"Blotching"

much of the effectiveness of your dialogs lies in the delivery.

In order to deliver an your dialog effectively, I recommend that you use this technique called "blotching".

This is a method to make the your dialog stand out by doing something different when you say it.

You can blotch an your dialog with any one (or a combination of) the following eight actions:

- 1. Lowering the volume of your voice
- 2. Lowering the pitch of your voice
- 3. Lowering the speed of your speech
- 5. Smiling
- 6. Pausing just before you say the your dialog

## BELOW ARE WAYS TO DELIVER YOUR DIALOGS:

"Start to imagine <your dialog>..."

"Sure, I can tell you that <your dialog>, but I won't."

The second part ("...but I won't") makes it impossible for your conversation partner to resist you because in effect you're not instructing her to do anything.

"I'm wondering if <your dialog>..."

This your dialog works well during value

elicitation

"You already know <your dialog>..."

Use this when you are placing anchors that will trigger off positive feelings when triggered

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"Don't <your dialog> so quickly..."

This your dialog pattern has the benefit of invoking her conscious response and disobeying you but in your favor
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"You don't have to, <Her Name>, <Implanted

Command>..."

The "you don't have to" phrase takes the edge off the command, making it sound informal and somewhat detached (so that it cannot be picked up by her conscious mind). It's pretty sneaky!

"Someone else might <your dialog>..."

"One could <your dialog> because..."

"You would <your dialog>, would you not?"

Would you not" is an excellent way to close an Implanted

Command because it makes the Command transition into something

which seems to be pretty docile. Also, it is also designed to be confusing so that it completely stumps the conscious mind, making the Command particularly difficult to block.

"I don't really know if <your dialog>..."

"One might just, you know, <your dialog>"

"You'll never know if <your dialog>..."

When you say "you'll never know", you're making their mind presuppose what you're going to say next (i.e. your your dialog) to be true.

"I wonder if you will <your dialog>... or not."

The 'or not' phrase at the end is a device to discourage resistance from your conversation partner. If she has been responding well to you all along, then you should omit it.

"You may <your dialog>" "It's just so simple to <your dialog>, isn't it?" You're "softening" the transition from the "hard" your dialog into something which seems to be a harmless question ("isn't it?"). Also, if something is simple, her subconscious mind will tell her to do it just to validate if it's indeed simple. Pretty sinister! "You're able to <your dialog>..." You're able to understand me on a deeper level because our bond is special. "Finally <your dialog>" "<Fact fact fact> and <your dialog>..." You want to make your conversation partner respond in a series of yes's internally, so that when you hit her with an your dialog, she will 'follow the pattern' and obey you. "Someone once told me that <your dialog>..." By putting your words in other people's mouth, you have plausible deniability. After all, you wouldn't say such a thing, would you? "If you <your dialog>, then <Implanted Command>..." This is a classic "cause and effect" statement which really doesn't make much sense "Maybe you haven't <your dialog>" <Name>, you can <your dialog>..."

Mentioning your conversation partner's name before the Implanted

Command adds to its effectiveness. We automatically sit up and pay attention whenever our name is mentioned.

"Would you <your dialog="">, or would you</your>
<your dialog=""> instead?"</your>
"You could <your dialog="">"</your>
"You don't have to <your dialog="">"</your>
"One might, <name>, <your dialog="">"</your></name>
"Maybe you will <your dialog="">"</your>
"Would you <your dialog="">, or <implanted< td=""></implanted<></your>
Command>, or <your dialog="">?"</your>
Notice that both options are favorable to you - you're playing a game that you couldn't lose
"You want to <your dialog=""> now."</your>
The subtle part of this structure is "now". It strengthens the your dialog with a dose of authority. It
might backfire if you've not build enough rapport for her to trust you, so use with
care.
"Sooner or later, <your dialog="">"</your>
This is what we call "truism" - since virtually everything will happen either sooner or later.
"Other people could, you know, <implanted< td=""></implanted<>
Command>"
When you talk about "other people", you're not talking about her, which means that her conscious mind can't pre-judge what you're going to say. The "you know" phrase is deliberately inserted as a
presupposition that she already establishes the Imbedded Command as a fact inside her mind.
"Someone wouldn't even know if <implanted< td=""></implanted<>
Command>"

structured deliberately like that to bypass her conscious mind. "You might or might not <your dialog>" "What will happen when you will be happy and <your dialog>?" In order to answer this question, their mind is forced to associate happiness. "You might not have felt <your dialog>" "It's hard to try to stop <your dialog>" The setup phrase "it's hard to try to stop..." implies that as your conversation partner tries to resist, she fails and will eventually give in to your demand. "A woman might <your dialog>, because <your dialog>" This structure gives you the opportunity to implant two commands, with the added convinceability of the power connector "because". "Imagine how it feels when you <Implanted Command>" This structure is the classic value elicitation pattern that you've already seen in the Rapport phase, and as such, it should be used with plenty of anchoring and conditioning for maximum effect. "Sometime, somewhere, <your dialog>" "You want to <your dialog> because..." The word "because" adds credence to the Implanted Command - humans are conditioned to believe that by default.

"Would you enjoy it if you <your dialog>?"

These statements may even be a little perplexing if you are examining them rationally, but it's

"I won't tell you to <your dialog> because..."

Notice that your conversation partner can't "disagree" with you because

you won't tell her to do anything anyway. Also, the word "because" has the added effect of imposed authority which strengthens the your dialog on a subconscious level.

"<Positive Emotion> + <Negative Emotion>"