

- Backcover Summary
- Preface
 - How it came to be, why it is important to write about it. The bad and the good prospects coming out of it. Sets the personal tone...
- Metastructures In General
 - Include definition of metastructures and define which metastructures are of most concern regarding this book
 - General Definition
 - A general definition of metastructures
 - Meta Definition
 - The type of meta structures this book will be most concerned about. Metastructures to manage biological/non-biological life
- Electrometas
 - Introduction
 - Definition
 - General Theory
 - Technological Infrastructure
 - Base Technologies
 - Engineering details will not be included – manufacturer secrecy and general human ignorance – little information dispersed. Irrelevant in total. Only size/redistributability and chargeability and similar will be included.
 - Base functions – simple. Like retransmit charges in certain frequencies, amplitudes and spatial angles.
 - E.g. nodal, wireless charging, always-on etc.
 - Installation/Deinstallation
 - General Base Functions
 - Grilling – raying up of participants to make scannings easier. Especially with cheap and unsafe technology necessary. Can and will lead to increased ionization of participants
 - Scanning – Information Gathering and Scanning preparation
 - Body/Matter Scanning
 - Brain/Information Scanning
 - Addressing – Into Environment/Onto Participant(s) Information Dispersal
 - General electromagnetic resonance wave generation in the environment and/or participants. Can be audible and feelable for non-participants and unaddressed perceivers.
 - Injection – Into Participant Information Dispersal
 - Information injection directly into brain/brain-regions or perceptive organs
 - Alteration – Physical Changes
 - Physical alteration to achieve change of physical state. In contrast to the information dispersal methods are meant to directly affect a physical body – organic/non-organic.
 - Movement
 - Physiological Changes
 - Damage/Military Applications
 - Higher Level Functions and Effects
 - Hooking-In – scanning of a participant and injection into listener participants
 - Collectiving – scanning and injection of resource fragments of a group of

- participants into each other.
 - Hubbing
- Energy and Information Networking
 - How is the energy required for the electrometa transmitted and made available and how is information distributed in the electrometa in general. What is the overall quality achieved/what are transmission quality factors. What are methods used to improve transmission quality if available. Etc.
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- Resource Networking
 - Participants as resource providers. From bodyparts to thoughts to machine interfacing etc.
 - Concerned with gathering artefacts, distributing artefacts and altering/changing resources to achieve wanted effects what other devices are necessary – e.g. computers to process/re-process or retransmit resources
 - Resource Gathering
 - Resource Storage and Distribution
 - Resource Shaping and Reprocessing
 - Resource Interfaces
 - To which other systems outside the core electrometa system are resources sent to. E.g. electrometa gathers scanning artefacts – sent to computer, stored on disk.
- Participant Integration
 - Participants acted upon – is resource (like in internet of things – just a thing. Alive or not.....) and may act upon other participants.
 - Definition of types of participants
 - Resources, Resource Handlers, Supervisors and the like
 - Resources
 - Types of resources, organic/non-organic, information processing/static.
 - Resource Handlers
 - Types of resource handlers
 - Supervisors
 - Types of supervisors and functions
- Accessibility and Security
 - System Security
 - Who can access the system in what form and what can be accessed
 - Participant Authentication
 - Resource Availability
 - Data Transmission Security
 - Encryption or not
 - Participant Security
 - Interaction Initiation and Exit
 - How safe is it for participants to use, can participants reject interaction or not (voluntary/involuntary)
 - Participant Integrity
 - How deeply are participants affected in terms of personal integrity.
- System Management
 - How is the system managed overall – e.g. supervisors initiate all interactions and manage resource distribution.
 - Entry and Exit management

- How is system entry and exit managed for participants and resources.
- How much automation is present
- How important are the different participant types in terms of system management
- What types of systems do exist – from totally unmanaged systems to fully automated systems etc.
- Environmental Integration
 - How the system is integrated into its environment geographically, functionally and socially. What purposes they have and serve.
 - Geographical Integration
 - Purposes and Goals
 - Geographical Integration
 - Societal Integration
 - Political Integration
 - State Integration
 - Military/Security Integration
 - Civil Integration
 - Business Integration
 - Casual Integration
- Usage and Consequences
 - Official goals and actual/individual goals may vary and diverge drastically. How is the system actually used in practice and what are the overall consequences. If the system has not yet been deployed this needs to be estimated. If the system is not 100% abuse safe then it will definitely be abused, at least by human participants.
 - General Usage
 - Installation
 - De-Installation
 - Overall system usage and behaviour
 - e.g. always on, the world swimming in radiation
 - **Meta Applications**
 - Often arise out of the environmental integrations but actual usage may result in wildly different meta applications being created that change/repurpose/extend the system.
 - **Reaping** – a higher level process for the management, creation and facilitation and extraction of usable resources. Focus is on creation of „marketable“ or „usable“ resources.
 - **Gardening** – a higher level process for the management and tending of a set of participants and resources. Focus is on tending and improving the status of an environment – usually a set of participants given the available and generated resources in a given environmental frame.
 - **Reaping vs. Gardening** – will describe the similarities and differences between these two higher level approaches of management. Gardening as a more wholesome overall approach, while reaping is usually focused on high direct value generation. Both approaches cross each other at the high-end implementations as reaping can be a part of gardening and vice versa. Goal is the finding of a graduation curve to determine and find to which extent a higher level system tends towards reaping or gardening.
 - **Governance** – higher level management through which a state governs its citizens, environment, itself and interstate relations. Governance systems will by natural definition fit somewhere on the reaping/gardening scale.

- Participant Consequences
 - Biological Participants
 - Medical Consequences
 - Psychological Consequences
 - Life Consequences
 - Non-biological Participants
 - e.g. factory robots
- Environmental Consequences
 - Political Consequences
 - State Consequences
 - Military/Security Consequences
 - Civil Consequences
 - Business Consequences
 - Casual Consequences
- Future Trends – if predictable – e.g. new super-hardcore everything mega-zapping killer-nodes everywhere over kilometers distance.
- Convergence Points
 - Convergence points in the future can be identified if behaviour/action/consequence patterns keep reoccurring. Endless loops eg. If e.g. a system kills all participants forever, then total participant death is a convergence point.
 - Counter Strategies – Do any exist? Are any implemented? Is it a „Let's hope it won't happen?“ - can be very important overall. Countering/making deadlocks/deadlock-loops impossible or at least releasable is important. Should be more efficient and cause less damage than not using the counter-strategy of course – if you can only stop the „kill all participants“ loop by killing all participants it is not actually a different result... unless timesavings are heavily beneficial.
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 - Electrometa Categorization and Rating System Approach
 - Need to analyse, categorize and rate such systems appropriately, also for the future. Main criteria are introduced that are of utmost relevance. Also introduces natural harmonic alignment which will be described in more detail later in the book.
- **„The Grid“ Implementation**
 - **Introduction** – The Grid is Humankind's foray into the electrometa world. It is by now ubiquitously installed everywhere and – if you like it or not – active always and anytime. Using bioresonance nodes it can scan basically any living organism and interact with it – and that is much of its problems as well. Imagine the worst humans imaginable – or if it makes imagining easier – the Nazis - had the idea and opportunity to put an electrometa everywhere on the planet. The meaning and results of this will become apparent in this chapter of the book, showing – also by examples – the power of electrometas – but also their enormous abuse potentials. When Humankind starts playing God, nothing good can come out of it. And that sentence still holds true.
 - **Short History and Status Quo** – while details about the Grid, including its history, remain shrouded by secrecy, as its existence still is actively denied by most of Humankind, and especially by those of power, more and more evidence, direct and indirect, exists. Its implications are so publicly perceivable and of such enormous relevance that hiding it is impossible. Just because so many shut up about it does not

make it go away. This brief history outline is put together by me from a lot of small detail points and by knowing the bigger picture – so some backwards extrapolation is done. The overall history will most likely be correct, which is of main concern. It is not so important to know which underground pocket or research team first came up with the idea or not – the general pattern of spreading and development is.

- Basic technology of electromagnetic shooting instruments dates back to the pre-1950ies. First usage on animals like cattle is noted.
- Probably during the WWII times a lot more research was done to make it work on humans.
- In the 1950ies even civilian companies like the Ford Motor Company publicly mention the existence of such electromagnetic resonance devices.
- In the 1950s/60s some smaller scale experiments are officially noted in America – experiments related to brain-washing attempts and similar. Note that using electronic devices to treat psychiatric patients was en-vogue already with wired devices.
- In the 1960ies and 70ies this stuff seems to have spread more widely, talk about the „Wall“ was already on. In the 70ies people still talked about it until at some point it got somehow forbidden. In 1970ies science fiction writing it does become apparent that quite something must have been going on already also in the U.S.A. and that this would all lead to a very troublesome future. Notes of „running“ people that everyone watches not knowing why they watch or why the people run is already noted in a science-fiction novel from the 1970ies (the modern situation is much the same).
- With the advent of home computing and computers in general the 1980ies got more crazed about the VR and computer stuff and probably much of the fantasies of the electromagnetic nodes and computer-VR merged into one. This decade seems to have been used for much stronger spreading of the technology, but it must have been already almost ubiquitous, though much less densely installed than nowadays, by the start of the 1980ies. Struggle regarding this technology was going on and getting more intense – the fight between the pro- and anti-Gridders was still more active and slowly ramping up.
- This struggle seems to have completely escalated in the 1990ies, where again many hints and traces about Grid related technology can be found. As far as can be told – it involved a lot of killing while the Grid was already everywhere and getting ever more strongly developed. All the basic concepts can for example already be found in the 1990ies movie „Dark City“ which also hints at the Grid's worldwide ubiquitousness. While this movie still connects it to something like a „Nazi underground“, while not being wrong, is not completely true and is actually irrelevant. Still, the „dark underground people“ that hunt the main character and use the technology can be classified as „reapers“, who still play the dominant role in the Grid. „Dark City“ for sure inspired the later movie „The Matrix“. Something very serious must have happened in the year 1992/1993 – some kind of assassination wave or similar. I remember it as the most evil year of my childhood. I could barely sleep for an entire year, but this is not the main reason why I mention it. Around this time in some works of art heavy betrayals and killings are mentioned. While the struggle was going on, the pro-Grid lobby, and as it appears including the governments, was preparing for a big Y2K event, where they would release a lot of new installations and technology. The movie „Strange Days“ also hints at that while using a Human-VR theme. Another film called „eXistenZ“ strikes a similar theme.
- Y2K and the 2000ies – and indeed a ramp-up in the early 2000s did happen – as far as I could find out the rapid increase of Grid severity can most likely be

attributed to the „Smart City“ initiatives that were officially supposed to prepare the cities for the internet of things and spread information technology everywhere while the city definition used can basically include the whole world. Smart city initiatives were also not publicly talked about despite the rollouts happening everywhere and public funding being used. In a smart city paper I even found talk about the „mind shadow“ and talk of „Mainsec“ (mainstream security). It can be suspected that this is how the Grid is called for some. Also when looking at the Y2K budget which was enormous, it can be suspected that quite some of the budget actually went into Grid extensions. Anyway, Y2K and the early 2000s resulted in a massive increase in Grid activity. The 2000s, compared to the 90ies seem extremely silent about it and in my honest opinion were really boring artwise (gamse, movies etc.). It seemed like for some reason all creativity had been stifled. For some reason in the year 2008/2009 another major ramp-up happened, I remember it well. Somehow it coincides with Smart City ramp ups, at least in Europe. Take Y2K as the ultimate „smash-down“ of all resistance year. Somehow this could have led to the inspiration of „The Hunger Games“, as many evil meta-games are being played using the Grid – something like „and as the resistance has failed, all your further generations shall be reaped!“. Such things are INDEED happening all over the world as if they were totally normal.

- 2010s – the 2010s for some reason saw a rise of Grid awareness again and art encoded related information was more frequently being released. This can probably be explained by the fact that some generations grew up and that the Grid technology and its consequences became ever stronger and more easily perceived and things were getting more dramatic overall for many. A gradual ramp-up happened still throughout the decade with 2018 seemingly being a scourging-tech ramp-up year. There is no place left where you are not heavily attackable by the Grid. Germany made a huge ramp-up in terms of grilling and zapping/bombing technology. Resistance to the Grid has been growing again in the 2010s but remains to be very fatal. It is no surprise if some or most of them end up being dead or „calentriified“/“hollowed“. The meaning of the latter word will become clear throughout this chapter. Still no one talks officially about the Grid, despite its consequences being worldwide and vast and even on the small level – in everyday life – publicly perceivable as the Grid users „scream“ and shoot around with the technology for everyone to hear and see. In total it has to be said and not only assumed, that all the governments have been completely undermined by it. Like the „King“ in the old videogame „Soulblazer“ that installed a machine in his realm for which he would receive „one dime a soul“. In the end he got „eaten up“ by it himself. The Grid, fueled by pure greed, powerhunger and utmost apparent idiocy, achieved the same. As the year of writing is 2018 my short summary of the Grid's history ends here.
- **Infrastructure** – Note that most details about the technology remain secret and are not legally to be obtained. The descriptions in this chapter are therefore incomplete and acquired through inference and field research only. Maybe in the final version of the book more details can be included – but then, even detail differences will not change the basic principles of the technology – most of the time they will actually be very irrelevant to the general functioning and especially the usage of the system.
- **Basic Technology**
 - **Electromagnetic Resonance Nodes** – the basic principle is very simple – shoot an electromagnetic charge at a target and try to make it resonate. For this to work the proper frequencies need to be found for targets – in case of the Grid these are mainly biological targets – from humans to any kind of

animal. The technology itself is not restricted to working with biological targets, but machineries like robots are mainly present in factories – for which similar applications are in fact also being built. Less interfering nodes can also be used for scanning purposes – but still interfere with the target, the degree depending on frequency and amplitude (other detail factors do weigh in as well for special equipment). Given that a node can change its frequency, ray emitting angles and amplitude then only the right set of configurations need to be used to scan and affect certain body parts of a biological target more efficiently. The eyes of a target need a different configuration than the intestine or the brain.

The nodes themselves, in case of the Grid, can be actively or passively charged – meaning that nodes CAN in fact also be remote charged, even by other nodes. This made and makes spreading of new nodes very easy and fast – all one needs to do is clutter the whole environment with nodes. Nodes can then identify other nodes in the environment to be added to the network.

While some nodes are more multi-purpose, some nodes have special functionalities – some e.g. are mainly useful for body scanning, while other nodes are mainly used for affecting the body tissue – e.g. through stronger electromagnetic impulses (zappings). Some nodes in the environment MAY actually be used for more efficient energy relaying, but this is NOT a must. In the end the Grid has a totally open node structure – no one exactly knows what kinds of nodes and node types do exist, but there are some very common ones. It will also ALWAYS depend on the actual environment and node structure deployed at the specific location. Anyway, nodes ARE and WILL be remotely charged, except perhaps for the most high powered ones that cannot yet operate this way and NEED active power supply.

That the nodes are using RESONANT electromagnetic radiation is the BIG difference to medically safe scanning methods which are still very very expensive and NOT easy to hide like standard MRI scans. The fact that they are resonant means that they will ALWAYS interfere with the target tissue. That makes this technology very cheap but also very dangerous – very often even intentionally dangerous.

The nature of the radiation actually allows a cogent and trained observer to perceive the radiation in the environment as the radiation does not only cause resonance on the intended target. Air flirs and even environmental sound effects are very common.

- **Networking** – the Grid, seen as the total infrastructure network, consists of a randomly (does not matter in which way) placed array of nodes in the environment – the node layer, an electrical infrastructure layer and an information infrastructure layer to further distribute the information gathered by the nodes and transmit information through the nodes to the targets.
 - Node Layer
 - Electricity Layer
 - Information Layer
- **Node Types**
 - **Scanning Nodes** – mainly used to scan the target but in practice are also heavily used to damage the target – this mainly depends on the strength of the current. With resonance nodes there is NO absolute distinction between reading and affecting nodes as ALL nodes affect the target as well. The overall use and basic purpose are the base for this definition.
 - **Body Scanning**
 - **Standard Scanning Nodes** shoot an electromagnetic ray frustrum

into the air. The aperture, strength, wavelength and focus depends on what is seen most and best – works even subdermally and most often all standard clothings are not or barely visible. Affecting nodes are used to further light up certain parts of the body to become extra-visible under the scanner. Note that this is NOT black light – though it is invisible unless you look carefully. These nodes are most often referred to as „cameras“.

- **Eye Scanning** – especially for first person POV (point of view) applications.
- **Brain Scanning**
 - Standard Scanning Nodes – often called the „sun“ - as it leaves a circular pattern on the retina when the eyes are closed. This way you can actually see it wandering around. Multiple scanners may be present to focus on different parts of your brain. The frontal lobe is always of greatest interest as well as the „reptile brain“ area. But always your whole brain is scanned anyway. Cortex based target output is definitely working live and almost without lag – so surface cortical thinking is scanned in its entirety. The resolution definitely depends on the equipment and on how much the target is rayed up in the respective areas. They even have access to verbal-preparation areas – so they actually know what you want to say before you even think it out loud (useful for overlaying purposes). Brain scanners that focus on the auditory cortex parts are often called „radios“ or „microphones“. As the constant scanning leaves an ionised air channel these channels will often be called „strings“ or „wires“ or similarly.
- **Affecting Nodes**
 - **Impulsing Nodes**
 - **Zapping Nodes** – usually work with remote charging. Charges are often called „bullets“.
 - **Standard Type** – electromagnetic impulses, strong enough to be felt, are shot at the target. How strong this is and how large the affected area is depends on the detailed node. There are some noteworthy subtypes.
 - **Zapping Battery** – a battery of zapping nodes that fires X bullets on the target. Feels like a machine gun hitting you.
 - **Needle Type** - a high energy pin-point size impulse is shot at the target for high precision damage.
 - **Skull Cracker Type** – a circular pattern of high energy „pin point“ impulses is shot at the target – used on the skull to break apart skull seams. Exerts heavy pressure on the skull, penetrates it and can seriously damage the brain and/or cause concussions.
 - **Scourge Type** -as is common for scourge technology the scourge zapping technology more heavily ionises the target tissue to more heavily interfere with tissue and the nervous system. It feels a bit like electromagnetic acid being shot at you.
 - **Flashing Nodes**
 - **Brain Flash Nodes**
 - **Standard Flash Nodes** – used to „flash away“

„unwanted“ thoughts – usually not lethal but used for mind control applications.

- **Blanking Nodes** – extremely high powered flashes are used to try and overload the brain (blank it out).
- **Grilling Nodes**
 - **Standard Grilling Nodes** - „grill up“/ray up an area more heavily than scanners do. Are used to „light up“ the brain to make it more easily readable but is also used to „burn“ patterns and other things into the brain at large. This usually feels more like a „matrix“ ray down. Strong ones will usually be actively powered and especially present at so called „baking“/“grill“ houses like social institutions. Grills lead to heavy reductions in brain activity contrast.
- **Channel Nodes**
 - **Audio Nodes** - transmit a modulated electromagnetic stream to cause resonant vibrations on target tissue. This does not only work on the ears but also on other parts of the body (e.g. the intestine). These streams can last for an indefinite amount of time.
 - **Visual Nodes** – transmit a spatial electromagnetic stream of an image and project it onto the retina or the visual cortex. Usually they target the retina. Currently visual nodes mainly shoot rather static imagery onto the retina – probably as it takes time for the radiation to „burn onto it“ and become strong enough to penetrate through to the conscious mind of the target.
 - **Image Flash Nodes** – usually blast an image directly onto the retina.
 - **UV Nodes** – use ultraviolet radiation to project a hidden image onto the retina. This image can often not consciously be perceived unless you close your eyes.
 - **Slugging Nodes** – also called „tentacles“/“dicks“ - the purpose becomes evident.
 - **Standard** – a constant stream of radiation is shot at the target – looks like a „tentacle“/“rope“ as it establishes some kind of ion channel. Made to interfere with the nervous system of the target and usually to try and overload it locally.
 - **Scourge Type** – like the standard type but more heavily ionising. May even cause special nervous system resonance effects as this type of node especially tries to create „pleasurable“ local resonances in the body.
- **Long Distance Nodes** – some nodes by now are made to operate over quite a large distance. They usually are enormously high impulse shots that – while being very inaccurate, can have enormous impact blasts on the target. Some people play long-distance wars with it, so it appears. Being hit by such a node feels like actually really being physically punched. Iceland so far was the only country I experienced this type of node in.
 - **Superblasters** – individual targeting accurate super heavy impulse shots. Strong enough to dislocate a knee-cap when hit properly.
 - **Megablasters** – long distance „tower defense“ style usage. Image business towers shooting with ultra high impact shots at each

other and everyone around.

- **Support Hardware**
 - **Amplifiers (Multipliers)** – they are often installed to amplify the current output of the nodes – much like an audio volume amplifier. The transmission may get heavily clipped as the currents often get heavily overamplified – this is most often employed when damage is supposed to be done to a target, as the transmission quality loss will be enormous (if a target does not yet die upon being targeted, install some new amplifiers).
- **Infrastructure Operations**
 - **Development** – while it is very hard to gather public information regarding the development of this technology – one book I found in German library contained the chapter „X-Rays and other X-Rated Rays“ and described Germany and the US as the major places for development of such technology. In Germany especially the south/west regions and Berlin were named, and as far as I remember the east of the US (check again).
 - Dispersal and Maintenance -
 - Operation Specifics – this section is to describe how the node network is actually managed and goes into more system specific management necessities.
 - **Node Management Basics** -
 - **Node Alignment** -
 - **Node Electricity Management** -
 - **Node Information Management** -
 - **Operation Specific Technology** -
 - **Operation Specific Hardware** -
 - **Operation Specific Software** -
- **Integration Approaches**
 - Introduction
 - Environmental Integration
 - Geography
 - Social
 - Goals
 -
 - Participant Integration
 - Participant Types
 - Participant Specifics
 - Human Calentrophics
- **Terminology** - common terminology used in conjunction with Grid usage. This may make it easier for some people to understand how things relate in terms of personal experience to the overall descriptions and terminology used here. Note that this chapter is not intended as full glossary – such a glossary can be found at the end of the Grid chapter.
 - **Active Grid Participant Standard Terminologies** - standard popular terminologies used by active Grid participants. As the Grid acts globally this can depend very much on local language – I will include only the common English/German ones. Actually these terminologies often show the lack of understanding of the base technology and the primitive type of usage.
 - **Terminology for describing the Grid / the Grid's Usage**
 - **Telephoning** – the Grid nodes are seen as „telephones“ as the active participant can „call“ the target and speak to the target. Grid nodes get

assigned „telephone numbers“ that can be shared with anyone in the world. Of course – there is no „telephone“ in the room if you ask about it – reference to a scene in the computer game „Hotline Miami 2“.

- **Flixing** - the Grid nodes are seen as „cameras“ that can be used to watch and film the target and film the target's life (also through the target's own eyes). In German the term „zerflixen“ seems to be popular with the youth – which means killing the target through „flixing“. So the lethal consequences are actually known. It usually means the ultra-hard turning on and overdriving of the scanning Grid nodes. Also older generations like to speak of the Grid nodes as „cameras“.
- **Radioing** – seems to be a more American term. The wording is much used like telephoning but in this verbal context the target is actually just a „radio“ that someone listens to and talks to. Sometimes this terminology is also used in German spheres.
- **Spalieren** - German (especially Austrian German) for something like „spearing“. Most often used in context with actively shooting the target. The Grid nodes are the „Spalierwerkzeuge“ (spearing tools).
- **Grauping** - most popular term in Germany that does translate quite well directly to „groping“. Shows immediately the sexual connotation of the usage – viewing and shooting the genitals and body holes.
- **Klaviatur spielen** - usually used specifically by Viennese – functionally the same as Grauping – especially the genitals and body holes are seen as „keys“ on a keyboard that need to be played to achieve the active Grid participants' goals. The Viennese especially try to use „elegant“ wording and feel very noble with it...
- **Wyvern** - a new term that sprung up just about 2 years ago (~2016) in Germany and that is still in popular use – sprung up while I was there (no coincidence, as I was heavily targeted). Is used for all kinds of „grilling“ actions – grillings are basically scannings with intended strong active effects on the target participant. „Zerwyvern“ is therefore the killing attempt of the target using such „grilling“ equipment. (note that „Zer-“ in German shows the intention to undo/destroy something).
- **Chocoing** - the Grid is full of tastelessness – so let's just jump straight to the facts – this terminology is all focused on shit, anus and the bowel. Many active participants will mainly focus on the target's shit and consequent bowel movements and fartings. Very much the fashion in Europe, but probably all around the world. I guess you get the idea – diarrhea (a frequent cause of „chocoing“) becomes chocosauce etc. I did call those people shitsaucerors for apparent reasons. They are the shit „magicians“ of our age. To „choco“ someone actually refers to the attempt to turn the target participant into a shitfreak too – a calentrophic – that will be explained in more detail later.
- **Ghosting/Pumuckling** – the anyway already very schizophrenic active participants that really feel like they are ethereally floating beings also really describe themselves as ghosts (yes, sometimes also as angels, gods or demons) – that is part of their game to have fun with the target participants. In the German area many older active participants are still using the name „Pumuckl“ for themselves – this springs from an old Bavarian children TV series called the same way where a tiny „Kobold“ that can make himself invisible lives with an old man and does all kinds of „Unfug“ (nonsense and stuff). Some active participants are actually REALLY using a voice type to talk through the Grid that sounds almost

exactly the same as the Pumuckl character.

- **Auschwitz** – this German wording is most often used in Austria and refers to the famous WWII concentration camp Auschwitz. This already shows the evil intent towards the target participant – the target is seen as living in a concentration camp (although the target is still roaming the country/world freely) and is supposed to work for the active participants while the target gets nothing at all – „Well, like in the good old days“ and „It is good business!“ some like saying. This term is actually an alternative term for „reaping“.
- **Magic/Voodoo** – many active participants still see using the Grid like using magic. They are the mysterious and powerful magicians that make everyone do what they want. At least some (probably many) really believe that they are using magic of some sort – well, magic is what you cannot explain otherwise. And indeed, most active participants have very little to no understanding about the Grid's hardware at all. „It's simply magic 'baby!'“.... Those individuals are usually especially proud of themselves.
- **Terminology for Describing target participants**
 - **Androids** – the targets are completely dehumanized and are seen only as robots to be controlled electrically. Often this terminology is used to try and hide the fact they are doing this to actual humans.
 - **Strom-Männchen/Maxis** – this German terminology is very close to the Android terminology but has a slightly different connotation. At least some kinds of biological aspects are preserved in this image – but still – this manikin/little man is only there to be shot electrically. A social usage term.
 - **Horses** – like horses, the targets are seen simply as animals to „ride“ and steer (put into reigns). Often this has a sexual connotation attached to it. The ideal horse does what it is told and fucks whom it is told to fuck. This is also assigned as a wishful label sometimes – this person is supposed to be a horse because so many want to fuck him/her.
 - **Computers** – a bit like the android case, but the targets' brains are just hard drives – most popular with the police. Often this is used in conjunction with „the target is just a virtual being“. Telling them that just because something is seen on a computer screen does not mean it is IN the computer will not show any effect. For them anything that is seen ON the computer screen is IN the computer. As mentioned, the police loves this viewpoint.
- **Terminology for Describing SPECIAL target participants** – these verbal uses are a bit more rare and do not fit to every target
 - **Jesus Christ** – while sounding positive to Christians this is one of the most evil labels you can get. Basically it means you will be tortured and executed like Jesus Christ. This is a Reaping Line term – more about Reaping will be explained later. „Jesus Christs“ are pre-destined for slaughter, heavy butchering and scapegoating. „He is going to die anyway, we can do with him what we want“ attitude is normal among active Grid participants.
 - **Target Grid Participant Standard Terminologies** – terminologies mainly coined by targets that DIFFERS from active participant terminologies. The terminologies may show varying degrees of „awakeness“, that is awareness of the Grid's existence and effects.

- **Terminology Describing the Grid**
 - **Rain/Fire** – this is based on the actual sensations of the Grid technology on the target participant. Sometimes it feels like electromagnet „raindrops“ are falling down on you – sometimes it feels like you are walking through electromagnetic fire that burns not only your skin but your very inner organs.
 - **To be under water** – refers to the state of being completely and heavily enwrapped by the electromagnetic „soup“ all the time.
- **Base Level Usage**
 - **Live Scanning** – also called „flying“ results in moving images obtained through over time active scanning.
 - **Full deep body and surface scanning** – scanning of the surface body and limitless deep-body scanning. All depends on the radiation used itself – its frequency, amplitude and overall strength. Internal body scanning is a normality in the grid. Most popular uses for it are heart scanning and digestive tract scanning as the calentrophic users are highly keen on seeing the gastro-intestinal contents of the target. In general the genitals and body holes of targets are most commonly viewed. Some even only watch the genitals or body holes (e.g. anus) of the target while listening to it (cases of talking penises or vaginas...).
 - **Mouth scanning** – also used for audio information gathers and as the mouth is part of the gastro-intestinal system – used for food intake – it still is very popular to watch for some. May even also be used for automatic auditory computations – guessing the spoken words/sounds indirectly through mouth movements/formations – e.g. for accuracy increase.
 - **Retinal scanning** – for first person point of view visual information.
 - **Brain and cortex scanning** – retrieval out of sensory cortices – especially visual and auditory cortices. Even auditory preparation areas are scanned. Is easily tested because some active grid users (overlayers) frequently try to verbalise your own thought-out-loud thoughts before you.
 - **„Full“ Human VR** – at least it is attempted. An active grid user tries to virtually become a grid participant by live-scanning the target and injecting the experiences of the target into him/herself. This requires a proper remapping being present for the human-vr active user. Those active users are generally also called „hook-ins“. Reminds a lot of the movie „Strange Days“. Hooked-in participants, especially those that are long-term hooked in usually incur brain damages and all kinds of other mind and brain diseases. The accuracy of the VR experience needs to be heavily doubted. While base cortex information may more easily retransmitted, the Grid has very limited quality. Also deeper transmission of emotions and thoughts can be ruled out. The VR users are usually highly schizophrenic and grid targets themselves. Some active users may even be hooked in using hardware. The Grid houses many strange things...
 - **Brain alteration**
 - **Refrequenting**- refrequenting the brain is a highly common usage of the Grid and comes in a few flavours:
 - **„Painting“** - The aim is to „paint“ into the brain. As the brain scanings result in a color image representation the users of the grid will try to change the colors in a way that suits them. They will also „paint“ „funny“ symbols and things onto the target and into its brain by zapping and grilling. Common colors are pink (candy), green (slimey, vile) and brown

- (shit, bile) – the color states are often associated with a mind state and certain types of scanned sounds emanating from it. Grid users often want the target brain to have ONE color only and will dead-fry the target brain out of fun for it.
- **„Knautsching“** - the goal is to reshape the overall electrical activity in the brain in 3d space. Electromagnetical pressure is exerted in 3d space for this. The frequency, strength and areal effect of the electromagnetic radiation is key for understanding the effects. Overall it can be expressed as electrical brain flow reshaping. This can of course also have effects on the bloodflow in the brain.
 - **Upgrilling/Downgrilling** – upgrilling has the aim of increasing the overall frequency in the brain (make it more light/bright) while downgrilling has the opposite goal. Is often used to make brain scanning more effective.
 - **Pattern Grilling** – sometimes strange patterns can be used in grilling – e.g. 3d tile grids to exert strange effects on the brain. Much stuff in the Grid happens out of fun and pure enjoyment without any clear results but damage and pain inducement.
- **Surface thought wiping and overriding (Flashing)** – a very common method used to alter associations for a target participant is to clear out any unwanted surface thought (e.g. image of a naked female) and replace it with something wanted (e.g. an anus or gay activity). Ultra-flashes are then in general used to wipe the brain/damage it.
 - **Stitching** – is the practice of association creation. When done well the association is very deeply stitched into the target participant's brain. Stitch deepness/strength describes how hard this association is ingrained in the brain. Reassociation also can still occur if a stitch is not too ungrained.
 - For hardcore stitchings all available methods are used:
 - **Positive stimuli associations** – good = sexual arousal (grauping shots), nice voices and words, no or less painagement
 - **Negative stimuli associations** – bad = pain, no sexual arousal (usually anti-arousal through high frequency „chilling“), unfriendly voices, threats, heavy/heavier painagement
 - **Surface thought reassociations** – wipe and override of thought-out-loud images, audio overlaying of surface thought (e.g. instead of hearing your actually internal voice you hear a gay voice or an evil female voice)
 - **Calentrification** – calentrification is basically the hollowing out of the mind, leaving only a thing surface mind that is focused on eating, the gastro-intestinal tract and sexual organs. In the end this leads to zombie-like behaviour. Calentrified individuals think and speak in terms of food-intake, excrements and sexual language mainly. Everything they do has in some way – even sexual functions – to do with eating or drinking and they will frequently give their targets food names like bread, cake, nacho, chow-mein and similar. Their gastro-intestinal focus also creates an anus focus which makes the male calentrophics gay by default. They will also perform heterosexual acts but their main focus on the anal is always present. Human Calentrophics are a topic of their own and will be handled in a special chapter.
- What is additionally noteworthy is that calentrifying active Grid participants call the first-time calentrification of a target participant „birthday“. So the

original mind got removed and the person is someone „new“ - the original person is gone. Some active participants then speak of „moving in“ to the body like a snail that captured a new snail house. Such individuals will often request the „moving out“ of the person out of its own brain („hey, we wanna live here!“).

- **Killing and Incapacitation** – from zapping impulse nodes to area body burndown effects. Usually just seen as „natural“ deaths. Brain frying, heart attacks, strokes, lung burndowns (they love doing that with smokers – as „they were just smokers“ is a simple and cheap excuse). Many different ways of killing with the Grid. Killing sports are „en-vogue“ again. From „weekend pogroms“ in Germany to sparetime manhuntsmanship the Grid participants are actively engaging in serious and leisurely killings up to genocide level.
 - **Base Methods**
 - Lethal shots/zaps
 - Burndowns (heavy grilling)
 - **Killing**
 - Organ malfunction
 - Blood vessel damages
 - Brain damage/strokes
 - Brain suffocation – mental death
 - Cancer
 - **Incapacitation**
 - Spinal damage
 - Brain damage/suffocation
- **Sexual Stimulation** (grauping) – sexual applications are among the most common ones – raying of the main genitals and basically any body hole. Zapping (impulse shots) are commonly used to stimulate the organs – often with the goal to sexually over-stimulate the target to „persuade“ to some kind of action or completely knock out the sexual system for the future to make sexual control (and mind control therefore) easier. Given how badly mediated the sexual system is in most humans this creates huge problems in society overall. Next to zapping also „slugging“ - continuous raying of genital parts are used. Feels a bit like a slug trying something (broader ion channels). Scourging tech makes it much worse as there is much more body internal charge up. The ability to do this over the Grid leads to constant sexual harassment that knows no age or gender limits. As even animals are affected by the Grid the overall overhorned active Grid participants do also know no species limits. The methods used below will usually come in conjunction with sexual sounds and voices – usually very disgusting (every porn movie sound would be less shit and slime sounding). Especially the „Grauping“ has found widespread popular use – so much that many clubs/rings have been created solely for this purpose. The gay focused „Grauping“ clubs are known to be the most aggressive and lethal and are often also used for calentrification purposes. Famous ones - „a mille ragazzi“ and „mondiamos“, but countless more do exist.
 - **„Horning“**- trying to make a target participant „horny“ - sexual aroused that is – by using genital and anus zapping and slugging. The active grid participant will usually watch a lot of genitals and body wholes every day and will for their own sexual arousal try to interact with the genitals of the target through the Grid.
 - **„Sexplosion“** - it is attempted to heavily overstimulated the sexual system of the target so that it become easy to handle and will-less.

- **Begayment** – one major application of the Grid is the begayment. Since the calentrophics are all anus focused and very gay they focus on the anus of other people and try to make them gay and calentrophic too. The gay plague is actually a calentrophic plague that keeps on spreading.
- **Pain Inducement** – also called „painagement“ - management through pain. The installations of all kinds will be used to inflict pain on the target in all ways imaginable. Impulse zappings will create stings and cause real tissue damage, broader „grilling“ methods will overall erode the body and create strong nervous system disharmonies and damage cell tissue with full area damage. Such grilling is also called frying.
 - **Impulsing** – strong impulses – or also called zaps can be used to damage any part, including internal organs with up to tactical precision and of course also inflict pain. For pain creation the eyes, the feet, the head/brain are the most popular choices.
 - **Frying** – electromagnetically trying to overload and damage the body through strong radiation area effects. Not only brain frying is used. „Baking“ refers to using low level frequencies to cook up the body. Being baked feels a bit like getting microwaved on low levels – boils the blood and body fluids.
 - **Noising** – severe noise is shot at the target's body and/or brain. Not only the ears will be affected, but sometimes this is audible. Noising can be seen as a very noisy way of grilling. Feet noising is very popular in some regions because it makes the feet go sore. A very strong noising attack is well targeted strong and high contrast white noise directly down the spine. This attack is very rare though. It is probably supposed to damage the spinal cord permanently.
- **Spying, Deep-Spying and Broad-Spying**– if you thought camera and internet spying is a bad thing – the pervasiveness of the grid installations that can scan your body and brain permanently undoes any security efforts except ultra EMI-shielding efforts. They can spy on anything and steal from you any data that is at the time and for the duration of the scanning perceivable in any way, including your own thought-out-loud thoughts expressed in any audible/visible way (surface thinking).
 - **Surface Spying** – as into body matter spying
 - **Deep-Spying** – as into body and mind information spying
 - **Broad-Spying** – as meta level spying that include any bit of information/resource or participant globally that is – at least by logic of some grid participant – connected to your life in any direct or indirect way.
- **Communication** – The Grid is a two-way communication system between a participant and an unknown number of active other participants that may even further redistribute the information.
 - **Communication Directions**
 - **One-to-many** - for a targeted Grid participant it is a one-to-many way of communication. The participant can communicate through surface thought and any other standard means available – like talking or even writing as the participant's sensing organs will all be actively scanned. When the participant actively „talks back“ to the active Grid users they will usually take this as an unwanted act and try to silence the targeted participant. This is reflected in a song by the band „Offspring“ on the album „Smash“ called „Come Out and Play“. This has something to do with the „awake“ status of the participant. A participant is considered „asleep“ when the participant is not aware of the Grid influences and

- „awake“ if the target participant IS aware. Talkback is a sign of being awake which usually triggers aggressive attack waves against the awake individual.
- **One-to-one** – for an active Grid user the communication is usually just one-to-one as the target is supposed to perceive the active participant's input.
 - **Many-to-many** – some active Grid users actually use a targeted individual even as a communication hub for themselves. The Reapers e.g. frequently exchange information through a targeted individual.
- **Communication Base Types**
- **Grid-To-Participant**
 - **Into-Ear Audio Projection** – achieved through in-ear resonance.
 - **Into-Retina Visual Projection** – projection directly into the retina, sometimes achieved with UV light.
 - **Into Cortex Projection** – works only if a proper mapping is present. As the Grid technology is rather crude this is probably the less common way.
 - **Onto-Body and Onto-Environment Resonance Projection** – the resonance nodes can create resonance with many materials even though more specifically targeted at biological tissue. Through the vibrations created almost anything can be used to emanate sounds. A common Grid example is to make the belly of a target participant „talk“. Excrement and intestine focused as they are, no surprise...
 - **Participant-To-Grid**
 - **Scanning Talk-Back** – when being live scanned as Grid participant the participant may actually talk back to the active Grid participants depending on the used scanning methods. Usually the full range of scanning methods will be used on a targeted participant.
 - **Cortex-Talk-Back** – basically talk-back through thinking out loud auditorily or visually.
 - **Body-Talk-Back** – talk-back through normal verbal expression like talking to a hidden microphone.
 - **Indirect-Talk-back** – through e.g. writing.
- **Communication Usage Types**
- **Overlaying** – the practice of overlaying brain internally or grid induced sounds and voices with other sounds and voices.
 - **Internal voice overlays** – often used in conjunction with copy-rattng but also with behaviour change. Brain internal voices get overlaid before actually perceived by the auditory cortex. Often this leads to a multiplication of voice types or perceived active participants as different voices will be used even in the same line of thought. Often the thought will even be modified to match the intentions of the Reapers. Certain words or phrases will simply be slightly changed to the Reapers' benefit. In general: All good that the target participant is will either have been or will be. Pluralizing of words will be common as they will try to introduce many fakes. Falsification of everything is a standard intent.
 - This has Reaping Line applications as they try to claim and disperse any gains made through the participant source.
 - In terms of behaviour change this is supposed to make the participant get used to certain types of voices – very gay voices,

- very sick voices, completely distorted voices etc.
 - Overlaying is also used to try and make the participant crazy. The most annoying and sick voices will frequently drop in.
- **Grid scream-overs** – often active Grid participants will try to be the dominantly listened to participant and will „shout“ over all other Grid activity by ramping up the node volume.
 - The Reaping Line application of this is to keep valuable information away from the participant as the Reapers want to keep all valuable information for themselves. The participant will just receive garbage scream overs.
- **Garbage talking** – usually active grid participants will surveil the target participant's life and will stupidly comment everything. Even when the participant is doing nothing they will comment on thoughts or movements or anything that has slightly changed in a most primitive way. This supposedly heightens their schizophrenic sense of ownership of the target participant's life and is to show that they are actively engaged in „helping“ the participant. In heavy cases there barely is a second of silence, as the garbage talkers will mix in with the graupers that mown and disgust without break as well.
- **Immediate Environment Information Control** – the active Grid participants will disperse all kinds of bullshit information about the target participant's life to all surrounding individuals. This is meant to keep the environment under control and the other individuals fed with nonsense information – usually for the intended detriment of the targeted Grid participant. In general surrounding individuals will be made to feel unwell around the target. The active participants will also try to control the thoughts of the surrounding individuals – which are most likely (at least at time of writing) very unawake and unaware of the active Grid participants' true intentions or will be aligned with them anyway.
- **Psychoterror** – Garbage talking already is a way to exert psychoterror upon a participant as the target is never able to reject any communication. The psychoterror potential is basically completely unlimited and the Grid gets heavily used for this purpose. Completely distorted voices, threats, disgustingness and insults are often dealt without pause in real psychoterror cases. Sleeping becomes increasingly difficult, not only because of constant attacks but also because of constant terror. This can easily be tested by also during daylight closing your eyes. The hooked-in and first-person point of view active participants will exert terror to make the target participant open the eyes again. During the night time and sleep attempts it is the same behaviour. Usually when a target participant lies down to rest and/or sleep there will be an onslaught wave that tries to prevent it. Also „grauping“ attacks will increase heavily. Insomnia is a side effect that can easily be caused by this. Use of sleeping pills or psychological medication is in general not advisable as it will reduce brain elasticity and may make the target more prone to brain attacks. If not overdone usage of light alcoholic beverages may even be the better choice – with beer for example. Note that this is NOT an advice to become an alcoholic...
- **Feedbacking**
 - **Audio-Feedbacking** – audio information is partially automatically fed back to the Grid participant. In the most evil case this is the „burn down disco“ where the audio listener gets severely grilled and zap attack by the surrounding grid installations. Especially bass frequencies are used to

hammer down on the music listener automatically. The sadistic nature of this is unquestionable.

- **Movement-Feedbacking** – movement is sometimes automatically feedbacked to improve scanning quality. Manual movement feedbacking is also done for schizophrenic cause-and-effect faking purposes - „I zapped him so I controlled him“. The active Grid participants like zapping the elbow for example when it stops moving – then they will try to explain that THEY did make it stop.
- **Persuasion and Behaviour Control** – persuasion is about trying to indirectly control the behaviour of a target. In this case especially through sexual stimulation, killing threats, extortions of other kind. Mind control methods for „unaware“ individuals easier – they cannot discern the „inner voices“ from actually brain internal conscious thought.
 - **Mindjacking** -
 - **Imprinting** – imprinting can be described as something like an inverse-VR attempt. Instead of the active participant perceiving the target participant, the target participant is to become the active participant – but permanently so. The idea is often associated with „blueprints“/“templates“ that are to be applied to a brain. Total mind and behaviour change of the target participant to most exactly match the active participant/blueprint/template source. This does in fact not really work and will just result in brain damage/calentification of the individual. Stitching methods are used during imprint attempts. Imprint attempts are the strongest and most lethal cases as full force and full range of methods will be used. Imprinting is for example mentioned in the movie „Dark City“.
 - **Gaymaking**
- **Stealing** – As it is possible to spy, deep-spy and broad-spy basically any information and act aggressively upon participants – gaining resource benefits of any kind through it is not hard to imagine. From credit card and account data to information about material things arriving, the ability to brute force and extort people and mess with their minds (persuasion, mind control attempts).
- **„Fun“ and other activities**
 - **„Shitroaching“** – describes the active participant's desire to watch and alter the state of excrement in a target participant's intestine. This is actually widely popular as the active participants are heavily excrement and anal focused. Subspecialisations of this activity are:
 - **Excrement meltdown (chocoing)** – diarrhea creation and the active participants' joy of watching it melt and move down the intestine of the target participant. This is also called „chocolate sauce“ creation... The wording hints at some kind of shit fetish that goes as far as devouring this substance with pleasure.
 - **Fart creation** – shooting at the anus and intestine until the target participant has to fart. The amusement for them never stops until they die. Every fart makes them happy.
- **Scourging** – scourging is a more high-end in terms of technology used intention by at least quite some in the system. Scourging is definitely aligned with the reaping going on but has a special body/chemical focus. Scourging is basically the ultimate stage and result of extreme anussing and begayment. Imagine millions of whacky calentrophics wanting to make not only all beings as of anus but to truly merge with them. Scourging at its final stage has the goal of merging all lifeforms into one organic mass. More basic attempts at scourging are trying

to merge body tissue and alter the target's nervous system to be completely undermined. Sexual intent is usually included with scourging which is reflected in the technology used for it.

What they seem to intend with the technology is some kind of „sticky“ nervous system „sexplosion“. The technology uses more mid-range of frequencies to create some kind of pseudo-harmonic resonance. In the end this is supposed to lead to a blocking of high frequencies in the nervous system so that all higher-level nervous system functions are blocked out and especially sexual and pleasure oriented stimuli are strengthened and focused on. This explains the necessity for its high ionizing „sticky“ effect. Actually all lower level sensations also feel „slugged down“ because the ionizing aspects of the radiation „taint“ the pure sensory information. Because of this fact the use of bioelectrically resonant high frequency (harmonious to the actual body nervous system) is the best counter to these „sticky“ effects and free the mind from them. These high-level bioelectrical resonances I shall call „ice“. This actually is achieved more easily when the body is in a positive „boiling“ state – that is when the lower level and lower frequent nervous system is doing well. This I shall call the „fire“ aspect in the future. This leads to a natural „unlocking“ of the nervous system pathways up to the higher level frequencies. „Unlock yourself from the dark to the light“. Strange advice but true.

The most disgusting of all calentrophics are the scourgers. Scourgers can be seen as the final stage of calentrophic development. The technology is much stronger than standard grid types and is utmost more ionised. This gives the „sticky“ feel effect to it. Scourging tech is highly dangerous but is already pervasive in e.g. Austria. Austria has become a scourging state and more and more scourging tech is already being spread. A scourged down planet will be the end-result of a reaped-down planet in case of the Earth. „First reap it, then just fuck it“ is most likely their motto...

- **Medium Level Usage** – with the basic usage patterns described previously active participants often put together higher level usage patterns that have certain goals in themselves. Some call them „games being played“ - and some really are some form of meta-game played with one or more target participants. Note that these „games“ never really are games, but are called and seen so by the active participants. This shows the fun they get out of it and allows them to downplay the consequences of their actions (just a game...). These games, if not totally fatal, tend to be forms of shell games where the target is supposed to do/choose/find out something – but it is ALWAYS WRONG. This is not surprising as many if not all of the affected will be targets of reaping that is supposed to last until the end of target participant life. If the „Hunger Games“ would exist in real life as described in the movie they would find their place in this chapter. Usually a heavily affected target participant will encounter many of these games in succession AND in parallel, because different active participants want to do different things concurrently.
 - **„The Show“ - Watch someone's life** – the Grid is most often very passively used – the „active“ participants actually are very passive and just watch their favourite bodyparts – usually the genitals, a body hole and the intestine from inside. Like in the „Truman Show“ they want to watch it to the end. A target participant's life when being watched „Truman Show“ style is actually really called a „show“ and is treated like a TV show. „The Show“ does have active participants that act as show moderators and show masters. They try to direct the life of the target. A timeslice of the life of the target or any encounter or action of

any kind is indeed called a „scene“. So the life of the target participant becomes a succession of scenes in a live TV show. Anything can happen in it – it is just a different frame for a target participant's reaped life. While this sounds rather harmless, what actually happens in this „Show of Life“ is usually the exact contrary of harmless. Treating the target's life as show has downplaying relevance and is supposed to really keep everyone passive and unminding. „Just plunk down like in front of the TV while we do the rest.“. Passivity and ignorance regarding Grid activity, no matter how brutal, cruel and deadly is a major problem. I will treat the following games as „part of the show“, as „the show“ is always there. All is related to reaping activity innately, but those games deserve being mentioned. After reading this and knowing that those games usually occur in parallel – that the „Hunger Games“ viewpoint has some validity in total. In „show life“ there also are „sponsors“ indeed, though if you get reaped you do not get any benefits unless you are very lucky. Advice by „show“ related active participants is always bullshit. You will rather hear cheap ads for companies or individuals through name droppings than anything useful. But sometimes people from outside the show can bring you relevant information through the Grid. This happens very rarely.

- **„Find the Keys“ Game** – this game holds the promise that if the target participant finds the right „keys“ he/she may find out a way out of his/her misery. Sometimes there ACTUALLY may be mysteries/relevant secrets about the target participant's life to be found. So if the target participant does undertake this journey he/she may actually truly be better off. The game itself though is focused on the futile search for freedom, as never ALL keys will have been found. This is also to motivate the target participant to inquire into some other mysteries. If those are resolved the active participants take those „keys“ as their own.
- **„Find a Mate“ Game** – „Until you are married we are going to watch and zap you!“ game. Of course every mate is either too good or bad or just kills you at the end. „Look at that girl!“, bribe/threat, „Now she's gone!“ is the common endless cycle in this game. Everyone heartily laughs at the end as the „girl“ is fucked by a million horny idiots. At least as far as the Grid participants tell. Very reproducible. This type of game is actually really meant as a sadistic joke.
- **„Come to Me“ Game** – for men usually played by luring women. The women say „Do that for me and I will release you/love you/help you! Oh, how much I love you!“. In the end those women are just danglings carrots to motivate the target participant towards valuable actions (for the active participants). Those women, if they really exist, tend to kill the target participant after delivery or upon the possibility of losing their faces. „Well, part of the reaping business“ they would say.
- **„Watch you Fail!“ Game** – „Whatever the target participant does, he must FAIL for our amusement!“. Those active participants love self engrandizement by smashing others down. „We are so powerful, and you are such a loser!“ is the common tone. This is going on always when getting reaped, as the reapers always take everything and try to thwart all attempts of the target participant to gain a „normal“ or „successful“ life. Usually fakes are part of this game cycle - „Hey, this was awesome!“, „There is gonna be a huge reward!“, „Oh no, it wasn't you, it was XY!“, „Loser!“ is the common cycle next to „You try this?“, „Bam!“, „You lost again, loser!“ as the reapers will just bribe, threat and kill every good „opportunity“ away – be it real or fake. They are utmostest greedy and sadistic. Many of the active participants

live for seeing the target participant „fail“ for life. And even if the target participant succeeds, he/she will still have failed anyway. The active participants are always condescending out of principle.

„Reward luring“ like with the „Come to Me“ game is actually part of the „Watch you Fail!“ cycle. As indirect byproducts of the life of the target participants will crop up and the target participant – if actively searching carefully – WILL find some of them especially if the target is relevant for the reaping „business“, like songs or music videos that somehow relate to the target's life etc. - they will often also provide some hope and promise of reward, sometimes even a little bit of extra information – to lure the target and keep the target going. It will always just end with an „Well, this time it was not enough, perhaps next time! Try harder!“. This also leads to a „generate hope and smash-down“ cycle that is also supposed to break the individual.

- **„The Killing Game“ - or „The Big Hunt“.** Every active participant is allowed to hunt the target. This is seen as some kind of sport where the target is the free game to be chased around and at some point killed. This may actually become a life like that of „John Wick“ in the similarly named movie. Endless waves of enemies attack the target while everyone around the target participant ignores him/her. Of course the target participant ends up having his/her life destroyed this way. „The Big Hunt“, next to being a sport of some sort, is often also triggered when the target participant „hits a wall“ - meaning that the target participant is to be kept away from something – usually a worthwhile reward. This will lead to another brutal assault/killing wave on the target participant. Reaped targets are always „enwalled“ - more about it later in this chapter.
- **Reaping (Life-Eatup)**
 - Reaping is the most prevalent high level form of stealing present in the grid. It is geared towards gaining the highest benefits from a participant that is treated as a reaping source (often just called „source“). Attached to the participant is of course all data and everything that can be spied upon through surface-, deep- and broad spying. While, by abstract definition, not all reaping needs to be this brutal and direct, the insect-scourge like eating up of a „field“ of life/people is common. The „there is crop, let's eat it!“ is the absolute prevalent standard reaping approach of The Grid's active participants.
 - **Life Management** -Usually reaping also tends to include some kind of life management for the reaping source – a bit „Truman Show“ style – up to the point where almost or really everything in the reaping sources environment is „fake“ - that is controlled by the reaping „agents“ (short reapers) in some way or another. This usually has the goal of maximizing the reapers profits and control over resources of any type related to the reaping source. This of course also includes lifespan management of the reaping source – at some point, usually if the reaping source either becomes to worthless, too dangerous or if outside factors become too unbeneficial for the reapers – the end of the lifecycle of the reaping source is called upon – that is usually bodily or mental death (e.g. receives brain damage) or is in other ways severely incapacitated.
 - **Meta-life management** – The Reaping Lines – when seeing reaping as a life management activity – you „sow“ crops and „reap“ them – sources will also have children and families of their own which themselves enter the reaped life and get reaped too (unless they are reapers themselves). Therefore whole

generations and lines can get reaped, as – at least as long as the reapers do not back-off or are made to back off – the reapers will use the children and childrens' children to their benefit as well. This results in the so called „Reaping Lines“. Reapers will often also try to act as some kind of breeding program agents. As usually they will severely try to control the reaping sources life – they will only allow certain other participants into the life of a source. This depends on the severity of the reaping. Not all are affected to a similar degree. Will usually depend on the source's worth and of course the reapers' ability to do so....

- **External factor control**

- **Target Walling** – the goal of target walling is basically plain and simple – keep the life of the target under control so that it can be properly steered and reaped. Walling does of course depend on the environmental circumstances of the target – a walling approach for an individual locked into a cellar is very different to a walling approach for one that is basically allowed to roam the open world. A difference is also if the target is aware of the enwalling or not. While in a cellar lockdown case the target is aware of the lockdown it may not be obvious in open world or semi-open world enwallings. As the Grid operates worldwide and under a dome of schizophrenic secrecy, the Grid requires open world/semi-open world enwalling approaches, so this chapter is mainly concerned with those cases. Basically enwalling can be seen as a set of base approaches that get applied and re-applied on all kinds of levels. Through this actually a fractal nature of behaviour is reached – where it almost does not matter if you look at an enwalling individual or e.g. a city or whole state. The same basic behaviour shown by the enwalling individuals will define all higher level behaviour of any other entity.

- **Base Approaches**

- **Stonewalling** – refers usually to an info blocking approach – no one ever saw something, nothing happened etc. „No and go away“ is the basic standard „stonewall“ blocking approach up to complete ignoring of anything that is not wished to be heard or answered.
- **Push-Back/Firewalling** – if the target or an outside participant does something non-conducive – so e.g. the target and an outside individual trying to make „unwanted contact“ the enwalling participants will try to push both back by all kinds of means available. In the Grid the Firewalling approach can easily be felt as the active participants will almost instantly start to burn down the target participants that plan to make an unwanted act. If Grid node fire-down is not enough, this may even result in physical hunt-downs and push-backs. The next point – road-breaking is also very relevant in such cases.
- **Road breaking/strangling** – imagine the enwalled target wanting to make an unwanted act. Unless the target can itself handle the action, the enwalling participants have chances of real-life interference. Imagine the target wanting to get a new nice job while the enwalling participants are very much against it. Imagine further that the target has a couple of interviews, all looks good but suddenly there is a turndown. The enwalling participants may have found a way to spread bad/negative information about the target or to change opinions artificially by means of bribery,

extortion or similar. Road breaking is often used to keep the target in a way of life as is wanted by the enwalling participants. Usually that includes keeping the target away from relevant resources or better contacts – in general better situations of life. This is in part connected to the general „immediate reaping“ greediness but also to the ultimate control need that is very pervasive in the Grid.

- **Fake Placement.** An important part in reaping is the fake placement of the source. If some outside factor has interest in the source or material created by the source, fakes (imitating people) are used instead of the actual source, as the source has to remain under control to be further reaped. Fake placement is also used to grab material rewards that the source may have directly or indirectly generated or has become eligible for. Successful fake placement does not only result in material rewards but also has the purpose of extending the reaper network into new spheres and increasing its influence. If an outside party is interested in the source itself or became aware of the source being actually the SOURCE or that it could be – nothing but downplaying and monsterring of the source will commence. Fakes of a source usually practice copycatting the source a lot – also called copyratting – as the source gets „ratted“ by the fakes. Usually the imitation level of the source is abysmally bad. Fakes will just pick out one or two surface aspects and try to imitate them in a very overdone way. Fakes are very shallow imitations of the source and are shallow themselves, usually calentrophics.
- **Informational Shielding** – any information and information transmitting artefact is controlled and checked up by the enwalling participants. From emails to real mails, anything can be controlled nowadays. Important emails will just not find their way to their targets and relevant replies will never occur. The target's postal address gets swapped for the address of a fake placed individual etc. Total informational shielding allows for all kinds of further life control actions.
- **Schizophrenic Info Shielding** – the basic idea is that the whole of society and its participating active individuals act like schizophrenics, mixing reality with fiction and actually believing and perpetrating all the fiction informationally and materially. Basically every individual acts like a schizophrenic. E.g. the European Union's favorite approach of handling counter-information. Even though they basically all know what is being done and what has happened they all still act like it was totally different and actually seem to believe it themselves. All is done to feed the „schizophrenic-societal-dream“ back into the society – e.g. through television, radio, newspaper, private talks, Grid communications - to make the wrong information appear more solid and to solidify it in the individuals' heads even more. All further actions are then built on the schizophrenic info, further manifesting the result of the schizophrenic dream. Basically this can be seen as life in a shared hallucination. Some would call it „insanity“ and this label is often indeed applicable. Cases like the „Villach Case“ on which I worked showed for example that schizophrenified individuals that get forced to look at counter-info

that is actually very strong and valid simply go nuts and freak out. The levels of insanity then reached are definitely pathological. The Villach case actually was about pushing some „reality“ into their heads to break the bullshit cycle and pushing them to the utmost. The harder you try, the harder they try too to re-schizophrenify themselves by reaching ever higher levels of schizophrenia and „temporal madness“. This has something to do with the nature of calentrophics, although non-calentrophics are also schizophrenified by the info-shield informationally. As the environment is informationally „controlled“ the enwalling target will also gain only the schizophrenified info through the standard ways.

The dangers of fake placement to the world is also huge as key positions may actually get infiltrated by the reaper network. Once the foothold grows too strong the total structure infiltrated may get hijacked completely. Fakes will also be called copies. In case of the grid, as it is overrun by calentrophics the fakes for men will usually be very gay – as calentrophics are completely anus and excrement focused. The same for the women actually, though this does not have a special, official term. „Of anus“ is by now more commonly used - „anus people“, „anus girls“ etc.

- **Monsterring, Scapegoating and Defamation**– sources are at a certain point constantly monsterved and downplayed so that no one ever will get the idea that the source person is actually the source. ALL GOOD will always be the reapers, ALL BAD will always be the source. This has the added benefit that also bad acts and behaviours can simply be shoved off to the source by fingerprinting. This has the special name of „Jesus Christing“ a person. The source is to die for the good of the reapers. Often the reapers will also say that the source out of will gave everything to them. „Robin Hood“ may also appear and similar attributions. The same will actually always apply to any other outside party that attack the reapers – they will fingerprint either back, to the source or to some 3rd party and that is it. All is to remain in the shadows in terms of all bad and let the source remain in the shadows for all good.
- **Ignoring and Silencing**– for the reapers their life is about preserving their actual behaviour while keeping it in the shadows. If you directly try to speak with them about their actions and intentions you usually get nothing but ignored or just told to shut up. They may say „Yes yes“ in case of a strong party but will never actually change their behaviour. All is laid out so that only direct aggressive acts will be able to change the reapers' behaviour. Talking and abstract ways of changing their behaviour will lead to no result. Bodily harm and death will be the only means to actually make them stop. No need to say they will often try to silence everyone that attacks them themselves.
- **Bribing and Sharing** – the reaper network, when under attack will often work with bribes to keep externals at least inactive. They will also share certain products/artefacts gained happily to have their peace with the external party and to also slowly drag them into the network. Needless to say that bribery over long periods of time and significant money flows will easily corrupt when not handled harshly.
- **The Reaping „Business Model and Value Chain“** - the Reapers will always say it is all just about „business“.
 - **Internal Business Model and Cycle**

- The Grid reapers use some internal redistribution mechanisms that define who gets rewards or who is eligible to do something. It seems to be a point system combined with some kind of situational medals (gold, silver etc.). The point system is used to reward the reaping mass with points for actions – one shot 1 point e.g. - once the actively reaping participant has acquired enough points – those points can be converted into either a material reward or some kind of action. Most likely also fake placements are somehow managed through this, though perhaps it is combined with a medal reward too – who is similar enough in this or that environment (village/town/city). The internal business model handles the distribution of external goods as well as internal goods and services (e.g. get time to shoot at something particular – 20 seconds to shoot person X and gain the grand prize 100.000 points e.g.). Internal ranking rewards may also be handed out – depending on the special interest group. E.g. a „Wehrmachts „ soldier may be promoted after a number of successful kills. Killboards are also just a point system in the end. Some groups may establish ladders this way – so someone can point others towards a target. The reaping participants regularly speak of „squads“. So all basic group organisation may still apply.
- **External Business Model and Cycle** - the overall business model and cycle is very very simple.
 - Sell all direct and indirect aspects of the target's life to anyone who is interested until the target dies AND STEAL everything from the target's direct and indirect life until the target dies. If the target has a child then reap the child like the target. Else find someone else valuable to reap.

While the total life cycle of the reaping participants also involves the always happening stealing – denying – blaming cycle – especially for their aggressive thefts - the „business cycle“ is this simple. It is actually not really a cycle – it is a permanent happening every second for the individuals. Still it is important to understand what the reaping participants sell.

- **The „Open Concentration Camp“ Metaphore** – the basic handling of target participants of value is that of a concentration camp inmate, although the target is still at least basically able to walk around freely. The target is put to work, tortured, harrassed and then killed while the concentration camp guards (usually played by the police and security forces of reaping states) reap the rewards and redistribute them among the general – but also participating – population. This way of viewing it is actually very powerful and helpful with understanding what is actually going on. The concentration camp will „grow“ over time as the reapers find and reap more and more targets simultaenously and also targets' lives grow (although being immediately reaped). The outcome is an all pervasive and ubiquitous torture, stealing and killing machine that ever grows. Keep that image in mind.

What is often MISUNDERSTOOD about this metaphore is that actuall there is NO CLEAR IN AND OUT. Everyone is IN and

OUT are ONLY those that actively participate even though they are ALSO IN. Keep THAT ESPECIALLY IN MIND!

- **Direct Products of Life**

- **Body Part scanning** – they sell of scanned „videos“ and „images“ of your body parts individually. Active Grid participants will pick out their favorite ones – usually your genitals and anus and make money off it. They will also scan through you subdermally to see you intestine and intestinal contents e.g. Every body part is scanned and sold off.
- **Information scanning** – they scan your brain and extract surface cortical information and informational organs (like eyes/ears) in general (easiest to scan and map).
 - **First Person Watching** – they scan your eyes/visual cortex and sell off the information as some kind of „live video stream“ or parts of it.
 - **First Person Listening** – the same happens for auditory information.
 - **Human-VR** – combines the first two and tries to delve even into the sensory cortices and further.
- **Target produced materials and resources**
 - In combination with information shielding pretty much all produced work can be stolen immediately unless they are physical products – if you carve a figure out of wood they need to manually steal it. Otherwise everything will get sold and stolen – from ideas to intermediary products. Usually the target will not get proper financing for proper industrial production. So if you e.g. program something or create a prototype of a product you will have a hard time turning it into actual business – as they want to own ALL your life and surrounding business. Best resort to self-publishing and low to no capital methods – unless out of circumstances you still have access to monetary resources of course. As target you are the product being sold off and all you do is sold off with you. Even your money is sold off as access to your bank accounts is readily available and gets passed around. Everything that you normally perceive through eyes or ears is known to basically all reaping Grid participants. So forget about passwords – but still, Internet dangers are a thing of their own e.g. The Grid reaping is an all invading and ubiquitous additional negative aspect on everything.
- **Target earned materials and resources**
 - There are many way in which you can earn some rewards in life despite being even a major target. It may be that someone actually saw the value in what the target was doing and wants to reward the target's behaviour or it was the target itself using the Grid as a „Background“ service to establish something. The reaping participants will always make sure that the target will not receive anything. They will try to place a million fakes before you, kill, bribe and extort everyone involved in making the decisions and passing along the reward. Usually such rewards are also earned through the Grid

– as it is also called the so called „Background“. As the active Grid participants that reap you will know about it they will attack anyone who wants to help/give the target. The reaping participants will always want to keep the target in total enclosure and reap all beneficial aspects of the target's life. This goes so far that even a new acquaintance is a new resource that gets stolen by the reaping participants.

- **Family and Human networks**

- Just as the target is treated as a resource – even more like a thing – even the family and produced children by the target are seen as the reaping participants' own products and resources. They will reap your children, even to death, and in the same way as you are getting reaped. The same overall rules apply. Building up a family when being a severe target is virtually impossible in most situations and very unhealthy for everyone. Your children will get shot down even in embryonic stage. Basically the same rules apply for all other human networks of your life – the reaping participants will always immediately try to gain control of the networks, usurp them, turn them against you and reap them as much as possible and if appropriate/possible. Another factor that works towards total enwalling of the reaping target's life.

- **Indirect Products of Life** – come to be as they sell off all kinds of information about you and your life in total. The information gets redistributed and turned into a product of any kind. This can be a movie, a song, a book, an industrial product, merchandise etc. As you do NOT earn any money through the selling of any kind of direct product of your life – you also do NOT receive any money or rewards for the indirect products that are generated out of your life's „data river“. With indirect products of life it is often not easy to gauge if it is actually part of the reaping participants' business cycle or an outside third party generating them. This usually needs to be evaluated very carefully. The rule of thumb is – if the overall message transported through the product puts the target into a negative or cynical light, then most likely it is a product out of the reaping participants' own business cycle. If the product even includes some hints on the process and shows a more negative stance towards the reaping mechanism – then you can be rather sure it is not directly out of the reapers' business cycle – though they may have sold off information. So indirect products of life may come out of -

- **Reaping Business Cycle** – they usually want to simply make more cash out of the generated information streams and perhaps use the opportunity to glorify themselves and defame the target or make it look petty or irrelevant. Grid reaper think does have a certain „smell“ to it, but still it may not always be easy to gauge, depending on how information has been reprocessed.

- **Public Information Products** – are generally the easiest and most prevalent – as they just need to toss information around. The „rivers“ are kept flowing and sold off. The result is a publicly viewable product – a movie, a song, a game, a comic, a book etc.

- **Business Information Products** – they offer certain information also to businesses for further reprocessing. As the

target may play an active role in many peoples' lives e.g. marketing companies will want to have a constant view on the target's life. All kinds of business packages are generated out of your life for companies to reprocess.

- **Physical Products** – the reaping participants will definitely go as far as to sell off even physical merchandise about the target, though it may also be a third party. Your informationally reaped life may so to say manifest into some form of physical product business as well.
- **Third Party Business Cycle** – third parties that saw value in the information and somehow required it – most likely from reaping participants. Their stance towards the reapers will not always be shown or the main aspect of their business. Life writes the best stories for example... people are always actively looking for new ideas. Usually such products either come out of businesses that are using the reapers' business information products or out of more independent producers that want to say something – singer songwriters, indie games, indie movies etc. may also play a critical part. As they are under less tight control they may even offer additional insights for the target.
- **Target Participant Control and Effects** – next to selling off ALL life of the target participant they will additionally gain money by offering influences on the target participants. Most of the time this will result in zapping and psycho terror for the target participant. As the Grid includes countless interference nodes of all kinds and all kinds of severity – especially cruelty, pain, and killing packages are being sold also to other parties.
 - **Low Level Packages**
 - **Zappings** – the target is shot at for the fun of the reaping participants and to actually damage and kill the target.
 - **Grillings** – partially for „imprinting“ wishes, but also to radiate up the brain for better scannings or to numb down the brain (stoning).
 - **Information Shots** – when sold by the reapers this will be nothing but psycho terror. Messages are getting are shot at the target participant. This can even include body resonance messages where e.g. the belly resonates audibly.
 - **Mind control** – zap out surface thoughts of certain kinds from the target's brain and zap in some other stuff.
 - **Medium Level Packages**
 - **Begayment** – the low level packages are used for purposes of begayment – basically that is shoot gay messages permanently, shoot the body – especially the anus – permanently and hard – as well as mind control – zap out female naked bodies and zap in gay stuff.
 - **Painagement** – severe pain inducement when the target does not act like someone wishes using the low level packages.
 - **Hornagement** – control through sexual overstimulation (horning). Used on all and especially on females. Female standard sexual system self management fails. For men it is considered less relevant, but they turn into homosexual

overstimulated beings. Hornagement leads to sexual overdrive. Applied especially for indirect rape cases. Overstimulated ones basically turn into „horses“ that can be anytime re-overstimulated to have intercourse with whoever is around.

- **„Killagement“** - the target is supposed to die.
- **Calentrification** – the target is to become a calentrophie – basically a mindless machine human that is supposed to do the active participants' biddings.
- **Disfigurements** – using all the zapping and raying nodes they try to create asymmetrical disfigurements – especially in the face. A special one is **„petrification“** where they try to „freeze-melt“ your body – so it becomes ultra-stiff. Usually achieved with „sticky“ radiation and high HF levels. HF strains and freezes the muscles while the sticky radiation helps with making the muscle stick together with itself and the bone structure. **Teeth disfigurements** are also very popular. The radiation damages the teeth's surface structure and in addition they try to zap individual teeth out of place.
- **Fowlments** – they try to make a body part/limb fowl. They love shooting the fingers and feet/toes especially. Will only work if the body is already heavily weakened. They try it anyway. Whenever you have a wound they shoot it harder to try and make it necrotic.
- **Becancerments** – some noisy and dirty radiation has a much better chance to cause cancers anywhere in the body. They will of course also try to especially attack classic woundable bodyparts like the testicles and female breast. With smokers they attack the lungs especially to punish them for smoking and make things seem more natural upon cancer.
- **Debilitations** – while a parallel aim may be to make the target calentrophie – making the target debilitated may be good enough. They just try to cause all kinds of brain damages with whatever they got – whatever works to make the target dumb.
- **High Level Packages** – high level packages can be anything that attempts to control the target's general life environment and the target itself. The packages will usually be negative. While the „surface packaging“ will appear very different – it will always result in basically the same. Note that any number of packages is active at any time on the target. The reaping participants do never care if a target is already being affected by someone else – so if there are already a million packages targeting the target – they will sell the 2 millionth.
- **Make Jesus Christ** – the target is to become the ultimate suffering scapegoat for the environment until death.
- **Make Love Dog / Horse**– the target is to become a lover „dog“ for someone – full of admiration and easy to control. Also called a horse. A most common application. Comes with calentrification. Male horses – so I heard – come in penal and anal type – depending on which bodypart they are most focused on.

- **Copy Me Over (Self-Copying)** – the customer gets „imprinted“ over the target participant. The participant is supposed to change his behaviour, style and attitude to be like the customer's. This will require more than just a grilling attempt. All kinds of behavioural and mind change methods will be used.
 - **Crush life** – happens anyway overall, but some individuals may be especially interested in seeing the target's life destroyed in a cruel way.
 - **Special Internal Business Products** – are product packages they sell that also affect the reaping participants or the used system itself.
 - **System upgrades and distributions** – requested node upgrades will be installed at agreed upon places – e.g. also around a target participant. Target participant regular sleeping places are most heavily targeted as the target remains stationary for a long time and installing new equipment pays off more. (usually this is handled by police and security forces in reaper undermined states – though personal installations may always happen in addition). If you are heavily targeted new installations will appear after 1 night already. I personally got targeted by very heavy scourging tech after just 1 night of sleep in some places – the police was most definitely involved in this (Austria). Homes of course are also heavily affected – which makes life for target participants a transitory nightmare. Usually the reaping state will care about a good standard distribution of nodes – often local communities manage the exact density and types of nodes themselves. The customer based upgrades are to be considered special interest wishes. E.g. „Install this new super-hardcore scourging sluggish tech right there next to his head!“.
 - **Calentrophic bulk packages** – the reapers sell the calentrophication of a mass of reaping participants to a major customer. Those calentrophics usually get „imprinted“ with a standard template that is created in cooperation with the customer (calentrophics with a certain personal „brand“). Then so to say a swarm of little customer helpers is swarming around wherever the customer wishes. This is often used for bulk copyratting and general reaping activities. So e.g. the swarm will „fly“ around interesting target participants and will report new stuff to the customer. These „helpers“ will of course also perform aggressive actions for the customer.
- **High Level Usage**
 - **Planetary „Background Sky“** – the Grid is also sometimes referred to as „Sky“, as it is the dominant metastructure on the planet. While the word usage may differ a bit and may e.g. refer to only certain groups of active participants this definition is actually most accurate. Many groups will claim to be dominant and ruling „class“ within the Grid. Fact is that NONE of them have any major control as the Grid consists of a huge mass of active participants that basically act on their own. In the end all major masses that define the Grid's total consequences and behaviour will do the same, no matter if their ideologies differ or not – they do the same for different hallucinated reasons – some reap for „Hitler“, some reap for a big „Anus god“ or be it in the name of „Jesus Christ“ - it does not matter in the end.

The Grid in total is sometimes also referred to as „Background“ as it is seen as „invisible“ pervasive meta-layer to life – so it is seen as life's „hidden“ background. The fact that it is utterly invasive and active in personal life does not qualify it as a real „background“ but actually becomes the dominant pseudo-system of life. I call it pseudo-system as it does not really have any high level system in itself except the node structure and information distribution mechanisms. What happens with it is totally up to the active participants, which mainly results in total chaos and anarchy. In fact life in states that have been undermined by Grid activity everyday life is a frozen surface charade to mask the „Background“ activity – which is the main focus of life. Life becomes absolutely schizophrenic – as the „Background“ becomes the main focus and acting force in life all its activity is ignored and masked and its consequences attributed to whatever comes in handy – meaningless scapegoating becomes the norm just to uphold the „the Background does not exist“ charade of life. As Grid activity is focused on reaping and controlling real-world active people, the most talented and active become the most lucrative targets and forever get their lives reaped until death. The „Background Sky“ construct utterly fails in everything but the ultimate destruction of all meaningful life. The Grid is a self-feeding and self-spreading system that is only majorly concerned with itself – like almost all the active participants in the world – it is greedy, brutal and irresponsible.

The „Background“ basically replaced all sensible higher level activity worldwide. It is used to kill, threaten and rob everything and everyone that does not actively reap itself. Resources in vast amounts get stolen and redistributed and all human resources abused to the maximum. The standard economy itself is not where the major money is made and earned. It still is part of the standard societal charade, and partly still a necessity – like infrastructure industries for food production etc. The „Sky“ decides where money goes, who gets it and who loses it. The virtual numbers that banks work with have little to do with any kind of reality. Still, much is done to make everything appear normal on the lowest level – which is easiest achieved if people do not earn much the standard way – a fixed point in the economy. Once you enter higher finance levels things become very different. Imagine you have the power to create any amount of money with a single computer mouse click. The question then mainly is how you get money into the standard economic cycle and especially – who takes the money and actually DOES something for it. In the Grid much resource flow occurs that actually remains in the Grid system. Some use point systems (seems to be popular in Germany – e.g. „Kill this guy to earn 100.000 points) or similar illegal virtual currencies while some use some kind of rank system or similar (e.g. „Kill this guy and you win Gold“). Miss Merkel is very famous for favoring the points and medals approach. For certain amounts of points you can get stuff – do stuff in the Grid or trade it in for real world stuff or even someone else's life – the top ranker e.g. gets to „Borrow Mir“ a new life that was actually planned for someone else (active participants often shout „Borrow Mir!“ – and it really just means „borrow me“ this life/stuff of this target participant! Borrowing of course simply means taking and never giving back). This works through fake placement where the fake ends up with everything that someone else was actually entitled to in the real world. To jump back to higher level finance – as long as the „normal population“ has

only „normal“ standard economic resources at its disposal – things appear normal. If there are groups that have virtually infinite amounts of money – it does not matter if they do not maximum interact with the standard life economy – which as already stated – mainly exists as masking charade for the actually happenings.

States can easily manipulate numbers on the high level and banks will happily comply for nice shares in the „business“. Some rich countries are mainly so rich because they heaviest reap and sell lives. The standard economy and high level finance are then used to mask this income source and make things appear „justified and normal“. Making things appear „normal“ is a standard task in any reaping activity. Many times I heavily accused especially Europe – and there especially Germany and Austria – for absolutely brutal reaping behaviour. Not that Europe alone is active, but the worst reaping behaviour I found so far is European. America is not falling short of evil brutality either. The „Western World“ is heavily collaborating. It is a global problem, and the „Western World“ is not alone to be accused, but the richest countries play a major role in the everlasting global reaping battles.

As out of hand as the Grid got by now EVERYTHING gets „sold“ and „Borrow Mir“ed – this leads to the „Background“ sucking up everything – ALL life and resources - for itself and those that abuse it. This leads to planetary level pervasive ultra-crime that renders meaningful actions very hard to absolutely impossible – depending on the cases. All standard resource infrastructures are by now made to work for the Grid. No banking is safe, no life is safe. There is no „saving“ or „controlling“ „sky“ that is wise and guiding the planet. The Grid is nothing but an all down-grinding planetary construct that ends up reaping and killing all life within its grasp (reap it). What is left after reaping is corpses and Grid „zombies“ - the calentrophics that swamp the system even more. So for all of you that STILL hope the „Sky“ will do anything to save you – it kills you and everything until the end. Best change strategies if you seriously think things got out of hand. Never believe anyone who bets on the Grid, the Grid and its active participants rely on massive lying and bullshitting. If you believe them – it is your own fault entirely.

- **Invisible Warfare** – given the Grid's ubiquitous weapon nodes it is not hard to see the usage for global warfare. These Grid wars are actually really hidden and on the societal surface invisible wars. All participating parties will simply deny being at war while killing each other in masses through the Grid. This partly comes out of the schizophrenic nature that humankind handles the Grid – the Grid and its effects are still considered non-existing even though it is ubiquitously used. The Grid is absolutely alocal, so killing anywhere can be done from anywhere from within the Grid – which is everywhere on planet Earth. Europe is the prime example for a continent relying basically ONLY on this kind of virtual-physical warfare while seeming almost completely demilitarised on the surface (world war participation would be unthinkable in standard warfare). Humankind's total ignorance of the Grid in „real“ life leads to incredible warcrimes that would be heavily punished in standard warfare. Permanent heavy torture, killing and raping of women and children, pillaging and ransacking – all normal and everyday practice with Grid warfare. No rules apply to Grid warfare in human global society. Kill or

be killed. One could kill a whole country with the Grid nodes and human society would still not acknowledge the existence of the Grid in „real world“ public society.

A great danger – some may see it as great opportunity – is automated warfare. As the Grid is heavily digitalised – anyone could hook in powerful computers to algorithmically wipe out any set of individuals – given the proper functioning of the software. And indeed, automation is increasing within the Grid. The race towards the **virtual atomic bomb** it could be called. Press 'OK' to „nuke“ any country and get away with it – a rewarding goal for many. As computers can be enormously faster as any number – even billions – of Grid participants – the algorithmic race could „resolve“ the invisible warfare issues once and for all. This could as well spell doom for all of humankind – and even all higher species of the planet.

■ **Consequences**

- **The „Mass-Effect“** - since the system has no participant limitation/restriction, and is actually completely unmanaged anyone and anything can join the network as active participant and basically do anything to anyone. Usually then only mass counts – which mass can alterate (convert/kill/damage) the other mass first. Qualitative differences rarely count as primitive, aggressive participants (a drag-down mass) will simply act upon their targets – e.g. through reaping. As „The Grid“ has no safety mechanisms against a dragdown-mass at all (except kill them all before they kill you) this creates a societal drag-down spiral where it is all about masses gobbling up and killing everything. Qualitative individuals will usually be reaping targets – those that the primitive participant masses feed on and kill. As history has shown only few people are able to sustain the heavy fire that is nowadays usual – and needless to say they will be without meaningful resources (e.g. money) usually for the full duration of them being reaping targets. Probably not just by coincidence the computer game „Mass-Effect“ is about the so called „Reapers“ that are going to destroy everything.
- **Consequences to Participant Health**
 - **Human Participant Health** – while the Grid's effects are divided into active and target participant categories basically ALL active Grid participants are also target participants while NOT ALL target participants are necessarily active participants.
 - **Active Participant Health** – overall the system does have very strong deteriorating effects on the active participants as well, but they choose to ignore any effect or even embrace the effects. Once a person is calentrified the person will be proud of it for example. Most active participants develop extreme reality loss (schizophrenia) and even multiple personality disorders insofar that they will act completely differently in their active Grid time and will only perceive it as dream. Depending on what they chose to focus on in their active Grid time their brains and minds will develop special focuses in their every day lives as well. As most active participants are actually participating in a real-life charade as well, to keep their doings unknown and in the shadows, they will develop even more schizophrenic and MPD like behaviours. The psychological effects of being an active user, while depending on system usage details, are commonly devastating. Over time active participants will be turned into **mechanical animal minded humanoids** that, once taken a closer look at, have little in common with a healthy human except the body. „Animals in the empty coats of men“...
Most of the active Grid users get addicted to the activity over time and

cannot and do not even want to stop using it anymore and often enough the Grid usage earns them their main income. This actually leads to a complete loss of life of their own – except their thin surface lives – while compensating this loss by more strongly identifying with the lives of the target participants. They attribute their actions to cause all the target participants' actions. They really believe that their body zappings and trash talkings lead to positive outcomes. They still reap the benefits through reaping efforts, but do not actively and positively contribute to value creation – they EAT value, they do NOT create it. Given the fact that the Grid is unmediated and unmanaged – each and every of the countless active participants will attribute a successful or positive action and/or product of a target participant to themselves. Cause and effect lose any meaning for them, as they frequently will only bullshit in life to keep the target individuals enwalled and to fool every external factor. In a community of such individuals no true reality does exist for them except their own schizophrenic bullshit reality to which they agree by word-of-mouth most of the time. It is the total deterioration of any kind of logic or mentally sound behaviour that will ensue over time in such communities and for each and every individual in it. An old worldplay of mine describes it quite well – instead of „cause and effect“ they have „cheese and Efes“ (Efes is a Turkish beer, very fitting because they always talk about food)- and instead of „cheese and Efes“ they have „Scheiße und fress es!“ (shit and eat it!, also very true because of their extreme shit focus and all the bullshitting you may not question). This btw. Is true on any level of such a community. In case of a whole state being such a community the police will adhere to the same „Scheiße und fress es!“ principle just like everyone else for example. May remind many of the old Nazi days or any police/surveillance state era. The specificities of calentrophic minds are handled in a different chapter.

What is noteworthy in addition is that as active participants not only focus on the main targets but also on other active participants that over time a communal mental convergence down to the most primitive common denominator will occur until the community can only be seen as a collective and every active participant as a collective entity – like the „Borg“ in „Star Trek“. This fits the occurrences well that describe such people as ants or antheads – as ants are just parts of the anthive collective. In extreme cases the viewpoint of such communities as collectives is absolutely valid, as the individuals will be absolutely similar to each other and will have simplest calentrophic minds. All resulting simple patterns are easily fractally explained up to the planetary level once the state of being of such individuals is understood.

■ **Target Participant Health**

• **Body Health**

- **Interference attrition** – next to very unhealthy usage patterns specifically used for killing and damaging a target participant the radiation itself, as it is made to interfere with body tissue, will always cause body attrition. How strong it is depends on the same criteria as always – frequency, amplitude and target area size. While even those damages are sometimes provoked (sometimes called also „ZERflixen“ - death by „flixing“ - the active scanning with this type of radiation WILL ALWAYS damage the body in some way, especially in prolonged usage cases – which are

basically all.

- **Mental Health**
 - **Interference attrition** – also on the mental level there are attrition effects on the brain and mind. As the brain is constantly scanned most of the time neurological damage may occur as well as loss of neurons/brain mass. The decrease in well being and the overall brain activity lowering effects of the radiation can easily lead to depressions and other mental illnesses.
 - **Fauna Health** – animals get attacked too in very similar ways as humans.
 - **Gene Pool distortions** – given the various methods available in the Grid – heavily active participants have huge advantages in the „real“ world as well. The Grid is majorly used for killings, money stealing and redistributions and artificial sexual stimulation – in addition active Grid abusers have huge informational advantages (e.g. knowing the sexual target's preferences). All this combined leads to only active Grid abusers having any chances of reproduction – as even when a non-user has a child that child will often simply get killed. Grid abuses are what defines human society and human gene pool development. Still, Humankind denies the existence of and the involvement in the Grid. This has triggered a devastating downward spiral in terms of the human gene pool as well. The breed slowly corrodes – as all the „click zombies“ swamp the earth and reap everything. Talented beings are reaped, killed and exterminated. Resonance node resistant individuals are intentionally wiped out as they resist Grid control. The human calentrophic traits are furthered more and more. And all this has been happening for decades on the planet. Humankind has become more degenerate than healthier even so far, that only degeneration is accepted as healthy – as only those individuals receive resources. Total societal degeneration.
- **Side Effects**
 - The re-rise of biometrics
- **Problems and Benefits**
 - **Problems** - for very good reasons I have called the Grid the „tainted abuse Grid“ previously. The Grid in fact is nothing but a reaping facilitator that has been created to reap the worldwide population and turn as much of the worldwide population into calentro zombies as possible. With the Grid humankind has successfully opened **Pandora's box** and there are hardly any ways to close it again. The Grid installations are easy to install but no one ever seems to have cared about how to remove all the nodes again. It looks like it was built to last „forever“ and be as hard to remove as possible. As the Grid is a completely illegal operation it is easy to imagine why there are no security mechanisms, no ways of coordination or proper management and no emergency procedures that can shut it down again. Digging out ALL nodes again is an undertaking that could take generations and is impossible while all others actively add installations again.

Humankind is in its biggest crisis in its entire history. Humankind's existence may as well come to an end very soon if the speed of development and severity of abusive actions through the Grid continue like this. Humankind may actually not see the year 2050 anymore or only in severely reduced numbers. This is actually fed by the fact that even though the Grid is a major threat and abuse source it is absolutely not talked about and not actively countered by any major human force in the world. To the contrary – all actions against the Grid and its abusers are stifled with maximum force worldwide. Almost everyone seems to

be already abusing it and enough have lost their minds completely. Up to the government levels all of human society is undermined by it. Even though all this has been going on since many decades Grid technology and knowledge is still unofficially classified – despite its actions being so public and even publicly perceivable.

The Grid is the greatest stupidity and fallacy of all the planet's history, if not of all of the Universe's history. If this goes on any survivors can only say that Humankind happily suicided, and I would be inclined to say that it properly deserved to die, given what Humankind does and did with the Grid. I'd personally rather kill all of Humankind than the whole planet. Humankind thinks differently and seems to live a Nero like dream – let the whole burning world be the final stage for failed Humankind – just have one last schizophrenic pseudo-glorious ending. Who cares what the future brings when everything is gonna die anyway. That is the way Humankind lives with the Grid.

As has become apparent with the Usage chapter – the Grid leads to the worst problems imaginable on a global scale. Positive aspects are not to be found. The Grid was never meant to be positive for target participants in the first place. The Grid has been solely designed to facilitate the reapers and reaping efforts – though most perversely the Grid also destroys them as they themselves are target participants. But they are of such utmost stupidity to still not understand even this very basic fact.

Still, despite given the fact that basically all of it is a major problem for this planet, I will list and talk about the worst factors of it.

- **Self perpetuating** – the Grid spreads itself like a growing cancer structure. By now it has enwrapped the whole world but higher density and stronger nodes are getting deployed everywhere still. Calentrophy, like the grid itself, is a self-perpetuating mental disease that has found the perfect spreading medium through the Grid. Calentrophics create new calentrophics. Calentrophics spread the grid. The stronger the grid the more calentrophics are created and the more the calentrophics get to „eat“ in terms of resources and lives. All this has natural limits of course, but calentrophics do not care about consequences. An endless and ultimately destructive cycle ensued and continues. Additionally the new generations learn to live with abusing the Grid from their earliest ages on. Those generations can be considered lost and most likely need to be wiped out entirely. They cannot imagine life without Grid abuses.
- **Pervasive and ubiquitous** – the Grid installations are pervasive and ubiquitous – the Grid is always on and there basically is no patch on the planet anymore that is out of range for the Grid's nodes. Not even true underground pockets are safe anymore – if any safezones exist then they must be grid-node free perfectly EMI shielded rooms – e.g. for industrial or industrial research uses. But basically there is no space left. Even high up in the mountains every square meter is gridded. Even in thickest forests every square meter is gridded. The only difference that can be found is the overall density and node types installed.
- **Alocal** – the Grid works alocally – information gathered from anywhere can be sent to anywhere and active participants from anywhere can do anything anywhere, jeopardizing all other global constructs.
- **Easy to use** – even small children can by now „click to kill“. The Grid's

usage has been simplified so far that every individual, no matter how retarded, can watch and click to kill. And in fact there are countless children, completely insane and degenerate and highly psychopathic people in it. They cannot be put out of the system again. The only way to make them leave as active participants is to kill them.

- **Hard to remove/high cleaning threshold** – active participants can only be removed by actively killing them. There is no way to externally make active participants leave or block the system for them. Killing them is the threshold for cleaning the system.
- **Huge active participant numbers** – basically one could say that ALL of humankind has been and is actively participating. To make humankind stop in total is an effort that is way beyond even the second world war.
- **Dependency generating** – active users get highly dependent on the Grid, moneywise and mentally as they get addicted to the activities. This basically removes all willingness to cease operations and alter behaviour.
- **Node-by-node deinstallation required** – the Grid cannot be deinstalled easily in bulk or shut down in bulk – basically each and every node needs to be removed in an area to be halfway Grid safe, and even then some may use long-range high-energy nodes to shoot at you from larger distances. Even when digging out of all nodes is successful, the whole area must be perfectly guarded at all times to make sure that no one reinstalls nodes anywhere in the area. Without proper fencing/perimeter shielding of the area this is an impossibility.
- **Gene pool erosive** – many generations have not only been wiped out and calentriphied, the whole human gene pool has been jeopardized. The calentrophics shoot down and rape everyone they want to fuck and kill every normal competition. In addition the calentrophics end up with all the money through their reaping efforts – and the rich get to multiply while the reaped (which are usually the productive and healthy value generators) die and die out (their children get reaped to and by now killed at very early ages). This leads to an ultimate manifestation of calentrophy and calentrophic disease potential in the gene pool, further increasing Humankind's susceptibility to the disease. In addition – as usually the very dumb if not retarded heaviliest abuse the Grid, the overall genetic downwardspiral is another major catastrophe that has already strongly left its marks. Humankind has more and more become a corroded breed.
- **Mentally corrosive** – in addition to the gene pool having an extreme downward trend children get shot at with ever stronger and dangerous radiation levels and even already at embryonic stage. The young brains have no time to learn and get no breathing room for their entire lives. Huge children calentro-zombie armies have been created through this. Basically the whole world is becoming dumb and retarded, and more dumb and retarded and mad every day.
- **Benefits** – talking of benefits regarding the Grid is like talking about the benefits of Satan himself. But yes, for some there are some short term benefits in one way or another. Overall there are absolutely no benefits, unless you truly intended to destroy the planet Earth. In this latter case – congratulations, already almost succeeded.
 - **Short-term to Mid-term reaper benefits** – is all the benefit the Grid system has to offer. The more the reaper reaps the richer the reaper is the better the reaper will be off in capital driven societies of any kind – that is ALL societies worldwide (even communistically driven countries are heavily

money centered nowadays). So resource wise and overall official life quality wise (things possessed, quantity of sex had etc.) is improved for the reapers compared to non-reapers. This holds at least as long as you do not take other factors into account – like getting debilitated, not being able to do anything else anymore and basically also getting killed by the Grid and especially very much controlled by it. But anyway – calentrophics care about eating and fucking – that is basically eating through another hole for them. So for short to mid-term they have benefits off reaping.

- **Short-term to Mid-term reaper state benefits** – as for the individual reapers so it is for the reaper states. The overall effects will all be corrosive and killing, but for some time the reaper states may be better off than non- or less reaping states in terms of resources. Once all states are reaper states (which is the case since quite a while) then it is all about who can kill and reap more than other states. Like with the Machiavellian approach – exporting only high-value goods works so long as not all the other states try to do the same, else it all leads to a total downward spiral. In the end though the whole world gets frozen and stifled, so Satan himself may actually be bored by now by his disciples – the politicians and powermongers of all kinds.

■ **Convergence Points**

- **Worked Towards** – these are the major convergence points that get worked towards by the major Grid masses
 - **World of Merde** (French for „shit“) - in the World of Merde all is like today but with more electric scourging tech. Everyone fucks ass and eats shit happily. Shit and anus as the major focus points of all life on the planet. That is their goal, that is what makes them happy.
 - **Scourge World** – while the „Scourge World“ goal is in part harmonious with the „World of Merde“, it goes a bit further attempting to further melt down and together all life on the planet. While I called the world „Fleshball“ where flesh is electromagnetically interconnected, the „Scourge World“ tries to create more biological „interconnectedness“ and more biological abominations – until the whole world is truly one „Fleshball“...
- **Predicted Convergence Points** – possible convergence points by my own predictions also taking other high level factors into account. As there is still much uncertainty, what is going to happen exactly is always a question, so in the end it could just a bit a hellish mix of it all. Note these convergence points are in part already worked towards while the predictions assume that no relevant resistance will occur to stop the current developments.
 - **The Anus Borg World** (World of Merde mixed with more advanced implants and nanotechnological control mechanisms). If there is one thing that is always wished by the „ruling powers that be“ - it is even more control over everything. Small public preparations (PR campaigns) for raising the acceptance of electrical body implants have already started. Imagine body implants that react to Grid radiation or special nodes getting deployed to control the implants that have more direct access to your body matter and nervous system. This already is a very dangerous road to go. Then imagine that by using nano-technology like nano-robotics the active Grid users can gain more accurate chemical body insight and even perform low level body operations on you using the Grid nodes only. The application potential for this is basically unlimited. Further trying to control the calentrophic „anus“ masses will be a major goal and hard implant and intrusive technology WILL be used and released at some point. Given that the calentrophics are

already acting like an anthive – that is like a collective, bound together by the Grid – their collective but more technologified „Borg“ nature would be enormously increased. The fact that no one yet ACTUALLY controls them may change from this point in time – so then there MAY be something like a Borg Queen/King emerging. Expect the large scale assimilation and destruction war already going on taken to a whole new quality level...

- **The „Sperminator Shitnet gone rampant“ World** – the anime „Urotsukidoji“ meets the movie „Terminator“.while in the movie series „Terminator“ a robot controlling computer network („Terminator Skynet“) goes rampant – in this case a human mass controlling network goes completely open war rampant, while being as disgusting as it is. This world will in one way be much less densely populated – as so many have actually been killed by the ever stronger technology – while a huge mass goes completely insane finally and the world looks more like a zombie survival shooter world with the Grid still being on. The streets will be full of openly ass- and everything fucking zombie calentros – and they may actually finally truly try to eat your brains, because they have done it electronically so many times... In this case I suppose that things get more scourgy than in the „Anus Borg World“ variation.
- **The „Fallout Dawn“ World** – the computer game „Zero Dawn“ meets the game „Fallout“.This prediction is more based on the fact that competition between the different active Grid user groups/clans and states does exist. At some point some states may get the idea to finally get rid of other reaper states using standard warfare. A nuclear scenario is not so unlikely as it will still be the most effective large scale method to wipe out large portions of the conflicting reaper communities. The international climate in general cannot be seen as very stable and everyone gets more insane through the Grid continuously. As with previous public world wars – often small triggers are enough in a heated environment to finally shove everyone above the war threshold. The benefit of this is that INDEED – some gridded areas will be wiped out – the problem is it will be heavily radiated... in this scenario I assume it will be a more longterm surface war in addition – Humankind in consolidation... Lots of fallouted areas mixed with constant wasteland-like surface wars. Underground pockets DO have a better chance of survival and they may actually find a chance and reason to join the surface a bit more again to gain some foothold. Still, in the non-wasted areas the Grid will be present. In this case I suppose the more technological parts of the other convergence points will kick in. Chaotic all-out wars with uncertain end and lots of definite devastation of the planet are the result.
- **Ultimate Predicted Convergence Point** – taking all the variations into account, through one path or another they will ALL lead up to a single convergence point.
 - In the end the eradication of all higher lifeforms (including all animals) seems inevitable.
 - The only question left is if Humankind manages to blow up the planet in its entirety or not.
- **Recommendations**
 - **General Grid Recommendations** – general recommendations on how to proceed with the Grid and its participants. The Grid is THE major catastrophe of the planet's history. If not actively countered the above mentioned convergence points will kick in – in one way or another – and not just in a 100 years, maybe even in 25-50 years. You may still live to see the ultimatest catastrophes unfold. If you yourself are not so keen on it, take all the recommendations by heart and

seriously. The Grid and what is happening with it is no joke at all, even though it IS still actively treated like that. This is nothing but the perpetrators telling you – „All good, don't worry about it!“. They want you to remain idle, passive and Grid supporting so that you support THEIR goals, which is the convergence points. The perpetrators are sick and stupid psychopaths that simply abuse a worldwide machinery gone insane that is very hard to stop by now. If YOU want to have a less disgusting and devastating future for the planet – right NOW is the time to start working on and showing resistance and/or support for resistance – lest it all be too late. **The Grid and its' active participants NEED TO BE STOPPED, there is NO OTHER WAY for this planet to survive.**

- **Safety Recommendations** – general safety recommendations, more can be found reading along the other recommendation chapters. Once you start going against the Grid you may find yourself in a much more dire situation than ever before.
 -
- **Removal Recommendations** – removing the Grid in its entirety is a far-away dream goal. Still – if you never start, you can never achieve any goal. Even small local areas free of at least the worst Grid equipment can be life saving and a step towards improvement.
 -
- **Humanitarian Recommendations** – the Grid is a major humanitarian catastrophe that is absolutely ignored by ALL humanitarian agencies worldwide. This fact may not change so soon, still the life for the affected individuals can be improved – often even very easily so – their lives are usually one single everlasting hell. Targeted individuals get completely isolated and are left without help or resources.
 -
- **For Target Participant Health**
 - **Body Health Recommendations**
 - **Intake Recommendations**
 - **Smoke Tobacco.** This does not only have the benefit of making you more calm and active at the same time, nicotine somehow manages to free up the nervous system a bit from radiation overloads. It will also make it easier for you to concentrate, as being a targeted participant can often result in great stress. The nicotine pathways in the brain will make it easier for you to remember. This is a hint as old as the Ford papers on electromagnetic resonance nodes (1950ies). The negative side of this is that the active participants will then fry your lungs more, so more damage may actually come from getting lung-fried than from smoking. In such cases better choose a different smoking location – outdoors for example. Personally I found self-rolled cigarettes to be more helpful on average, not only cheaper.
 - **Drink lots of nice coffee and caffeinated beverages** – coffee really is very very healthy when getting radiated – not only will the caffeine wake you up more, it has some de-oxidizing effects as well and can increase neural growth. Sometimes a quick caffeine kick using energy drinks is a good idea but does not replace coffee. Coffee does have stronger value in freeing the nervous system up from radiation clutter, but caffeine in general helps a lot.
 - **Drink green tea and other teas when appropriate and as healthy supplement** – there are a number of healthy tea variations – from de-

oxidizing teas to psychologically stimulating teas – pick your favourites, experiment. Green tea is a good idea when your body is overheating and when strong enough more positively stimulating than black teas in my experience. Note that green tea dosage in the Western world is way too low – I recommend about 3 standard tea bags of green tea for one cup for invigorating effects. Original Chinese green teas are way stronger.

- **Drink fruit juices and carbonated soft drinks when appropriate** – standard should be orange and carrot juice. Often you will feel the need to re-invigorate yourself and quickly refill your sugar level to keep your mind working efficiently. I personally found carbonated lemonades to work better than non-carbonated, though orange juice is an especially good choice when you had a hard hammer-down night as the Vitamin C will also thin out your blood a bit. Carrot juice is recommended when your body feels slightly deteriorated – works anti-cancerous.
- **Drink mineralized drinks from time to time** – the radiation seeps through ALL your body, including your bones and teeth. The necessity of this depends on your overall nutritional of course. Helping the body remineralize is a good idea in general though.
- **Drink isotonic drinks when feeling very dehydrated** – sometimes you need to feed yourself like a sports person. Don't forget those drinks exist...
- **Stay away from mind altering drugs, medical or not.** The loss of brain elasticity and self awareness and overall tone-down of brain activity may result in fatal incidences. At least it makes it much easier for brain alteration attempts to succeed. And yes I highly recommend staying away from marihuana. While I am sure it can add to relaxation it is way too unsafe while being targeted and may unsharpen your mind and brain too much over time next to other more unpredictable effects. I advise against it seriously. And yes, mushrooms and other stuff included...
- **Drink beers and alcohol to refresh body and mind** – as long as you do not become an alcoholic.. The reason why I mention beer specifically is that while it is slightly alcoholic it also holds enough additional nutritional value to refresh your body AND enough water to counter any dehydration. When you get targeted heavily you may be affected by diarrhea often and may get your body „boiled“ through low frequency radiation which both leads to dehydration. Alcohol in general has the positive aspect of acting slightly disinfecting, as the radiation may cause micro fractures in the body tissue and may even damage blood cells. Spilling the „dead stuff“ out is in general a good idea and is utmost necessary when under heavy fire. Another added benefit of alcohol on the mind is that it will lead to an entropy increase in the brain and this will give you much needed breathing room to think and think more creatively. Still I repeat again – don't become an alcoholic... I personally made bad experiences with drinking wines, but that may be because of phsyiological details. Still beer is the safest bet and should be a standard choice. A bit of strong alcohol now and then – like Vodka – is a good idea under heavy fire as well.
- **Eat high-percentage chocolate (at least 80%+)** – has many known

positive health effects and helps with body repair. You may need to get used to the bitterness, but it really is worth it when you are heavily under attack.

- **Have good protein intake** – eat enough high protein stuff as your body will constantly need to repair itself and replace dead tissue. This is a way to counter tissue and muscle mass loss.
- **Eat spicy food** – spices, as is commonly known – especially hot spices – have a very invigorating effect on the body. You can use Asian cuisine style spices but Western style spices are also fine if mixed appropriately with chili/pepper. This will help your body heat up again as it increases the overall blood flow. Good for getting rid of some surplus radiation. If done right it can even have nerve stimulating effects you cannot achieve otherwise. I will include one recipe that has worked with myself very well and is super cheap, fills up your stomach, saturates and stays reheatable for a week or even more (if put into the fridge...). You do not need to exactly adhere to the spices but for a start give it a shot. The exact mixture you need to experiment yourself – didn't take measurements. (can add a more exact recipe in the final version of the book perhaps).
 1. **Preparations** – take about half a pack of rice (can be ultra-cheap rice too) and wash it clean. Take about 4 tea bags of green tea. Take some chili spice (you can also use fresh chili of course). Take some black pepper (preferably in a pepper mill – freshly ground pepper is much much more intensive and better). Take some oregano and some marjoram. Take some dark soy sauce (I used standard Japanese Kikkoman and similar). Take some fresh ginger and cut it into cubes. Take some salt. Take some vegetable oil (I used rapeseed oil). Don't forget the cooking pot and prepare a large pan (wok style is helpful).
 - **Mr. Garrett's Fried Spice Rice** (~1 hour of cooking time)
 2. **Rice Boiling Phase** – put the washed rice into the cooking pot and pour about the double amount of what is usually used for rice cooking into it (usually it is 1 cup of rice to two cups of water, use more like 3-4 cups of water). The plan is to make the rice properly absorb the ingredients of the water (soup). Add oregano and marjoram, much like you would try to make a tasty soup. Add black pepper. Cut/tear open the green tea-bags and pour the contents into the water. Add soy sauce and stir until the water is properly dark. Add salt – but be careful, the soy sauce is already very salty. Put in the ginger. Heat up the water until it nicely boils, then turn it down just enough to keep the water softly boiling. Stir the rice-soup often to make sure the rice doesn't burn and that it properly absorbs everything. Keep on stirring until basically all the water is evaporated and absorbed. The rice will be a bit „overboiled“ compared to standard rice preparation, but it is fine this way.
 3. **Rice Frying Phase** – Now comes the other important aspect – pour the rice into the pan/wok. Pour quite some oil over the rice and heat it up again to maximum. The goal now is to properly fry the rice while refining the surface spice mixture.

Add some pepper and chili again, some salt if necessary – keep on tasting. Frying the rice will take quite a while from my experience – may take up to 15-20 minutes. Fry it until it is almost a bit roasted but is at least crispy. Keep adding oil of course if necessary.

4. **Tasting and Eating Phase** – well, now your spice rice mixture should be ready to meet its final destiny! Taste it, add some surface refinements if you want until you are saturated. Probably the first time you will not achieve the perfect mixture of spices so try to taste the spices and imperfect quantities out so you can achieve a proper taste for yourself next time. If done right such a mixture can last as meal for 2-3 days. If you want try to take a nap after this meal. If you did well you can achieve some strange dreams even – it CAN have some psychoactive effects. But no worries, no hellish mushroom dreams or something like that. Your mind should feel a bit more invigorated. Achieving it with this basic mixture is possible. But feel free to experiment. Learning to get a feel for what your body needs and recommends is a helpful skill. You CAN add some vegetables or whatever else to the rice without problems, but the base mixture alone is already enough and doesn't taste boring at all!
 5. **Reheating phase** – if you do not feel like eating all of it at once – no problem, just put it into the fridge. You can always slightly re-fry the rice to warm it up again. Just add some oil again and fry it once more. Works perfectly. Out of accidents I left the spice rice in the fridge for about a week and it still appeared well edible – no mold on it to be found.
- **Clothing and Shielding Recommendations** – while perfect EMI shielding equipment would be ideal, it is rather expensive and unpractical in every day life – most sadly so. For special emergency needs best use emergency blankets and cut them to appropriate sizes and fold them. This can give you a critical lessening in case of strong and prolonged heart zaps for example. In such cases use quite a bit of emergency blanket and fold it to appropriate size, then put it into your breast pocket (if you have one). Especially during sleep recommended if your heart is heavily targeted. Many times folded emergency blankets can be flexibly used anywhere, even as underwear augment. Protect your body holes well... sometimes the anus focused Grid participants shoot the anus so hard it does get sore. For such cases use two underpants and put a strong emergency blanket patch into the second underpant layer. Helps. Note though that the active participants will try to fire through the material even harder, so keep adding protective layers until you feel truly better.
 - **Wear anus protection** – no joke, sometimes the shit headed calentros fire at your anus so hard it really becomes overly sore. Best wear anus protection at all times if you can.
 - **Wear genital protection** – as the calentro Grid users are all the time sexually focused they will always try to stimulate your genitals. Especially women, if not aware, may easily fall victim to the Grid abuses. Wear strong vaginal protections – e.g. many many times folded emergency blanket patches. You will need about 25-50 layers

for halfway decent protection. Still they may shoot through the rest of your body onto the vagina – but it most likely is still worth it. For men the penis shots will most likely be less of a problem, but the unhealthy effects on the testicles may result in testicle cancer and impotence. If things get too rough use the same method to protect your balls...

- **Wear properly polarising UV filtering glasses in case your eyes get too sore.** This will NOT filter out all radiation, but in case there are UV nodes used on you it can at least lessen the burden on your eyes and may reduce the flash-radiation load from some angles.
- **Daily Routine/Life Recommendations**
 - **Don't look at yourself** – as any number, and to any degree of craziness, people are watching you and looking through your own eyes
 - **Through the mirror** - And if so only for short periods of time. You will get less stress by active participants „looking through your eyes“. They often do not even understand that in fact the „other person“ is just a mirror image of yourself. Also they will try to insult you the more, if you are ugly or beautiful or whatever – it does not matter.
 - **Through your own eyes** – when you are in the toilet avoid looking at any of your sexual parts – for men especially the penis while pissing and for women the tits should not be in view to avoid additional sexual harrassment.
 - **Avoid naked time** – as the onlookers are usually completely sex crazed and get more aroused the more naked you are – even though they constantly scan through all clothings and even your skin – best avoid naked time and especially naked time of any sexual part as much as possible.
 - **Wash yourself instead of showering** – and best take off the pieces alternating – not all at once (remember: avoid naked time). Washing will save you a lot of sexual harrassment. The active participants will many times try to make you shower – DON'T. This just adds to their sexual arousal and excitement – which is something you want to avoid at all cost. When washing your genitals be very quick and functional – don't do anything erotic looking (impossible with them, but you CAN make things worse for yourself).
 - **While changing clothes** - never completely undress while changing clothes. Be as quick as possible with underwear.
 - **Live in absolute abstinence** – if possible, anyway, some additional recommendations. Taking this seriously is VERY important. All sexual stuff will be absolutely given major major weight by the active Grid participants. It may even kill you. If you arouse the onlookers too much they may want to add even more installations to your surroundings as quickly as possible – and maybe even scourging tech – which CAN DEFINITELY bring your death more quickly than you think. In a day's time ultra deadly stuff can be all around you – no joke, all tried and tested.
 - **Still avoid overstimulation** - Before you get „sexploded“ by the Grid at an unwanted time – better release some „steam“.

- „**pressure release**“ is preferable to the physical selfie act. I personally found out that the body anyway will find a way to release and disperse certain sexual energies itself. And no, this does not just include „wet dreams“ or similar – over time you may find more subtle methods that will actually help you continuously through the painful Grid time.
- „**mental clean up**“ practice to clear out sexual content from your surface thought. Often active Grid participants will try to sexualize you. Whenever that happens you should be able to clear your surface mind to stay focused, concentrated and „mentally clean“. Meditation practice helps a lot.
- „**give it to yourself**“ when everything else fails then masturbate as cleanly and quickly as possible. Better than getting overstimulated when THEY want it.
- **Avoid sexual content in general** – don't watch porn or anything arousing. Even though it is not YOUR naked time – it is naked time in general... as overstimulation of the sexual system is a constant danger for most – stimulating yourself even more is in general not a recommended thing.
- **Activity Recommendations**
 - **Sleeping outside** – if you are heavily affected then sleeping outside will definitely lessen the harshness of night attacks and will improve your sleep recovery. This works simply because outdoors there are usually less installations present, and especially less overhead installations for grilling. Fresh air is helpful as it is less ionized and is healthy anyway. Wind movements will make things more difficult for the active Grid participants.
 - **Practice Tai-Chi/Qi-Gong** or similar – learn to listen to your body in general – in this case learn to listen to and change your body energy flows. Learn which movements have which effects on you. Remember – good blood flow is the basis for good energy flow. Learning to play and actively reshape your body energy is very useful when being targeted by the Grid. Awareness of your internal energy flows is an essential skill.
 - **Practice Meditation** – regaining mental balance and shaping your mind-state will be useful tools to live through the Grid. You need to adhere to classical meditation advice but the basic goal is: try to shove all surface thought away. This has the added benefit that you will be able – at least over time – to absolutely control your surface thought behaviour consciously. Listen to music, close your eyes and try your best. Combine it with movements – like in Tai-Chi – can be easier for the start. If you practice it well you will be able to reach a meditation like state very easily and quickly which will allow you to gain some breathing room and time to think. Awareness of your own internal mental state and shaping it is an essential skill. With meditation you can in fact increase any benefit gained through any movement practices as you learn to amplify and alter your internal body flows through your mind in addition. At some point you may be able to change your energy flows through thought alone.
 - **Wholesome sports and sportive activity** – having a healthy body is even more important than in standard life – quite obviously so. Still, you always need to watch your strain levels – if you weaken yourself

too much you give e.g. heart-zappers a better chance to shoot you down (all they will ever say then is - „Oh, he/she got overstrained. Oh wells, sport kills...“). I also recommend doing sports that have positive effects on your mind – so you can train to focus on something despite the permanent interruptions and interferences. Hand/eye coordination and whole body coordination are very important, as they will always try to create disparities and imbalances of body and mind. Having a decent „armor“ of muscles is very much recommended, as active muscle mass will be able to absorb more radiations and even parts of strong impulse zaps. This may make the difference between life and death in cases of strong heart zaps. Having a strong neck is beneficial as they will try to choke you and explode your arteries. Good abs will help you absorb some of the intestinal raydown – but if they try hard you will always get diarrhea... So, the following activities worked well for me. At some point your body may actually look like an armor in the „Crysis“ game series. But remember – the goal is not to be a flesh colossus – an efficient muscle weight will work best as it will not drain your overall energy levels. My personal experience with bodybuilding practices – did 1 year – is that it drains too much energy from the brain, though for quick muscle buildup it for sure is an efficient way. Also the activities are too mechanical for the mind to truly drift off the interferences – mentally counterstimulating. Do it perhaps as slight addition or very extremely for quick buildup. Also the amount of ray-down that may happen at fitness studios may be counterproductive (most likely).

- **Hiking with weight** – hiking with weight has many benefits – you are moving around in nature, have fresh air, they need to constantly recalibrate the equipment and you train your body more wholesomely – usually you go a bit up/down, have to deal with the weight of your backpack in other ways and – depending on how much thrill you want – can always take more natural wild detours in woods. While hiking you will find more time to let your mind breath and think. Additional recommendation – listen to ambient/less vocal music during your tours. Will not only make it more enjoyable in general, but will help you focus on your thoughts. Sadly not all natural areas are as good as any other anymore – there are sometimes terribly lethal woods – sometimes owners are more psychopathic than others. In Austria for example the woods of the „Esterhazy“ family are to be avoided completely. Pure insanity in terms of density of nodes – even though the woods are designated as recreational areas.
- **Table tennis** – table tennis can give you excellent full body coordination training. Depending on your skill and opponent it can be very relaxing to super fast and stressful. Do not underestimate it (in the Western world this is common) – many fast movements add up – you'll get sweaty easily if you are playing it right – 30 minutes will already be exhausting – though in a refreshing way I find. Also your mind needs to be totally focused on the action as every second of the game really matters. Hand/eye coordination practice can never hurt and given how often they shoot the eyeballs and even try to create eyeball disparities – where the eyes are not properly aligned anymore - a healthy eye practice.

- **Dancing/Weight dancing** – depending on your need to gain muscle mass. I found it very useful as additional tool for some time to do some free-style dancing. Your mind stays focused and you can just practice all kinds of movements – I personally preferred a more Tai-Chiesque style – depending on the type of music much can altered – severity of movements, focus of body parts etc. Also works at the disco. At home dancing with weights is useful if you want some extra muscle strain for muscle boost (growth comes out of muscle strain). This practice also invigorates the mind. In addition I found it useful to get past certain I-am-being-observed inhibitions – as people always act differently when being observed, and the active Grid participants tend to be always negatively feedbacking (you look dumb, you stupid etc.). If you practice in the public/disco you learn not to give a damn.
- **Mental Health Recommendations**
 - **Always remain firmly on the ground** – always have low expectations and always expect the worst. This will not only keep you alive but also sane. Often the active Grid participants will try to generate hope – only to smash you down the harder if you believe it. All is done and made to break the individual. To not lose focus and just become another drug-addicted chum on the street best find yourself proper goals in life that you can achieve without resources. Even if you get promises and hopes of rewards, expect that you will get NONE of it. Most likely you need to do ALL yourself with NOTHING at your disposal. Try to live with the smaller joys of life to remain sane. Imagine how your ancestry of old lived – they had a very harsh survival life but still managed to live happily and even in interesting ways. Take them as your prime examples. Falling into a rage and becoming suicidal has no uses at all. The active Grid participants will always try to push you into suicide up to suicide bombings or shootings. Never do that, there are way too many of them, you will not achieve a thing. Best try to stay alive and try to somehow improve the situation for yourself while trying to get into contact/join the Grid resistance and/or show reistance yourself by spreading information and collecting more. Whatever ways and motivations you find, better think like a monk in your everyday life. There are numerous ways in which you can contribute positively to the situation. Stay alive, stay sane, think and act!
 - **Never ever visit a psychiatrist or similar** – and especially don't trust them. They will simply deny the Grid's existence and try to pump you full of medication to earn bucks and keep you silent – and to be able to write you off as insane. Never ever trust them, never ever take such medication. Never ever drop the sentence „I hear voices“ or similar or you will be instantaneously written off as schizophrenic, which is schizophrenic given how schizophrenic the active Grid users are – and most likely the psychiatrist as well. I once tried talking about the existence of this technology with one – and – like with everyone else – all I said got neatly ignored. Instead of any halfway appropriate answer all I got was a pill offer. So much about that, you can definitely stop trying it.
 - **Train your brain to cope with lots of noise and information.** Use noisy music with different kinds of noises to make your brain used to the added stress. Drink ample amounts of alcohol – sometimes overdo it – and listen to lots of music and watch music videos. Try to ramp up your brain capacity from the bottom to the top. A brain that can deal with lots of

noise has many benefits and allows you to sanely operate even when under huge amounts of stress and firestorms. Amplitude DOES matter. The benefit of information overloading your brain is that it will over time be able to cope with ever more amounts of it and process it. As you will get a lot of bullshit input from the grid at high amplitudes your brain will be prepared much better. But know your limits, ramp up slowly, don't fry your own brains out too early.... Especially since audio-feedbacking of the Grid may be on, do not overdo immediately. If you train well you can seriously raise the noise threshold level of your brain, meaning that your brain will automatically clear it out.

- **Train your brain to cope with pain** – instead of resorting to painkillers – which will just over time deteriorate you as well – you should train your brain (and body) to cope with lots of pain. As painage is a very very common usage in the Grid, the more pain resistant you are the more likely it is you will not give up and can maintain operation. Here again noisy music will help, especially if audio-feedbacking is on. Do not forget to train yourself for psychological pain like absolute hatred and insults. Even there music and music videos can play a crucial part. If you never tried – try drinking and giving yourself the full noise and hatred load through music and videos. A healthy practice.
- **Train your brain to cope with Grid effects** – it is also recommended that you train your brain to manage the electromagnetic effects on it. There is some music that at least seems like being designed to work with the Grid's audio-feedbacking. Some music can give very special results with it – one strange incidence was with a song by the band „Autechre“ - I felt like an electromagnetic circle was softly licking on my skull rather precisely. While listening to music with audio-feedbacking you will anyway over time harden yourself, but teaching your brain some finer details may lead to better defensive results – and sometimes may even lead to active countermeasures beoming available to you – the brain is capable of „playing“ with the radiation, but mastering it takes quite a while and effort. Useful music can be found especially in the IDM and Ambient/Psybient as well as the new „retro synthwave“ genres, though it is not exclusively limited to that of course. Maybe you develop the skills over time. The better your brain understands the radiation's effects on it – the more likely you can cope with it...
- **Train your brain to focus on tasks despite the Grid** – learning to focus on mentally more demanding tasks despite heavy interferences may seriously take quite a while. The more you try to focus and the more you do the more you will often get shot and rayed down. To stay productive and sane you need to seriously practice.
 - **Play computer/video games** - Next to sports – as recommended in the sportive activitiy recommendation computer games are any overly underestimated way to achieve this. Depending on the type of game you need to stay very focused. The big difference between games and sports is that the variety of mental actions required is enormous and the potentially required/necessary thinking speeds are way higher. I personally enjoyed playing some multiplayer shooters like „Team Fortress 2“ to relax and let my mind focus on something else while still stimulating it. Having fun IS very important for staying sane. You can also let off some „steam“. Playing many different games has mental plasticity benefits – your mind will learn to think in many

ways. Overall – if your overall life behaviours are active enough and you keep on learning enough – the neural plasticity effects will give you a general boost (neural plasticity is quite a topic though – so I will not delve into it in detail at this time). Given how much the Grid participants will try to freeze your mind – gaining plasticity benefits will work to keep your mind alive. Else you are more likely to become one of the „machine minds“.

- **„On the Run“ Recommendations** – being „On the Run“ means you are seriously being hunted by reaping active Grid participants that will actively install new stuff wherever you go and try to make your life a hell in any way possible. While the general daily routine recommendations also help in such cases, there are some special recommendations to give. See yourself as being on a marathon tour or a life journey, though probably a more dangerous one. When being „On the Run“ no „normal“ life is possible in any way as it will just kill you rather sooner than later. While it is a survival trip you do not always need to panic or be in haste. Still you are in constant danger, sometimes even extremely so. Shape up your general survival skills as much as possible. Your life is being maximum threatened.
 - **Avoid the police** - do **NEVER** go to the police, avoid them at all cost. They are corrupt reapers themselves and will not help you. Many times the police will be the ones that install new Grid tech all around you.
 - **Avoid emergency shelters** – the social institutions in calentro states have been turned into reaping line endstations. They are the final places reaping targets can go to in order to survive and get food. Those places kill heavily. Some are worse than others, but avoid them in general. Some of these places can kill you in one night if you are not a hardened pro. And even then they are most often very dangerous. So far the Caritas institutions have been the worst of all.
 - **Reduce social care places time to the minimum** – all places where you can get food for free are also major killing places and very heavily targeted by the most disgusting calentros. Grab food/eat food and leave again. Your anus and intestine will be as overly sore as your head. Best grab food and eat somewhere else if possible. This rule of thumb has proven to be always true on my journeys. Also here the Caritas institutions have proven to be the worst of all.
 - **Sleep outside as much as you can** – get yourself proper survival equipment and sleep outside. A good sturdy military sleeping bag and tent can be way more comfortable and can afford you way better sleep and rest than any 10 million dollar mansion. It will allow you to stay absolutely flexible in terms of location as well. You never know when the next wave of new installations will hit your immediate surroundings. Especially your sleeping locations will be preferred targets for Grid upgrades.
- **Emergency Recommendations** – sometimes, despite all other efforts, you may encounter extreme situations where none of the standard methods will help you anymore. I personally had some struggles like that where my body and/or mind were put very much out of balance. These struggles to regain personal balance can sometimes last for hours – see them as struggles with Death himself. I will give some recommendations that may be useful to remember, but every incident will be different in the end and you will be under immense time pressure with little or no time to think. If you have not trained enough then even those recommendations will of course not save you.

- **Rebalancing from Body Imbalances – last resort recommendations**
 - **Ways to rebalance from blood-flow stalling effects** (without special aid) – sometimes it can be necessary to „artificially“ and seriously improve your blood-flow or recover from internal overheating or overcooling or slight or even a bit more serious internal damages or problems. One thing you may need to do is use your environment seriously to get your body into a balanced blood-flow and temperature level. Work with left/right body side temperature imbalances to improve your bloodflow. Use cold-shock burst to increase it overall – ultra cold shock on spine works perfectly to wake up the body and nervous system – a bit like an adrenaline shock that can work as a starting burst to further shove the blood around your body and gain some more conscious minutes. Try to push thought away from panick and dark thought to something more positive – best use rhythm/songs and verbal resonances (you do not need to sing but make some resonant sounds) you get you into a more stable and lass panicking mental state. This will give you the clarity to proceed and may wipe out some fear. Put one bodyhalf into the sun, the other into the shadow. Put one hand on a cold metal object, the other not. Put a cold bottle into one hand, spread a bit of cold water on bodyparts you feel you need cooling. If you can – drink water/sugary water to add some easy energy to yourself. Use Tai-Chi like movements to push blood into your extremities. Still, try to move rhythmically as this will improve your overall mood and keep your mind focused on the body. Especially in cases where you feel your blood-flow is subsiding you need to use your remaining mental energy to bring the blood-flow back to sustainable levels. This may require a lot of movement over an indefinite amount of time – still better than perishing. Basically use any movement pattern that can fulfill your blood-flow need – spin the extremities/your body in circles, work with both side-ways and up-downward forces. Use heavy stamping to increase blood flow downwards into your feet and toes. Most important: massage body parts where you feel they are slowly „decaying“. Massage your head, nose, ears, fingers, gums. Fingers are critical end-points you should always consider. Strong finger snipping done right can seriously improve your overall energy flows – and is something you can integrate into your overall daily life easily. It takes time to learn and listen to your body, over time you will semi-automatically be able to do it. Be aware of critical internal organs – punch yourself – even pretty hard – at the body places where you feel blood-flow is subsiding – e.g. your liver. I also found that punching my lower arms near the wrists helps a lot. If you feel like you have to puke but can't – punch your bowel with both hands while jumping up slightly – can be more effective than using the fingers in your mouth. The more you have learned about your body and consequences of movements on your body the better. Remember – as long as your nervous system is up use all your mental energy on rebalancing and invigoration of the body. Increase your mental energy by screaming/becoming aggressive. Anger is helpful. Sometimes you need to scratch and burst every bit of energy out of yourself. There is no miracle solution – see such situations as an improvised dance with Death. That is roughly how it will look. Of course this will not save you from severe

poisonings, but in some cases you may just be able to turn the tide again.

- **Rebalancing from Mental Imbalances** – this is a bit similar to the case above – you can almost use the same toolbox to rebalance your mind through the body. Your mental imbalance may actually be the result of a bodily imbalance, therefore using body movements is a good way to figure it out and work on it. Usually this looks less frantic as your body will not be in immediate danger. Use softer movements broken by body impulses – impule your arms/extremities forward. Such impulse movements can have very positive effects. Prolonged round/soft movements act as overall stabilizers. Turn on music if you can – music is enormously useful for mental stimulation and counter-stimulation. Also use temperature alterations if necessary. Situations where you can really need something stronger is times where you feel your mind is massively messed with and your nervous system is getting blocked. Certain types of mind-blasts will help – basically you need to regain higher frequency nervous system flows most of the time. Music again can be the best and easiest way to do it – given a proper amplitude. Noisy-music-blasts can be very useful to overall clear out your nervous system and cause some kind of base-level emotion/mood reset you can build on. Noise can be very useful to clear out „stink“ from your mind. The active Grid participants will continuously try to „stink“ you down with all kinds of body sounds and sexual stuff. Build up your mind and mood altering music library and carry it around with you. It will be very useful. Learn to observe the music's effects on your mind especially. Some may even have special nervous system effects. Much depends on personal resonance, so no overall generalisation can be made. Still, some types of music genres have stronger functional effects than others. And if you feel „stunk“ down – avoid music with lyrics. If getting to better higher-frequency/higher level thinking for some reason is not possible then the other way is what I would call „dark diving“. Put your mind into a very dark and low-tonal mood, as this will ignore mid-range attacks and render them very powerless – the stinking invaders are nothing but crap in the toilet compared to what the mind has to offer in real dark tonal terms. Then stabilize upwards over time. This is especially for those strange „mental poisoning“ moments. I call such phenomena „mental aberrations“ that they try to achieve you from time to time. Else a good short round of meditation may actually do the trick – once you learned of course... practice makes the master... no shortcuts to that. There are enough books about meditation out there already.
- **Body radiation seep-out enhancement methods - getting rid of heavy excess radiation** – sometimes it may be necessary for you to get rid of lots of radiation stuck in your body. I personally encountered some situations where my passive radiation seepout (natural release of excess EM radiation) would not be sufficient to counter the radiation ray-up. In such situations you CAN in FACT play with your body seep-out radiation in ways you cannot anytime else – but the situation is not positive and therefore to be heavily avoided. You can even easily watch the excess radiation emanating from your body in such cases – at least when it is dark enough. The following recommendations WILL actually hurt over time when done well. The goal of course then is to try and AVOID further raying ups – but that is not always possible. If you need to use these

manual deradiation catalytic methods they WILL hurt. Don't break your bones. You can even „shoot“ at other people this way – but it will not be harmful – do not worry, they will not even notice as they usually get shot way more heavily. Still can be a good way to release some radiation AND anger sometimes...

- **„Finger shooting“/“Wrist shooting“** - Try snipping your fingers while moving your arm into the target spatial direction as well. This will – if your are rayed up enough – result in some kind of passive radiation shot/beam. Your hands and fingers are major radiation release factors. Sometimes it helps to hit your lower arm (the back side turned to your face) with your fist from top to bottom and then finger-snip while hand-striking OR hit your wrist downside when your arm reaches the end of its movement to release the arm/hand radiation. The wrist self-strike is actually more efficient in terms of radiation load – but your fingers will also need „release“ in such overradiation situations. This can be quite fascinating to watch. Sometimes the passive radiation channels/“chains“ can even get stuck to metallic objects.
- **„Triangle Radiation Test“** - Sometimes you can even create „radiation membranes“ between your fingers. Try creating a small finger triangle with both your hands. Works only if the air is heavily ionized.
- **„Navel Bomb“** - your belly will also heavily be radiated up in such cases. In strong impulses flex your belly muscles will hitting your belly with both fists on the respective sides. If done well this will create quite a „belly blast“.
- **„Solar Plexus Glow“** - hit your breast muscles (a bit like a Gorilla) and finish by hitting your solar plexus with your wrist. This will free up this energy center and will create an emanation glow.
- **De-Glow Eyes** - Blink heavily with your eyes to foster eye-seepout. Massage your eyes frequently. You may actually notice the eye-seepout visually. Do not worry, you have not become a Borg because of that...
- **Massage and beat yourself** – in general this works with all bodyparts and muscles. When you are THIS heavily rayed up this can seriously lead to petrifications. Massage and beat is the general rule. Tender your own meat...
- **Disrupting the Reaping Value Chain** – trying to make the target participant (e.g. yourself) less valuable for reaping can be an important practice, though it is not easily achieved. What can be done highly depends on the target's situation and life circumstances, but the general theory will always apply.
 - **Try to EMI shield yourself** – the less they can scan you, the less you are affected and the less they can sell in general.
 - **Try not to produce surface thoughts that they can make use of** - This needs a lot of self-awareness and control. If you master it you can show any audio-visual imagery in your head voluntarily and else just not show any thought – like „mental 'flick' on/off“.
 - **Try not produce and direct products that they can just steal and make use of** - Try to produce harmful informational products about them instead for example or create physical products that they would need to physically steal.

- **Try to damage them and their customers that are „hooked-in“ in some way** - You can damage them with loud noises partially. EMPing them is a way to do it too – your brain/mind can actually learn to do something like EMPing that harms them. Needs a lot of self-awareness, control, radiation awareness and the skill to control the radiation to a certain extent with your mind. It is possible, but rarely achieved. Proper music will help you along the way.
 - **Try to establish better reaping-value-chains around yourself yourself** – I call that „self-reaping“. Find people you want to cooperate with in reaping so that you yourself get benefits from the reaping and get more control over what is reaped and how you are reaped and distributed. You will need someone else in addition.
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- **For Military Intervention**
 - **Goals and Purposes**
 - **High Level Goals**
 - **Stopping all ScourgeWorld initiatives** – the ScourgeWorld is the ultimate convergence point that is planned for the planet by calentro states. Given the fact that they grow more insane every year and that scourging tech has been actively spread already worldwide is seriously showing that the ScourgeWorld is a vast threat and truly intended as final stage for the planet – basically it will mean that at least all humanoids, but most likely also all animals, will die in one way or another. Next to all the electrometa installations that facilitate electro-scourging, chemical based scourging methods have been tested in so called scourge pools where biological tissue merges with some kind of substance and dissolved other biological tissue into a single mass. With rising insanity levels they may even release damaging nano-technology that has been waiting to get out. Some books are definitely hinting and alarming about the abuse potential for nanotech. The public is highly unaware and useful public information about nano-technology is also very rare. It has to be suspected that by **2025** a new stage is supposed to be reached – this may hint at a major new release of some kind of technology. Some science-fiction books that show understanding of the Grid topic hint at this date. Given the speed and kind of development I perceived in the last two years 2025 does not sound unrealistic. Timing is crucial. Achieving this goal will mean that at least the most active calentros and calentro-states will need to fall, as they are the most active spreaders and developers of the „disease“ that constantly develop new „diseases“. There is no other way left, as talking and reason fails on all levels of society.
 - **Complete dismantling and/or disruption of Grid hardware and usage worldwide.** This ultimate high level goal is very hard to attain given the current worldwide situation. Currently really every state in the world has to be considered a calentro-state under a thin surface state. This does make it sound impossible to alter the situation – but given the schizophrenic nature of the states much can be actually achieved ground up if done right. Already one country free of the Grid would be able to change the world dramatically.
 - **Establishment of a Grid-free state.** Is a more realistic goal to begin with though the Grid must be fought globally. A Grid free state can be a much needed refuge for the still healthy and an utmost creative development center for countermeasures that can be applied worldwide. Creative high-tech and special measures will be needed and will need to be developed under high time pressure. This state will be under constant attacks as the calentros and

- calentro-states will try to re-spread and re-active the Grid from all sides.
 - **Positive chaos creation** – basically positive chaos creations means the „unfreezing of life“ and the disruption of „freeze-down“ forces. a major problem with the Grid and calentro-states is that while total and ultra-brutal Grid anarchy is happening everywhere, all real world activity is strictly kept in machine like order – the calentro-state is stifling any initiatives that are not aligned to the calentro state and calentro way of life. Chaos can be created in many ways and on many levels. The more real world chaos you create the more the active Grid participants will have to work for „regaining control“ of the „free masses“. Real world chaos has to be seen as giving entropy back to a frozen system so that it can change again – so that is „heating it up“ basically. Think of a calentro state as real-world hardened/frozen – to reshape it you need to reintroduce free energy into the system. While the Grid is on this will ALWAYS actively be worked against. So if you achieve a short chaos spike it will be levelled out automatically over time. Such spikes can be wisely used for mid and low level operations to counter the downfreezing efforts and achieve one or more of at least low- or mid-level goals.
- **Mid Level Goals** – these mid-level goals actually apply not only to state level but also have their validity on smaller scales – take a town or region for example.
 - **Removal of all calentrophics and insane active Grid participants** – can only be achieved by killing them all as they will never voluntarily stop. To make this happen most likely the next recommendation must happen first.
 - **Removal of all calentro-state organs and their attached surface states.** In the end this means dismantling of the whole state that has been undermined by the Grid participants.
 - **Electricity removal** - As the Grid is powered by electricity any damage to the electrical infrastructure of the state will be beneficial for any further operations. As the Grid will be underpowered this will give important breathing room and opportunity to any non-calentro individuals in the country.
 - **Information structure damaging/isolation** – if any information distribution hubs can be damaged, this can aid in any further operations as the information distribution of any Grid gathered information will be slowed down and impaired. In case of any Island like Iceland cutting the connecting undersea communication cables would be one way to achieve information isolation – which will not only lessen the degree of outside-of-country Grid usage but will create positive chaos within the country that can be used effectively. The bullshit-freeing aspect of removing and/or damaging the information infrastructure of a country should not be underestimated as the schizophrenic-info-shield of a calentro-state depends heavily on spreading bullshit information to the local population and to the outside.
 - **Removal of police organs on all levels** – the Police is known to be a major force in the calentro-states, though the military will also be strongly affected if not also completely undermined by the Grid. „**Reap in Peace**“ should be their officially assigned motto, but to this date it is just inofficial. Removing the police force will be especially effective in countries where the police force is more present and much higher quantity than the military. Austria is such an example country. Removal of police will also allow local resistance initiatives to gain strength and footholds. The overall positive chaos effects will definitely outweigh the

negative chaos effects ,especially in the known Western world, but most definitely not only there.

The police is majorly responsible for maintaining the reaping line on the low level. They actively spread Grid installations, including scourging installations, try to keep the reaped in check and en-walled and to keep away and/or kill all external factors. Maintaining the overall population silence and freeze is also part of it as much as bullshit spreading about everything. The police will also actively steal from reaping targets and present themselves as the awesome people who achieved everything – just because they want to reap the benefits. The gained reaping spoils will then be dispersed throughout the state. The police themselves are heavily hollowed and therefore very stupid, shit- and simple minded.

The police world heavily cooperates with the security world. There are huge numbers of private securities that also actively engage in reaping and mainting the Grid installations. They have an easy time as they are always backed by the official police. In some states actually the securities rule more than the police – so the police is only an extended arm of the ruling security companies. Iceland is such a case. Basically Iceland is „Securitas Island“. Removing the police force is a major necessity. Without the „official surface backing“ all other reapers have a much harder time.

And do not forget – despite the police still maintaining an official surface their main income and purpose is the Grid and the reaping line usage. The police maintains the frozen population state to allow maximum „peaceful“ reaping which spreads lots of pain, evil and chaos. Actually the police is an anarchic force as the police works against the building of any kind of structure that is not its own. The police itself is just a chaotic reaping force that lives in a clan-like social structure. Their families are all actively reaping too. The cops think highly territorially. They will be the major counter-force for any safezone establishing attempts in the area. Be aware of them all the time, disrupt them as soon as you can. They are stupid and dumb. They just shoot and freeze everything down. They are just calentros... „haps haps it all away“...

- **Low Level Goals**
 - **Survive the Grid attacks**
 - Proper shelters, defense equipment etc.
 - Establish some small safe local areas/huts
 - **Remove and/or evade immediate threats**
 - With society having gone mad, at least remove your own immediate threats. Police and other state organs are completely undermined. Local populations are part of the reaping schemes. Work together and get rid of what you can.
 - In the small remove and damage as many Grid nodes as you can.
 - **Be verbose and spread information**
 - The more people do it the better. The populations in a calentro-state will usually be completely silent about anything Grid related. This is a way where you can individually do something for the better. The internet offers ample opportunity. Create songs/videos/texts/websites about it etc. This will make it harder for everyone to completely ignore the topic. The

police and the state will always deny its existence. This is nothing but an ass-saving and delaying tactic on their side. You do not need to write a book of your own – but this book may give you good ideas about how to express yourself.

- **Acquire resources and help utmost affected individuals**
 - Heavy grid targets get reaped to the maximum – only what they immediately earn in their environment through totally „normal life“ ways makes it through to them – everything else gets intercepted and stolen. For such people every Dollar counts and every somewhat useful thing that you can spare too. Sometimes even food is a problem. People who are heavily affected need to be „on the run“ as the „normal“ worklife would kill them. They are in great need of external support which is usually way too little.
- **Inform yourselves more and learn helpful skills** – not just by reading this book but also other books with related subjects or anything that could help against the Grid. During resistance times any technical skill (electronics) is as valuable as more natural skills (survival knowledge etc.). Stick your head out and browse all kinds of videos/movies and try to interpret what they are saying having the knowledge about the Grid and how it is used. This may give you interesting new insights about what is currently going on in the world.
- **Grid Removal Scenario Recommendations**
 - **Strategic Scenario Recommendations** – while any state can be dismantled, some are easier than others. If there is need to pull together force for impact or potential impact I personally recommend the scenario below. If you do not live in such a state – do not worry, you can work within a larger state as well. Still, attempting to dismantle e.g. a calentro-state U.S.A. is not a recommended way to start improving things in a calentro world. Instead you can use the same strategies to reform sub-states or areas within the large-scale state. Don't kill yourselves straight away... Still, the take-over of an official state is of utmost importance as a state is a global political nucleus. Once such a state has been officially established, many more things will be possible for the anti-calentro/anti-Grid forces.
 - **Small Police/Security State Scenario** – especially one that has very little military force behind it would be recommended. The police force may be easy enough to remove with true military force while the calentro-state military is most likely to be too weak/slow/confused to counter. In such states even small but high-quality military commandos may stand a good chance to achieve at least some important tactical goals that can act as a further base for more achievements. Such a country may be the easiest to free from the Grid step-by-step, but the global situation needs to always be taken into account. Prime examples would be Austria and Iceland. Austria is a small police state with minimal military force. Iceland is a small security state with no military force (but more weapons spread throughout the population, so militia resistance could happen).
 - **Grid Removal - Overall Strategy Recommendation** – given the highly schizophrenic nature of the whole world structure no standard political ways are possible to alter the situation. This situation needs hands-on and DIY approaches. Just do it, like they just do it. Just don't alarm everything all at once, some patience will be needed and some more distributed strategies and tactics need to be used. Overall as first step the gradual disintegration of the calentro-state has to be the goal. Only once the state has deteriorated enough is the establishment of permanent

alternative structures easy and recommended. And even then, global timing may play a critical role. Improvisation will be key, as the situation in total is new and may be quickly changing. Instead of a coup like one-time seize and capture a more gradual approach is recommended also in terms of take-over. As the surface state has been hollowed out there is a good chance to attempt a re-/un-hollowing from within the state that happens stepwise. Such strategies can work globally and completely distributedly, without any party being in major command or in need of global coordination. At some point the removal of the calentro-surface-state needs to happen – let the bubble burst so to say. When the situation is unstable – which will most likely be true – just let it implode and watch out for opportunities. If preparations in the previous phases have been done well, then even a major take-over opportunity may arise.

Even within a state coordination between anti-calentro-movements/groups are not necessary all the time. Gauge the overall mood, chaos and happenings. Information warfare can be widely ignored, as the calentros will just schizophrenify everything away again anyway. Still, good and valid information spreading is key to keep those informed that have not yet been hollowed out and are or can become an active part of the calentro resistance movements. I will give basic recommendations for different phases of the state dismantling. See this type of warfare as a new way of life with new toolboxes you need to use at appropriate times. There is no soldier-like onto-battle-and-through-the-wall approach that will lead to success, especially not at the beginning. The following phase recommendations have their reasons and – when done well – will lead to minimal damage and blood loss while providing best security and opportunity for the anti-calentro movement members. Remember – the goal is the proper formation of a new Grid-less state without you getting hanged or overrun for it straight away or in between. You are dealing with huge masses of calentros. They will eat you if they can... Thinking in terms of you being survivors in a „The Walking Dead“ world – you are not entirely wrong. But still, things work differently than in a Zombie series. And remember – improvisation is key.

- **Pre-Safezone Phase (0)** – find each other, find resources and find a location for establishing at least a small safezone.
- **Initial Safezone Phase (1)** – establish at least a small area and try to make it as Grid-safe as possible. Get to know your environment, keep on working on the future and improving everything.
- **Safezone Spreading Phase (2)** – once things are stable and affordable, a safezone should act as a spreader of additional safezones. The goal is to have a decent spreading within the state and enough sympathisants and active resistance people within a state to think about the next phase. A safezone is supposed to be a nucleus and small fallback-fortress for later stages. A safe base of operations for anti-Grid resistance.
- **Disruption Phase (3)** – in the disruption phase the goal is to gradually start spreading anti-Grid chaos and anti-calentro chaos. Disrupting electricity and information networks is one thing. Disrupting calentro-state activity another.
- **Safezone Growth Phase (4)** – the resulting climate, once chaotic enough, should give rise to growth opportunity of safe zones. In this phase even acquiring small villages/towns is a possibility. Slow growth into cities may also be possible. Note that the capital will always be hardest as a lot of Grid activity and calentro-security will be present.
- **Reach-Out-Phase (5)** – while growth is still happening but with the status and progressive being sufficiently positive – an ongoing endeavour – this phase will have the goal of reaching out beyond the state to gauge the world status and connect with anti-Grid resistance around the global if possible. Build networks,

exchange ideas, exchange resources. The global status and stability will be an important key factor for the next phases.

- **Calentro-Surface-State Thin-Out Phase (6)** – the goal of this phase, once a stable and strong enough establishment of the resistance has been achieved, and the global situation is not too risky, the slow erosion of the calentro-surface-state needs to commence. Removal of political, judicial and police forces will be of major importance. Draining of calentro-state-resources should be a very important goal. The good thing is – the more the Grid gets disrupted, the less the state will be able to earn with it. Bleed it out, erode it. But note that anarchy is not the goal of this phase. Gather and acquire as much power and force in this phase as possible. Make sure that overall safezone stability is guaranteed. Minimal blood-shed and physical destruction is still of importance as the overall sympathy rating of the resistance should not suffer. The resistance does need to stay honorable, despite the calentro-state being absolutely honorless. This phase may actually allow to spread anti-calentro-state information more publicly. Start with it slowly or all calentros in the state will go mad. Also do not forget to foster your global relationships and check the global situations.
- **Calentro-Surface-State Burst Phase (7)** – finding the right time for this phase will not be easy, as the state-internal affairs and the global affairs need to be conducive for giving the calentro-surface-state a deadly blow. Gather lots of reasons to get rid of the state – most annoyingly this needs to be non-Grid related. If the continuous erosion weakened the state enough, you may also be able to give a final deadly military blow and completely take over. The international (albeit schizophrenic) acceptance level is of importance – else the international „community“ will intervene. This is why it is important to make sure that things have been prepared well enough globally, so that even when the calentro-state crumbles and the resistance takes over with a bit more force, not all hell breaks loose.
- **New State Formation Phase (8)** – once it is this far very much has been achieved successfully and a major victory for the world has been achieved. establishing, of an anti-Calentro/anti-Grid state will have its peculiarities though. Speed is important to stop the Grid from spreading again etc. Make facts as quickly as possible is the overall rule. Recommendations for an anti-Grid state are expressed in a different chapter.
- **Anti-Grid State Spreading (9)** – like a safezone is supposed to be a multiplying nucleus, the anti-Grid state should also have to goal to spread itself. Develop the anti-Grid state and help other states' resistances achieve the same.
- **Anti-Grid State Recommendations** – recommendations for forming, establishing and developing an anti-Grid state.
- **The Tactical Improvisation Toolbox for Calentro-State-Dismantling**
 - **Mental Toolbox** -
 - **Physical Toolbox** – note that some or all recommendations may still need special research. See it as an idea toolbox
 - **Passive Defensive**
 - **EMI shieldings** – perfect EMI shielding will in most cases be unattainable and if so only in very specific areas as the rooms need to very carefully prepared. Standard industrial EMI clothings are unpractical and wearers will draw much attention to themselves when worn under normal life conditions. More „fashionable“ EMI clothings are recommended. EMI tents may give some relieve, outdoor and indoor. How effective they are against really strong burndown attacks needs to be

properly tested. Sadly at this point in time EMI shielding materials are still rather expensive as military grade materials are needed.

- **EMI clothing**
- **EMI shelters**
- **Participant Decoying** – decoys have to be made of resonant material. If the participant is „silent“ (dead matter) it will probably not matter much to the Grid users. This approach does need to be tested though. A very basic decoy will most likely not fool all active participants. Some very stupid (and most of them are very stupid) active participants may still find joy in shooting the decoys.
- **Active Defensive**
 - **Immediate Area Burst Overcharging EMP equipment** – sometimes Grid equipment can be overcharged – which can lead to installation melt-down or bursting. The EMP burst has to be very strong and will therefore only work in immediate vicinity – which may be good enough to clear a house and a garden a little bit. As most of the installations will be remote charged, the charge up frequency and storage method should be investigated to increase the likelihood of overcharging/exploding the installation.
 - **Local Area Ping Burst Fry EMP equipment** - the idea is to have regularly pinging (charge releasing) active EMP equipment that sends relatively strong signals into its surroundings so that hooked-in users using scanner nodes have a higher chance of getting brain fried. For this to work the frequency spectrum of the ping burst needs to be figured out.
 - **Mobile Node Detectors** (for manual use) – using node detectors (more advanced metal detectors) is advisable to try and clean the environment around a safezone in addition to using the EMP equipment. Nodes can be everywhere – dug into the ground, put into the wall, put up a tree etc... In the minimal version at least the direction and distance of the node need to be gaugable, in the deluxe version a visualisation should be present (like with visual cable detectors). Perhaps the detectors can even find out something about the node through test-zapping it – like gauging its battery status – active Grid participants often talk about the number of „bullets“ being present in a zapping node..
 - **The Anti-Grid Grid** – „Defeat the Grid with itself!“ - that is the basic idea!
 - **Grid Node Activity Detector Grid Nodes** – grid nodes that measure the overall activity of the surrounding area. This idea could come in useful when you try to guarantee the activitylessness of a certain area and to auto-generate grid activity maps around the world. An advanced detector node may even be able to auto-identify certain aspects of the radiation – next to of course frequency and amplitude also noisiness/dirtyness. This will most likely work as the active Grid participants will usually try to use ALL grid nodes available. So the detector node will get powered too for sure.
 - **Grid Node Activity Detector Decoy Nodes** – decoys that measure activity on body parts. This can be used to overall gauge the nature of the active Grid participants involved. Overall grid detector nodes could in the future be used to not only gauge grid activity but to also create something like a „grid weather map“ (e.g. „shitrain today!“ - oh the joys of the Grid...).

- **Grid Node EMP Disruption Nodes** – imagine a Grid node that when it gets charged fully EMPs all other nodes around it – making energy transportation across the Grid much more troublesome. Even if it just jams, still worth the try. This – if it works – could actually make safezone establishing much much easier.
 - **Scan-N-Kill Anti-Calentro Zapper Nodes** – a node that scans and if no appropriately resonant key is found any biological target is auto zap attacked. Won't react to calentro zapping commands. Another element that could make safezones more safe more quickly. This node could even be used tactically in an offensive way. Just put this stuff into a village area you would like to capture and let it work.
 - **Super-Hungry Energy-Drain Nodes** – if this works or not depends on the details of how energy is redistributed among the nodes. The idea is that these nodes act like enormously power-hungry nodes to drain as much energy from the surrounding nodes as possible.
 - **Super-Noise-Down Auto-Response Nodes** – the idea is that these nodes send back enormously noisy signals to fry any hooked-in user's brain.
 - **Final Words – From the Sky into the Hell of the Earth** - some final words on the Grid, use it as soft transition into the natural aspects that are to follow in the next chapter.
 - **Glossary** – glossary of Grid terms.
- **Natural Metastructure**
 - **Introduction**
 - **From Bones to the Sky**
 - How natural metastructure develops bottom up, from the pure bones and flesh up to the spiritual spheres. Big difference to the e-metas.
 - **The Body, Brain, Mind and Soul**
 - **Introduction**
 - Mainly concerned with mind,soul and its relation to the brain and body. Does not summarize neuroscience or standard knowledge.
 - **The Individual**
 - **Definition**
 - How is an individual defined
 - **The Mind and Soul**
 - As metastructure itself that manages the brain functions while arising out of it
 - Soul as integral base core of the mind
 - **The Emergent Mind – On Brain/Mind relations**
 - **The Self and Knowing**
 - Knowing about Knowing
 - What do you know about knowing?
 - The knowing/unknowing cycle
 - Smelling and more – Abstract senses
 - **The (Bio)Electric Body**
 - The body as extended nervous system
 - Body/Mind relations
 - **Manifestations of Mind**
 - Mindshadow
 - Manifestations of Will

- **Natural Resonance**
 - **The Universe as Metastructure**
 - **Introduction**
 - Showing the meaningfulness of introducing a NaturalMeta understanding
 - Most imagine the universe as vast patchse of empty space with a few planets and stars and stuff. The Universe itself as a metastructure that manages itself (a bit like the brain/mind relation)
 - **The Universe as Living Structure**
 - What is life and alive?
 - The Universe as ever evolving organism/system
 - **NaturalMeta**
 - Definition
 - Infrastructure
 - Purpose and Goals
 - As with any metastructure, what is the purpose and goal of this metastructure
 - Conflicts with Electrometas
 - Towards a better natural/technological balance in society and a more spiritually aware humanity.
 - Benefits the individuals bottom up AND the society as a whole
- **Meta Harmonics**
 - About harmonical alignment of technological and natural meta structure.
 - **The Need for Harmonization**
 - **Definition**
 - **Approaches**
 - **Recommendation**
- **The Future**
 - **An Outlook** - the dark sides and dangerous pitfalls and the bright outlooks possible with the increased understanding
 - **The Abyss** – The Present
 - **The Bliss** – The Future Brighter
 - **Warnings for Humankind**