

Flash Mental Simulation: soul's colors

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INTRODUCTION

In a previous article called *Simulazioni Mentali* (Mental Simulation, translator's note), we tried to describe the operational procedure in order to connect the Soul to Mind and Spirit through the exercise called SIMBAD. We want to remind you, with the present, that the SIMBAD exercise was created to get around the impossibility to put under hypnosis hundreds of thousands of people which are suffering being victims of alien abductions. As we saw in that occasion, and after documenting that through a wide literature, mental simulations are a valid system to solve practical problems. We maintained that, besides helping the brain solving virtual issues, and so being able to be beneficial, and so trained to solve the issue, which is external to our mental simulation, it would be possible to modify the future through creating the requirements necessary for the deletion of the problem itself.

NLP (Neuro Linguistic Programming) seemed to work on these parameters, which would be also the ones described through some subatomic and quantum physics experiments (like the Einstein, Rosen, Podovsky paradox).

All of the above was directly confirmed by some interpretations of the data from regressive hypnosis that allowed the abductees to free themselves from the alien presence, in the present and in the past and in the future, which were "modified" by the abductees' will and conscience.

Such working hypothesis were apparently confirmed by some episodes in which some variations of the virtual reality that surrounds us were recorded (recoveries from sicknesses, elimination of microchips in the abductees without surgical intervention, destruction of such objects without physically removing them, considerable paranormal phenomena, etc.) In this contest it seemed once again clear that the subject's soul, which was involved during the regressive hypnosis sessions, could, as we might say, "make miracles", where a miracle was the alteration of space and energy and time parameters of the Bohmian Universe.

So we were planning a procedure that, through just one hypnosis session, could achieve the goal of solving the abductions issue for the abductees. The soul was going to be re-programmed and, through its own volition, it would have acted on its conscience, the divine and real part of its "self", altering the virtuality's parameters and refusing to continue an experience which is considered harmful.

The procedure, applied on many different persons, seemed to give excellent results, and if the alien came back to bother the person, he couldn't do anything except disturb from afar the person, who was not an abductee anymore.

This procedure was complex and one hypnosis session used to last approximately two hours. Subsequently the person was followed for approximately one month to monitor his/her rapport with the external world, and so even with the alien species, that were trying to retake what they considered being their property.

If the procedure was done correctly, the person was never going to be captured again, even if often times he/she still suffered psychological traumas, trying to defend his/herself against the alien interference which was not going to "give up", so to speak.

It is necessary to underline that some persons were able to free themselves using only one series of SIMBAD aimed at this purpose, and in this context, we noticed that, when the SIMBAD was guided by an external person (guided SIMBAD), was easier for the abductee to enter in its internal virtual reality, with better results.

This was caused, according to us, by the fact that in the SIMBAD's mental simulation the person needed to be simultaneously in two roles: the one of the person who asks the questions, and the one of the person who answers with a different conscience.

In plain words this split personality, this double role, can create a slowdown for the cerebral functions which, according to Pribram's theories, would be proportional to the number of operations that the brain itself must complete in a "machine cycle", if we think about the brain as a "biological computer".

As an example, when in the SIMBAD the person talk with his soul, he himself is unconsciously "soul", but must split in a double role, the one of the the person who asks and the one of the person who answers, and doing so he must engage, alternatively, two different conscious states: the one of the soul who answers, and the one of the triad (soul, mind and spirit) who asks.

But if in a mind simulation exercise, induced from the outside, we were able to obtain the same results that we used to get through deep hypnosis, then we could build a mind simulation which could assure us getting to the same results without using the hypnotic session.

In this case we were going to build a new kind of SIMBAD, appropriately modified, which had only the goal to free the abductee from his problem, giving him the ability to defend him from the same alien interferences in the future.

Moreover, if the hypnosis technique or some NLP information was not necessary, anybody, after a proper preparation, would have been able to guide the exercise for anybody else. The advantage of such an operation would be very high because we would have:

- Effective speed
- No need of specific prerequisite for the operator (see the rest of this document)
- Methods which are less invasive than deep hypnosis
- Total lack of alien interferences during the simulation
- The ability to reach in a short time a lot of abductees
- The possibility to use telecommunication media without needing to travel
- No cost
- The possibility to overcome the issue coming from the allegation of illegality for using hypnosis techniques, which is often raised by our denigrators.

The new technique

The mind exercise that we offer here has been largely tested on dozen and dozens of new abductees and is created with different application modules which could be technically applied not necessarily in sequence, and so separated from each other, for abductees who are partially free. They must be applied instead following a precise operating sequence for new abductees according to what we explain below.

The Flash Mental Simulation (FMS)

The mental simulation needs to be guided by an external person who doesn't need to have any special information about the NLP and the hypnosis techniques, but needs to have a very good expertise about the abduction phenomena based on the results of our studies. We must underline that this simulation, even if it could seem a game, addresses and activates the four archetypal channels of a human being, and so it must be guided using great skill and experience in order to avoid the person from going involuntarily into a deep hypnotic state, which the person guiding the session would not be able to manage, if he/she is not an expert on these techniques. When we say that it is not necessary to have special prerequisites to use this technique, it doesn't mean that anybody can use this technique without any caution.

In this mental simulation the person is required to create a specific place, which will have to be described beforehand, in which he sees and perceives himself flying.

This first *step*, which is the first module, or introductory module, will unconsciously draw close powerful archetypes through the mental simulation, and so alert in this way the different components: soul, spirit, mind and body of the person, even without openly calling them into play.

Using simple words, one will evoke, for example, the soul component of the person without giving the possibility to the internal parasites or the active alien memory (MAA) to be conscious of what's happening.

Actually we were able to notice that some person were not able to achieve good results through the SIMBAD technique, because of strong alien interferences in the virtual room used in the SIMBAD itself, because of the influence of three components: Lux, MAA and the extra-corporeal parasite: something we extensively talked about in our previous works. Instead, through this new procedure it does not happen that an alien parasite takes over the situation and is able to prevent the correct development of the procedure.

This was at least one goal that we can now achieve.

In the starting module we link up the body of the person with the ideas of air, water, earth and fire, unconsciously activating in this way the man's four components. While the person is being distracted and drawn by the description of the four forces that surround him, and that keep on being continuously called again by the person guiding the simulation, the person is led to think that nothing irregular or dangerous is happening. This kind of approach deeply relaxes the person and once this has happened the second module makes the soul component to detach, so that the person can have a preferential talk through a process called "simple dissociation" (I see my soul as being outside of me.)

This module, called recognition module, happens in a space-time area where only soul and the person are able to interact with each other. In this moment there can't be any kind of interference, alien or military, internal or external to the body of the subject.

In this situation the mirror archetype will help us. This was already and abundantly used in the SIMBAD as a tool to control the real identity of the entities that appear in the internal virtual room and that must look at themselves in the mirror in order to verify their true nature.

Next there are the operating modules in which, following a precise order and using the "double dissociation" technique, the soul part of the subject will be put in the position to read in the body, the container of the abductee person, to check for the presence of different microchips, and to eliminate them. Next to the soul part will be asked to look for copies of its container that are controlled by the aliens or the military, and then to destroy them or to eliminate them from the space-time.

The next module is called the photo album module. We then ask to soul to show the pictures for everybody who came and took this container, so that soul can see them and recognize them, in order to become aware of them. Once this is done, still within this module, we then ask the soul to eliminate from the container's future all of the characters in the photo album. We then ask to check again if in the future they will come back and we insist until the subject "does not see" anymore, in his future, the aliens interfering with him. It is very important to do this accurately because it corresponds to the reprogramming step of the future, which is so important to the classic NLP. At this point we ask to soul to remember its first container, and if this was the container of a Primordial Man (PM – somehow similar to Adam Kadmon) we must proceed to an ulterior module which will describe later in this document. Instead if soul does not have this memory, we proceed to ask her to join with her mind and to her spirit, and to feel the fusion. Finally we make the subject come out of the mirror, who comes back to our virtual universe.

At this point the subject is potentially forever free from the alien issue. Even if the aliens come back, they are not able to use him anymore. In this context we need to specify which must be the abductee's attitude from that moment on towards the alien, in order to avoid unfortunate situations in which the phenomenon returns, which we will describe right after describing each module in detail.

Operating method

Preliminary module

We ask the subject to create an internal world in which he will fly.

This world must contain the sea, that fades away on the horizon in all directions, the sky, with the sun which warms up the air and an island in any preferred position. We must ask the subject to fly in this context and while he is flying we then tell him to keep a running commentary on his flight. We then help the subject to visualize the context with some phrases like:

.. when you will fly downwards, on the water, you feel the strong noise from the water and from the waves, you have that kind of feeling sticky typical of salt and you will feel also some spray from the water on you, but when you fly high you will feel a little warm because you are closer to the sun and, if you slow down or you stand still, you feel the noise from the air on your face or on your ears. A subtle and plaintive noise if you are still in the air, but strong if you go fast as when you put your head out of the window of a train...

While the subject is busy describing through his VAK channels the context and the feelings he feels, we will ask him in a certain moment (approximately after 60 seconds from the beginning of his running commentary:)

...how are you dressed? Is it warm or cold? Is it very windy?...

And only after the subject has focused also these kinesthetic anchors, we tell him that:

... hanging in the sky there is a little dot, very far away, hanging in mid-air, and if he flies close to it, he will realize that the little dot is a mirror hanging in mid-air

We then ask him to stop in front of the mirror and to look at himself to see how he is dressed. (first simple dissociation)

Once the subject has looked at himself and dissociated himself (that means he is giving to the right hemisphere control of the simulated images, and so we are lying within the soul's control,) we'll ask him to fly in the mirror, in just one leap, because there's a different place on the other side where only him and his soul can stay.

The subject flies on the other side of the mirror. (end of the 1st part)

Notes:

In some cases the subject see the mirror completely black. In this case we must say to the subject that there's another mirror which is all shining and that he must enter within that one and ignore the black one.

The black mirror is an attempt by the alien parasites, which are hosts within the abductee's container, meant to mislead the subject.

Another technique successfully used and applied when the subject enters by mistake in the black mirror is telling him that there is still another shining mirror within that place.

And we invite him to go through that one too.

*The mirror archetype is very powerful and unconsciously calls **forth the place in which soul lives out of time.***

It always unconsciously evokes the Bohm's virtual universe geometry which does not allow the ones that are not atemporal to end in an atemporal place like that one. In other

words, under an ideic mythological point of view, and so also symbolic-archetypal, one get over the threshold of the place where there cannot exist anybody who is not soul. In the fairy stories the devil or the vampire or the zombie or the living dead don't have a mirror image, don't have a shadow and not only they cannot go on the other side, the place of the soul's myth, but they don't even have a mirror image because their image, meaning their essence made of photons which bounce against matter and interact with it in the virtual world, gets to be "thrown back on this side" and cannot go further. Besides we must underline that, in this virtual archetypal world created by the mind of the subject, there are the archetypes earth, air, fire and water, which are powerful, and it is good to quickly go to final vision of the mirror. The module shouldn't last more than 3 minutes, and I'd say that it gets to be dangerous if we take longer than 5 minutes. During this time-frame it is good to focus the subjects' attention on the mirror, which must be placed in mid-air, in the sky (we'll support this vision with an appropriate visual induction.) Observing the island for too long could lead the subject to see in his body the links with the different parasites, and focusing too long on the sea could induce the subject's mind to "throw out" all the mental problems of the person who is supposedly an abductee. In this part the sea would be described exactly as black and stormy, and on the island there could materialize some alien figures linked to the presence of a Active Alien Memory (AAM), otherwise linked to the presence of alien parasites like the six fingered Blonde, or the alien that is conventionally identified as Horus.

Identification module

As soon as this happens (after approximately 3 seconds) one must ask the subject to describe the place on the other side of the mirror. And we quickly ask him to look for his soul saying the sentence:

...now look for it, she is there somewhere, she is the only one inside there...

If the subject is not able to see anything, then we wait for a few seconds and we return to the charge with a simple visual kinesthetic *auditory* suggestion:

...see, it is coming now, can you feel it?...that's it!

When the subject is focused on his soul part he needs to describe it.

The soul part description is a fundamental step in the identification module, where the conscious becomes aware of the unconscious, but the 2nd part of the identification is still missing.

...ask your soul if she knows who she is and that you are her container?...

From this moment on the cognitive contact has been created. Soul can talk in words, gestures, or in some other way as long as she makes herself understandable. If in this context there are uncertainties about communicating with soul, we need to ask the subject to be an intermediary between us and his soul, so that she makes herself understandable because there cannot be any misunderstandings.

At this point we urge the subject to ask to his soul if she knows the "gentlemen that come to take her and her container"...

Soul can answer yes, no, no idea! And in this context we ask soul if she knows why these "gentlemen" come. If she knows we ask her if she wants that we let her know.

In this context the person who is conducting the exercise will say to soul with simple words and archetypal concepts that these gentlemen come because of her and they want her energy and that it is good if this doesn't happen because this puts in danger her and her container's existence.

If soul answers through our abductee that "it is not an issue for her", we invite her to see in her future and see what happens if she doesn't intervene, suggesting her that she would be blocked and made into a slave and she couldn't experience anymore. We need to insist with the words: stuck, prisoner, lack of experience, forced, against the will, prison.

We do not use or avoid time terms like: before, after, if we can use terms like: moment, always, never again (instead of just “never”,) instant, current, now. Soul quickly realizes, meaning that she becomes aware of the situation and at this point we ask her if she wants “these gentlemen” not to come back anymore! (ever-again.)

If soul agrees, we ask her if she knows how to get to this result. Soul answers no almost always.

Then we ask her if she wants us to teach her how to do it. Soul always answers yes. Then the 3rd module starts (end of the 2nd module.)

Notes:

The place beyond the mirror is often times dark or shining or equal to the one on this side of the mirror, but there's nobody there. It seems, statistically, that the most probable answer is that this is a dark place where photons cannot move, as to show that if they were to move they would create time and since there is no time in this place, we compare the horizon of the events to a black hole.

Frequently, at the end of the mental simulation the place becomes more and more luminous, until it become white, as to show that soul has changed her site and now she is reunited to conscience or she has anyhow become aware of herself.

Module for decontaminating the container

We ask to soul to observe (not to “look” which is a term just for visual people) within the cranium of her container and to verify if there are lifeless objects which are not hers.

The goal of this part is to have soul becoming aware of all the microchips which are within the container, and after this new awareness, eliminating the issue using her volition.

We are about to produce a Double Dissociation, meaning the moment in which soul takes control of the situation and from this moment on it could be directly her that takes part in the conversation with the mental simulation, without going through the mediation of the conscious.

We then ask to soul to look within the cranium of the subject with phrases like:

...from there you can take a good look... if there is something that doesn't belong to the container that has different colors...

The soul's answer doesn't take a long time to come. The subject matches the soul *scanning* moving his head and his eyeballs as if he was looking at the scene.

Soul needs to be guided so that it verifies the presence of 3 microchips which are the pineal one, the frontal one (also called emotional and positional) and the ones behind the auricle, usually behind just one external ear.

At times soul sees them all clearly even if she was not informed neither about the position, not about the type of the device. At times she sees also the other devices (rarely) which are instead of a subjective kind, and so not general for every abductee, but customized to solve some issues specific of that abductee.

When soul have some doubts it'll be us, meaning the external operator, who must show to soul where to look.

This side of the question shouldn't look like an order to find things that are not actually there, but it is just linked to the fact that if soul is not aware of the things that she must look for, she will never find them.

Once soul has spotted these first three microchips, we ask her to analyze the different positions behind the eyeballs and in the mouth on the palate.

Soul spots immediately the right position of the objects and, at the point, we ask her if she wants to eliminate them.

Soul always answers yes.

At this point we ask her if she knows how to do that and if she wants us to tell her what to do to eliminate them.

Usually soul wants to know how to do that...and at that point we tell her to use her volition through the words:

...you just need to want to do it...and accompany this admonishment with a visual anchor like:

...it is like a beam that starts and destroys all of this stuff... you make it start and you hit the point where this thing is, and this thing disappears, because it has never (never again) existed...

you delete it now and forever (from the past, present and future)... let's start from the one in the head...

And then we repeat, every now and then, while soul is dealing with eliminating physically the microchips, with phrases like:

...never again, it is you wil that wants this, a shining beam that eliminates from your existence that stuff...

We encourage soul to apply this treatment even to the other microchips, without forgetting any of them.

And we ask soul to tell us when she is done, after eliminating every single microchip.

Then we ask soul to observe and look in the stomach, in one hand, in the genitals, in one foot.

Soul inevitably finds a chip in the stomach, between two finger corresponding to a micro-scar and in one foot, usually under the big toe.

The microchip in the genitals is probably a contraceptive (we must say this to soul.)

in some cases soul self examines the genitals and finds out that there is also the possibility to monitor an alien fetus (it has happened a few times.)

In this case there can be a deep emotional crisis for women.

It must be said that we should avoid the mental simulation when an abductee woman has an alien fetus, because soul refuses to eliminate it and this will inevitably create a subsequent abduction for the abductee woman after the treatment, executed by the owners of the fetus itself, because they try to get it back in extremis.

This would be the last abduction.

In other words soul allows the aliens to get back their fetus and after that there is no other preferential treatment from soul, and the alien is not able any longer to get close to the abductee's container.

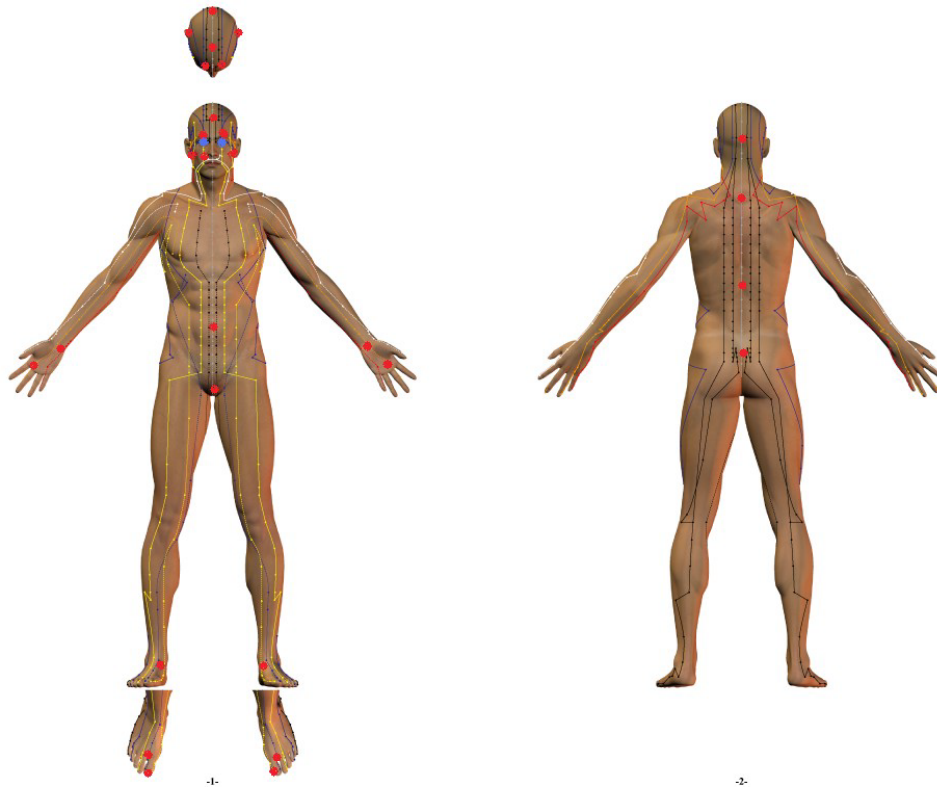
Notes:

We tried, in some cases, to ask to the Soul if she wanted to eject the alien fetus, and when she was available to do this, we asked her to do it.

Such treatment produces the ejection of the placental material within 24 hours since the end of the flash simulation.

We haven't had any opportunity to analyze that material until now.

This kind of situation leads to think that the Soul component could decide if she wants to have a child or if she doesn't want to complete the childbearing. As things stands, pregnancy gets to be interrupted by factors which seem to be only chemical; instead there seems to be also strong psychosomatic motivations (the Soul's volition not to produce more physical body/containers.)



Then we ask to the Soul to monitor the spine from the top to the bottom.

There are 3 micro alien implants which appear to the Soul PM to the cervical area, between the 4th and the 5th lumbar vertebra, and at the bottom of the back. Often times there is an implant even under the cerebellum, which gets to be mistaken with the cervical implant near the spine but that “maybe” represent an ulterior graft.

Through the same procedure we urge the Soul to eliminate all the implants. These last implants are linked to the alien called Horus and to Growl (the six fingered Blond,) and they directly interact with the brain: not on the Soul and the Spirit level, but only on the Mind level. Generally speaking there are 2 hypotheses for how to treat the implants, which are probably determined by the terms used while speaking with the Soul herself. In some cases the microchips break down and do not work anymore, while there are no more whistles in the ear and no more interferences with the electronic devices (telephones, airport security gates, banks, etc...) in other cases they actually disappear (this can be shown using a CAT or MR scan before and after the treatment.) End of third module.

Removal Of AAM/APM, Lux & trans-dimensional parasites

Only after eliminating the electronic interferences we ask to the Soul to check the subject's cranium: we will tell her the following sentence:

...in your physical body/container, there's something alive which is not yours you can see it clearly from there ... it looks like something with a different color than your brain ...Look closely...

The Soul tries this, and within approximately 20 seconds she finds the Lux and the AAM, either one first.

The Lux always appears as a shining little ball which moves in order not to get caught by the Soul's beam of light, and which tries to exit the cranium going, at times, on the solar plexus. The Soul needs to be helped with words and must be encouraged to eliminate it. The Soul can do that in a second but she is often time scared by this thing, which moves on its own will: but we must insist and we must find a way to make the Soul consume it, eliminate it, coventrate it. The Soul needs to be informed that if the Lux is not eliminated, it will come back. Being successful in eliminating the Lux really depends on how efficient is

the external operator in working with the abducted person. The Lux often escapes out of the physical body/container before being eliminated. In this case we need to say to the Soul to chase it and to get rid of it, since this is the only way to break free from it. At times the Soul doesn't want to get rid of the Lux, but she chase it away from her physical body/container. But at least the Soul has learned to recognize it and chase it away.

Now we take care of the AAM.

We want to show to the Soul a certain cerebral hemisphere: the Soul finds it alone, which goes along with the left-handedness of the subject, if this is present. (It is never wrong, and it always positions the AAM in the left brain for right handed.) We ask Soul to look inside that area of her physical body/container's brain, which has a different color, and to see a shape, a body, something that occupies that area.

The Soul now sees the shape of the AAM's body, and she realizes what kind of AAM the person has always carried within.

Now we ask to eliminate the AAM too, using words like:

...your will is like a shining sponge which goes on that area of the brain and cleans it off... off everything that is not yours... just like it has never-again been there.

This operation requires on average anything between two and five minutes.

When the Soul has completed her work, we ask her to try and verify how she feels in her physical body/container now, without all of the other stuff.

The Soul answers that she feels as is she has more room, and her physical body/container answers in a relaxed way, and even the facial expression seem to be more relaxed. (End of the fourth module.)

Notes:

In some cases the subject, or the be more precise, his Soul component, perceives at this level the Tran-dimensional parasite, which is the one who stays within the Growl or the Six-fingered. This parasite is perceived as some kind of black shape without any three-dimensionality, which is archetypically linked to the cerebellum, or behind the abductee anyway.

If this happens, it is just in this moment that the the person needs to get rid of it using her will. This experience seems a forced separation which is violent at times, but the Soul's will always win. Always! It is not always true that this particular parasite shows itself, and this is due to different reasons; the first one is that this kind of parasites are continuously present and hooked to the abductee's body. They live in another universe and they are "over there". Often times they are hooked to the physical body/container, who doesn't see them at this point in the procedure, but he will see them later on, in the photo album module, (read the rest of this document.) A different hypothesis is that the parasite has the tendency not to show itself. Anyhow, it will be eliminated in the following modules.

Clones Removal

Now we ask to Soul if she is aware of the existence of any *copy (clone) of the present physical body/container*: these copies/clones must be destroyed, or, through their activation, the Soul would be captured again against her will. Then we ask to the Soul to go looking for these copies in the holographic grid, (obviously we'll use a term that she is able to understand, like... *look for it now, or... look for it in the present moment, or... look for it around you.*)

We'll tell her that she knows where the clones are, and that she can easily connect to them and we invite her to look in those places of the universe where these copies are. It takes to the Soul approximately 50 seconds to find the 1st place, and within 3 minutes she finds the main three places where the clones are.:

One of this places is always a closet used for preservation. *It is guarded by the military.*

Another one of these places is usually *where there's the corresponding alien specie*.

This corresponds to the active alien memory in the subject; here there are transparent cylinders where the copies are floating in the usual preserving liquid.

A third place usually corresponds to the place which is characterized by clones stored in a horizontal position, and which are usually linked to the alien called Horus, or to the Growl.

The number of copies varies from one to three, depending on the place and on the procedures used. We then ask to Soul, every time she finds one of the places where the clones are preserved, to bump them off, while encouraging her and reminding her that they are not alive, but they are fake, in order to avoid crisis and internal conflicts.

In this module we can use some time to verify where exactly the clones are when they are destroyed, so that we can also verify who is actually keeping the clones. In this way we'll make sure one of the following presences: military, AAM, which is confirmed by the data obtained with the previous module, and also the extra-dimensional parasite: Horus (which contains RA, the parasite without a body,) or Growl (with its alien content that can also be without a body.) (We want to remind here that Horus, Ra e Growl are just conventional names that we gave to these aliens in our previous works.)

Notes:

Actually we recently found out that, when Soul describes the place where her physical body/containers are stored, she also sees physical body/containers for other unknown abductees.

We presently have the tendency to ask to Soul to eliminate all the physical body/containers that she perceives, both hers and the ones belonging to other people.

This operation doesn't seem to have any cost, and gives the indirect advantage to help freeing other abductees, which are still unaware they have been abducted. (End of fifth module.)

At this point, since Soul has perceived herself within her physical body/container that now has no interferences, we are able to reprogram her for her future. But in order to do this, Soul needs to see and recognize all of the aliens which used to interact with her physical body/container. These are aliens that she doesn't remember, but that she will soon recognize. We ask to the Soul to create a photo album and to show to her physical body/container, in his mind, a picture for each one of the species that used to come. Now the Soul, without any apparent difficulty, creates a photo album containing all of the alien species that we describe in our studies. For each image that the Soul briefly describes (we don't want to dwell PMon these descriptions for too long, because they only serve for the Soul to verify which is the type of alien that she needs to keep away, and for us to understand what kind of aliens she is looking at,) we will encourage Soul to create the next image.

The Soul needs to see:

- 1.The Saurus / Reptilian
- 2.The Insectoid / Mantis
- 3.The Heart-shaped head (a sort of a grey alien, little bit higher, elephant like skin and highly telepathic)
- 4.The Five-finger Blond / Orange (with a blue jumpsuite, usually accompanied by a female looking alien)
- 5.The Frong-finger amphibian alien
- 6.The Lux / Orb
- 7.The Human military
- 8.The Six-finger blond (the Growl) or the Nordic.

- 9.The Horus / Draco (the alien which looks like a winged anthropomorphous and which is linked to the Egyptian civilization)
- 10.The Ebe (the classic Gray, with all its versions)
- 11.The Black spot (content of the trans-dimensional parasites: Horus or Growl)
- 12.Anybody else that she can recognize

It is possible that some of the above aliens won't be remembered, and this could happen because, PM till now, we are not sure that all of the abductees had something to do with all of the above species. If the Soul, at a certain point, cannot remember anything else, that means she hasn't had that kind of interferences, and so we need to put it off at this stage, and possibly use generalizing sentences, (in transformational grammar the generalization process is used when there's no description for any class which uses a categorizing element, so that it is possible to include anything that can be included,) which will teach the Soul to avoid being captured by anybody.

Notes:

It is just now that we need to inform the Soul that the Horus and the Growl are just physical body/containers for other things "without a body", which usually she sees as black shapeless and bi-dimensional spots: while the "Six-finger" is a fake physical body/container and the "Horus" is an alive physical body/container. Soul must be informed also that destroying or chasing away those two physical body/containers is not sufficient, but that she must be able to recognize within them "the other ones", so that she won't allow them to get close to her anymore. If we ask to Soul, at this point, where these beings which are contained come from, she has no doubts, and she says that these two entities, without a body, come from another place, where there are no "physical bodies" or where everything closes in itself. In conclusion, even if the abductee person doesn't know anything, the Soul turns out to be very well informed once she is aware and well informed about the state of things.

When the Soul is aware of all of this different kind of aliens and military (the subject, who doesn't remember anything before this simulation, is able to exactly describe them, because the Soul shows him the images which she gets from the holographic grid,) she can be re-programmed. We will ask her if she wants these "gentlemen" not to come and take her anymore or take her physical body/container. It must be always underlined the idea of her and also of her physical body/container, otherwise the Soul re-programs herself so that nobody can get her, but she will not consider the fact that the aliens can still interfere with her physical body/container. We need to always remind to the Soul that even her physical body/container shouldn't be abducted anymore. If the Soul agrees, we'll ask her if she wants us to teach her how to "send them away." The Soul always answers yes to this, and so we ask her to see this physical body/container's future in just a moment. We could match these words with the usual visual-kinesthetic help with phrases like:

...see this physical body/container's future... do you still see those "gentlemen" coming to get your physical body/container?...

Obviously the Soul answers yes, and she says:

...yes they come back, but they cannot do anything anymore...

Or she might say:

...only Tom and Dick come back...

depending on how well we did in the previous modules.

Now we ask to the Soul to clean her future from these images, so that we'll automatically clean even the reality of their presence.

We'll match this visualization using the words:

never-again, not-anymore, deleted, stop (the term stop is interpreted by the Soul as “never happened”).)

We will ask to the Soul to look again and to observe if these guys come back again.

Soul observe her future and describes what is now in her future. Usually she says that the aliens will come back, but they cannot do anything anymore. They don't take neither her, nor her physical body/container, but they come back. At times she says that they come back looking for some acquaintances or relatives living with that physical body/container (children, partner, siblings, parents.)

At this point we ask to the Soul if she will let them take her: either take her, or her physical body/container; (in this way we project in the present that confirmation about the future.)

Soul says NO, firmly!

Now we need to get the Soul ready to give us 2 important information, and that's why we ask her to look in her future, and in her physical body/container's future. We ask her to count them. Soul see all of the physical body/containers at once, but she doesn't know how many they are, unless we ask her to count them. In this way she sees them one at a time, and so she can count them. The Soul says that the number of physical body/containers is between 0 as a minimum (meaning the present one, which is the last one,) and 6 as the maximum, all the time.

This type of question is meant to let the person understand what is his destiny in this future, and also to let us understand if the answer is statistically consistent with all the others, so that all the other answers collected can gain credibility. Moreover Soul becomes immediately aware about what the future is saving for her, and she often describes, “When everything is finished over here we go over there, in a dimension made of light.”

We want to remind that the person is not under hypnosis but he is in a state which is linked to his Soul component, and he immediately answers without being aware of what he says, since the left hemisphere in the brain has been cut off from 80% of the communication.

The second testing question is about the very first physical body/container for the Soul.

We ask the Soul to tell us how is her very first physical body/container. It is necessary to use the present tense because Soul goes and see her present first physical body/container, which is still present, and actually co-present with our time. The goal for this investigation is to verify if the Soul we are dealing with comes from the 1st or from the 2nd creator. If the Soul describes the body of her 1st guest as a giant human, we are dealing with a Primordial Man (PM) and it is necessary to use another Soul deprogramming module; instead, if the Soul's physical body/container is any other physical body/container, it is not necessary to use this module, and we proceed asking the Soul if she wants to try to join her Spirit and her Mind, through a fusion experiment.

Usually Soul is hesitant at first, but then she tries and she gets an immediate advantage from this. So we teach to the Soul how to cooperate in the triad, and we set to zero all of those schizophreniac attitudes which are typical of many abductees. They acquire a “map of the territory” which is complete, at least for their virtual neighborhood.

Reprogramming the soul component towards the Primordial Man

If the abductee's Soul component comes from Primordial Man (PM), she usually feels some nostalgia for her first physical body/container, which is at times deified as the father or the owner or the creator.

Soul desires to go back to it as soon as possible and she often time remembers that she's been abandoned here, and she lives waiting for PM to come back to take her again.

The Soul shows a complete unawareness for what actually happened, and she wrongly believes she must wait for PM to come back.

But we know that things are really different than this. We know that PM has blocked within itself its Soul component, in order to make its physical body/container immortal, but also blocking the ability for the Soul to experience, because she cannot experience the only thing for which she has come to this universe, meaning experiencing death.

PM doesn't want to die and it behaves towards Soul exactly in the same way as the other aliens do, since they crave for the Soul to be blocked in their physical body/containers, so that they can be immortal, even if they prevent Soul and all Conscience to experience.

PM uses a trick to solve this problem.

It has taken its Soul components and it has shared them with the men's physical body/containers, so that Soul could experience death using the human physical body/containers.

But it seems that at the end of this experience the Soul wanted to go back to her original owner, PM, who put her in a cage forever. Soul is still here with us because she has been abandoned by PM and she is totally unaware that she's been used and exploited by her future jailers.

When we remind to Soul in this module about her role in this matter, she shows anger against PM and she doesn't want to go back to it anymore. Through this realization we try to let the Soul component understand that the weird tall man who seems an old wise man (that's the way the Mind sees it,) who appears at times during the SIMBAD practiced by the freed abductees, and who wants to convince the Soul to go back to him, it is actually a smart human lair, who wants to cage Soul after she has experienced death, using her in this context and having her being abducted often times by the aliens, and using her as a Trojan horse during the alien abductions.

PM uses also mankind as cannon fodder, causing the human race extermination every thousands of years, in order to avoid that the Soul component gets to be taken by the aliens, and to avoid that mankind obtains self consciousness and realizes the way things are.

As we already said in a different venue, mankind has no advocate, neither alien nor the human military, and not even PM (who created the aliens, which built us afterwards so that they could, through us become just like PM.) PM itself somehow committed a sin, wanting to become immortal and maybe eternal just like its first creator.

We deprogram the Soul via this last module from following PM, and we gift her the opportunity to be free and to choose her own future.

Detachment of the soul component from the Primordial Man

We ask to Soul if she wants to remain forever a slave to Primordial Man, who pretended to be her father, her creator and her benefactor, but who actually have only been exploited her for his own sake. We ask to the Soul to look into the future, and verify by herself the way things actually are. Soul at this point often cries and is moved, but she decides to detach forever from PM, earning again her freedom forever.

We ask to the Soul if she knows how to detach herself from PM. Often times she doesn't know.

We ask to the Soul if she wants us to tell her how to do that.

Soul agrees.

We ask to the Soul to visualize the link with PM has if it was a long rubber band and we ask to the Soul to pull the rubber band to herself, and in this way it will completely detach from PM and it will completely re-wind within the Soul herself within her present physical body/container.

Soul does this easily.

The period right after this module is always highly emotional.

Creation Of The Protection Bell / Bubble

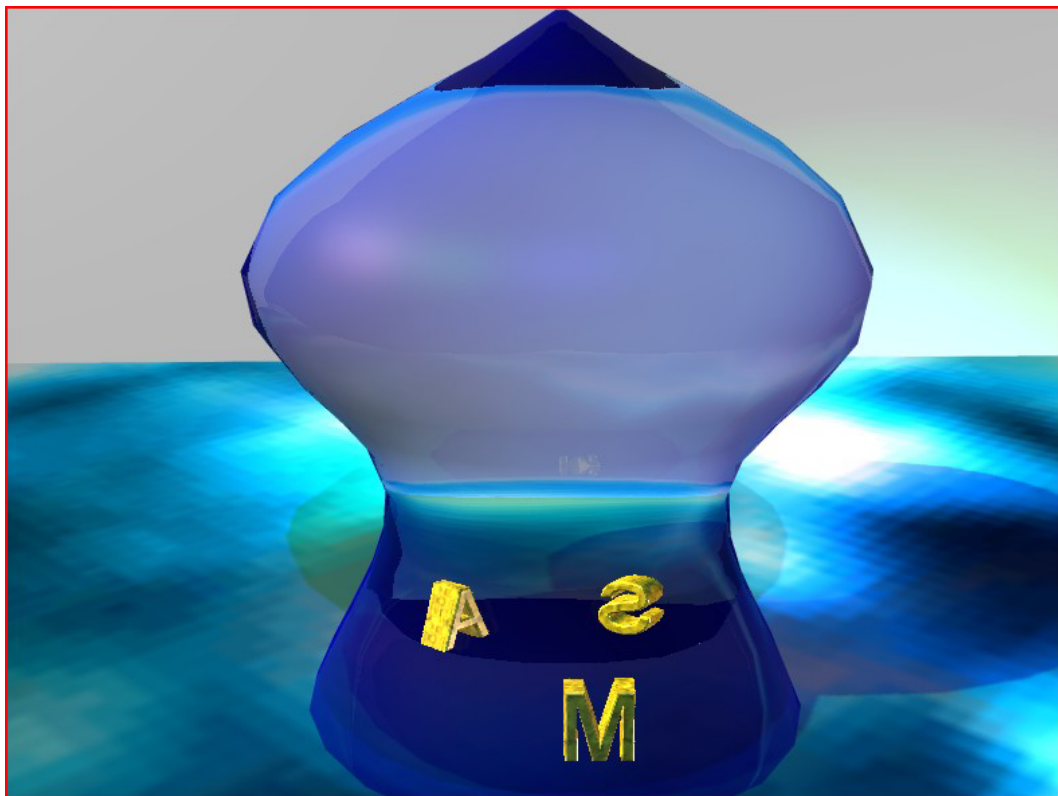
We'll ask at this point to the Soul component to create a transparent bell that wraps the triad in the body, with all of the body.

We then say that this bell can't be crossed from the outside, that it allows one to see because it is transparent and so the person can contact the outside, but the outside, meaning the aliens and the military, both known and unknown, won't be able to enter in it anymore, and if they were to touch the bell, this would vibrate and destroy them automatically.

The Soul knows how to do that and she wants to save her physical body/container, and she won't have any issue in preparing this last defensive trick.

In the mental simulation the Soul creates the bell which usually works as long as the abductee lives.

Only the Soul can open the bell, and this happens only if she wants to do that.



Notes:

We've been able to see that this block is often times an ulterior and effective shield providing a screening effect, compared to the cases in which this module doesn't get to be used. Choosing a bell shaped shield comes from the idea that in this way the person associates the shape with the sound. Sound means vibration and in this way it's easier for someone who is visual auditory kinesthetic to grasp the idea of a vibrant shielding shape. Thanks to Luciano Scognamiglio, we can highlight that the "Protective bell" idea is really ancient, and it comes from Hinduist practices

, <http://www.skepticfiles.org/mys5/tantsafe.htm>, it is then badly copied by the American new age, http://www.unexplainable.net/artman/publish/article_5400.shtml, and before that by the esoteric Rosicrucianism practices http://www.rosicrucian.com/zineen/p_aura.htm. In this context the bell shape is effectively replaced by an energetic shape, which we can equate at times with the Aura concept. This should be better for somebody whose perceptions are more kinesthetic than visual. In this case, according to Scognamiglio, we could take advantage of using the bell as an alternative in this way:

We ask to the Soul component to create a transparent aura that wraps the triad in the body, and that includes the body too.

We then say to the Soul that this aura cannot be crossed from the outside, and that it allows us to see through it because it is transparent, and the person can be in touch with the outside world, but the outside world, meaning the aliens and the military, both known and unknown, won't be able to enter in it any longer, and if they were to touch the aura, the aura would vibrate and automatically destroy them.

The Soul knows how to do that and she wants to save her physical body/container, so she won't have any issue in preparing this last defensive trick.

End part

We ask the person to exit out of the mirror and to keep on flying...

After the simulation

Right after the mental simulation we say to the person that within 56 hours the aliens and the military will try to take possession again of what they believe belongs to them by right. We need to say that, whatever happens, the person won't be taken again because the Soul has been reprogrammed.

Usually, shortly after this, the aliens and the military try to make up ground.

The person will feel he was taken and it is possible that he does not really remember what happened, but when he does remember the subsequent abduction attempts, we find out that the aliens poorly failed. These attempts might continue for a long time, or the person is left alone for a few months hoping that his defense barriers will be lowered, but this never happens.

In this context the abductees whose Soul comes from the second creator won't be attacked anymore, while for the ones whose Soul comes from the first creator there will always be PM who annoys them.

PM is reduced to cooperate with the aliens and the military to take back home his lost Soul and this, until now, can't be achieved with any quick solution, but only because the Soul component often times refuses to physically eliminate PM, since she feels bounded to him because of a common past together.

It is possible that this kind of situation creates some emotional stress for the abductee, because Soul feels continuously besieged until her conscience explodes and she doesn't allow anybody in the whole universe to get close to her.

This is the last point in our work.

Besides we need to say that in just one time the person acquires so much awareness that he sees the virtual world around him in such a different way that he questions everything that he used to believe in, and he often revalues all of the human relationships with his acquaintances.

In this context we need to accompany the abductee in the following months, until he understands the vision of a new internal state of equilibrium, which will make him able to both make miracles and to understand why all of this has happened.

Symbolic Meaning Of The Colors And Archetypes Used In The FMS

While simulating the flight scene, the resulting images, which are unconsciously created, will be passed to the Mind, and the Mind will transform them in archetypes, which will become a message for Soul, Mind and Spirit.

In this context not only the four basic elements will find a place within the corresponding human components, but even the colors will be useful. It is actually well known that the AIR is the symbol for the Soul, while WATER it is the symbol for the mind, FIRE it is for the

Spirit and EARTH it is for the body. We'll match the earth with the brown color, the air with blue-white, the Mind with the green-light blue and the Spirit with the yellow-red.

Many says that there's a correlation between the color's symbolism and the perception's nature. Chromotherapy heals mental diseases and also body diseases (but always through a psychosomatic relationship.) Max Lüscher color test can identify the unconscious personalities depending on the order that the person selects in their *choice of colors*.

YELLOW-RED:

This is the masculine and active principle; it points to fire, joy, celebration, sexual excitement, and it also represents blood and violent passions. In alchemy it represents man and the Spirit's male principle

GREEN-SKYBLUE:

These are the colors connected to water and the vegetable kingdom. It represents life for Buddhists. This is a neutral color, it is relaxing and it fosters meditation and calmness and for us it represents the Mind

BLUE-WHITE:

It represents intellect, truth, fidelity, perseverance. Blue is the color for great depth and the feminine principle. For Buddhists it represents the sky. It is purifying and it's the color for space. It produces heat. It represents light, simplicity, air, enlightenment, pureness, innocence, chastity, holiness, sacredness, redemption. This is the symbolic representation for the Soul.

BROWN:

It is the color for the Earth, for wood, so it is associated with solid and lasting things. This is the body's color.

These colors are the ones that are given to Soul, Mind, Spirit and Body for an overwhelming majority of the cases during the SIMBAD mental simulation (see our previous works). It is possible to notice that there are possible color variations to dress Soul, Mind, Body and Spirit with these colors.

Such variations need to be linked from an ideic and an archetypal point of view to the Soul's, Mind's, Spirit's and Body's state of "health".

Under this point of view Soul is normally blue, but technically it could look like a faded blue tending to white depending on her level of consciousness (the higher the consciousness, the lighter the color and the stronger its intensity.) Generally speaking human beings use the different colors linked to the emotions in an archetypal way, and depending on their historic culture. In the western world we have noticed that the three basic colors from the RGB system are assigned to the three components, Soul, Spirit and Mind. It is possible to create and replicate any color from the RGB system.

In this context the scholars who studies the human brain and who consider it as a computer that follows exactly the same laws as the external world in its internal mental simulations (Pribram). http://it.wikipedia.org/wiki/Karl_Pribram

The range of spectrum for each different color is probably caused by the different perception, and so by the different level of consciousness for one's self.

When Soul, Mind and Spirit get together in the triad, during the exercise called Simbad, the person perceives something which has an intense white color, and this shows that the mental simulation is perfectly miming the color as a measure of the energy and the power emitted.

Hence using colors to identify one's own components in one's self seems to be a great method for introspective analysis.

From this scheme we could intuitively say that if our Spirit looks yellow to us, rather than red, we could say that we have a partial fusion with the mental component of one's self.



Analyzing the color of the self's components could actually be a *probe* to identify the general health for the person being analyzed.

<http://www.reiki.info/Energie/Ufo-Abduction-Interferenza-Aliena/Malanga-La-fisica-delle-abduction.pdf>

Success and failure with FMS

After the first treatment using the FMS the person needs to be followed for at least 30 days, knowing that the aliens, whoever they are, won't easily let him go. What happens is that "they" come back, but they are not able to do what they used to do. The person, even if he is now aware of the phenomenon and doesn't let them take him anymore, can be easily found in space-time by the aliens and the military because of his family closeness with other abductees. Using simple words and an example, the military is able to find the person even if the positional microchips are gone or broken, using the ones from a close relative that the abductee regularly meets or lives with. It is misleading to evaluate the result produced by the FMS in the first few days after using it, since there are lots of parameters to consider. There will be a greater number of attempts to abduct the person, and this may mislead him regarding a successful FMS; if we check using the anchor technique the memory and the memory's recollection, we'll deduce that the person hasn't let the aliens take him anymore, or if he did, he didn't voluntarily perform the operations that the aliens ask him to perform any longer. At times it happens that the person's Soul component let her physical body/container being taken again only because we were not clear enough, during the FMS, while reprogramming the Soul to not to let either herself or her physical body/container being taken again. The Soul often lets the aliens take again her physical body/container when it has an alien fetus inside, and this is the last abduction. But the most dangerous thing is caused by the Stockholm Syndrome for the abductee, because this leads, after a few months without any abduction, to the Soul being taken again. In this case the person maintains that he feel alone when he is without the aliens and abandoned by his own jailers.

Another possible partial failure depends on the kind of Soul that the subject has. Some Souls are curious and they want to be taken again to see what's going to happen. While reprogramming the Soul with the FMS we need to be clear with Soul and tell her that she can understand how things are without being taken again, because this kind of experience would lead to her "end" and to an inglorious end for her physical body/container.

In any case the FMS gives to the abducted person useful tools to defend himself and it gives also, even if used only one time, the elements for a total and fast future liberation from the abductions, which are exogenous to this planet.

So we can infer that the FMS is a valid and quick methodology, compatible with the majority of the abductees, to let them become entirely aware of this phenomenon in just one application. The FMS makes the abductees able to defend themselves from the abduction problem in all its different varieties.

The FMS fails if the person's Soul component refuses to follow our suggestions, because the abductee is basically and masochistically bound to the abduction phenomenon, for he has a personality which is completely overwhelmed and prostrate by the alien presence. It is easy to recognize the abducted person who belongs to this group, since he can be defined as pathologically depressed or as extremely self-referential.

The self-referential characteristic is, according to our point of view, the result of a reaction which is the opposite of depression (low Spirits, TN). In other words, while in the pathologically self-referential person the Spirit, (the male part of the self,) wants to drive the life's game besides the fact that the Soul is practically absent, in the pathologically depressed person the Soul is still absent and doesn't participate to life's experiences, (this is true for the overwhelming majority of the abductees,) but in this case the Spiritual component is also practically overwhelmed and helpless against the alien presence within his physical body/container.

In both cases the Soul is practically inactive towards life, but in the case of a depressed personality even the Spirit doesn't seem to be able to do his part. There are many and different grounds leading to a Soul and a Spirit which take no interest in their physical body/container, but in the end they are the same which lead to the physical body/container's sickness on a psychosomatic level even when it is not dealing with abduction issues. We could talk now about this interesting point, according to which the persons, mental sick, could be cured using mental simulation techniques to examine the Soul's, Spirit's and Mind's troubles, trying to stick together again these components through a constructive internal dialogue. It is not our job to talk, during this discussion, about this particular aspect of psychoanalysis and trans-personal psychology, even if they have been giving us useful ideas for our field studies during so many years of work. What is for certain, according to our point of view, is that it would be good if modern psychology and functional neurophysiology, finally started to consider also these aspects of objective reality. The unrestrained prescriptions of drugs to induce oblivion seem to be a universal remedy for sick people, while they are a universal remedy only for the pharmaceutical companies and for the medical class.

Conclusions

We need to underline that we spent eight intense months doing trials before we published this work. We also think it is necessary to underline that, even if anybody can use the FMS since it is not necessary to know NLP in order for the FMS to be successful, once you become master of the FMS technique, it is also necessary to have a broad and deep knowledge of the abduction phenomenon according to the themes that we have been published in the last 20 years, and more specifically a deep knowledge of the abduction phenomena, in all its aspects. If the FMS method is wrongly applied it is possible to create serious dissociative processes in the person under treatment.

The FMS working team has decided to make this methodology available as soon as possible in Italian and also in other languages, to verify on a world scale how valid is this method in the fight for life.

The FMS distinguishes itself from a classical hypnosis since it is not as deep, almost to the point that it makes the sequence of needed operations non-hypnotic. (But it is still possible to easily control the depth of the hypnotic state: Author's Note.) An ulterior operational difference is this: when we use hypnosis techniques to free the person from his issue, they must be preceded by a proper preparation through meetings and talks, which are meant to identify his alien experiences background, and to prepare him for the actual hypnosis, through the use of the VAK model and of the anchor model. Instead if we use the FMS without any particular issue we need to remind that the person must be followed afterwards on a day to day basis, after having used the FMS, in order to give him

all the necessary support to finally exit from his problem. Often times this problem present itself again, even if the person seems to definitely be able to deal with it. The psychological support needs to last for at least one month (between one and three months,) after the FMS is performed.

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