responsibility, motion, and action, with accurately predicted consequences, outcomes, and accomplishments. (Zones Series 1)

INTELLIGENT MANAGEMENT 1. The optimum capacity to acquire and apply the knowledge of ethics, establishment (apprenticeship), production, management and leadership disciplines to bring about the upward shifting of paradigms from the Red Zone through the Yellow Zone to the Green Zone to bring into actuality one's dreams and aspirations. 2. The perception to correctly evaluate orders of importances and the ability to hold a position and correctly apply the order of importances by doing the most important first and then doing the next most important, etc. (Intelligence and Ability Restoration Series 9)

INTEND vt. To have in mind as a purpose; plan; purpose. (The Paradigm Maps Book, page 7)

INTENT n. 1. An act or instance of intending. 2. Something intended; specif., a) a purpose; object; aim, b) meaning or import. 3. Law. One's mental attitude, including purpose, will, determination, etc., at the time of doing an act. (The Paradigm Maps Book, page 7)

INTENTION n. 1. The determination to act in a particular manner. Purpose; design; aim; goal; dream. (Secrets Book, Preface) 2. Intention is focused force. (Training Series 32)

INTEREST 1. Interest is focused attention. (Training Series 32) 2. Interest is above reserved. The interested person has his attention bits focused on what he wants to do. He is very much in tune with the environment, moves fast, gets the job done and causes people to want to help. He makes the environment benefit self and others. Attracts capable people, has good control, has a lot of friends, is very truthful, studies hard, has strong persistence on given course, has constructive goals and takes setbacks easily. He is excellent executive material, is a joy to be around by allowing seniors to free up their attention bits. He has direct duplication; contact is positive (Power Marketing Series 19)

INTERFACING 1. The point at which independent systems connect and interact. Interfacing is basically the ability to get into the same reality as the client and see their wants and needs from their viewpoint. (Power Marketing Series 18) 2. The manner in which one connects with another or others. Optimum interfacing would be acceptance;

non-optimum, rejection. (Full Role Education Series 1)

INTERMITTENT SHORT CIRCUITING Client very snarly, bad tempered, attacking the processor, the tech, the subject, etc. Negative identity in control. Client not there. (By-Passed Charge Series 1)

INTROSPECTION A common aspect of cases that have been heavily programmed or have been abused is for them to always be looking inward. What you are observing is a form of introspection phenomena. Introspection comes from out lists, incomplete lists and wrong items. (Technical Series 32)

INVALIDATE 1. Making less or making nothing of or refuting or degrading or discrediting or denying something someone else considers to be fact. 2. Making less or making nothing of or refuting or degrading or discrediting or denying someone else's beingness or identity or spirituality considered to be valuable, worthwhile, present and respected. 3. Making less or making nothing of or refuting or degrading or discrediting or denying someone else's creations or mock-ups considered by the being to be valuable, wanted, worthwhile that are vital to that being's survival, success, prosperity and happiness. 4. Any thought, creation, emotion or effort, or counter-thought, counter-creation, counter-emotion or counter-effort which denies or smothers or overwhelms the thought, creation, emotion or effort of the individual. 5. Invalidation most often stems from criticisms and critics, competitions and competitors, oppositions and opponents, and beings who are in a continuous state of life upset. Invalidators and invalidations can easily be identified as they contain criticism or opponency or make less of or make nothing of. (Connection Series 3)

INVEST To spend or utilize attention bits, time, money or effort for future advantage or benefit. (Power Marketing Series 17)

INVOLUNTARY REPLICATION n. 1. The unwilling and out of control, automatic, three-dimensional, holographic reproduction of an event, identity, solution, or unwanted condition of some portion of a spiritual being's past being replicated recently, existing in the present, and continuing to exist in the future. (Ascension Series 1) 2. An involuntary replication is an unknowing, god-empowered creation that you created to solve long-gone problems. These involuntary replications spontaneously create destructive or out-of-control present-time and future levels of existences. (Responsibility Series 23)

ITSA This is the answer from a client to a question asked by a processor in a session. After the question is asked, the client says: "It is a" (Lecture: "Intro Session" 4 August 1998)

IVUPPUMIES **Intention**; the dream, goal, purpose, aim, decision, precept, etc. you are going toward. **Vision**; the holographic image of what the attained intention will look like. **Unknowns**; the lack of knowledge, skill, ability, experience, or agreement, or the illiteracy, opponents or hostilities you can run into when going for your intention. **Pain**; the unpleasant sensation, hate, rage, anger, fury, resentment, hidden hatreds, etc. you get when you can't make things go the way you intended. **Problems** and solutions; the opposing intentions, other intentions, hidden agendas, etc. that stop you from getting what you intended and your desperate and often harmful attempts to overcome them. **Upsets** and shocks; that exact moment when there is an implosion or explosion of your holographic vision or creation that occurs when all attempts fail to attain what you want, or when you are attacked for your desperate or harmful acts that are solutions to attain what you intended. Many people get stuck in the area of upset or shock. **Mass**; that pile of rubble you feel you're buried under after your intention and vision are shattered by too big of or too many problems, solutions, upsets and shocks. **Inert**; the stopped, immobilized, frozen, dead, apathetic, quit, given up, hopelessly failed, overwhelmed, etc. condition you find yourself in from being buried under too many shocks and too much mass. **Elsewhere**; the place you go to try and get away from all the above. **Silence**; you go out of or cut communication with the area or life; you disconnect from people; you push people away; you become shy, introverted, withdrawn; you avoid people and all forms of communication with people. You go silent. (Vital Fundamentals Series 14)

J

JOB DESCRIPTION The goal and purposes of the role, including the where, when, how and what to produce the product. (Full Role Education Series 1)

JUSTICE The action of society or group against the person who has failed to get their own honesty level in. (Full Role Education Series 12)

K

THE LAW OF KARMA The universal spiritual ethics and justice self-enforced and

self-disciplined, system of principles having been created and agreed upon by and for spiritual beings to be able to maintain an honor based ethics and justice system. This spiritual ethics and justice system demands that you, the being, will utilize your psychic powers to fully penalize or punish yourself when you have violated your own basic goodness, codes, principles, virtues and integrity. Or: You will fully utilize your psychic powers to fully reward and enhance yourself when you have honored your basic goodness, honesty, codes, principles, virtues and integrity. (21st Century New Public Series 16)

KEPT n. 1. Something that a person does not want anyone to know about; something a person must not tell another. 2. An antisocial, embarrassing, or "must not be experienced" act that an individual keeps to himself. (Consulting Series 23)

KEPTS AND SECRETS These stem from the times when a being is buried in upsets, problems, overwhelms and pain. The being fears and distrusts everyone and everything. This causes the being to go absent and act in a secret or withdrawn manner. The being has kepts and secrets. (Non-Permeation Series 1)

KNOW ABOUT This is probably the most insidious form of "unknown" as it gives the proponent a false, ineffective, delusionary belief that they know. The truth is, they have only a vague, unworkable understanding of a subject or area. This is easily observable by the inability to be effective or causative in the area. (Knowledgism Series 1)

KNOWLEDGE n. 1. The knowingness and awareness of the interactions and interdependence of the correct, exact, and precise correctness of spirit, game, perception, intention, vision, plan, who, what, where, when, why, how, importance, value, mood, responsibility, motion, and action, with accurately predicted consequences, outcomes, and accomplishments of those interactions and interdependences. (Zones Series 1) 2. All that has been or can be perceived or grasped by the being; awareness, comprehension, learning. (Mastery Series 7)

KNOWLEDGISM The high tech - high touch use of knowledge processes and procedures to optimize economies, societies, areas, subjects, objects, groups, and individuals, and help their utilizations, quality and viability for the greatest good of all. It is based on a win-win accomplishment for all. Knowledgism is an inclusion of what is best from all past systems. As Knowledgism expands it will cross all boundaries of race, nations, color, and creed. (The Zones of Life Book, Vol. I, Chapter Two)

KNOWLEDGIST One who practices Knowledgism by studying, practicing and applying knowledge to do the greatest good for all. (The Zones of Life Book, Vol. I, Chapter Two)

KNOWS ALL ABOUT IT This precept bars inspection or learning, as the individual is prevented from inspection. Ask, "What do you know about (subject)?" You will get some glib answer like, "It's stupid," or "It's for sissies," etc. (Decision Series 11)

L

LEADER n. 1. A person who leads others along a way; a guide. 2. One in charge or in command of others. 3. The head of a political party or organization. (Intelligence & Ability Restoration Series 9) 4. Leaders set the mood and the behavior pattern of an organization. The leader can create prosperity by creating harmony and pleasures. If the leader is forced to stop leading and do someone else's job, the bright, rosy future that the leader had created will begin to disappear. If they are stuck down in the organization too long, they will see the company or organization begin to contract. The organization will begin to lose its communication lines to its most powerful customers. It is vital for a leader to supply a strong role model. (Executive Series 5)

LEADERSHIP Leadership is simply knowing fully who you are, knowing fully where you are headed, and knowing fully how to get there. The optimum game allows you to lead and be your own self and master of your own areas. (Responsibility Series 16)

LEARNING UNIT A learning unit is two or more individuals who work together to learn new subjects, skills, abilities, or knowledges to a level of mastery. (Learning Unit Series 1)

LEVEL OF EXISTENCE n. 1. The method one uses, either knowingly or unknowingly, to accomplish survival, gain knowledge, be responsible, and do the greatest good for one's self and others in the most areas. 2. That fixed state or chronic level of perception, intention, implementation and result that one operates at. (Paradigm Matrix Book, page 235) 3. The relative position of the scale of the mode, manner or condition of being. This is the state or condition of the actuality and how it affects your present and future paradigm matrices. (Paradigm Matrix, Chapter Two)

LIE This is a deliberate attempt to make someone or something unknown.
(Knowledgism Series 1)

LIFE n. 1. The soul, spirit. 2. A spiritual state regarded as a transcending of death. 3. The quality that distinguishes living organisms from dead organisms. 4. Living organisms collectively. 5. The physical, mental, and spiritual experiences that constitute a person's existence. (Paradigm Technology Series 23) 6. Life is a composite of paradigm performances. (Training Series 32) 7. Life: the physical, mental and spiritual experiences that constitute a person's existence. (Life Planner Series 1)

LIFE ALIGNMENT PROCEDURE The target of the Life Alignment Procedure is to bring the client into present time with great presence and to erase the counter forces that impede the client by finding and eliminating those counter forces. (Life Alignment Series 1)

LIFE ANIMATION PROCESSES Are so called because they breathe life into inanimate areas, triggering them fully and bringing them back to life and into the open so that one can knowingly re-create them and fully own and control them, thus putting one at cause over life. (The Life Animation Process Series 0)

LIFE-FORCE PARTICLES 1. The basic force in the universe is life force, and particles are small pieces, bits, fragments, or parts of a whole. Life-force particles then can be defined as fragments of the life force known as you. Therefore, your power is determined by the quantity of life-force particles you have available. (Secrets Book, Chapter Two) 2. Life-force particles then can be defined as fragments of the life-force known as you. (Responsibility Series 20)

LINE n. A connected series of persons, things, places, or subjects that follow one another in time or space. (Responsibility Series 30)

LINEAR RECORDING This method is through the mind and is recorded in real time duplicating the time sequence of the physical universe. Data, information and perceptions are recorded on mental image pictures. This method of learning is the normal earth education and business facility technology for teaching. This is a slow, ineffective, poor quality way of inputting data. Even so, the spiritual being still has to inspect the data and evaluate the data's importance in order to convert it to knowledge. (Holographic Permeation Series 2)

LIVING YOUR DREAM Being on purpose as a spiritual being, enjoying what you are doing, making sure you are connected to the correct who, what, when, where, why, how, and moods, and operating as a spiritual being and not as an identity. (Term List Series 26)

LOSING PRECEPTS Rules or principles imposing failing standards of conduct. (The Paradigm Maps Series)

LOSS OF OWN UNIVERSE stems from being dominated, lies, ignorances of the processes of life, not taking responsibility to create your life's prime identity or hat, not handling the areas of life ruin, colliding and impacting into areas of pain and non-permeation. (Non-Permeation Series 1)

LOST DREAM A missing or totally repressed aspiration or ambition. (The Paradigm Maps Book, page 3)

LOVE 1. That highest quality of spiritual recognition that observes and respects, admires and validates those spiritual qualities, assets and capabilities of another or others and oneself as spiritual beings. Thus comes about an enhancement of the quality, assets, prosperity, and happiness of each being. (Love Series 1) 2. Love requires closeness to. Total love is defined as being at one with. (Subject Literacy Series 1) 3. The degree of closeness, warmth, and at-oneness with the correct and precise spirit, knowledge, game, perception, intention, vision, plan, whos, whats, wheres, whens, whys, hows, importances, values, moods, responsibilities, motions, and actions, with accurately predicted consequences, outcomes, and accomplishments. (Zones Series 1) 4. Love is the most powerful of the god-like abilities and is composed of the principles and action contained in these attributes in their purest form and ideal. These attributes in their purest form set the principles and standards by which every god-like being condones or judges itself and others. (Responsibility Series 7)

LOW MOOD LEVELS adj. The unknowingness of, or uncertainty of velocity plus the uncertainty of direction caused by too many incorrect and imprecise plans, whos, whats, wheres, whens, whys, hows, importances, values, moods, responsibilities, motions, and actions, with inaccurately predicted consequences, outcomes, and accomplishments. (Zones Series 1)

M

MAGIC Magic is defined as possessing distinctive qualities that produce incredible or miraculous effects. (How to Upgrade Your Life and Relationships, Chapter Ten)

MAGIC FORMULA Magic formula for attaining and maintaining success, prosperity and happiness. **If you can honestly define it, you can conceptualize it. If you can honestly conceptualize it, you can spiritually holographically envision it. If you can honestly spiritually holographically envision it, you can have it.** (21st Century New Public Series 4)

MAGNETISM The constant compulsive or obsessive attraction or repelling of life-force particles and mental imagery into or away from a specific area of abrasive friction or impact. Too much inward pulling causes sensations of entrapment; too much dispersal causes unpleasant sensations of scatteredness or dispersal. Either way, your ability to concentrate or focus your attention is greatly diminished. (Pain Series 1)

MAKING IT ALL THE WAY OUT To recover your full super being godlike spiritual potential, with full operating abilities, full intelligence, full power, full utilization of your skills, the full utilization of your cleverness and your being fully yourself in such a way that you are able to operate purely, with complete holographic truth, knowledge, love, integrity and wholeness in present time and throughout your creations of your futures. (21st Century New Public Series 3)

MAKE LESS/NOTHING OF 1. To lower in importance. (Term List Series 13) 2. Absence is the ultimate make nothing of life and you, the greatest outness of integrity, and violation of all standards and principles. (Effective Communication Series 12)

MALICIOUS IDENTITY 1. This is a type of case that is trying secretly to maintain ownership and control of his own universe by sabotaging and destroying those of others. (Gods in Disguise Book, Chapter 11) 2. A combination identity that is a result of shocks, overwhelm, lies, harmful acts and keeps. It was created by the conflicts of the power and destructive identities colliding. This identity is held together by the being's hatred of power and authority. (Case Advisor Series 4)

MANAGEMENT 1. The act, manner or practice of managing, handling or controlling

something. 2. Executive ability. 3. The skills with which goals are aligned and gotten into action. (Scoreboard Management Series 1)

MARKETING 1. Marketing consists of two things: **One: Finding what the public wants**, and letting them know that you have what they want, then sell them what fills their wants. **Two: Creating future wants**, and selling them what fills that want. (21st Century Marketing Series 1) 2. Marketing could be defined best as making someone or something known -- what it is, where it is, how it can be obtained; making it acceptable, valuable, desirable, and very wanted. (21st Century Marketing Series 3)

MASKED RAGE Is above fear. This person may be outwardly showing "sweetness and light" but underneath is an extreme hatred for people. This person has his attention bits tied up on times when he was totally enraged and the environment was too unsafe to show it. This person is extremely devious and will not communicate factually. He has a few attention bits available, but is desperately seeking to conserve these for self. He has total horror of authority or power due to so few attention bits and seeks to weaken those around him. He makes the environment dangerous, ties up others' attention bits and often partakes in gossip and lies. He may outwardly contact all right but then will covertly seek to destroy. (Power Marketing Series 19)

MASKING DEVICES act as insulators. They insulate you from the charge, psychic force, pain, agony and chaos contained in the different universes by covering up or masking these areas. (The Ultimate Breakthrough Series 31)

MASS n. 1. A unified body of matter with no specific shape. 2. Locked up agitated energy, usually caused by the colliding of two energy flows, suspended in space around the spiritual being. (Client Role Education Glossary) 3. Mass is solidified charge. (Basic Processing Series 20)

MASSES 1. Masses contain huge quantities of immobilized life-force particles. (Basic Processing Series 21) 2. Shocks and blocked life-force create balls of energy (masses) that trap the being's life-force, occlude his dream and everything associated with it, and leave him in a low mood level, feeling small and ineffective. (Ascension Experience Analysis, page 27)

MASTER, A 1. A Master is one who has applied intelligence. He pursues only honest, worthy, big dreams. He has the knowledge, discipline and duplication to maintain and

expand his own and other's worthy dreams. He has the ability to take, occupy, and maintain a position and take charge. He's a master communicator and uses his communication abilities to direct the flow of life-force particles in a positive manner. He has abundant, upscale communication channel and contracts. He delivers what he promises. He duplicates, appreciates, and acknowledges another's viewpoints, skills, dreams, visions, plans, and wants. His honesty creates trust and respect in others, and he trusts and respects himself. He is a big producer. His area and the people connected to him expand spiritually, with bigger dreams, visions, plans, skills, actions, more prosperity, health, wealth, success, and happiness. He operates in a win-win manner. 2. As a leader, the Master is more the man behind the CEO type. He's well into planning areas to master in the future, long-term planning, and selecting key personnel. See also: PARADIGM CREATORS

MASTERY 1. The condition of having power and control over an area or subject. 2. The knowledge and skill of a master; being able to consistently produce products of excellent quality. (Paradigm Matrix Book, page 235) 3. Full command of a subject of study that can be manifested in life by superb demonstration of competence. (Secrets Book, Preface) 4. Mastery is the highest demonstration of competence and level of accomplishment over a given area, subject, person, place or thing. A master is at cause over what they wanted to master. (21st Century New Public Series 25)

MASTERY AND KNOWLEDGE SEEKER IDENTITY This is you creating leadership and champion-level identities such as a champion, a leader, a paradigm shifter, a contributor to life, a big winner, a success, a true friend, an upper level processor, etc. (Prime Codes Games Matrix Series 14)

MATRIX CREATIONS There are five basic forms of matrix creations or creators: 1. The physical universe. 2. Identities, cultures, groups, or gangs 3. Mind consensus or agreements (mental). 4. Spiritual and telepathically projected imagery 5. Past involuntarily replicated matrices. (Matrix Series 1) See also: PARADIGM CREATORS

MATRIX LABELS What the evil beings impinged and entered into your home universe were matrix labels. These were impinged with violently enforced three-dimensional images or mock-ups, thus creating an area of impact and shock that completely knocked you out of position and left the matrix labels occupying your space instead of you. (Home Universe Series 1)

MEDIOCRE APPLICATION Similar to "cannot apply," only not as much

misrepresentation. Clear up any misunderstandings, devise exercises and intensify practice. Debug. (Decision Series 11)

MEMORY The human being's memory is composed of positive attention bits or life-force particles. (Power Leadership Series 1)

MENTAL COPIED PICTURE A mental image or impression; idea that contains complete recording of all perceptives of what was happening, the environment, its mood, and the personal attitudes and identity at that time. (Mind Series 1)

MENTAL DUPLICATION This is an exact mental representation in mental image picture form. It is recorded and stored in the mental machine known as the mind and contains all the perceptives, creations, shapes, events, forms, precepts, opinions, and conclusions. This mental imagery is data and is a valuable tool as such, but it contains no intelligence or worthwhile judgment, which can come only from the spiritual being. (Responsibility Series 20) See also: PHYSICAL UNIVERSE DUPLICATION, SPIRITUAL DUPLICATION, DUPLICATION

METAMORPHOSED SPIRITA This is metaspirita that is further changed by adding a specific imprint (vision) by the spirit to integrate and position the dots of red, green or blue into various colors that are modeled into particular forms, shapes, models, objects, particles, space and time. (Responsibility Series 21)

METASPIRITA Metaspirita is Spirita that is fractionated into trillions of pieces or bits. These are then created in the form of colored dots that contain either red, green or blue for use in the establishment of form or structure. This is accomplished by the use of stasis, vibration, electronics, heat, cold, etc. to create differences in the pieces. These are in a state of constant creation and will cease to exist the instant they are no longer created. (Responsibility Series 21)

MIND 1. The mechanism that records memory and manifests in pictures, plans, or imagination. 2. The totality of known and unknown mechanical processes that direct the mental and physical behavior of an organism. 3. The faculty of recorded data, computations, past actions and their storage as distinguished from the spiritual being, emotions or body. 4. Individual memory or recollection. (Paradigm Matrix, Chapter Seven) 5. A tool for recording the past, storing remembrances, retaining data and information, and the formulation of plans and strategies to create the future you

envison. (By-Passed Charge Series 7) 6. The mental transceiver machinery that records, with full perceptics, all occurrences in such a manner that all abilities and knowledge are cross-referenced to be available when needed. (The Zones of Life Book, Vol. I)

MIND CHAOS 1. Mental disorder or confusion. (The Paradigm Maps Book, page 8) 2. The symptoms of a dull ache or anxiety in the stomach, a steady mental anguish, a sense of doom, and the mind is constantly playing unpleasant scenarios. The future looks bleak—this is known as mind chaos. (Sabotage Series 6)

MIND IGNORANCE Unknowingness or complete denial of the stored mental image, the blanking out of the pictorial representation of interaction of the flows of life-force particles and interdependence of the exact who (including his dreams, visions, plans, abilities, and outcomes), what, where, when, why, how, mood, importance, value, and consequences of those interactions and interdependences.(The Zones of Life Book, Vol. I)

MIND KNOWLEDGE Stored mental image, the pictorial representation of interaction of the flows of life-force particles and interdependence of the exact who (including his dreams, visions, plans, abilities, and outcomes), what, where, when, why, how, mood, importance, value, and consequences of those interactions and interdependences. It is the correctly-duplicated, cross-referenced files of accurately-computerized, mentally-pictorialized recordings. (The Zones of Life Book, Vol. I, Chapter Two)

MIND LOCK A mind that cannot receive or disseminate data. (Executive Series 17)

MIND MODULE A self contained unit with all known recorded data in mental copied pictures; the precepts, skills, abilities, capabilities and moods that make up a specific identity. (Mind Series 1)

MIND PLANS The action of the mind to lay out by order of importance those physical actions and objects that need to be in place or done to cause the vision to appear in the physical universe. This is the third building block of reality as it enters in greater agreement that the vision will exist and persist in the physical universe. (Spiritual Literacy Series 11)

MIND SETS The mirroring of the vision and the assignment of ownership of it so that

the vision will hold in place. This is the second building block of reality as the automatic opposing holds in place the vision. (Spiritual Literacy Series 11)

MISDIRECTOR You have misdirected yourself and your spiritual teammates away from the narrow exact force and charge laden, lie strewn, pathway that takes you all-the-way-out. Rather than confront what you **must** confront, you keep veering away into some ridiculous game or time and energy consuming destructive relationship that traps or diverts you away from pushing upward, through the different levels of existence, to the area of truth that will set you free. (21st Century New Public Series 24)

MISDUPLICATION An error or wrongness in the creation of a particle or object, in its own time, with its own energy, in its own space. (Introduction to Processing Glossary)

MISEMOTION n. 1. The unpleasant effort to stop motion. 2. Those destructive mental traits designed to prevent something from happening. The range of misemotions begins at hostility and descends through pain, anger, unexpressed resentment, covert hostility, propitiation, grief, victim and apathy to dying. (The Executive Series 4)

MISFIT The individual is operating from a contrary operating precept or false idea about something not fully comprehended. (Full Role Education Series 6)

MIS-IDENTITY The condition of being somebody other than the identity we choose. This is somebody else's identity assumed unknowingly after loss of self-confidence. When plural (mis-identities), the person can take on the characteristics of many identities or slip from one identity to another as the environment dictates. (Mind Series 1)

MIS-OWNERSHIP This stems from believing something is your fault, when it isn't. Or, blaming someone else for something you caused. This can also include misowning case conditions or other life situations or problems. (Knowledgism Series 1)

MISSION Our main mission is to make the competent more competent. (Secrets Book, page 13)

MOCK-UP A mental, full three-dimensional creation that approximates the exact and

precise particles, space, time, and energy, and its shape and expectancies. (Spiritual Gods Games Universe Series 1)

MODELING 1. To make a preliminary representation of something, serving as the plan from which the final, usually larger, object is to be constructed. 2. Making mock-ups. (Life Analysis Graph Definitions)

MONEY Money is something that is legally established as an exchangeable equivalent of all other commodities and is used as a measure of their comparative values on the market. (Finance Series 1)

MONSTER Anything that would rob you of your positive attention bits or life-force particles. Or, it can be someone or something who has more positive attention bits or life-force particles available than you have. (Power Leadership Series 1)

MOOD n. 1. The state of mind or feeling stemming from one's emotional condition. Observation of the emotional state of someone who tells you what mood they are in. (The Executive Series 4) 2. The emotional level that one uses to get things done to perform his or her role. The motion velocity at which an individual operates chronically. (The Full Role Education Series) 3. A mood is composed of life-force particles, impulsed at different speeds which create different moods, and when combined with the imagery acts as a psychic glue to help fuse with other images and thus create agreement. (Ascension Series 22) 4. Mood is the state of mind or feeling stemming from the flow of force through one's paradigm matrix. (Training Series 32)

MOODS Love and hate are both extreme moods. Moods are the glue that binds relationships by their degree of ownership and monitoring activities over motion. Moods are emotions. E-motions are E, for effort, and motion, movement. Therefore, love and hate have to do with motion. They are types of motion, in conjunction with how much ownership you allow yourself. (Gods in Disguise, Chapter One)

MORALE n. That feeling produced by the motion generated by your paradigm sequence. High morale is achieved by high action and high application of the paradigm sequence that cause outcomes to match actions, visions, and intentions. Low morale is caused by a breakdown of the paradigm and failure of the outcome to match the vision and intention. (Prosperity Series 1)

MULTI-TASKING The execution of more than one program or processing action at a time. (Super Being States Series 1)

MUTUAL AVOIDANCE To perceive the real level of existence you are in is often difficult, as you have surrounded yourself with people who have the same false evaluations and precepts that you have, thus solidifying your "rightness of actions." This is called mutual avoidance. (Full Role Education Series 11)

N

NATTER To talk on and on; to chatter. To be critical or find fault with. (Client Role Education Glossary)

NEGATIVE ACTIONS Only reacts. Tends to stop, protest, or convince others it "can't be done." (Supreme Being's Honor Series 3)

NEGATIVE FLOW "Can't"; "Will not"; "It can't be done"; "It's bad"; "It's wrong"; etc. (Supreme Being's Honor Series 3)

NEGATIVE FORCE A negative force is any flow of force that interferes with the positive flow of force; that stops it, or changes it from the original intended dream, goal, purpose, or vision so that the outcome fails to match the vision. (The Paradigm Matrix Book, Chapter 21)

NEGATIVE FREE RADICAL IDENTITY You as a combatant of toxic outside forces and toxic others. You are using their positiveness to empower your negativity. This is you creating hostile identities such as an abuser, a gossip, a rumor monger, a contentious person, a trouble maker, a conflict creator, an argumentative person, etc., but you are seeking to make others wrong, blaming them, or making them responsible for your condition in an attempt to capture their positiveness. A negative can only inflow and live in terror of outflowing. Their input of data and information is very distorted, as they pervert the data and convert it to a negativity. A Negative Free Radical Identity has properties similar to those of a negatron. (Prime Codes Games Matrix Series 14)

NEGATIVE IDENTITY The wearing of a negative identity can cause you to trigger

automatic opposition to your dreams and aspirations. Being negative towards a client, a customer, a boss, a fellow staff member, etc. creates conflicts that cause you to break your concentration to handle the situations and problems brought into existence by the negativity. (21st Century New Public Series 1)

NEGATIVE LIFE-FORCE PARTICLES The life-force particles an individual doesn't comprehend, that are out of his control, locked up in past, present, or future occurrences, cannot be used and actually can hinder the person from attaining what he wants. Thus they are negative life-force particles. (The Zones of Life Book, Chapter Three)

NEGATIVE PROCESS 1. That series of actions or changes of function that counter or prevent you from reaching your intended end or result. 2. Ongoing, downward movement that takes you away from the direction that you intended. (Introduction to Processing Book, page 3) See also: PROCESS

NERVOUS FAMILIARITY Fearful or anxious acquaintance with something; uneasy understanding. (The Paradigm Maps Book, page 18)

NEUTRAL IDENTITY This is you in a conflict between negative and positively-charged electrons. These conflicts cancel out certainty of action and certainty of prediction. You are in a constant state of "maybe." Any forward motion can be taken only if someone else is creating your space, time, energy, or resources. A Neutral Identity fears taking a position or risk, as it means empowering either a positive or a negative. Thus this type can work only for others and will not go outside their box. The Neutral Identity has the same life-force manifestations as those of a neutron. (Prime Codes Games Matrix Series 14)

NO CASE GAIN Due to illiteracy, constant harmful acts, usually a heavy drug history and constantly being at war with the present time environment and who is there, this type of case is actually stuck in the past fighting past enemies and has superimposed the past incidents into the present. They are identifying those in the present with past enemies. (Paradigm Technologies Policy Series 26)

NO GAIN An inability to learn, look, assimilate knowledge, and demonstrate competence in an area due to false data, lies, evil purposes, harmful acts, misunderstood words, secrets, misconceptions, actions that, if known, would cause others to think less

of one, fixed ideas, and not-thereness. Stuck in an apparent "unsolvable problem."
(Executive Series 28)

NON-INVOLVEMENT The student appears to know the subject but will not go near the product or demonstrate any ability to apply. Probably he has been conditioned into believing that the environment is terribly dangerous; parents or peers always saying, "Don't touch that," "Leave that alone," or "Be careful." (Decision Series 11)

NON-PERMEATION v. 1. The inability to holographically distinguish, permeate and pervade the exact who, what, where, when, how, mood level or to locate the source of an unwanted condition, pain, unpleasant sensation, false data or mass. (Holographic Permeation Series 1) See also: PERMEATION

NUTRITIONAL DEFICIENCY AND TIREDNESS These are phenomena that are created by dishonesty in eating and inability to duplicate successful eating actions. The being attempts obsessively to suppress the body by poisoning it. One acts out wrong answers to life by using wrong answers to operate the body. Too many wrong answers cause stress and lack of ease. Further, if the wrong answers come from denial and low responsibility, one will not be able to control his attention or mind, will be kept awake and forced to worry, thus become tired. (The Zones of Life Book, Vol. I)

O

OAAB = OVER-ACCESSED ANALYTIC BEING A being who is accessed into so many parts that they are total effect of them. Being a victim. (Spiritual Literacy Series 16)

OBJECT 1. Anything that can be perceived by one or more of the senses, especially something that can be seen and felt; a material thing. 2. A person or thing serving as a focus of attention, curiosity, discussion, feeling, thought, or action. (Spiritual Being Competency Procedure Series 8)

OBJECTIVE The end one has in sight; what one is striving toward; the goal or purpose one is pushing toward. (Executive Series 19)

OBSESSION Compulsive preoccupation with a fixed idea or an unwanted feeling or emotion, often accompanied by symptoms of anxiety. 2. A compulsive, often unreasonable idea or emotion. (Physical Universe Paradigm Games Matrix Series 20)

OBSESSIVE-COMPULSIVE BEHAVIOR The rule behind obsessive or compulsive behavior is, there is an "unsolvable problem." This causes a person continually, compulsively, to create wild solutions in life. (Executive Series 28)

OBSESSIVE-COMPULSIVE PATTERNS Chronic, out of control methods the student puts on automatic to handle life. They are most prevalent in the way a person communicates. An obsessive-compulsive pattern is a long term uninspected circuit or automated piece of mental conditioning. Just like a circuit board in a computer that patterns the behavior of the program and computer, the obsessive-compulsive pattern is controlling the student. (Coaching Series 3)

OBSESSIVE COUNTER-CREATION This was created when the client felt they had a real or imagined threat. This threat is usually accompanied by a heavy sense of loss. The threat and the heavy sense of loss created an apparency of a destructive counter creation to their positive dreams and creations. The obsessive counter-creation destroys the being's life set-ups. It takes the being off their purpose or dreams lines. The being ceases creating their dreams and seeks to solve the real or imagined threat and heavy sense of loss. It does not read on the meter as it is not part of the physical universe. Therefore it is outside time and space. (Obsessive Counter-Creation Series 1)

OCCASIONAL SHORT CIRCUITING Sudden mood or emotion drops, roller coaster. Client moving in and out, but uses mainly substitute identity. Weak presence. (By-Passed Charge Series 1)

OCCCLUSION When you hit an area of occlusion on a case, you have hit an area that contains the most lies, the most incorrect whos, whats, wheres, whens, hows and moods. The basic purpose of occlusion is to disguise and make sure your secrets stay hidden. There is something you are denying, that even you do not want to know. (Gods in Disguise, Chapter Thirteen)

O.D.D.A. Observe → Decide → Act → Accomplishment. The four cornerstones of power. This is the sequence that produces powerful people and powerful results. It is the sequence by which we live. (Finance Series 1b)

OMITTED Doesn't know that one doesn't know. Often caused by sheer ignorance of subject, place, time or area. (Knowledgism Series 1)

OMNI The definition for omni is *all*. Omni-responsibility is the ability to be willing to be responsible for all. (Ascension Series 36)

OMNI-CREATION The ability to create all the parts of your life and to positively co-create with another or others, or create all the parts of others' lives. (Responsibility Series 21)

OMNI-MASTERY This is a state of letting all operate at full potential; and at the same time each self was at full potential. (The Sequences Book, page 1)

OMNI-WORTHINESS Omni-worthiness is the result of being completely honest, delivering what is promised, doing something very well, or helping someone effectively get their wants. This is the basis of self-esteem. (21st Century New Public Series 25)

ONLY ONEISM The belief that you are the only one who can do anything right; the only one who is alive, the only one doing anything; that you're the only one who deserves the reward, the appreciation, the admiration, the respect. Yet, at no time does the only-oneist return these attributes, or acknowledge the existence of others. (Physical Universe Unknowing Paradigm Games Matrix Series 5)

ONLY ONEISTS At war with everyone and everything. An only-oneist is locked into a squirrel-cage set of behavior patterns. They are opposed to anyone or anything that is "doing what they are doing." (Physical Universe Unknowing Paradigm Games Matrix Series 5)

OPERATING DISASTER CATALYST The Operating Disaster Catalyst is a being who is creating a dangerous and painful environment for itself. The Operating Disaster Catalyst is **compulsively and obsessively seeking to be restrained**. The Operating Disaster Catalyst is somehow knowingly in personal violation of one or more of the basic laws. (Operating Disaster Catalyst Series 2)

OPERATING PRECEPT A rule or principle that imposes a particular standard of action or conduct. (Decision Series 11)

OPERATING SPIRITUAL BEING 1. A being that is in action at an optimum production level of potential. The operating spiritual being is positioned in the game that can produce the greatest amount of increased gain, knowledge, responsibility, good, and omni-determinism for the greatest number of universes. (Spiritual Literacy Series 5) 2. A form of individuated being, or god-like being. An operating spiritual being has many of its powers back. It is limited in scope as it is a complete universe unto itself. It can only operate by domination. An operating spiritual being maintains its state by creating oppositions or enemies. It is in actuality an individuated spiritual being. The operating spiritual being maintains its state by continuously mocking up enemies or opposition. It works hard to convince others to be part of its team to handle the opposition or enemy condition or selected opponent. To maintain the state of operating spiritual being the being must create itself as an individuated universe. It does this by creating both the Positive and Negative Poles within itself. (Operating Spiritual Team Player Series 1) See also: OPERATING SPIRITUAL TEAM PLAYER

OPINION n A belief, conclusion, judgment, or feeling that may or may not be true. (Coaching Series 5)

OPPONENT 1. An opponent is anyone who prevents your achieving your goals or objectives. An opponent can also be someone whose intentions conflict with your own. (The Paradigm Matrix Book, Chapter Twelve) 2. Any team member or team with counter or other intentions than the agreed upon intentions necessary to the winning of the game. (Games of Life Series 12) See also: OPPOSER, OPPOSING ACTIONS, OPPOSING IDENTITY

OPPOSER The individual causes harmful or destructive acts because he is operating on incorrect or contrary operating precepts (Full Role Education Series 6) See also: OPPONENT

OPPOSING ACTIONS To have conflicting or contrasting movements or a series of movements. (The Paradigm Maps Book, page 8) See also: OPPONENT

OPPOSING IDENTITY This is an anti-power or destructive identity. It is an identity created to oppose the power identity. (Case Advisor Series 4) See also: OPPONENT

OPPOSING INTENTION To have conflicting or contrasting aims that guide action. (The Paradigm Maps Book, page 8) See also: OPPONENT

OPTIMUM BODY A body that is physically free from impurities, has proper nutrition, sleep and is well, so as to be of value to and support the being. The body is maintained at a level of fitness necessary to exuberantly play the game of life. (Basic Processing Series 6)

OPTIMUM DREAMS AND ASPIRATIONS A fully known and agreed upon, large scale, worthy mission that will bring about the increase of goodness, honesty, knowledge, responsibility and survival of the dream maker and all who are connected to it. (Basic Processing Series 6)

OPTIMUM ENVIRONMENT The physical universe surroundings, including people, places, subjects, and things, in harmony with the goals of the individual and are a representation of his ability and accomplishment. (Basic Processing Series 6)

OPTIMUM ETHICS The full learning and assimilation of the knowledge of a subject or area so as to bring about the full use of the perceptions, intentions, and visualizations of that knowledge to create an operational plan that an individual, group, nation, or mankind can fully implement towards the greatest enhancement of life improvement, expansion, and mastery to encompass the greatest good for the greatest number of universes to attain a constancy of high Green Zone relationship and accomplishment. (Intelligence and Ability Restoration Series 9)

OPTIMUM IDENTITY This is an identity that is harmoniously coordinated with its mind, visions, intentions, perceptions and to you the spiritual being, and is consistently able to manifest its outcomes and what it wants into the physical universe in such a manner that it produces a general win-win Green Zone environmental phenomena. (Ascension Series 32a)

OPTIMUM IDENTITIES Those identities the being has knowingly chosen to create as the best combination to handle life and living. The identities in harmony with each other and the goals and purposes of the individual to maintain happiness and a sense of fulfillment. (Basic Processing Series 6)

OPTIMUM MAN A team of aware entities working in harmony. The team has a leader — **you**, the spiritual being. Optimum man has his and his team's attention bits focused on what they are trying to achieve. (General Series 14)

OPTIMUM MIND The mind operating in complete control and harmony with all contents known and understood. The mind able to help expand and interface with others so as to increase dramatically the happiness and prosperity of any identity the being wishes to manifest. (Basic Processing Series 6)

OPTIMUM MODEL Complete visualization of how everything would be once all the steps were completed and the goal achieved. It has the same purpose as the architect's model before a building is built. (Term List Series 13)

OPTIMUM OPERATING STATE The optimum operating state is high Green to Gold Zone; this combines the best control of present and future time. It also is the most comfortable way for you to be both in the physical universe and outside the physical universe. In that state you can use your telepathy, remote viewing and increased perception. (The Zones Series 8)

OPTIMUM SCENARIO Complete visualization of how everything would be once all the steps were completed and the goal was achieved. It has the same purpose as the architect's model before a building is built. (Games of Life Series 12)

OPTIMUM SPIRITUAL BEING A knowingly external being that has full control of his abilities and is operating at an increasing optimum level of potential, doing the greatest good for the greatest number. One who has full recall of everything. One who has all past knowledge available for use if needed, who can maintain a constant level of spirit of play towards life and livingness. (Basic Processing Series 6)

OPTIMUM VERBAL COMMUNICATION One that brings the person being communicated to and the communicator to a higher level of awareness of each other, leading to a high degree of friendliness, an increased respect, and a greater degree of comprehension. This is easily observable by both parties feeling better towards each other and the subject. (How to Upgrade Your Life and Relationships, Chapter Seventeen)

OPTIMUM VISION 1. Your optimum dreams and aspirations fully envisioned in the physical universe. This includes the state of your and others' objects, wealth, resources, income, friends, mood levels, expansion, position in society, happiness and success. It is a complete holographic image which optimally focuses your force into the mind and then body to manifest your dreams and aspirations in the physical universe. (Basic Processing Series 6) 2. A complete visualization of how everything will be once all the steps are completed and the goal is achieved. (Term List Series 21)

ORDER n. 1. A condition of logical or comprehensible arrangement among the separate elements of a group. 2. A condition of methodical or prescribed arrangement among component parts, such that proper functioning or appearance is achieved. 3. A sequence or arrangement of successful things. 4. A command or direction. (Ethics, Intelligence, Discipline Book page 5)

ORDER OF IMPORTANCE n. The logical, comprehensible and correct sequential arrangement from greatest to least value, significance or worth. (The Paradigm Matrix Book, Glossary)

ORGANIZATION This is a group of individuals, banded together with a common purpose to direct their force in correct sequences to produce a product or products that can be exchanged for something of value. (Organizing Series 1)

O.S.B. See: OPERATING SPIRITUAL BEING

O.S.T.P. = OPERATING SPIRITUAL TEAM PLAYER An operating spiritual team player is very different than an operating spiritual being in that it co-creates with other operating spiritual team players. An operating spiritual team player has a much higher level of responsibility as it is willing to be responsible for all players and parts of their games. An operating spiritual team player very much has its echelons in balance. An operating spiritual team player is willing to be cause or effect at will and pushes power along the lines. (Operating Spiritual Team Player Series 1) See also: OPERATING SPIRITUAL BEING

OUTCOME A result or effect; consequence. Outcomes are what come about from the implementations of the plans. (Paradigm Matrix Book, page 235)

OUT-ETHICS n. The unknowingness of, or less or no optimization of, or less or no good or harm for the greatest number of correct and precise spirit, knowledge, games, perceptions, intentions, visions, plans, whos, whats, wheres, whens, whys, hows, importances, values, moods, responsibilities, motions, and actions, with inaccurately predicted consequences, outcomes, and accomplishments. (Zones Series 1)

OUT-OF-BODY PHENOMENA The being does not leave the body but expands outside of the bodies being created and identifies fields of entrapment. To facilitate the ability to focus and concentrate attention so that the spiritual being can tune out distractions. This is an exterior concentration of life-force particles assembled in such a manner that the spiritual being can view anything at any place, in or out of this universe. This is what causes out-of-body phenomena. (Spiritual Literacy Series 5)

OUT OF COMMUNICATION The person abandons all the communication lines he has made, and the contacts he had. Out of communication is easily recognized by lack of laughter, sadness, seriousness, unhappiness, sour responses to opportunities, and constant criticism about friends and fellow teammates. His life will get worse. (How to Upgrade Your Life and Relationships, Chapter Three)

OVER-ACCESSED The activation of more of the ignored components of the spiritual being's paradigms than the spiritual being can comfortably handle. (Technical Series 16)

OVER-ACCESSOR 1. A being or group of beings who intentionally makes nothing of or or attempts to unmock another or group. 2. A person who maliciously or by sheer stupidity causes a spiritual being to consider that it is worthless, hopeless, useless, wrong, hateful, powerless, causeless, not responsible, out of control, unethical, plus all the attributes contained on the chart of game playing at Hostility or lower. 3. A being or group of beings who create painful or unpleasant feelings in another being or group of beings that trigger more accessing of the contents contained in the being's unconscious mind than the being or group can comfortable handle. 4. A being or group of beings who are opposed to your survival and goals. 5. An opponent. 6. An enemy. 7. A destroyer. 8. a saboteur 9. a chaos creator. (Operation Disaster Catalyst Series 1)

OWNERSHIP 1. The state or act of being an owner. (Executive Series 13) 2. Ownership = Possession. The liability of this is that in possessing, you also are possessed, thus trapped. (Gods in Disguise Book, Chapter 2)

OWN UNIVERSE 1. That which you can own, be responsible for, and control. 2. Your field or sphere, as of thought or activity, regarded as a distinct, comprehensive system. 3. The combination of you, as a spiritual being, your knowledges, your experiences, your levels of mastery, your level of integrity, your honor, and your truths. (The Zones of Life Book, Vol. II)

P

PAIN, TWO MAJOR CAUSES 1. Abrasive friction. This is the action of someone or something using counter-force, disruptive imagery, or rubbing or being in conflict against someone or something. Where you have abrasive friction you have a slow build-up of pain. It can take years to build up to a level of pain that produces a wanting or need to avoid the area. Abrasive friction-caused pain is a subtle, gradual accumulation of pain until it becomes unbearable, at which point you are forced to be absent or leave the area. Such problems as divorce, relationship problems, call reluctance, inability to finish a job, can't close, success reluctance, can't study, etc., are all caused by constant, long-term abrasive frictions. 2. Impact. This is the sudden forceful collision with someone or something that is stronger or more powerful than you. Such impacts cause shocks and collapsed universes. (Pain Series 1) See also: PAIN

PARADIGM 1. A paradigm is a model, an example, a pattern or a mental pattern. (How to Upgrade Your Life and Relationships Book, Chapter Eight) 2. Your current map that coordinates your spiritual power, your perception, your intention, your vision, your plans, and your implementations to attain the outcomes you want. Your vision programs your mind which in turn programs your body. These three factors, empowered by your spiritual power, create your life realities and outcomes. (Paradigm Technology Series 8) 3. The structure of an individual's, group's or nation's reality. It directs where and or what their life-force is focused. It is the map of how they will get from the initial dream to the final result. A paradigm defines what can be perceived, what is acceptable, and what is not acceptable. (The Paradigm Matrix Book, Chapter 1) See also: PARADIGM CREATORS

PARADIGM CAGES Basically, what a paradigm does to you is put you in a cage. It's an electronic cage. And inside the cage is certainty and prediction and knowledge and safety and comfort. And outside the cage is danger, unknowingness, fear, destabilization,

and disestablishment. Basically, outside the cage the domination state is: "I must not experience that." Inside the cage all is well – what you are willing to experience. (Lecture # 7 of the California 10-Day Course, 5 July 1991) See also: PARADIGM CREATORS

PARADIGM CHAOS CREATOR Someone who cannot work out the right people to connect to, places to be, things to have, times to be or do something, reasons for doing or ways to do things, or the correct mood to be in. As a result, he confuses commands, instructions, and communications, with everyone around him. (Paradigm Matrix, Chapter Thirteen) See also: PARADIGM CREATORS

PARADIGM CONFLICTER Is hostile toward your own or anyone else's dreams, goals, intentions, visions, plans or actions. This person feels that you, others, or life in general, are a big threat. He has a great problem seeing life as it really is. (Paradigm Matrix, Chapter Thirteen) See also: PARADIGM CREATORS

PARADIGM CORE The central, most important or effectual part of the paradigm that determines the nature, function, actions, purpose and outcomes of the paradigm. (Spiritual Being Competency Procedure Series 8) See also: PARADIGM CREATORS

PARADIGM CRASH 1. When a paradigm becomes overwhelmed by change or calamity, it causes the individual, group or nation to go into a major shock. This major shock stops the forward motion of the paradigm and it crashes. When a paradigm crash occurs, the effect is that of a collapsing of space, energy, time and objects. It is not just that something is wrong. It is the beginning of a multitude of wrongnesses. (The Paradigm Matrix Book, page 236) 2. This is a breakdown of the machine that the being has put together to coordinate the harmonious interplay with life, others, the physical universe, the spirit, the mind, the body and the intended outcomes. When this breakdown occurs, one loses vision in the area, which leaves the being prone to being run by others. Failure to monitor and maintain responsibility for all parts of the paradigm causes the being to lose control of their life and what they want to produce. They come under the control of outside forces and others, and their life will not work. (Public Education Series 2) See also: PARADIGM CREATORS

PARADIGM CRASHER 1. A general description of anyone or anything that threatens to lower, lowers, or makes less or nothing of one's optimum paradigms. This they do by directing life-force in a negative manner and running negative processes on the people and things around them. (The Paradigm Matrix Book, Chapter Thirteen) 2. Anyone or

anything that lowers, threatens to lower, or makes less or nothing of one's optimum paradigms. (Gods in Disguise, Chapter One) See also: PARADIGM CREATORS

PARADIGM CREATORS Every person is a Paradigm Creator. Every group is a Paradigm Creator. The ability of a paradigm to optimally aid your survival is what monitors the physical universe activity of a paradigm. A paradigm is only as valuable as it allows you to exist at a high level of Green Zone. The lower down the zones, the less value it has. See also PARADIGM CRASHERS, TACIT PARADIGM SABOTEUR, PARADIGM CHAOS CREATOR, PARADIGM SABOTEURS, PARADIGM DESTROYER, PARADIGM SHOCKER, PARADIGM CONFLICTER, PARADIGM DISESTABLISHER, PARADIGM THREATENER, PARADIGM ENHANCERS, PARADIGM DEVELOPER, PARADIGM PRODUCER, A SUCCEEDER, AN ABUNDANCER, A POWERHOUSE, AN EMPOWERER, AN EXPANDER, A MASTER

PARADIGM DATA ACCESS PATHS These are a series of communication paths which go into action immediately when communication takes place. These "paths" are communication paths from the person himself to his own reference data files containing his knowledge, visions, plans, skills, abilities, physical information, outcomes, levels of existence, etc., which are located in his mind. The person sifts through the data in these files and comes up with a response. (Training Series 9)

PARADIGM DESTROYER Someone who is absolutely opposed to your dreams, visions, plans, and your ability to implement them. He is your direct opponent or enemy; he hates you. He wishes you or anything connected to you to be dead, gone, destroyed. He sees and sculpts you as the enemy that is stopping him from reaching his goals. He will do anything to destroy you. He puts out false data about you, tries to trap you in compromising situations, acts as a false friend, and attempts to seduce you or your dreams. (Paradigm Matrix, Chapter Thirteen) See also: PARADIGM CREATORS

PARADIGM DISESTABLISHER Tends habitually to put things in the wrong place in the wrong time, and connects the wrong people with the wrong things. He tends to pull those around him down; seems to suck the energy out of anyone who is close. (Paradigm Matrix, Chapter Thirteen) See also: PARADIGM CREATORS

PARADIGM ENHANCER Anyone or anything that develops, enhances, raises, or makes more of one's paradigms. (Gods in Disguise, Chapter One) See also: PARADIGM CREATORS

PARADIGM MACHINES Paradigm machines are data assimilation machines; they handle trillions of bits of data every second. From this they conclude certain precepts, or rules, and these in turn are sent as commands to the body which then acts them out to produce outcomes. (The Paradigm Matrix Book, Chapter One)

PARADIGM MATRIX 1. That which makes up the living mold that sculpts your living physical universe identities, games, products, outcomes, and realities. (Gods in Disguise Book, Foreword) 2. A paradigm matrix is a mold that creates a paradigm box. The purpose of a paradigm matrix is to set up a paradigm machine to handle life, or more specifically, to handle very threatening situations in life. (Training Series 32)

PARADIGM SABOTEUR (PS) Someone who undermines and destroys your paradigms by stealth, using any covert means possible. The Paradigm Saboteur also sees you and your paradigms as their enemy but cannot face up to openly attacking you or your paradigms so masks the attacks in the form of help or friendship. Such things as mixing false data with true data or slanting the data to give an incorrect perception, an education system that graduates people from high school who cannot read or write, pushing drugs or alcohol in the guise of "having fun" or "being with it," passing or enforcing restrictive laws on everyone but those who enacted the laws, or any of the many other situations where "help" brings about a worsening of the situation. (Paradigm Matrix, Chapter Thirteen) See also: PARADIGM CREATORS

PARADIGM SEQUENCE The paradigm sequence is what creates reality from an idea, dream, or vision. (21st Century Marketing Series 3) See also: PARADIGM

PARADIGM SHOCKER Someone or something that creates such a shock to your paradigm that it completely immobilizes you and your paradigm, completely overwhelming you, your dreams, goals, intentions, visions, plans, and actions. This is done with so much negative force that it causes a shock. (Paradigm Matrix, Chapter Thirteen) See also: PARADIGM CREATORS

PARADIGM THREATENER This person constantly by-passes others, doesn't understand the form or structure of the organization, and doesn't abide by policy. He tends to look for and associate with malcontents, have a low level of integrity, and rationalize and justify his position. (Paradigm Matrix, Chapter Thirteen) See also: PARADIGM CREATORS

PARADOX n., 1. A contradiction of statement, behavior, aspect or action. 2. A seemingly contradictory statement that may nonetheless be true. 3. One exhibiting inexplicable or contradictory aspects. (Supreme Being Technology Series 1)

PAWN Someone who has decided not to reach out, not to decide, not to learn, not to motivate themselves. To hide away in a trivial position with little or no responsibility. (By-Passed Charge Series 10)

PERCEPTICS The means of perception. These would include all the perceptions available to the being and the body, i.e.: color, size, loudness, weight, kinesthesia, temperature, motion, sensations, mood, evaluation of importances, understanding, truth, value, etc. (Client Role Education Glossary)

PERCEPTION This is the spiritual ability to observe, experience accurately with full comprehension all perceptics such as sight, sound, color, motion, heat, cold, smell, taste, depth, spatiality, correctness of time, correct estimation of energy, correct volume of particles, direction, in-flow, outflow, stuck flow, and no flow. (Responsibility Series 20)

PERFECTIONIST A subtle abuser who destroys everything they come in contact with. They have no sense of gradients, it is all or nothing. The perfectionist invites abuse as they take forever to produce a product, consequently their life statistics are always low or non-existent. This betrays the team they are part of. (21st Century New Public Series 5)

PERMEATE v. 1. To spread or flow throughout, pervade. 2. To spread; penetrate; diffuse. 3. To flow through and penetrate every particle of the who, what, where, when, how and mood levels of an area of life with knowledge, truth, love, awareness and all spiritual virtues. (Holographic Permeation Series 1) See also: PERMEATION

PERMEATION The spiritual ability to experience and totally duplicate, recreate, own, be responsible for, and control, as well as be at one with the exact who, what, where, when, why, how, mood, and their interactions and interdependences and consequences. By being able to permeate, one achieves the highest level of knowledge. (Responsibility Series 20) See also: PERMEATE

PHYSICAL MANIFESTATION Physical manifestations are sourced by a piece of denied or hidden past that causes either an interruption, a misdirection, or a stop of a spirit's flow of life force to the body. (Life Animation Process Series 19)

PHYSICAL UNIVERSE 1. The physical universe is composed of particles, energy, space and time. (Paradigm Series 7) 2. This universe was the ultimate entrapment universe because it compacted beings into objects, and convinced them that physical universe objects were more important, more valuable, and more powerful than they themselves were. (Ultimate Breakthrough Series 12)

PHYSICAL UNIVERSE DUPLICATION The act or procedure of making an identical copy of an original using exactly the same formula, same material, similar time, with similar who, similar what, similar where, similar when, similar why, similar how, similar mood, similar space, similar form, similar energy, similar particles, similar feelings, similar motions, similar heat, similar cold, their interactions and interdependences and consequences. It is the physical replication, or physical copying of the original over and over. (Responsibility Series 20) See also: DUPLICATION

PHYSICAL UNIVERSE IGNORANCE Unknowingness or complete denial of the actual interaction of the flows of life-force particles and interdependence of the physically exact who (including his dreams, visions, plans, abilities, and outcomes), what, where, when, why, how, mood, importance, value, and consequences of those interactions and interdependences of physical universe objects and bodies. (The Zones of Life Book, Vol. I)

PHYSICAL UNIVERSE KNOWLEDGE Knowingness of the actual interaction of the flows of life-force particles and interdependence of the physically exact who (including his dreams, visions, plans, abilities, and outcomes), what, where, when, why, how, mood, importance, value, and consequences of those interactions and interdependences of physical universe objects and bodies. (The Zones of Life Book, Vol. I, Chapter Two)

PILE-IT-ON-TOP-OF 1. Nearly all methods of self help use a positive, Give them more knowledge approach, but omit the holistic area of the individual, who by this time may have lost his dream and now attempts to solve some imagined wrongness. This is an attempt to pile more knowledge on top of the situation or wrongness and bury, or so overwhelm the situation that it ceases to exist, or a do something else, and the situation or wrongness will cease to exist process. (The Paradigm Matrix Book, Foreword) 2.

There are several methods used in pile it on top of layering techniques. Method One is the lecture. Method Two is the media propaganda bombardment. Method Three is the self-help book route. (New Culture Series 1)

PLAN 1. Any detailed schedule, program, system, or method worked out for the attainment of an object. 2. A proposed project. 3. A systematic arrangement of details; an outline or sketch. The plan is what you have to do to attain the vision and dream. It includes what your products are, what you need to keep score of to observe whether you are winning or losing. (Client Role Education Glossary)

PLEASURE n. 1. The feeling of fulfillment or sensation of gratification experienced when you or someone wants something and you or someone gets exactly what was wanted, when it was wanted. 2. The feeling of fulfillment or sensation of gratification experienced when you or someone does not want something and you or someone does not get what was not wanted. (21st Century New Public Series 12) 2. A basic source for having pleasure is "receiving what you want." A basic source for giving pleasure is "helping someone get what they want." Pleasure is the highest of spiritual, mental and physical rewards. (21st Century New Public Series 9)

PLUGGED-IN STATE When an individual is stuck in a past incident and is dramatizing the moods, observations, decisions, actions and accomplishments of the past incident, the first incident can be so powerful that it takes over and controls the individual's whole behavior. It is somewhat similar to a looped section of film that plays over and over again. When a person is plugged in, the present time environment becomes foggy and slightly to very unreal. This makes the individual very mistake or accident prone. (Mind Series 4)

POLARITY CONFLICT That is generated by the rapid changing of particles backward and forward from positive to negative polarity in a repeated, violent manner, causing unpleasant sensations. (Pain Series 1)

POLICY 1. Any plan or course of action adopted by a government, political party, business organization, relationship, family partnership or the like, designed to positively process, influence and determine Green Zone decisions, actions and accomplishments. 2. A course of action, guiding principle or procedure considered to contribute to the greatest good, the highest responsibility, the expansion and acquisition of knowledge, and the most survival of activities. 3. The rules of the game. 4. Winning precepts. (Policy Series 1A)

POSITIONER BEAM This a combination wavelength that contains attractor-repeller beams that when directed at a particle or particle holds them in a fixed relative position. Examples of this are: the gravitational and inertia forces between the sun and the earth that hold the earth in orbit around the sun; light waves in that they are emitted outward (repelling) and reflect back (attracting) thus positioning the particle(s) they reflected from. (Spiritual Literacy Series 12) See also: ATTRACTOR BEAM, REPELLER BEAM

POSITIVE COMMANDING That ability that directs attention and life-force particles in such a manner as to cause a creation to come into being. (21st Century Marketing Series 2)

POSITIVE FLOW Intention, vision, creation, or mock-up, plus operating with unconditional power and action at constant high mood levels. (Supreme Being's Honor Series 3)

POSITIVE FORCE Positively controlled flow of force is giving direction to particles and energy that control the starting, changing, and stopping of that which is desired or wanted in a specific space, at a precise time, in an exact form. (The Paradigm Matrix Book, Chapter Twenty One)

POSITIVE LIFE-FORCE PARTICLES The life-force particles of which an individual has comprehension and control over can be used to attain what the person wants, and are thus positive life-force particles. (The Zones of Life Book, Chapter Three)

POSITIVE PROCESS 1. That series of actions or changes of functions that brings about your intended end or result. 2. Ongoing, upward movement in the direction that you intended. (Introduction to Processing Book, page 3)

POTENTIAL Your potential is your available positive life-force particles. The discovery of your life-force particles is a momentous breakthrough in the subject of correctly predicting the future, for it is the investment of life-force particles that creates future events, future greatness, future pleasure, and future joy. (Gods in Disguise, Chapter Four)

POTENTIAL PARADIGM DISRUPTER (PPD) Someone who is interfering with the smooth running of your paradigms. This has the liability of causing you to come up with the wrong answers, thus making mistakes. (Term List Series Glossary)

POVERTY n. 1. The unknowingness of, or the immobilizing, losing, degraded or disastrous outcome of too many bad investments of time, effort, money, or life-force particles into incorrect and untrustworthy whos, whats, wheres, whens, whys, hows, importances, values, moods, responsibilities, motions, actions, accurately predicted consequences, outcomes, and accomplishments. (Zones Series 1) 2. The negative abusive aspect: You do not have enough of something you need, or there is a complete absence of what you want. (21st Century New Public Series 25)

POWER 1. The ability to hold a position. Double power is the ability to hold two or more positions. This is what you are doing when you separate areas into Green and Red Zones. (Solo Processing Series 2) 2. The ability to take, maintain, and enhance a position and, from that position, direct a flow of force toward a specific outcome. (The Paradigm Matrix Book, Chapter Five) 3. Power has two basic manifestations: (a) To attain objectives, and (b) To deter or stop opposition. (Gods in Disguise, Chapter 4) 4. Power is more than just directed flows of positive life-force particles. It also contains: (a) The awareness of the effects that are created by the directed flow of force; (b) The knowledge of how to direct the flow of force and produce the required outcomes; (c) The ability to focus your own and other's attention so that they are out of harm's way, so that the use of life-force particles doesn't damage anyone. (Gods in Disguise, Chapter 4)

POWERHOUSE, A A person at this level is winning in all areas of life. He has proven himself in the market place. He uses his power superbly. His direction of flows of life-force particles is done in a very friendly, warm, yet extremely positive manner. A Powerhouse tends to push into new areas and new performances, connecting to new people and new subjects. He expands his base and has a strong ability to hold a position. A Powerhouse is very confident and operates with positive action. He usually has a team of people that helps him produce high-quality products with optimum efficiency. As a leader the Powerhouse is excellent, though he tends to be a little too strong for some people; mediocrities would like to tear him to pieces. See also: PARADIGM CREATORS

POWER IDENTITY 1. This case level knows he is the owner of his own universe, but has to drive himself and others forward to maintain that ownership. (Gods in Disguise

Book, Chapter 11) 2. An identity created by the being. (Case Advisor Series 4)

POWER PROSPECTING An excited, enthusiastic, effective, high-velocity contacting and reliable handling of new clients' or new staff members' attitudes, emotions, responses and products. Prospecting is how one looks forward to the future. (Power Prospecting Series 1)

PRACTICE 1. To do or perform something repeatedly in order to acquire or polish a skill and attain mastery. (Secrets Book, Preface) 2. A practice is the producer of a product or products that delivers something of value and supplies and enhances what was needed or wanted by the client. (Practice Building Series 1)

PRECEPT 1. A prescribed rule of conduct or action; instruction or direction. 2. Instruction or direction regarding a given course of action, especially a maxim in morals. The basis and source of a belief system. (Study Series 3) 3. A substitute for **you**. It is a substitute of your perception, because you've perceived through the precept. Precepts are the basis for all study problems. The basic thing about a precept is it is a form of not being there. The precept is there, and you're not. (Lecture: "Comprehension of Precepts," January 22, 1993)

PRE-SELECTED OPPOSITIONS That which you have selected in the past either by negative feelings, emotions or previous negative events. An area or person you actively dislike, hate or you are hiding extreme hostilities against. (Ascension Series 13)

PRESENCE 1. Is best defined as you, the spiritual or god-like being, being fully aware, and at the optimum mood level, here. Hereness is best defined as, at this place, at this time, which can span past, present, and future. The more able the being, the longer the time span. At all times, hereness includes nowness. Optimally, hereness includes spanning a little past, all of now, and the extended future. (Effective Communication Series 12) 2. The state or fact of being spiritually present. 3. Immediate hereness in this time or this space. 4. The area immediately surrounding a great personage, especially a sovereign granting audience. 5. A person who is present. 6. A person's manner of carrying himself; bearing. 7. A supernatural influence felt to be nearby. 8. Spiritual hereness at this time, in this space. (Responsibility Series 20) 9. Your state of continuous arrival or being here. 10. Your ability to fully own, be responsible for, control, and embrace the total consequences of all composite parts of a paradigm. For example: the ability paradigm of spirit, perception, intention, vision, plan, implementation (action), and outcome (must match vision). (Prosperity Series 1)

PRESENT-TIME PROBLEMS "Locked in mortal combat" present-time manifestations stemming from a combination of stuck in the having to play the wrong game with the wrong players, unpleasant sensations, intentions and forces colliding with counter unpleasant sensations, counter intentions and counter forces causing intense friction, heat, cold and ultimately pain. Constantly at war with and obsessively fighting known or unknown enemies. (Non-Permeation Series 1)

PRETEND TO BE-ER OR FALSE IDENTITIES One that cons you into believing they are wearing their hats or roles, but you are constantly experiencing huge problems that keep crashing into your universe and tying up your attention until you no longer can live your dreams. (Potential Levels of Existence Series 10)

PRETENSE 1. This is a false form of knowing. (Knowledgism Series 1) 2. The negative abusive aspect. This is a false and pretended activity, "a going through the motions." This is an attempt to avoid any responsibility or ownership of what is being done. This produces a not-wanted something. (21st Century New Public Series 25)

PRIME AXIOM That which the being considers the most worthy subject in the universe. (Prime Source Axiom Series 0)

PRIME IDENTITY The major, positive, powerful, expanded, present time, harmoniously coordinated spirit, mind and body physical universe identity. Specifically created and designed by the being, to optimally implement the being's prime Codes, dreams, visions and aspirations into the physical universe. (Prime Identity Series 1)

PRIME SOURCE AXIOM WORTHY SUBJECT A vast, powerful position that precedes everything that the being has ever created or done. It is the very essence of the being and must be fully permeated, owned, full responsibility taken, and the return of complete control. (Prime Source Axiom Series 3)

PRINCIPLES These really are the qualities of being, doing, and beauty that you cherish the most spiritually. (Internet origination 12-11-96)

PROBLEM 1. An intention countered by an opposing intention, or a force countered by an opposing force. In other words, the client wants one thing to happen and

something or someone in his life is preventing that from occurring. This could be as bad as someone in the client's life opposing him getting better. (Consulting Series 14) 2. "Any problem, to be a problem, must contain an unknown." (Power Leadership Series 1) 3. The anatomy of a problem. The simple fact of having a goal, purpose, intention, or dream being opposed by an opposite or non-aligned activity creates a problem. (Potential Levels of Existence Series 10) 4. A problem is a **stop** of some kind. Behind it lies one or more of the following combinations: **decision – counter-decision, person versus person, force versus force, idea versus idea, intention – counter-intention, opponent – counter-opponent, thought – counter-thought.** (Action Series 4)

PROCESS A series of actions, changes or functions that bring about an end or result. (The Zones of Life Book, Vol. II) See also: POSITIVE PROCESS, NEGATIVE PROCESS

PROCESSOR n. A person trained to apply specially researched and designed positive processes. (Client Role Education Glossary)

PRODUCE v. 1. To bring into existence. 2. To create by physical or mental effort. 3. To give rise to; cause to occur. (Intelligence and Ability Restoration Series 9) 4. To create one's product in such a way that it is of value, is that which was promised to be, is of high quality and can be exchanged for something of value. (Policy Series 4)

PRODUCT Something that is complete and of high quality that can be exchanged for something of value. This can be a service or thing. (Power Marketing Series 1)

PRODUCTION n. 1. The process or act of producing. 2. Something produced. 3. The creation of value by producing goods and services. (Intelligence and Ability Restoration Series 9)

PROFESSIONALISM 1. The characteristic behavior, state, condition or quality of one who practices, practices, practices until a high degree level of mastery, standards or ideals have been met. (Coaching Series 2) 2. The setting and maintaining of a holistic vision, then mastering the pieces. And never, never, ever quitting or settling for mediocrity. (The Paradigm Matrix Book, Chapter 11)

PROFILING The sophisticated, state of the art fortune telling. It deals with the

prediction of pasts, present and futures. A Red Zone graph or column is a prediction of future disaster. The person will recreate again and again the Red Zone Level of Existence until its source is found and eliminated. (Policy Series 18)

PROGRAM The sequence of major actions needed to do the plan. (Decision Series 6)

PROGRAM INCIDENTS A program incident can be environmental, educational, or abuse activated. A person can be programmed to be mediocre or a failure by the people they were associated with as they grew up, or are presently in agreement with. Many environments demand that a person dumb themselves down. (Knowledgism Series 1)

PROMOTE To make something or someone known and well thought of. (Policy Series 4)

PROSPERITY n. 1. The abundances of correct and precise spirits, knowledges, games, perceptions, intentions, visions, plans, whos, whats, wheres, whens, whys, hows, importances, values, moods, responsibilities, motions, and actions, with accurately predicted consequences, outcomes, and accomplishments. (Zones Series 1) 2. When or where there is an abundance of something. To many it just means an abundance of money, but that is a very narrow view of prosperity. You can have an abundance of love, friends, land, cars, honesty, integrity, energy, subject literacy, knowledge, data, identities, skills, abilities, games, etc. (21st Century New Public Series 25) 3. The attaining an abundance of what you wanted. (21st Century New Public Series 9)

PROTECTOR FIELD This is an amalgamation of particles so arranged as to set up ridges, barriers or repellers to control a region to keep other unwanted particles from entering the region. Examples of this are: the earth's ionosphere; normal parental feelings towards offspring; (Spiritual Literacy Series 12)

PSYCHIC BOX Almost **all** people are implanted or programmed by the culture they grew up in. This acts as a psychic box. This sets your reality magnets that filter out any perceptions or opportunities that exist outside the psychic box and monitors what is acceptable to you and your psychic box. This monitors your beingness, doingness, and havingness, which, in turn, pre-positions you in life to choose the environment you are sitting in = "your present time." (Paradigm Technology Series 30)

PSYCHIC C.A.R.D. (CONTACT, ACTIVATION, REPLICATION, DEACTIVATION) As you expand your dynamic presence you will begin to make contact and cause others to activate areas of force. These activations trigger involuntary past creations. These past involuntary replications contain a great deal of force, pain, unpleasant sensations, abuse, confusion, charge and trapped life-force particles. You could call this being dealt a psychic C.A.R.D. (Psychic Card Series 1)

PSYCHIC LENSES The aware mind acts as a data base for the creation of psychic lenses. These psychic lenses are used to focus (concentrate) and project the being's concepts into the physical universe. The being holds still (no motion) the conceptual image so formed, focussed and projected as a means of gathering others to agree and contribute to the conceptual image, thus bringing about the concept of reality. (General Series 11)

PUBLIC The public is a generality and can be quite overwhelming if you don't break it up into easily confrontable pieces or identities. The public of this planet is composed of billions of individual identities. These identities have everything wrong with them that all of us have had wrong with us. (Responsibility Series 16)

PURE LIFE-FORCE PRESENCE Pure life force presence has a total absence of, or position in, mass, motion, particles, magnetism, energy, time, and space. It has the ability to permeate, perceive, intend, create, and position itself. (Axiom Series 1)

Q

QUANTUM The smallest, indivisible unit of energy or light that can be called a particle. It is an invisible vibration, "ghost," or "spirit" of energy. A quantum, then, could be defined as a fragment of you, the spiritual being, after metamorphosis. A quantum is pure, it is prior to any formulation of life-force. It has no mass, is not placed in time, is not placed in space, is prior to energy, and has the ability to be created into a something. Quanta: plural or multiple of quantum. Power source is the quantity of available quanta. (Spiritual Literacy Series 9)

R

RAGE Is located above masked rage. This person has some available attention bits, but these are used destructively. When the environment kicks back at him too hard he will easily go into masked rage. This person is seeking to destroy everything in his path. His attention bits are tied up on what has enraged him. He can achieve objectives when motivated by "getting even," he needs to be right and cannot see another point of view. Contact is destructive. (Power Marketing Series 19)

REALITY 1. A spiritually created holographic illusion or holographic image that has become solid. (21st Century New Public Series 4) 2. The psychically staged, agreed upon, event or object that has stemmed from telepathically projected images. (21st Century Marketing Series 3) 3. Reality is made by agreement. Agreement is created when two or more similar or identical images are projected and fused. The more similar or identical images that are fused from more sources, the more solid the agreement and the more real the reality. Reality is not truth. The more solid the reality, the more untruth it contains. (Gods in Disguise, Chapter Ten)

REALIZATION A phenomenon that precedes the transition from not owning a datum fully to full ownership of the datum. A realization is a rearranging of position, idea, thought, emotions, awareness of unowned data to fully owned data. The easily observable signs of a realization are: **Verbal:** "Ah-hah," "I see," "That's what that is," "That's how that works," "That's what that means," or similar positive statements. Ability to connect with other data. **Body Language:** Smiling, laughing, alertness, moves faster. **Mood Changing:** Cheerful, bright, happy, certain, positive, active. (Executive Series 14)

REASONABLENESS 1. A subtle form of tacit sabotage. If you refuse to handle or pretend or take the easy way out and buy the false explanations and excuses, or falsely justify any mistake or failure, you have accepted the images and agreements that you are ineffective, stupid, no good, and a failure. This will be your reality of yourself and you will also project those images of yourself to others. (Responsibility Series 10) 2. Reasonableness could best be defined as that conclusion that is made to justify, explain or rationalize an action, decision, conviction, a happening, an event, a cause, a why, or the motive for living. (The Zones of Life Book, Vol. II)

RED ZONE Being in the wrong place at the wrong time, connected to the wrong whos, whats, wheres, whens, hows, and whys, doing the wrong actions, and using the wrong

intentions and moods. Poor or destructive people and communication skills, and distrust of people are prevalent. Wrong data, fixed ideas, prejudices, and the use of knowledge as a weapon abound. All life-force particles have become negative, being trapped in past, unwanted experiences. Fights positive flows of life-force causing turmoil and negative diversions. There is no happiness, no money, no space, no time, but lots of failures. Levels of Existence are hostile and below. Major portion of life urges are in Red Zone. (Basic Processing Series 4) See also: THE ZONES

RED ZONE PARADIGM A hostile, unknowingly fixed pattern of incorrect, painful or combative perceptions, destructive or counter intentions, uninspected models, incorrect plans, and automatic implementations that create problem or conflict causing products or results. (Paradigm Matrix, Chapter Eight) See also: RED ZONE

REJECT To refuse to accept or recognize; to refuse recognition. These actions cause the unpleasant sensations of friction and pain. (Pain Series 9A)

RELEASED STATE The person has moved away from past earlier-similar; the emotions, attitudes, precepts, oppositions at this time do not affect the individual. (Mind Series 1)

RELUCTANCE Stems from the inability to take, maintain or expand a position. (Power Prospecting Series 11)

RELUCTANT CONTACT 1.a. The unwillingness of two objects or surfaces to come together or touch. b. Unwillingness to touch. (The Paradigm Maps Book, page 18)

REPELLER BEAM This is a specific wavelength flow of energy or particles outward or away from the generator or source of the beam. Examples of this are: the repelling force of like magnetic poles; the thrust of a jet engine; and of resentment, hate and ugliness. (Spiritual Literacy Series 12) See also: ATTRACTOR BEAM, POSITIONER BEAM

REPRESS 1. To hold back; restrain. 2. To suppress; quell. 3. To force (memories, ideas, or fears, for example) into the unconscious mind. (Client Role Education Glossary)

RESERVED Above boredom. The reserved person has a fair amount of action, a limited expectancy, studies well but does not push self, does a good job until it is mastered, is emotionally inhibited, makes up own mind and is what he says he is. Truthful to a degree, he does not like to hurt people and therefore tells "social lies." He is an excellent team mate; one knows where one stands with such a person. He tends to drive super-ambitious people crazy. Good duplication, happy familiarity and safe contact. (Power Marketing Series 19)

RESPONSIBILITY To be legally or ethically accountable for the care and prosperity of another. The ability to act without guidance. Being the source or cause of something. Able to make moral and rational decisions on their own and able to be answerable for the effects those decisions cause. Able to use good judgment to act. One who does not wait for orders to act. (Executive Series 1)

RESTRAINED DREAM A repressed, limited or restricted aspiration or ambition. (The Paradigm Maps Book, page 2)

RESTRAINER A restrainer causes an individual to act at a lower level of potential, thus causing a worsening of his level of existence. The major restrainers are contained in the precepts the individual has made based on incorrect data. (The Potential Levels of Existence Series 7)

RESTRAINING PRECEPTS Rules or principles imposing controlled, repressed, or restricted standards of conduct. (The Paradigm Maps Series)

REVERSED PARADIGM When a major shock occurs to a person, group or nation it causes the paradigm to stop working. If it is a cataclysmic shock, it not only destroys the paradigm, it causes the person, group or nation to adopt a reversed, negative, Red Zone copy of the paradigm which will eventually destroy the individual, the group or the nation. The individual is now operating on a paradigm that is 180 degrees in the opposite direction from the one they were operating on before the crash. (Paradigm Matrix Book, page 237)

REVERSE MODELER The vast majority of people model in reverse. That is, they see something they don't like and don't want to experience, and then model to not be like that. (Games of Life Series 12)

RIGHTNESS When you or another is "being right" often the truth and correctness disappear. "Being right" becomes a substitute for the truth and correctness. It is convenient. The rightness has degraded to what is convenient. No longer is the rightness based upon truth or correctness. As the person's rightness degrades, so does the person's identity degrade. (21st Century New Public Series 9)

ROBOT Toxic outside forces and toxic others create your identities by overwhelming you and robbing these negatively-created identities of any positiveness. Thus, because you are desperate for positiveness, you must rely on others to provide you with positiveness and tell you what to do. This is the robotic worker, the co-dependent, the follower, the loser, the victim, the addict, etc. (Prime Codes Games Matrix Series 14) See also: **NEGATIVE FREE RADICAL IDENTITY**

ROBOTIC Person has no available attention bits and the identity being sourced and created by another, others, a culture or the environment. (Spiritual Literacy Series 11)

ROLE 1. The role you are wearing is the prime creator of your life realities. Poverty or wealth depends totally on the role you choose. (21st Century Marketing Series 3) 2. The position, job, or function one holds in a given activity or performance in relation to the other participants. It includes all the duties, rules and actions of the position. (Full Role Education Series 1)

ROLE EDUCATION The action, exercise, on the job training and knowledge that allows an individual to progress upward toward full mastery and craftsmanship of his role. (Introduction to Processing Book, page I)

S

SABOTAGE Undermining of products, people, places and subjects. (Ethics, Intelligence, Discipline Series) See also: **SABOTEUR**

SABOTEUR 1. One who acts covertly and most often pretends to be your friend or ally but usually enters in distractions and ways to tie up or divert your attention into other areas until you no longer have enough attention to follow and implement your dreams. (Potential Levels of Existence Series 10) 2. Saboteurs are individuals or gangs that cause

your present creation to disestablish and force you to compulsively and involuntarily replicate past "get even" replications. (Ascension Series 13)

SADNESS Sadness is above lethargy. A person that is sad has usually had several major losses in the past and has his attention bits jammed into these losses. He communicates in a sad manner, moves slowly, has little awareness of those around him, perceives only the bad and the wrong, drains the energy of those around him. His attention bits are locked into losses, has a very poor ability to duplicate, the only thing that is real to the person is sadness and he is unwilling to contact people, places or subjects. (Power Marketing Series 19)

SAFE SOLUTIONS You can be threatened in many ways, but the two most constant are being victimized or abused by someone, or being obsessed in an area, such as being over active sexually or doing some sort of behavior that you don't want to do, that if found out could ruin your reputation. This causes you to feel threatened. This threatened feeling is accompanied by a heavy feeling of a sense of loss. In order to alleviate this series of unpleasant feelings, the being involuntarily creates safe solutions. Some typical safe solution replications are: being normal, poverty, dependency, non-identity, nothingness, hiding out in masses, loneliness, etc. (Obsessive Counter-Creations Series 2)

SANITY Sanity of a being or a team has to include how you are creating the present and the future. The farther into the future you extend your intentions and creations, the saner you are. Beings stuck in the "now" are considered to be neurotic. Beings stuck in the past are considered to be psychotic. (Home Universe Series 2)

SATISFACTION n. The gratification of having the want fulfilled. (Term List Series 32)

SCARCITY The area of biggest scarcity is an unsolvable problem, the person, place, thing, situation, etc. that the person feels is unconfrontable and won't do any deterrents on. (Prosperity Series 2)

SCOREBOARD A scoreboard is a board used to display statistically, using graphs, the amount a team or player has achieved within a specific period of time. A scoreboard shows the overall statistics in an area; every role should be scoreboarded. This gives an executive an overall picture of the organization. (Scoreboard Management Series 1)

SCOREBOARDING The present time creation of an organization or individual mind. With sufficient understanding and competent personnel, the use of scoreboarding can predict long term futures. (Potential Levels of Existence Series 4)

SCOREBOARD MANAGEMENT Scoreboard Management is the technology of breaking down an organization into all its component parts, allowing each player to break down his area of responsibility into all its component parts, and keeping track of the statistics of each component part on a scorecard graph. At the end of each week, one has a complete statistical picture of the production, quality, and income of all aspects of his or her areas of responsibility. (Scoreboard Management Series 1)

SCORECARD A scorecard is an individual graph. (Scoreboard Management Series 1)

SCORES Statistics, the amount being done. A method of keeping track of production and products and relating them to previous periods of time to see if they are going up or down. (Games of Life Series 12)

SELECTIVE KNOWLEDGE Being discriminating about that which is known. Only knowing what one wants to know. Having a selected or chosen understanding. Unwilling to know what can be known. (Paradigm Maps Book, page 12) See also: KNOWLEDGE

SELECTIVE PERCEPTION 1. Choosing only what one wants to see, smell, taste, hear, feel, or know. (The Paradigm Maps Book, page 8) 2. Selective perception is a failure to fully observe or sense what is really there. People who suffer from selective perception distort reality and the truth. Even more destructive, the selective perceiver super-imposes their false ideas into what they believe they perceive. (21st Century New Public Series 9)

SELF-CREATION The ability to create, own, and be responsible for your own full existence. (Responsibility Series 21)

SELF-DESTRUCT When a being harms another or others he has violated his own code of ethics. He will seek to restrain himself. So basically good is he, that to be responsible for the survival of the greatest number he will seek to destroy himself by creating a Red Zone paradigm. This is the basis of someone seeking to self-destruct.

(Full Role Education Series 7)

SELF-RESPECT A vital key to self-respect is: always deliver what you promised, when you promised it and where you promised it. Lucky is the person who has true deep self-respect, for they can be capable of true love. They can also feel deserving of rewards and the having of what they want from life. (21st Century New Public Series 22)

SELF-WORTH Self-worth or self-esteem is basically how you feel about yourself. How well have you run your life? Have you done what you know you should have done? Are you living up to your potential? Are you living your dream? These questions and many more make up your assessment of yourself. (Power Marketing Series 10)

SENSATION n. A perception associated with stimulation of a sense organ or with a specific bodily condition. (Paradigm Matrix Book, page 238)

SEQUENCE OF ACTION The sequence of action is Intending → Visioning → Beginning → Continuing → Completing. (Secrets Book, page 56)

SEQUENCE OF WINNING The action of perceiving what is wanted, intending to produce what is wanted, envisioning what is wanted, planning how to attain what is wanted, implementing the actions necessary to produce what is wanted and achieving the intended result of what is wanted at the quality, quantity and viability expected. (Coaching Series 1)

SERVICE FACILITATOR n. A person who helps get the want or supplies the want. (Term List Series 32)

SEVEN MAJOR WANTS OF MAN Prosperity; success; happiness; omni-worthiness; dynamic effectiveness; mastery; a worthwhile, meaningful game to play. (21st Century New Public Series 25)

SHAM-ATEURISM n. A "sham-ateur" is one who plays half-heartedly, inconsistently, takes the easy way out, rarely practices, resents authority, and pretends to go through the motions. A "sham-ateur" is someone who never commits and who never gives their all. (Coaching Series 2)

SHATTERING The "shattering" is a **going absent** state. A broken relationship, a bankruptcy, a divorce, a war, an attack, are all evidence of a "shattering." To have a "shattering" there needs to be a prior "co-existence." (Ultimate Breakthrough Series 40)

SHOCK This is the end of the game, a point of collapse. Handle the shock and you handle the person's ability to create. (Lecture: "What Are You Handling In Processing" - December 16, 1998)

SHORT CIRCUIT Client unable to communicate, unconscious, comatose, usually in great psychosomatic pain and unpleasant sensations. Client not available. Absent. (By-Passed Charge Series 1)

SHORT-CIRCUIT IDENTITY The Short-Circuit Identity is a cousin to the Free Radical Identity, but is deadlier because it stops motion and life. It also prevents processing technology from working. That identity is created when a being's negative point A's and its positive point B's have been collapsed together. These collapsed positions cause a short-circuit and stop the flows of life. When the flow of life is interrupted and stopped, the being goes **dead** in the area. The collapse and resultant short-circuit is always accompanied by intense unpleasant sensations and pain. (Pain Series 35)

SIZE OF GAME 1. It is impossible to have a game with people that are too much inferior in strength, intelligence or skills. One reduces one's own intelligence and strength in order to be able to play and remain in the game. To play a bigger game it is vital that the being upgrades his communication lines and the people he communicates to. This will upgrade the being's game. (Power Marketing Series 17) 2. The size of game involves the following attributes: (i) ability to play games, (ii) decision level, (iii) reservation level, (iv) group. (The Zones of Life Book, Vol. II)

SKILLS Those accomplished abilities that enable the role player to produce a quality product. (Full Role Education Series 1)

SKILLS ANALYSIS A profile of your viewpoints and how you utilize or restrain your basic life skills. Each column covers twenty specific skill questions. The way you answer creates a score. This gives us a specific set of guidelines as to your **real** life strengths or weaknesses. By capitalizing on your strengths, you can vastly improve your

future. By knowing your weaknesses you can set about getting them handled step by step. (Test Education Series 4)

SOCIAL-EDUCATIONAL CONDITIONING Those actions and behavior patterns, done without an individual's awareness, that stem from his being conditioned by the enforced realities of authorities, parents, or teachers. (The Zones of Life Book, Vol. II)

SOMEONE ELSE'S GOAL Having another person's purpose toward which one's endeavor is directed; another's end or objective. (Paradigm Maps Book, page 22)

SOURCE DATUM A source datum is the basic building block of any creation. Good creations or bad, all have at their point of origin, a source datum. Source data are how beings create thought. It is that point at which an area or condition is intended into existence. (Life Animation Process Series 17)

SOURCE POINT n. 1. A place or thing from which something comes or derives; point of origin. 2. One that causes, creates or initiates something; an author; a maker. (General Series 13)

SOVEREIGNTY Being able to be the god or supreme power capable of creating, owning and being the controller of our own universe. Total sovereignty over one's own universe would include the ability to span and permeate the spectrums of the mood scale, but would also include the ability to naturally emanate love, warmth, positiveness, validation, appreciation, knowledge, truth, trust, honesty and, above all, the ability to honor one's codes, virtues, integrity, and principles. (Cults Series 24)

SPECTATOR Absent. The individual can't be there. Nothing interests him. He does not have a game he wants to play. Cannot get involved. Outside, looking in. No concentration. (Full Role Education Series 6)

SPIEPIR 1. *Spirit* → *Perceive* → *Intend* → *Envision* → *Plan* → *Implementation (Action)* → *Result* is known to us by the acronym, SPIEPIR. (The Life Animation Process Series 0) 2. The basic purpose of SPIEPIR is to unlock your denials, trapped life-force particles, and environmental sabotages of what you are, who you are, and recover the incredible basic tools and skills inherent in every being, so that you can be - do - have all that you can be - do - have. (The Life Animation Process Series 16)

SPIRIT 1. You, the life force, the power, the strength, the awareness, the knower, the perceiver, the intelligence. (By-Passed Charge Series 7) 2. n. The vital principle or animating force within living beings. A causative, activating, or essential principle. 3. The life force. (Home Universe Process Series 8) 4. n. The life force, you, the one who perceives what exists and what is needed and wanted. (Paradigm Matrix Book, page 238)

SPIRITA A specific quantity of whole free spirit that is not engaged in any perception, creation or action and that is free from the physical universe but is available as needed. A quantity of you. (Ascension Series 13)

SPIRIT KILLERS There is a particularly virulent type of being that infiltrates and destroys the spiritual nature and the willingness of a group or being to help. These virulent beings are spirit killers. The spirit killers have a tremendous fear of another or others being fully themselves; they themselves are terrified of being fully themselves. They suffer greatly from fear. Fear of themselves. The common denominator of the spirit killer is, they always want to be someone else, or somewhere else, thus, they are secretly doing what they are doing, which is falsely being. (Responsibility Series 17)

SPIRIT OF PLAY Is above artistic. At this mood level action and motion are in pure harmony with thought. The thought gets instant compliance; action. He has immense command over environment, his attention bits are at control. Life is effortless, he is a champion at any game chosen, has instant duplication, subject mastery and superb contact. (Power Marketing Series 19)

SPIRITUAL BEING 1. You, the life force. (Spiritual Literacy Series 1) 2. A spiritual being when they have presence appear to occupy both space and time. Somewhat like a bubble. The inside of the bubble could be called the amount of presence. The bigger the bubble, the greater the presence. (Spiritual Literacy Series 22) 3. The Empowerer: this is the spiritual being himself. He is the chooser of the game, the game maker or unmaker. He can be responsible for all parts of the game. He has tremendous power, strength, and intelligence. He chooses what position, what level of existence, what to know or what to not know and who to be or not to be in the game of life. (Case Advisor Series 4)

SPIRITUAL DEFENSE MECHANISMS Automatic counter creative responses against abuse. The abuser is creating and projecting an unwanted want into your space and time, against your will. Thus the abuser is forcing you to exert your will to counter

create with even more force to push or project the unwanted want out of your space and time. (21st Century New Public Series 15)

SPIRITUAL DUPLICATION This is an exact recreation of someone or something that is an additional creation of that someone or something with its own who, what, where, when why, how, mood, space, time, form, energy, particles, feelings, motions, heat, cold, their interactions and interdependences and consequences. This additional exact creation is what allows for vanishment because it releases the being from the scarcity of only one and allows the being the recognition that they can create, own, and be responsible for what has been created, thus bring about the power of choice whether to keep it created or cease to create it. (Responsibility Series 20) See also:
DUPLICATION

SPIRITUAL HAVING Spiritual having is the ability to causatively handle by being willing to assume full ownership and control of an exact or multitudes of exact who, what, where, when, how, motion, effort, interaction, and or mood level of locations, subjects, objects, someone or something. (Knowledge and Having Series 1)

SPIRITUAL ILLITERACY The single greatest source of man's inability to handle life, himself, and his relationships with others and his environment. You, the spiritual being, have been substituting all sorts of things for yourself, so when the knowledge is presented to you, it will be blocked by the previous false data or substitution. (Spiritual Literacy Series 1)

SPIRITUAL KNOWLEDGE The awareness and consciousness of the interaction of the flows of life-force particles and interdependence of the exact who (including his dreams, visions, plans, abilities, and outcomes), what, where, when, why, how, mood, importance, value, and consequences of those interactions and interdependences. (The Zones of Life Book, Vol. I, Chapter Two)

SPIRITUAL PROCESSING The definition of spiritual processing is a series of spiritual processes or spiritual actions that lead to an enhanced spiritual awareness and spiritual end result. A greater presence of spirit. Spiritual processing is an adventure, a discovery and enhancement of one's own spiritual self, of one's own higher and present time universes and the increasing of harmonious inter-relationships with other spiritual beings and their higher and present time universes. (Spiritual Processing Series 1)

SPIRITUAL TEAMMATE A spritual teammate is a spritual being. It can be in a body, or outside a body. It can be a leader or a follower. It is capable of having exactly the same characteristics and abilities as you do, or it can have more or less characteristics and abilities than you. (Home Universe Series 9)

SPIRITUAL TRUTH A spiritual truth has very definite characteristics. The most vital factor of a spiritual truth is that the truth has no particles, no energy, no location in time or space. (Consulting Series 5)

SQUARE-ONEING When a person has a major paradigm shift, all existing paradigms in that area begin to shift back to square one. Square-oneing means going back to a new beginning or new start. (Paradigm Matrix Book, Chapter 27)

STABLE adj. 1. Not easily moved or thrown off balance; firm; steady. 2. Not likely to break down, fall apart, or give way; fixed. 3. Not likely to change purpose or be affected adversely; lasting; enduring. (Ethics, Intelligence, Discipline Book, page 22)

STATE OF DETACHMENT In most cases most processes are ended at the point where an ascension experience has occurred. But this is the most dangerous point to end a process as you have only achieved a state of detachment. The state of detachment is in actuality a state of spiritual death. A common by-product at this point is a massive high followed by heavy depression,. leaving the client stuck in depression. This is end of game phenomena. But the game was not truly ended. This also sticks the client with considerable amount of unfinished games. (Process Basics Series 1)

STICKIES The major reason images and lives do not run on or come to view on most cases is the factor of the vast quantity of agreement that, "This is the way life is." That is why I have called them the stickies. They have lack of life, laughter, and spontaneity is tedium in the extreme. A sticky can make the most fun or biggest win a drag; tedium is their operating basis. The basis of the stickies' case condition is "fear." They are stuck in past overwhelm. They are forever being forced to leave it up to others to create life and create their life. They cannot originate or lead because of too much fear and threats of pain and punishment. (Vital Fundamentals Series 3)

STUCK PICTURE A stuck picture is stuck because of a lie. The lie may be behind the stuck picture, or it may be a wrong date, it might be from a wrong incident, it may be held in place to disguise prior harmful acts or kepts, or there is a chain of earlier stuck

pictures. (Consulting Series 61)

STUPIDITY n. 1. The unknowingness of the correct and precise spirit, knowledge, game, perception, vision, plan, what, where, when, why, how, importance, value, mood, responsibility, motion, and action, with inaccurately predicted consequences, outcomes, and accomplishments. (Zones Series 1) 2. Stupidity is the mass and confusion generated by the negative forces that are created and locked in place by incorrect spirit, perception, intention, vision, plan, action, motion, outcome, who, what, where, when, why, how, importance, value, and mood. (Spiritual Literacy Series 3) 3. Stupidity is confused charge. (Basic Processing Series 20)

SUBCONSCIOUS MIND Contains mental copied pictures below immediate awareness of what you don't want to know. Triggered actions result in uncontrolled reactions. Severe effects can result in isolation and thus become part of the unconscious. (Mind Series 1)

SUBCONSCIOUS SPIRITA Spirita that has been unconsciously created into deterrent forms, spaces, shapes, times, events, or mental or physical visions that are transferred into unknowing plays or games. (Ascension Series 13)

SUBDUER 1. Has no polarity, thus causing a short-circuit and energy-eating phenomenon. The Subduer sucks all the life out of an area. To all intents and purposes, they are dedicated to destroying life. They are selfish. The Subduer is concerned only with their own survival and has no sense of honor. (Pain Series 13) 2. A Subduer cannot be in present time, and they always talk about the past or change subjects. They cannot maintain a communication cycle in present time. (Lecture: "Pain and its Effect on Present Time Existence," May 30, 1995)

SUBJECT ILLITERACY Without doubt, the most common barrier to success, prosperity and happiness, as it bars a person's way to growth and full utilization of opportunities. Further, it makes a person tentative in their actions. The single most subject illiterate area on most people is themselves and their lack of spiritual literacy. (Knowledgism Series 1)

SUBJECT LITERACY The foundation of knowledge, which in turn allows you to take a position of power, allows you to conceive of your identity, your actions, and your desired outcomes. Subject literacy allows you to be at cause over life. The greater the

subject literacy, the higher the levels of cause and the higher one is in the Green Zone. (Physical Universe Unknowing Paradigm Games Matrix Series 22)

SUCCEEDER, A This is a person whose paradigm is creating occasional large successes and is beginning to be noticed by others. He is beginning to be at cause over his performances in life and having sudden surges in income with production and sales becoming abundant. A Succeeder seeks to improve his capabilities, is willing to learn, is willing to know, wants the truth, and can get others to learn and know. He has limited skills but maximizes the ones he has. See also: PARADIGM CREATORS

SUCCESS 1. Having attained what you wanted. (21st Century New Public Series 9) 2. Success is the ability to find a want, then be able to do what is needed, in order to attain and have the want. (21st Century New Public Series 25)

SUCCESS BREAKOUT 1. A forceful break from a restrictive condition resulting in an expansion of strength or effectiveness. 2. Arising to the condition of achieving the desired objective or objectives. (Skills Analysis Graph Definitions) See also: SUCCESS

SUCCESS FORMULA Step One: Supply what your public wants. Step Two: Educate them on what their future wants will be. (21st Century Marketing Series 1) See also: SUCCESS

SUCCESS RELUCTANCE If someone doesn't like you, you are not going to like him, and if you don't like him, he is your opponent. If he is your opponent, a natural law takes over: It is all right to do anything to cause an opponent to lose. Conversely, if he wins, you lose. This is the basis of success reluctance. Somewhere in your past or present is someone who must not win. (The Zones of Life Book, Vol. I) See also: SUCCESS

SUCCUMB The unwillingness to know, to maintain order or truth in an area. To give up. To be self-destructive. To fail to maintain or be aware of what is ethical. Not interested in life or the enhancement of whos, whats, wheres, whens, whys and hows. To make the unimportant important, and the important unimportant. (The Zones of Life Vol. II)

SUPER-BEING 1. A super-being has the abilities to fully, spontaneously create all that

is needed to produce a physical universe actuality. (Prime Source Axiom Series 1) 2. The super-being has all the psychic knowledge, abilities, skills, integrity, and honor to produce all levels of restoration of power for self and others. (Ascension Experience Analysis Series)

SUPERCONSCIOUS MIND Contains mental copied pictures of what you are afraid or reluctant to know. This includes stored abilities, awarenesses, capabilities, ideas, thoughts, concepts, etc. Searching for and finding a sufficiently large game in which to exercise your abilities, awarenesses, ideas, etc., will handle the fears and reluctances. At this level you can find and handle "old reasons why" and not need "whys." (Mind Series 1)

SUPERCONSCIOUS SPIRITA Spirita that has been voluntarily created into wanted forms, spaces, shapes, times, events, or mental or physical visions that are transferred into plays or games. (Ascension Series 13)

SYNCHRONIZATION PROCESSING All effective processing is synchronous. All effective processors can parallel their client and synchronize the godlike or spiritual aspects present. All effective processors can parallel their clients and synchronize with their wants. All effective processors can parallel their client's case and synchronize with their past and present time don't wants and their future do wants. It is called harmony, co-motion, co-action. It is what takes place when an exact three dimensional holographic duplication takes place. Synchronization usually occurs at the point of end-phenomena of a process or action. (Technical Series 39)

SYNTHETIC YOU The synthetic you (or the evil 'not-you') is an unknowingly created duplication of an evil beingness that dominated you and caused you to lose yourself so that in order to exist, you knowingly or unknowingly adopted that winning identity. (Responsibility Series 18)

T

TABULA RASA Tabula rasa is a Latin term that means *clean slate*. The idea of tabula raza derives from the 4th Century Greek philosopher, Aristotle, who said, "The mind is a clean tablet upon which experience writes." (The Paradigm Matrix Book, Foreword) See also: Processes/THE CLEAN SLATE PROCEDURE

TACIT PARADIGM SABOTEUR (TPS) Someone who says nothing, remains silent, and does not express or declare openly, but implies consent to go ahead with and that it is OK to sabotage. The tacit paradigm saboteur operates on "I won't fix my paradigms if you won't fix yours," "I won't look if you won't look," "I won't know if you won't know," "I won't plan if you won't plan," "I won't act if you won't act," "I won't learn if you won't learn," "I won't work hard if you won't work hard." The tacit paradigm saboteur operates on keeping and maintaining a negative view and reality on life. Tacit realities are deadly and are never, never true, but appear to be so due to the unspoken, unexpressed agreements. (Paradigm Matrix, Chapter Thirteen) See also: TACIT SABOTAGE, TACIT SABOTEURS, PARADIGM CREATORS

TACIT SABOTAGE 1. A quiet agreement that you can't do something. (Lecture: "Reality" December 27, 1997) 2. By tacit sabotage we mean "those in silent agreement and collusion to make you less, weaker, and to place and keep you under someone's covert control or completely destroy you." (21st Century New Public Series 4) See also: TACIT PARADIGM SABOTEUR, PARADIGM CREATORS

TACIT SABOTEURS These are individuals or gangs that are unspokenly in agreement with the destruction of your creation and dreams and compulsively and involuntarily replicate past destructive replications. (Ascension Series 13) See also: TACIT PARADIGM SABOTEUR, PARADIGM CREATORS

TEAM A spiritually intended organized group of individuals who are being themselves, are role educated, literate, skillful, and who operate at a high level of honor, integrity and effectiveness. The common denominator of a team is that each individual is a spiritual being operating at the highest of paradigms. (Destructive Identity Series 5)

TEAMMATE Teammates are those who work with you to help create your purpose and vision. (Policy Series 1) See also: SPIRITUAL TEAMMATE

TECHNOLOGY n. A scientific, systematic series of steps that produce a specific, quality end product. (Public Education Series 15)

TELEPATHIC IMAGERY When you telepathically project an image into the physical universe you start an electromagnetic field that will attract certain forms and particles and reject other unwanted forms and particles. As more and more fused imagery

congregates, more and more life-force particles accumulate, the more solid the imagery becomes. As that cycle repeats over and over again it slowly becomes an actuality. (Responsibility Series 9) See also: TELEPATHY

TELEPATHY Telepathy is the projection of knowledge in the form of thoughts, ideas, images and communications across a distance into the physical or spiritual universe. All individuals are telepathic transceivers. That is, they can send and receive knowledge telepathically. Telepathy is the source of reality; it creates reality. Reality is the end product of telepathy. To the degree that one is in agreement with what is telepathically transmitted, it becomes reality. (Gods in Disguise Book, Chapter 9) See also: FIVE BASIC TYPES OF TELEPATHY, TELEPATHIC IMAGERY

FIVE BASIC TYPES OF TELEPATHY 1. Knowingness 2. Positive 3. Conflicting 4. Negative 5. Unknown. (Gods in Disguise, Chapter Nine) See also: TELEPATHY

TEN BASIC UNIVERSES 1. The universes of a player. 2. The universes of relationships. 3. The universes of teams and gangs. 4. The universes of Earth players. 5. The universes of other life forms. 6. The universes of playing fields. 7. The universes of games. 8. The universes of minds. 9. The universes of spiritual beings. 10. The universes of God or gods. (Paradigm Technologies Policy Series 1) See also: UNIVERSE

TERMINAL Any fixed position in any communication or command system which originates, receives, relays, changes or continues to send onward what is flowing along those lines, between those fixed positions. (Ascension Series 36)

TERROR Has deep secrets and an obsessive fear of being found out. Will continuously be in hiding and avoiding. (Supreme Being's Honor Series 3)

T.H.B. - TRANSITIONAL HOLISTIC BEING A being who is aware of all parts of the game and is in process of mastering them. A processor. (Spiritual Literacy Series 16)

THIRD EYE When you combine presence with holographic permeation, you have what has been known down through the ages by the men of wisdom as "the eye of God" or "the spiritual third eye." (Holographic Permeation Series 2)

THREATENERS These are situations or people that threaten your existing creation

and cause you to involuntarily replicate past solutions. (Ascension Series 13)

THREAT OF LOSS Fear is an indicator of an area containing threat of loss. Threats of loss cause continuous obsessive/compulsive solving of problems and, unless found, will prevent the client or processes from working. These threats of loss solutions act as a hidden agenda and can be quite destructive. This seems to be what lies behind most client's chronic failures, areas of poverty and unhappiness. (Life Alignment Series 3)

THE THREE BASIC IDENTITY TYPES Type one: the created-by-self identity. Type two: the created-substitute-for-self identity. Type three: the created-by-others-as-a-pre-programmed-synthetic-you identity. (Cultural De-Oppression and De-Programming Series 10) See also: IDENTITY

THREE MOST IMPORTANT REASONS FOR EXISTENCE 1. He is basically good. 2. He is willing to be responsible. 3. He is seeking to survive. (Potential Levels of Existence Series 4)

T.I.F.M. Toxic Identities, Forces, Masses. When you ask too broad a question, you activate too much blackness, confusion stupidity, unknowingness, toxic identities, toxic forces and toxic masses (TIFM's). You can very easily collapse your client's case and universe. This is the same mechanism that stops all beings from making it all the way out! (Technical Series 38)

TIME TRACK The moment-by-moment series of activities that compose the past, the present, and the possible future of all physical universe objects and life forms. (Executive Series 26)

TOTAL EFFECT This is a very uncomfortable state because you feel very confused, very disoriented, very nervous and uncertain. It is extremely difficult to be present; permeation is impossible as you have no concept of the area; there is no ownership or responsibility — you can only be controlled and created by others. (The Responsibility Series 20)

TOTAL OWNERSHIP Total ownership = only one who can own. The liability of this is denial and exclusion of others, which sets up everyone as your enemy and they'll be forced to take it away from you. (Gods in Disguise Book, Chapter 2) See also:

OWNERSHIP

TOXIC PERSONALITY 1. When a person is toxic, his universe tends to collapse in on him. When one is toxic, one cannot distinguish what urges, purposes or memories belong to what entity. This ties up life-force particles, which causes even more difficulties. Toxic people have little or no awareness of themselves as spiritual beings. (Public Education Series 2) 2. **Nutritional deficiency and tiredness** are phenomena that are created by dishonesty in eating and inability to duplicate successful eating actions. The being attempts obsessively to suppress the body by poisoning it. One acts out wrong answers to life by using wrong answers to operate the body. When one is in this state, the body is toxic. A toxic body causes one to lose all gains.. If you find yourself eating compulsively, or needing drugs or alcohol, you are toxic (The Zones of Life Book, Vol. I)

TRAINING 1. A powerful deterrent tool as well as having the added advantage of creating positive images. Training strengthens the basic power and delivery tools that go to empower and project positive imagery. Training also increases certainty and allows you to direct your power more effectively. (Responsibility Series 7) 2. It gives you the knowledge, techniques and duplication skills to be able to consistently produce successful, winning results. (Ascension Experience Analysis, page 32)

TRANSCIVER Defined in the American Heritage dictionary as a module consisting of a radio receiver and transmitter (**transmitter + receiver**). I have expanded upon this definition to include any person, place, object, or subject that can receive and transmit. The transceiver is the matrix that molds and sculpts the input of life-force particles and transforms them to output products or outcomes that can be exchanged for something of equivalent value. (The Paradigm Matrix Book, Chapter Three)

TRANSCENDING BEINGNESS Originates from the deep past. Literally trillions of years old, it is out of the spiritual universe era. To some it is the enlightenment state, to others it is the god state, but above all it contains vast wisdom, knowledge and power. It acts with strength, cleverness and at a high mood level. The transcending beingness is the optimum operating spiritual beingness in the physical universe. The longer it is occupied by you in the physical universe the more powerful, prosperous, healthy, wealthy, and happy you and those around you will become. (Spiritual Literacy Series 15)

TRAPPED LIFE-FORCE PARTICLES Areas of pain are, in actuality, compressions

of space, time, energy, and life-force particles that are impacted inward in a specific place and time. (Pain Series 1)

TREND The direction of the flow of force. An uptrend means the flow of force is directed upward; a downtrend means the flow of force is withdrawn from an area, or the flow of force is directed downward. (The Paradigm Matrix Book, Chapter Sixteen)

TRIGGER 1. A trigger is a present time reminder of something from the past. The trigger causes the past incident to begin to play. (Training Series 32) 2. Triggers mean that something previous in time that is similar to what is going on now and contains highly upsetting energy has been activated and is controlling the client's behavior. If you miss it, you will betray the client's trust. (Levels of Existence Series 1)

TRUE HARMONY A state of oneness and complete interrelationship with another, a group, mankind, a location, a pattern, a subject, a thing, a happening, a mood, or a universe. (Paradigm Technologies Policy Series 1) See also: HARMONY

TRUTH n. 1. The exact and precise correctness of who, what, where, when, how, why and mood, as demonstrated by awareness, thought, action and communication without any separation between the awareness, the thought, the action, and the communication. (Public Education Series 2) 2. The exact and precise correctness of spirit, knowledge, game, perception, intention, vision, plan, who, what, where, when, why, how, importance, value, mood, responsibility, motion, and action, with accurately predicted consequences, outcomes, and accomplishments. (Zones Series 1) 3. The precise duplication of people, things, subjects, times, locations, shapes, actions, reasons, happenings, moods and intentions (Mastery Series 7) 4. "The truth is what the truth is, not what you want it to be." (21st Century New Public Series 3)

TWO WAY COMMUNICATION Two-way communication is: You speak – someone listens; they speak – you listen. It is **not**: Someone speaks – you wait until they shut up so you can speak. That is **toxic communication**. (Public Education Series 2) See also: COMMUNICATION, COMMUNICATION LINES

U

UNCONSCIOUS MIND Contains mental copied pictures of unconsciousness and what you can't or must not know about. Reactions are untriggered by virtue of being moved away and forcibly isolated from you. Total effect of this level is to have a response, any response, in the absence of conscious control. (Mind Series 1)

UNCONSCIOUSNESS Unconsciousness is too much charge, or overwhelmed by charge. (Basic Processing Series 20)

UNHAPPINESS n. 1. The feeling experienced when out of harmony and accord with the correct and precise spirit, knowledge, game, perception, intention, vision, plan, whos, whats, wheres, whens, whys, hows, importances, values, moods, responsibilities, motions, and actions, with inaccurately predicted consequences, outcomes, and accomplishments. (Zones Series 1) 2. The low depressing emotional sense of sadness and emptiness that occurs during the period of time when you, or someone close to you, is not attaining, having, or has lost their wants. (21st Century New Public Series 25)

UNIVERSAL MIND Universal mind has the ability to replicate every event and deed that ever occurred in time or space. In tandem with each individual's mind, these recordings can replicate and reproduce in full holographic, three dimensional, past, present, and future images that contain all exact perceptions and intentions. The universal mind acts as the mirror of the spirit and is the holder of the matrix that creates the holographic telepathic projections known as the physical universe. (Spiritual Literacy Series 4)

UNIVERSAL VISIONS This is the source of all fused imagery and all of today's universal realities. The universal visions preordained the future as it is now. The universal visions set the laws and standards and principles for all levels of existence. It allows all experience to be recorded fully and stored in the universal mind in mental and holographic format. The universal vision creates the visuals, continued within and outside the physical universe. (Spiritual Literacy Series 4)

UNIVERSE A completed masterpiece that has been created by a being or group of beings for a specific purpose, to produce a specific product. (Prime Source Axiom Series 12)

UNIVERSES OF MAN The four basic universes that directly involve man are: your own universe; another's universe; the combination of your own and another's universe; and the physical universe. The most important universe is your own. All interactions, causes, and effects that you can experience stem from your own universe. (Gods in Disguise Book, Chapter 11)

UNMOCKED Taken apart, dismantled, taken down, destroyed, or made nothing of. (Operation Disaster Catalyst Series 3)

UNREASONABLENESS Unreasonableness breaks the realities and agreements that it is OK to be stupid, to fail, to be ineffective, to not produce, to not be yourself. Unreasonableness is a form of tough love. (The Zones of Life Book, Vol. II)

UNTRUTH (LYING) n. The unknowingness of, or false and incorrect spirit, knowledge, game, perception, vision, plan, who, what, where, when, why, how, importance, value, mood, responsibility, motion, action, and inaccurately predicted consequences, outcomes, and accomplishments. (Zones Series 1)

UNWANTED RESULTS Undesired consequences or undesired outcomes of some action or process. (The Paradigm Maps Book, page 8)

UPSET 1. The action or phenomena that occurs when a being has gone from a positive position or state to a negative position or state. The being's positive position has been overturned. The being's position, mock-up, game or prime identity in life or game playing control and order has become chaotic. The being has in actuality been overturned or flipped over into an opposing identity, game, mock up, creation or beingness and now is engaged in counter-thought, counter-creation, counter-emotion or counter effort to life, his original games, creations and actions. Not only is the being upset, the being is causing upsets to others. An upset causes a very destructive effect to the being's strength, power, intelligence, size of game, survival, success, prosperity and happiness as it puts the being in the wrong games, wrong identities, wrong times, wrong places and effect of events and life. (Connection Series 2) 2. Upsets are the physical universe emotional present time manifestations stemming from psychic pain, conflict, loss of game, not playing the game you want to play, playing with the wrong players, lies, dishonesty and areas of charge. (Non-Permeation Series 1) 3. Upset equals a power split. You go to the opposing identity and go into opposition with your own dreams and goals. (Lecture: "Introducing The Subject To The Public" - November 23, 1998)

V

VALUE 1. Value could be defined as the way to measure your, or your company's, investment history. Correct investments should bring about more time, more money and more ease. (Power Prospecting Series 10) 2. **A worthwhile exchangeable product** is something of value that can be exchanged for something else of value. The reason for having a game. (Term List Series 21)

VEERING DISEASE (V.D.) Having few positive life-force particles available creates inability to concentrate, which causes the person to be unable to take, maintain, or enhance a position, thus they cannot complete sequences of action. They suffer from a serious disease: V.D. (The Paradigm Matrix Book, Chapter Six)

VICTIM n. 1. One who is harmed by, or made to suffer from an act, circumstance, agency, or condition. 2. A loser; an unwilling effect of objects, energy, location, time, events. (Executive Series 28) 3. This type of case is chronically attempting to prove that others are responsible for his inability to own his own universe; that others caused him to fail, to be poor, to live a life of tragedy. (Gods in Disguise, Chapter 11) 4. A victim is someone who is at effect of life, the environment and the people around them. (Consulting Series 54) See also: VICTIM IDENTITY

VICTIM IDENTITY An obsessively, involuntarily created unknown commanding identity. Thus, The Victim is playing a game. The game is unknown, the opponents are unknown, and the intentions are unknown. The winning of the game is in who can be the biggest victim. Losing is winning to The Victim. Making others lose is an even bigger win. An identity always is a player in a game. (Identity Series 5)

VIEWING FIELD This is a region that creates a perceivable image when impinged upon by a particle or particles emitted from the field generator or from a source outside the field generator. Examples of this are: a painting; a TV screen; a hologram; and the "view screen" upon which a person "sees" memories. (Spiritual Literacy Series 12)

VIEWPOINT 1. A simplified definition of viewpoint is: the mental position from which things are viewed and judged. The amount of attention bits available and the mood level would have a definite bearing on how one would form his viewpoints. By the use of viewpoints, an individual orients himself to his environment and the people around him. His viewpoint would be that position that provides a stable position to

handle the confusions of life and the environment. From the viewpoint comes the judgement of how to handle or not handle life. The worse off the person is, the less certainty there is and the less stable are his viewpoints (Power Marketing Series 19). 2. Is a point of awareness from where a being can perceive. It can have the ability to intend, envision (creativity), sequentially plan, and is capable of precepts, consideration, and opinions, it possesses volition and potential independence of action resulting in a completion, product or outcome. Thus comes about all the fundamentals there are to motion. It can adapt in form to whatever the being projects its purpose and shape to be. (Spiritual Literacy Series 27)

VIOLATIONS Can occur between power and development. Causes the being's action to go from positive to negative, or stopped, and to have difficulty perceiving and implementing the positive flow. (Supreme Being's Honor Series 3)

VIRTUE Conformity to a standard of right; a particular moral excellence. Your virtues are the products of your mastery. They include such holographic abilities as: loving, friendly, reliable, helpful, just, trustworthy, etc. (Internet origination 12/11/96)

VISION 1. A spiritually created, three dimensional image that is telepathically projected into a future time and place which establishes what you are working towards. (By-Passed Charge Series 7) 2. A spiritually created image containing all perceptions and the ability to apply. (Clean Slate Series 4) 3. The vision is the **big** picture. This is how your life, environment and those connected to your dream will optimally appear and operate in the physical universe as you approach its completion. This includes the state of your and others' objects, wealth, resources, income, friends, mood levels, expansion, position in society, happiness and success. The vision is the software for the mind. (Secrets Book, Preface)

VISUALIZATION The formulation of attention bits into a full three-dimensional model, containing spiritual energy, space, shape, time, location, attraction and persistence and is perceivable by aware others. This is the first building block of reality. (Spiritual Literacy Series 11)

VISUALIZER BEAM This is a wavelength flow of specific particles called attention that when directed to the past creates images that can be perceived of what happened, when directed to the present creates images that can be perceived of what is happening, and when directed to the future creates images that can be perceived of what is wanted to happen. (Spiritual Literacy Series 12)

VITAL SIGNS When you embark on a self-enhancement program, there are many visible indicators that will assist you in monitoring whether or not you are using the right process to achieve your aim. We call these Vital Signs. Either Cause Indicators: Good Vital Signs, or Effect Indicators: Bad Vital Signs. (The Zones of Life Book, Vol. II)

W

WALK-IN This is the taking over of a body that is already growing and usually occurs before the age of sixteen. This has changed somewhat since the widespread use of psychedelic drugs. The being that wants the body attempts to create a shocking or painful accident or incident that causes the being that is occupying the body to be knocked out. As that being is forced out of the body by the shock, the walk-in moves in by blanketing the body and taking it over. Near-death experiences often can cause a change of beings. (Home Universe Series 3)

WANT n. 1. The state or fact of lacking, or having too little of, something needed or desired. 2. A wish or desire for something; craving. 3. Something needed or desired but lacking. (The Paradigm Maps Book, page 7)

WEAK IDENTITY A multi-other-determined creation that is brought about by others to handle the malicious identity. The being keeps this in place by resisting all those aspects he does not like about others. (Case Advisor Series 4) See also: IDENTITY

WEB, THE To guarantee complete long term persistence and containment of you, the spiritual being, you weave a vast psychic and mental web of lies by the use of wrong answers, pretense, falseness, justifications, rationalizations, wrong items, altered importances, wrong whos, wrong whats, wrong wheres, wrong whens, etc., etc. In order to construct an effective web, the being has to create psychic strands of mass and charge. To do this requires the being twist the truth of the creation into lies. (21st Century New Public Series 18)

WHOLE KNOWLEDGE 1. Containing all the component parts of a subject that could be known fully in such a manner that it could be applied and measured by the quality of application. 2. Knowledge wholly known = competency. 3. Applied wholly known data.

4. To be able to produce what is wanted. (Whole Knowledge Series 6)

WIN 1. A win is you perceiving what is wanted, you setting the goal to accomplish what is wanted, you implementing the actions needed to obtain the goal, resulting in obtaining what is wanted. (Training Series 32) 2. A win is: You knowingly intending, envisioning, setting out to do something (planning), and doing it (implementation), that achieves proximity to the vision (result). A realization is a "win" in processing; it is the outcome of the client and the processor knowingly intending, envisioning, and doing the process needed to bring an unknown area of case to consciousness to free the trapped life-force particles. But this is **not** a win in doing an exercise. A win in a training exercise is the student and coach knowingly intending, envisioning, and setting out to do the drill necessary to achieve competence at a particular skill. When the student can constantly demonstrate competence at the purpose and implementation of the exercise, they have won, and not before. (Coaching Series 8)

WINNING 1. Succeeding in reaching or achieving a specified condition or place; intending a goal and achieving it. (Mastery Series 7) 2. adj. The continuous application, from beginning to end, of a paradigm sequence in which the outcome matches the vision of the want and the intention. (Prosperity Series 1)

WINNING PRECEPTS The spiritual being's rules or principles imposing successful standards of conduct. (The Paradigm Maps)

WORK 1. Activity with a purpose. (Lecture: "Reality" December 27, 1997) 2. n. You knowingly intending, envisioning and setting out to do something and doing it that achieves proximity to the vision. 3. Activity aligned to achieve an envisioned want. (Prosperity Series 1) 4. Someone holding a position with the purpose of completing a series of actions that produce a final product or products. (Games of Life Series 48)

WORTHINESS OF GAME Basically, this is how much good or help does what you do in life produce. (Pain Series 1)

WORTHWHILE EXCHANGEABLE PRODUCT Something of value that can be exchanged for something else of value. The reason for having a game. (Games of Life Series 12)

WRONG ANSWERS 1. This is caused by finding the wrong conclusion to a question that one is asking oneself about how to handle a problem or life situation. Wrong answers can crash relationships, economies, countries, companies, and lives. (Public Education Series 2) 2. Wrong answers stem from distortions of perception and inability to be present caused by areas of pain and non-permeation. This causes the being to make bad investments, play the wrong game and be in the wrong place at the wrong time. The solutions to the problems become the ongoing problems. (Non-Permeation Series 1)

WRONG ITEMS Wrong items stem from too much charge, pain and unpleasant sensations connected to power and powerful people, places, subjects and things. This causes the being to be connected to the wrong games, players and opponents, in the wrong time and place. (Non-Permeation Series 1)

X, Y

YELLOW ZONE This is the "daily grind" or "rut" where one doesn't take risks but only works for security. Good subject skills but poor people handling and communication skills are the norm. Operates on presupposed beliefs in the conservative comfort zone and is often bored. Tends to generalize the who, what, where, when, hows, whys of life, and inaccurately manifests real moods. Has few positive life-force particles available. Operates mostly on automatic, directing the flows of life-force with presupposed ideas and habits. Levels of Existence are Disestablished to Production. Some life urges in Green Zone, some in Red Zone. (Basic Processing Series 4) See also: THE ZONES, YELLOW ZONE PARADIGM

YELLOW ZONE PARADIGM A partially known one dimensional fixed pattern of perception, intention, modeling, planning, and implementation that produces a mediocre result designed to not draw attention to the individual. (Paradigm Matrix, Chapter Eight) See also: YELLOW ZONE

YOU The spiritual being; the life-force; the energizer. (Study Series 3)

Y.O.U.I.C.C.I. = YOUR OBSESSIVE UNKNOWNING INVOLUNTARILY-CREATED COMMANDING IDENTITY 1. This is an identity created by you that is unknown to you, or that you have kept secret. These identities allow you to forego being responsible for malicious and weak behavior. (Prime Codes Games Matrix Series 14) 2.

Your obsessive, unknowing, involuntarily-created commanding identities (YOUICCI), are obsessively-acting unknown paradigm machines that create and produce selective perceptions, selective knowledge, and negative mood levels and interfaces. A YOUICCI obsessively, unknowingly and involuntarily seeks to persist and live on into the future and has its own built in self-serving, self-protective mechanisms and programs. (Physical Universe Unknowing Paradigm Games Matrix Series 22)

YOUR OWN UNIVERSE 1. That which you can own, be responsible for, and control. 2. Your field or sphere, as of thought or activity, regarded as a distinct comprehensive system. 3. The combination of you, as a spiritual being, your knowledge, your experiences, your levels of mastery, your level of integrity, your honor, and your truths. This is where all of your viewpoints on life emanate from. Your Own Universe is your position in life ... it is what you basically are ... it is who you basically are ... it is what drives you forward through time ... it is what all your goals and actions are based on. The word *you* is the acronym for Your Own Universe. (The Zones of Life Book, Vol. II, Chapter Fourteen)

YOUR WORD A statement of your level of truth, reliability and honor. Keeping your word is a physical universe demonstration of your level of truth, reliability and honor in action. When you give your word to do something, you have made a promise to deliver a want. (21st Century New Public Series 22)

ZONE Spontaneous holographic permeation. This appears to happen instantaneously but the truth of the matter is when you are spiritually present with full holographic permeation you are outside of time and space. A moment in the physical universe may well span several years in the dimensions that exist outside of time and space. Athletes call this "The Zone." They are aware that time slows down and that they have all day to hit or catch the ball. Space takes on completely different dimensions. The basketball hoop or the hole on the putting green during a game of golf expands and looks as big as the Grand Canyon making it very easy to score. (Holographic Permeation Series 2)

ZONES The zones are gradients of truth, mastery and how to be a champion. (Lecture: "Secrets of How To Be A Champion" 23 July 1994) See also: GOLDEN MAGIC ZONE, GREEN ZONE, YELLOW ZONE, RED ZONE

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