

Note: In Learning
The Basic GPM
Items sometimes do
not read because
of the sense of the item.
The pc "dramatizes it"
a bit and as it seems
to say one shouldn't
get no read. By
continuing to try, the item
reads properly.

Note: There are GPMs
earlier than this



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The Basic GPM Trillions 150/10 Sept 66
An Explosion (get reads all off it.)

1. You must Construct a Picture Machine
You Must Not Construct a Picture Machine
2. You Must Eradicate a Picture Machine
You Must Not Eradicate a Picture Machine
3. You Must Create a Picture Machine
You Must Not Create a Picture Machine
4. You Must Destroy a Picture Machine
You Must Not Destroy a Picture Machine
5. You Must Feed a Picture Machine
You Must Not Feed a Picture Machine
6. You Must Starve a Picture Machine
You Must Not Starve a Picture Machine
7. You Must Believe a Picture Machine
You Must Not Believe a Picture Machine
8. You Must Disbelieve a Picture Machine
You Must Not Disbelieve a Picture Machine.

The Basic QPM

10 Sept 66

9. You Must Desire a Picture Machine
You Must Not Desire a Picture Machine
10. You Must Eschew^(means forgo) a Picture Machine
You Must Not Eschew a Picture Machine
11. You Must Approach a Picture Machine
You Must Not Approach a Picture Machine
12. You Must Avoid a Picture Machine
You Must Not Avoid a Picture Machine
13. You Must Join a Picture Machine
You Must Not Join a Picture Machine
14. You Must Sever a Picture Machine
You Must Not Sever a Picture Machine
15. You Must Contact a Picture Machine
You Must Not Contact a Picture Machine
16. You Must Separate from a Picture Machine
You Must Not Separate from a Picture Machine

The Basics of PM

(3)

17. You must Connect to a Picture Machine
You Must Not Connect to a Picture Machine
18. You Must Disconnect from a Picture Machine
You Must Not Disconnect from a Picture Machine
19. You Must Communicate with a Picture Machine
You Must Not Communicate with a Picture Machine
20. You Must Spurn a Picture Machine
You Must Not Spurn a Picture Machine
21. You Must Agree with a Picture Machine
You Must Not Agree with a Picture Machine
22. You Must Disagree with a Picture Machine
You Must Not Disagree with a Picture Machine
23. You Must Like a Picture Machine
You Must Not Like a Picture Machine
24. You Must Dislike a Picture Machine
You Must Not Dislike a Picture Machine

The Basic GOM

(4)

25. You Must Love a Picture Machine
You Must Not Love a Picture Machine
26. You Must Despise a Picture Machine
You Must Not Despise a Picture Machine
27. You Must Value a Picture Machine
You Must Not Value a Picture Machine
28. You Must Condemn a Picture Machine
You Must Not Condemn a Picture Machine
29. You Must Welcome a Picture Machine
You Must Not Welcome a Picture Machine
30. You Must Refuse a Picture Machine
You Must Not Refuse a Picture Machine
31. You Must Concentrate ~~Up~~ On a Picture Machine
You Must Not Concentrate On a Picture Machine
32. You Must Disperse from a Picture Machine
You Must Not Disperse from a Picture Machine
33. You Must Fixate ~~Up~~ On a Picture Machine
You Must Not Fixate On a Picture Machine
34. You Must Disassociate from a Picture Machine
You Must Not Disassociate from a Picture Machine

The Basic GPM

35. You Must Heed a Picture Machine
You Must Not Heed a Picture Machine
36. You Must Ignore a Picture Machine
You Must Not Ignore a Picture Machine
37. You Must Depend Upon a Picture Machine
You Must Not Depend Upon a Picture Machine
38. You Must Blame a Picture Machine
You Must Not Blame a Picture Machine
39. You Must Maintain a Picture Machine
You Must Not Maintain a Picture Machine
40. You Must Damage a Picture Machine
You Must Not Damage a Picture Machine
41. You Must Care for a Picture Machine
You Must Not Care for a Picture Machine
42. You Must Abuse a Picture Machine
You Must Not Abuse a Picture Machine
43. You Must Have a Picture Machine
You Must Not Have a Picture Machine
44. You Must Discard a Picture Machine
You Must Not Discard a Picture Machine

The Basic GPM

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45. You Must Obtain a Picture Machine
You Must Not Obtain a Picture Machine
46. You Must Reject a Picture Machine
You Must Not Reject a Picture Machine
47. You Must Acquire a Picture Machine
You Must Not Acquire a Picture Machine
48. You Must Abandon a Picture Machine
You Must Not Abandon a Picture Machine
49. You Must Use a Picture Machine
You Must Not Use a Picture Machine
50. You Must Neglect a Picture Machine
You Must Not Neglect a Picture Machine
51. You Must Utilize a Picture Machine
You Must Not Utilize a Picture Machine
52. You Must ~~Disseminate~~^{Dispense with} a Picture Machine
You Must Not ~~Disseminate~~^{Dispense with} a Picture Machine
53. You Must ~~Overwork~~^{Validate} a Picture Machine
You Must Not ~~Overwork~~^{Validate} a Picture Machine
54. You Must ~~Underwork~~^{Invalidate} a Picture Machine
You Must Not ~~Underwork~~^{Invalidate} a Picture Machine

The Basic gPR

55. You Must Exaggerate a Picture Machine
You Must Not Exaggerate a Picture Machine
56. You Must ~~Depreciate~~^{Reduce} a Picture Machine
You Must Not ~~Depreciate~~^{Reduce} a Picture Machine
57. You Must Boast About a Picture Machine
You Must Not Boast About a Picture Machine
58. You Must Apologize for a Picture Machine
You Must Not Apologize for a Picture Machine
59. You Must Compliment a Picture Machine
You Must Not Compliment a Picture Machine
60. You Must Excuse a Picture Machine
You Must Not Excuse a Picture Machine
61. You Must Show a Picture Machine
You Must Not Show a Picture Machine
62. You Must Screen a Picture Machine
You Must Not Screen a Picture Machine
63. You Must Reveal a Picture Machine
You Must Not Reveal a Picture Machine
64. You Must Hide a Picture Machine
You Must Not Hide a Picture Machine

Rule Basic GPM

65. You Must Recognize a Picture Machine
You Must Not Recognize a Picture Machine
 66. You Must Blank Out a Picture Machine
You Must Not Blank Out a Picture Machine
 67. You Must Discover a Picture Machine
You Must Not Discover a Picture Machine
 68. You Must Overlook a Picture Machine
You Must Not Overlook a Picture Machine
 69. You Must Remember a Picture Machine
You Must Not Remember a Picture Machine
 70. You Must Forget a Picture Machine
You Must Not Forget a Picture Machine
- An Explosion
End of GPM