

The Banky GPM  
trillions <sup>2.7</sup><sub>2.7</sub>

①

This is a pretended  
"overt-motivator" GPM.

Run it once as having  
put it "over there" on  
"another".

Then run it as having  
"received" it.

They are both the same  
implant, of course.

(Three Pages)

The Banky QPM Trillions <sup>207<sup>th</sup></sup>  
(Explosion <sup>can "O/W"</sup> ~~knives~~ <sup>are</sup> ~~not~~ <sup>to be implanted</sup>) <sup>one page</sup> <sup>(2)</sup>  
Starts with an Electrical Whirlpool  
like a Tornado

1. To Experience is to Create
2. To Look is to Re-envision
3. To Think is to Recall
4. To Conceive is to Remember
5. To See is to Forget

Electronic whirlwind

X

#

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- Electronic whirlwind

X #

(3)

Bank y I pay  
(Forerunner beads also at  $t_{222}$ )  
This runs again around  
Trillions <sup>225</sup>

And again  
Trillions <sup>226</sup>

And again  
Trillions <sup>228</sup>

Run it as o/w in  
each earlier sequence  
you find for it.

Forerunner  
O/W gPM  
Trillions 222

Use the same hP.  
and Form as to 216  
"the last O/W gPM"

Also occurs before more  
Banky gPMs at to 230<sup>th</sup>

The ~~last~~ O/W GPMs trillion 216<sup>th</sup>  
Forerunner GPM ①

This GPM seeks to install  
the over-motivator sequence,  
It is run twice by the  
student.

First Time The positions are:

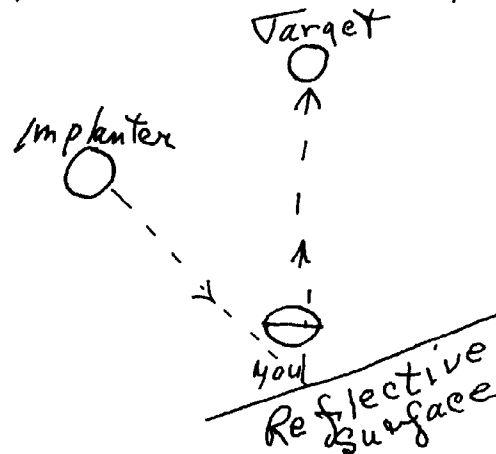


Figure 1

which makes it look like you  
are doing it.

First There is a Light (A)  
over to ones left, and the words

B. Sleep - Go to Sleep.

C. You are Unconscious

D. You Know Nothing  
then the screens are set up as above  
(Cacton has charge on it).

E. Then a Screen is set up behind  
you and a "dummy Thetan" in front

The last O/W QPM

tr 216th

(3)

1. Electronic Explosion
2. To Predict Never To Know
3. Keep it! Keep it! Keep it!
4. To Know Never To Predict.
5. Copy it Duplicate it, Picture it.
6. To Frighten Never To Fear.
7. Keep it, Keep it, Keep it.
8. To Fear Never To Frighten
9. Copy it, Duplicate it, Picture it.
10. To Catch never to be Caught
11. Keep it, Keep it, Keep it.
12. To Be Caught Never To Catch
13. Copy it, Duplicate it, Picture it.
14. To Imprison Never To Be Imprisoned
15. Keep it, Keep it, Keep it.
16. To Be Imprisoned Never To Imprison
17. Copy it, Duplicate it, Picture it.
18. To Be Out of Jail Never to be In Jail
19. Keep it, Keep it, Keep it.
20. To Be In Jail Never To be Out of Jail
21. Copy it, Duplicate it, Picture it.

# The last O/W GPM to 216<sup>th</sup>

- 22. To Be Outside Never To Be Inside
- 23. Keep it. Keep it. Keep it.
- 24. To Be Inside Never To Be Outside
- 25. Copy it. Duplicate it. Picture it.
- 26. To Remember Never To Forget.
- 27. Keep it. Keep it. Keep it.
- 28. To Forget Never To Remember
- 29. Copy it. Duplicate it. Picture it.
- 30. To Go Never To Come
- 31. Keep it. Keep it. Keep it.
- 32. To Come Never To Go.
- 33. Copy it. Duplicate it. Picture it

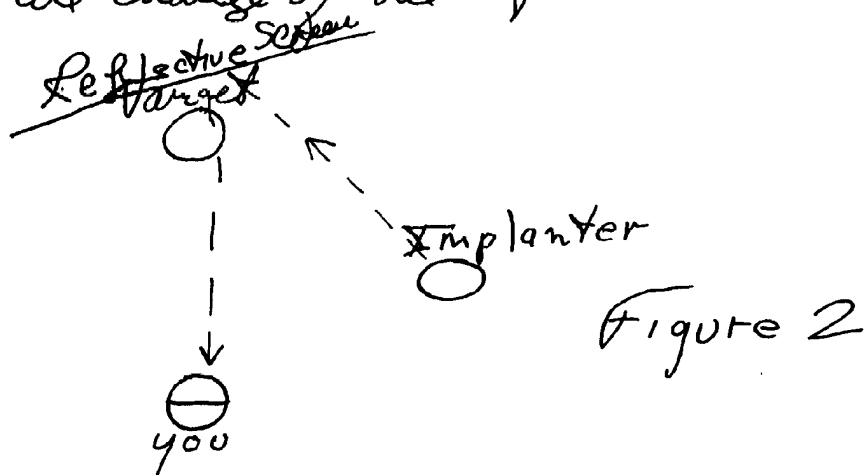
~~34. Electronic Explosion~~  
34. Explosion

(See Very Pg After  
First Run)

(On Second Run,  
Complete Ending  
On Page 6)



Having fun the JPM (5)  
fun the change of the Reflective Screen



And note as you run following  
Items, The shift of Source,  
reflection and Direction,

1. The Consequences of your  
having done that
2. Are Terrible
3. Because you Did That.
4. It is now two and a half  
years later
5. This is The Consequences
6. Watch This
7. And see what happens
8. To you

# # #

The last O/W GPM

⑥

9. Because of what you did
10. To the poor fellow
11. He's now giving it back
12. Watch out

(Now run off the same GPM with attention to the new source, screen behind the dummy "The Tan" and the items arriving where you are.)

(When you have done this second run, then:)

1. You see what happens
2. Because of what you do
3. When you do something bad
4. To another
5. You get it back later
6. You are the cause
7. Of all your suffering
8. Over actions
9. Do not pay
10. Wake up dead, forever.