THEATRE OF MEMORY — ①

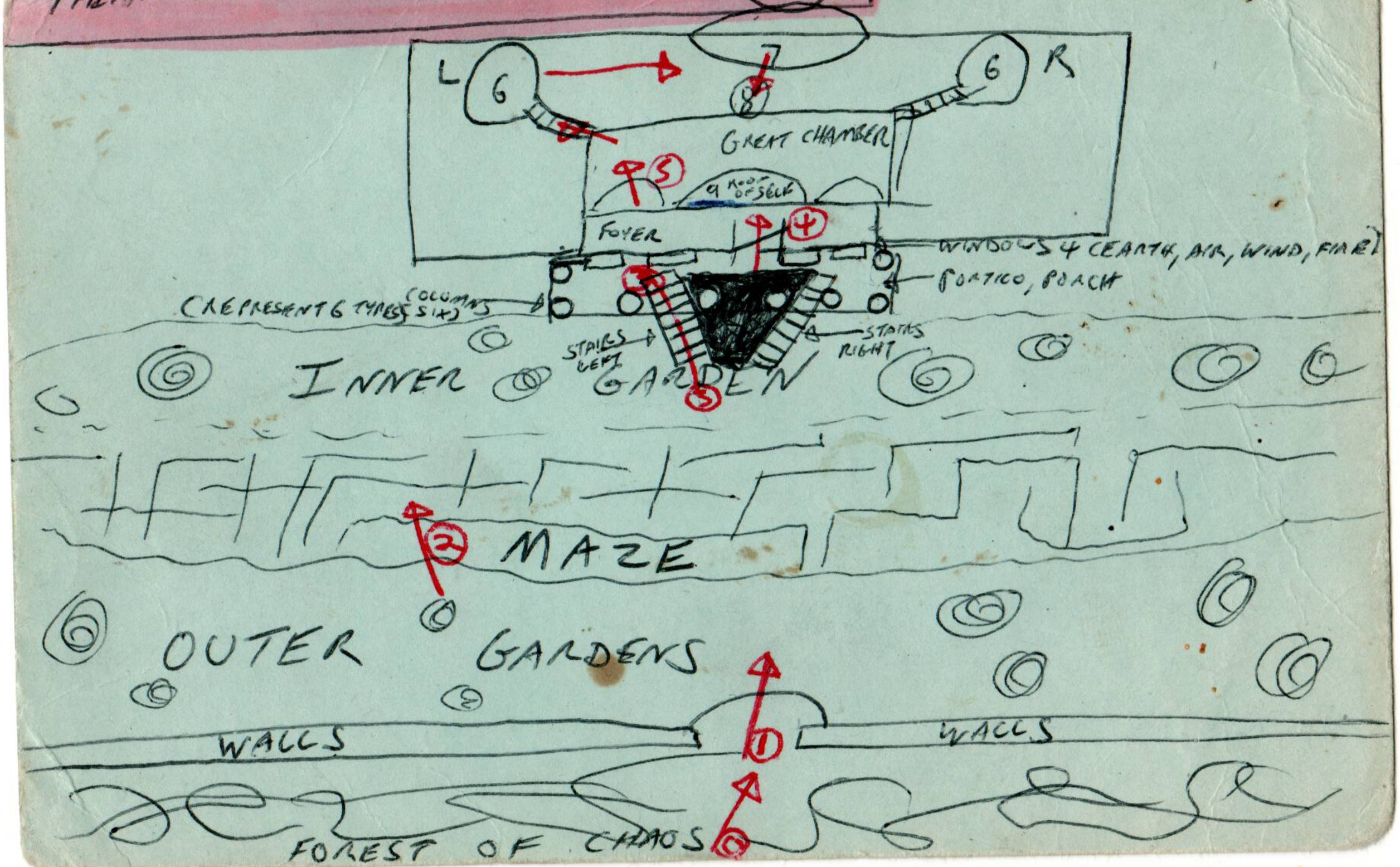
THIS IS ALSO A TRIP THROUGH YOUR BODY

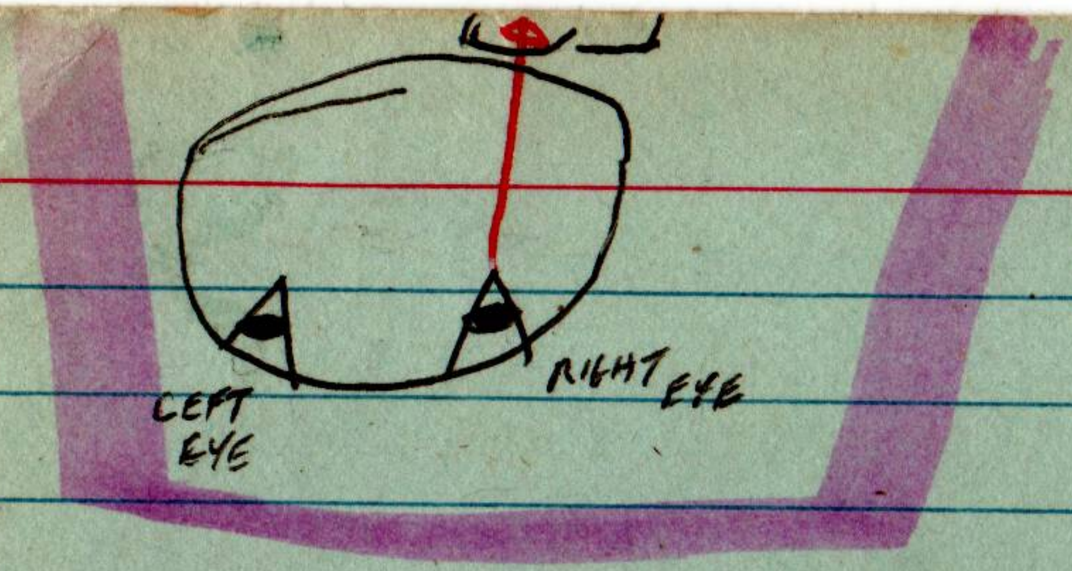
BACK INTO THE RIGHT EYE, BEHIND YOUR HEAD

DON'T ADD WHAT YOU CAN'T KEEP UP. DISMANTLE SOMETHING OLD BEFORE YOU BUILD SOMETHING NEW HELPERS — PICK ONE PERSON DON'T ADD MORE PEOPLE THAN YOU CAN AFFORD. GET HELPER FROM #19 FROM NOBLE DOOR FROM ACTAR OR ASK OLD MAN IN #7 TO CREATE SOMEONE. PUT FINE, BEAUTIFUL THINGS YOU CAN'T AFFORD ACTUALLY IN YOUR THEATRE OF MEMORY — REMBRANDT SELF PORTRAIT, ETC. THERE ARE THREE PLACES YOU CAN GO OUT IN THE WORLD — FOREST, OUTER GARDEN, INNER GARDEN. RECOGNIZE WHERE OTHER PEOPLE ARE PUTTING YOU. YOPPIES ACT FRIENDLY BUT THEY ARE SPEAKING FROM INSIDE THEIR GATES PUTTING YOU IN FOREST. YOU CAN USE WHAT OUSPENSKY CALLS DOUBLE CONCENTRATION AND PAINT GARDEN AROUND YOU WHEN IN WORLD WHERE YOU ARE — IN #6, ETC. — OTHER PEOPLE MAY BE PUT OUTSIDE IN OUTER GARDEN OR DON'T EXIST, DON'T HAVE TO BE BROUGHT ~~IN~~ INTO T.O.M AT ALL. THE MORE YOU DO T.O.M. THE MORE REAL, MORE VISCERAL IT SHOULD BECOME (IF NOT, INDICATES TRAMP FEATURE, YOU DON'T HAVE HOME FOR YOURSELF). YOU CAN DO A MODEL OR DRAWINGS IF YOU WISH. TEST PEOPLE OUT IN DIFFERENT PLACES SEE WHERE THEY BELONG. YOU MUST CHOOSE A HOUSE THAT IS A SIZE YOU CAN KEEP UP. ~~SHOULD DO ALCHEMY IN SPECIFIC PLACE IN YOUR DWELLING~~ SHOULD DO ALCHEMY IN SPECIFIC PLACE IN YOUR DWELLING IT CAN TAKE YEARS TO REALLY BUILD A TOM — BUT EVEN SUPERFICIAL EFFORTS MAKE AN ENORMOUS DIFFERENCE. WHEN GOING BACK, DON'T EVER GO BACK THROUGH ROOMS YOU DIDN'T GO INTO IN THE FIRST PLACE.

PLACE TO GO IN YOUR HEAD, PLACE TO LIVE IN DAY TO DAY WORLD, CREATES INNER STRUCTURE, STABILITY IN INNER WORLD, CAN CHANGE THINGS YOU DON'T LIKE. DO SITTING UP, POSSIBLY STANDING UP, NEVER LYING DOWN, GENERALLY WITH EYES CLOSED - ESP. ANY TYPE OF DEEP JOURNEY. WE WANDER THROUGH LIFE WITH NO PLACE TO CALL OUR OWN. GOING INTO T.O.M. PREPARES YOU FOR HOW TO DIE - HOW TO GET OUT OF YOUR BODY (ALSO PREPARES YOU HOW TO LIVE) FOUND EXACT LAYOUTS VOICES DESCRIBED IN VENETIAN PALLADIAS REVIVAL OF SACRED GEOMETRY FROM GREECE AND EGYPT. BOOK THE MEMORY PALACE OF MARIO RICCHI. IMAGINARY INNER PALACE TO STORE THOUSAND OF NAMES, ETC. PEOPLE WHO USED MEMORY BECAME STRANGELY STRONG, ONE MAN LEFT IN ROOM W/ LIONS WAS IGNORED BY THEM. IF YOU DO T.O.M YOU WILL ESTABLISH PERSONALITY THAT CAN SURVIVE DEATH AND THE LITTLE DEATHS IN LIFE WHEN THINGS GO CRAZY. DO T.O.M EVERYDAY OF YOUR LIFE OR NOT AT ALL. LOOK AT BOOKS OF PALACES, GARDENS, FRIEND MET - ROOM OFF ISLAM ROOM. THINGS SHOULD BE CONSISTENT. DON'T ADD THINGS YOU →

THEATRE OF MEMORY – DIAGRAM (1A)




LEFT EYE
RIGHT EYE

THEATRE OF MEMORY (1A)

IF ANYTHING COMES UP - GO WITH IT - NORMALLY BE SUSCIPICIOUS AND OBEY THE SERIOUS WARNINGS. BUT EVEN IF YOU MAKE A MISTAKE YOU'LL LEARN AND WERE MEANT TO. IN TOM YOU ARE DELIBERATELY GOING INTO THE WARP— YOU CAN SEE PAST, PRESENT AND HIGHER. YOU CAN MEET THE WORLD WHILE IN PLACES OF TOM EXCEPT YOU MUST NOT STAY IN #6 OR HIGHER (YOU CAN'T BE IN #6) (NO FURTHER THAN GREAT HALL) CAN'T BRING PEOPLE INTO HOUSE OR DEEPER. RELATING TO OTHERS MAYBE IN 0, 1, 2, 3, 4 OR 5 BUT NOT OTHERS. BEST PLACES TO BE WITH PEOPLE ARE OUTER OR INNER GARDENS. BEST PLACE IN TOM TO TALK TO CHANNELS & BODIES IS #7 IF DEEP. IF BRIEFLY DO IN #5 OR ROOM OFF OF TOM IS CONTROLED ZEITGEIST ZEITGEIST USUALLY WANDERS AND IS SUBJECT TO YOUR DEATH RAYS AND THOSE OF OTHERS. IF YOU USE TOM YOU'LL SEE PEOPLE AND YOUR MIND TRYING TO DRAG YOU OUT TO THE FOREST, ETC. EVERYTHING THAT HAPPENS IN TOM, EVERY LITTLE THING, MEANS SOMETHING, IF SOMETHING GOES WRONG W/ LEFT SIDE IN TOM DO #5 EXERCISES. IF SOMETHING WRONG W/ RIGHT SIDE LISTEN TO MUSIC AND TRY TO SEE WHAT IT SAYS - DOESN'T MATTER IF YOU'RE RIGHT OR WRONG IN THE BEGINING,

EVENTUALLY YOU'LL BE RIGHT. TAKE YOUR THEATRE OF MEMORY
AS A DUTY. GOOD AT BEGINING TO GO TO SLEEP AFTER A JOURNEY
SO AS TO DREAM ABOUT IT. IN TOM YOU DON'T WANT TO
FORGET OR NEGLECT IF YOU FIND THINGS THAT NEED TO BE
DEALT WITH GO BACK. IF YOU FIND SELF-CHILD DON'T NEGLECT IT.
IF UNSURE ABOUT PEOPLE BRING THEM INTO INNER OR OUTER GARDEN
AND ~~HEAR~~ LISTEN TO WHAT THEY WILL DO, NO JUST NOW, BUT IN THE COURSE OF
SEVERAL YEARS. PLACE FOR TALK IN TOM IS OUTER GARDEN OR
EMOTIONAL TALK INNER GARDEN BRING AN INNER CHILD TO WHERE A CHILD
BELONGS, NOT TO ROOM OF SECRETS, OR #8 I RESPECT YOU INTUITIONS
MORE THAN MY RULES TOM IS YOUR WAY OF BUILDING UP WHAT'S
ALREADY IN YOUR CHANNELS. GREAT HALL BUILDS CHANNELS
THE #S 0, 1, 2, 3 RELATE TO CHANNELS 6, 7 ONLY FOYER #4 DOESN'T
RELATE CLEARLY TO #4 CHANNEL — — DOESN'T HAVE ANIMAL SELF
YOU WILL NEVER MEET ANYTHING INSIDE TOM TO STRONG TO CONQUER. IF
YOU CAN'T IT MEANS YOU LOVE IT TOO MUCH.

THEATRE OF MEMORY (B)

IF PEOPLE APPEAR IN YOUR INNER GARDENS EXCEPT PEOPLE YOU KNOW AND LOVE, SOMETHING IS WRONG WITH YOUR MAZE. IF SOMEBODIES IN YOUR INNER GARDEN OR DEEPER, DON'T ESCORT THEM OUT-DISINTEGRATE THEM KEEP CHILD IN #6 OR PLAYHOUSE IN INNER GARDEN

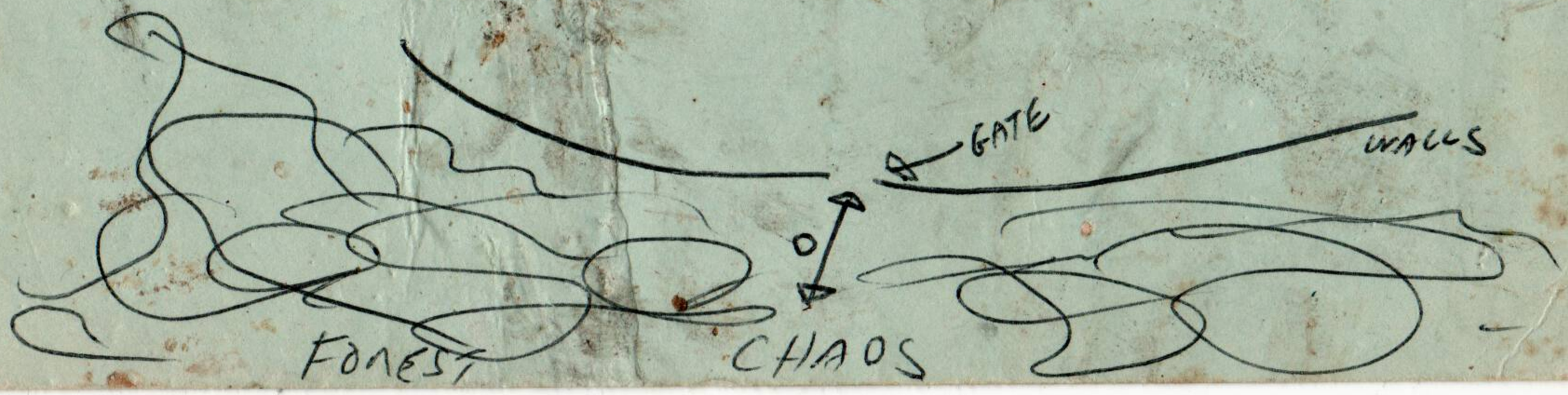
THEATRE OF MEMORY (2)
FOREST / WALLS / GATE

BACK INTO RIGHT EYE BEHIND YOUR HEAD

FOREST

CHAOS OF OUTER WORLD
OUTSIDE OF WALLS

BE IN FOREST WHEN YOU WANT TO BE ANONYMOUS, CLOAKED, NO EYE CONTACT, SHIFTY EYED. #0 THE SACRED # OF CHAOS. STEP #0 IS GOING THROUGH FOREST. BEING IN FOREST GIVES YOU ANXIETY - CAN BE HELPFUL IF YOU NEED TO BE EXCITED. #0 HAS TO DO W/ ELECTRICAL FIELD AROUND YOUR HEAD - FIELD OF LIGHT BODY BUT CHAOTIC



#1

WALLS - MAKE SURE HIGH ENOUGH & IN GOOD REPAIR, STRONG ENOUGH TO WITHSTAND, KEEP OUTSIDE OUT STEP #1 - GO W/ THE FLOW (THROUGH GATE) ~~BEFORE LETTING~~ ~~AN~~ THIRD EYE

GATE: LOOKING THROUGH GATE - WHEN WARY, DEFENDED POSITION INNER & OUTER FOCUS — ASK IF PERSON WOULD LIKE TO SEE ME DEAD, OR WISH ME BODILY HARM BEFORE ALLOWING THROUGH GATE (INTO OUTER GARDEN) ~~BE~~ BEING BEHIND GATE FEELING OF SAFTEY BUT PAYING ATTENTION

THEATRE OF MEMORY (3)
OUTER GARDEN / MAZE

OUTER GARDEN

FOR BUSINESS DEALS, GREGARIOUS, CHUMMY THINGS, BOWLING BANQUETS, BASHES

CHECK OUT ARCHITECTURE STORE ACROSS FROM BLOOMINGDALES FOR IDEAS

BEFORE LETTING INTO OUTER GARDEN ASK IF PERSON WOULD LIKE TO SEE ME DEAD OR WISH ME BODILY HARM SITTING IN OUTER GARDEN MORE RELAXED / SAFTEY AND ATTENTION PLACE TO ENTERTAIN AQUAINTANCES

OUTER GARDEN LEADS TO MAZE

MAZE COULD BE LIKE A HEDGE MAZE. YOU KNOW THE WAY BUT NO ONE ELSE DOES. GO THROUGH LEFT SIDE OF MAZE

- BEHIND STATUE #2 HAS TO DO WITH YOUR LEFT EYE WHERE YOU MAKE DECISIONS - PLAN MAZE ON PAPER MAZE REPRESENTS HOW FACILE YOU ARE IN BRINGING OUTER WORLD FRIENDS INTO YOUR INNER GARDEN

LEADS INTO INNER GARDEN

THEATRE OF MEMORY (4) INNER GARDEN / PORTICO

INNER GARDEN

RELAXED, INTIMATE TALK - AMERICAN SCHOOL CHILDREN ~~OF~~ TALK OUT OF THIS A CHILD VERSION OF YOURSELF CAN BE IN HERE. BAILEY PARK (33RD BETW'N 5TH & MADISON) INCORPORATES FEELING IN GARDEN} INNER GARDENS SHOULD BE VAST MORE PLAYFUL AND INTIMATE A SETTING YOU MAY HAVE ANIMALS, BESTIARY, GREEN HOUSE

SEE DIAGRAM FOR PLACEMENT

PORTICO UP MASSIVE STAIR CASE TO PORTICO, GO UP LEFT STAIRCASE BETWEEN PILLARS III & IV DIVIDER DOWN MIDDLE OF STAIRS SIX PILLARS (PLUS TWO IN BACK) REPRESENT THE SIX TYPES FOUR WINDOWS LOOK OUT ON PORTICO REPRESENTING THE 4 ELEMENTS UP STEPS IS STEP #3 STEP #3 SHOULD FEEL LIKE WORK, THIS IS A SERIOUS STEP FRONT PORCH FEELING OF EXPECTANCY HERE - YOU'RE GETTING READY TO OPEN YOUR INNER PART #3 IS YOUR RIGHT EYE - IT WORKS, DOES THINGS - THAT'S ALL YOU NEED TO GET UP STAIRS PORCH IS MORE CHATTY - PHONE TALK, TEMPORARY, ~~EG~~

THEATRE OF MEMORY (5) HOUSE DOOR / FOYER

HOUSE DOOR

SECRET PASS WORD - MIGHT CHANGE EVERY TIME

- SEE IF DOOR OPENS - MAKE IT AN EVENT TO GO THROUGH DOOR

PLACE BETWEEN INNER SELF & OUTER SELF

FOYER IN TRANSIT, VESTBULE, SEMICIRCLES - ELONGATED OVALS ON LEFT AND RIGHT DIRECTLY IN FRONT IS A GREAT MIRROR, CAN GO LEFT OR RIGHT, BUT NORMALLY LEFT INNER DOORS AT END OF OVALS FACE INTO BUILDING (GREAT HALL) GREAT SIZE MIRROR STEP #4 MIRROR GO LEFT THROUGH DOOR AT END OF OVAL INTO GREAT CHAMBER FOYER IS A PLACE WHERE YOU CAN ENTERTAIN GHOSTS. IF YOU CAN'T GET SOMETHING OUT OF YOUR MIND (SOMEONE YOU ARGUED W/ THAT DAY, ETC.) THAT MEANS IT'S GOTTEN INTO YOUR HOUSE. BRING IT OUT INTO THE FOYER - GIVE THEM FOOD, ETC. BRING THEM AS A GHOST AS INCORPOREAL, HAVE THEM APOLOGIZE AND THEN DISINTE-GRATE THEM. IF NECESSARY ESCORT THEM OUT TO THE GATE. DON'T HAVE TO BRING THEM IN, THIS TO GET THEM OUT IF THEY'VE ALREADY GOTTEN IN. FOYER SHOULD HAVE LITTLE PICTURES, STATUATES, MINOR FURNITURE PICTURES SHOULD REMIND YOU OF EVENTS IN YOUR LIFE DEALING W/ SOCIAL THINGS #4 IS YOUR LEFT SIDE. GO INTO FOYER FROM SLEEP CHAMBER → GREAT HALL UPON AWAKENING WHEN GETTING THINGS DONE ~~to~~ SHOWER, ETC.

LEAVE TOM-GO OUT INTO THE WORLD FOR BREAKFAST

THEATRE OF MEMORY (6) GREAT HALL

FORMAL - SIT APART, HERALDRY, SPIRITUAL HERITAGE, ETC. HALL SHOULD BE QUITE WIDE AND EXTENSIVE, THERE MAY BE A NUMBER OF THINGS THERE THERE WILL BE A PAINTING OR STATUE IN BACK MIDDLE IN THE BACK MIDDLE THERE WILL BE LEFT & RIGHT STAIRCASES NORMALLY TAKE THE LEFT YOU MAY HAVE ENDLESS ROOMS, SUITES APARTMENTS, BUILD APARTMENTS FOR PEOPLE. PUT EXTRAORDINARY WORKS OF ART IN GREAT HALL - REMBRANDT SELF PORTRAIT, ETC. GOING INTO GREAT HALL IS STEP #5 BEING IN THE GREAT HALL GIVES YOU CONFIDENCE. PLACE WHERE TWO FIGURES UTTERLY SURE OF THEMSELVES MIGHT MEET SUCH AS QUEEN OF HOLLAND AND QUEEN OF ENGLAND. IN ROOM OF GREAT CHAMBER YOU MAY HAVE A LIBRARY TO LEARN THINGS, A STUDIO, A PRACTICE ROOM TO PRACTICE ALONE #5 - CHANNEL 5 - SUPPORTS ALL YOUR GREAT IDEAS YOU CAN DO THIS & DO THAT CAN BRING TEACHER INTO PRACTICE ROOM LEFT & RIGHT WINDING STAIRWAYS IN BACK TO SLEEP CHAMBERS - NORMALLY TAKE LEFT TO TACH BRIEFLY TO CHANELS & BODIES GO INTO #5 OR ROOM OFF OF IT TO TACH TO CHANNELS & BODIES SUPERFICIALLY USE GREAT HALL OR ONE OF ITS APARTMENTS (DEEPLY - ROOM #7) CAN BRING HISTORICAL FIGURES INTO GREAT HALL AND APARTMENTS. WORK ON CHANNEL #5 HERE

THEATRE OF MEMORY (7) SLEEP CHAMBER

VERY CLOSE INTIMATES ONLY ALLOWED MIRROR IN SLEEP CHAMBER LEADS TO SECRET PASSAGE YOU MAY HAVE A CHILD VERSION OF SELF IN HERE OR IN INNER GARDENS THAT YOU HEAL, TAKE CARE OF THERE ARE SLEEP CHAMBERS ON THE LEFT & RIGHT OF GREAT HALL. THEY ARE ON THE SECOND FLOOR YOU GO UP A LITTLE WINDING STAIR FROM THE GREAT HALL YOU SHOULD SLEEP IN SLEEP CHAMBER EVERY NIGHT HEAD SHOULD FACE TOWARD BACK OF HOUSE TO DREAM SECRET THINGS. FACE FRONT IF YOU JUST WANT TO SLEEP. YOUR ELECTRICITY BECOMES A VICTIM WHEN YOU TAKE DRUGS & WHEN YOU SLEEP. #6 IS CHANNEL WHERE YOU CREATE YOUR PAST NOT A PLACE TO BE ACTIVE, A PLACE TO BE PASSIVE, LEARN (6 & 7 ARE NOT PLACES TO DO ACTION, PASSIVE, LEARN HERE) (8 & 11 TO READY TRANSFORM SOMETHING)

THEATRE OF MEMORY (8) SECRET ROOM

EXIT BY GOING DOWN A SECRET STAIRWAY

SECRET CHAMBER — PLACE OF SECRET KNOWLEDGE, BOOKS, EXPERIMENTAL APPARATUS — RON GOES HERE TO FIGURE OUT HOW TO HELP SOMEONE, TRANSFORM SOMEONE, ALCHEMICAL LAB, MAY MEET WISE OLD MAN FIGURE HERE (NO ONE YOU KNOW) — NO ONE INVITED IN HERE FIND SECRETS FROM WISE OLD MAN — WHEN YOU KNOW HOW TO DO IT YOU CAN READ THE FUTURE — READ BOOKS HERE # (7) CHANNEL WHERE YOU REMEMBER THE FUTURE, TALK TO WISE OLD MAN IN #7 YOU GO TO #19 TO CAVE OF THE GREAT SYBILL — IN THAT CAVE YOU CAN GET A PERSON TO PUT IN #7 OR YOU CAN JUST USE A CRYSTAL BALL OR ORACLE BOOK NOT A PLACE TO BE ACTIVE, A PLACE TO BE PASSIVE, LEARN/ TO TALK DEEPLY TO CHANNELS & BODIES — ROOM #7 GO HERE TO TALK <u>DEEPLY</u> TO CHANNELS & BODIES, (6 & 7 NOT PLACES TO DO ACTIVE, PASSIVE, LEARN HERE 8 & 11 TO REALLY TRANSFORM SOMETHING)

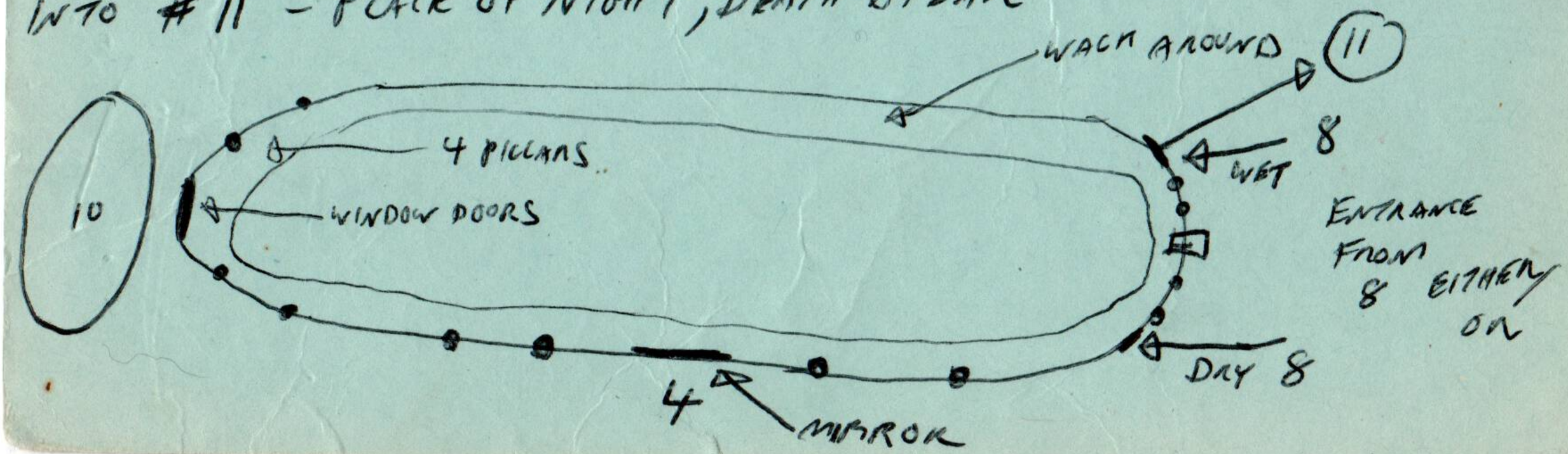
STAIRWAY FROM 7 TO 8 IS A WINDING STAIRWAY WOMAN IN #7 WILL OFTEN TALK IN CRYPTIC WORDS IF YOU HAVE TROUBLE MAKING DECISIONS GO INTO #7 IN QUIET ATMOSPHERE & SEE WHAT'S MOST IMPORTANT THING FOR YOU TO DO. SET UP SITUATIONS & MAKE DECISIONS. WILL HELP YOU TO BE CONSERVATIVE. IF YOU ARE CONFUSED THINK OF WHAT WORKED IN PAST OR PERSON WHO WAS HELPFUL TO YOU. DON'T LOOK FOR MAGIC SOLUTIONS OR NEW THINGS. (LIKE DEATH RAY ANTIDOTE)

THEATRE OF MEMORY (9) UNDERGROUND CHAMBER #8

PASS THROUGH UNDERGROUND CHAMBER TO FRONT STAIRCASE - GOES TOWARD FRONT OF THE BUILDING TO ROOM OF THE SELF INSTEAD OF LEFT & RIGHT ORIENTATION HERE IT IS WET & DRY. RELATES TO SPHINCTER MUSCLE IN ITS GLOBAL ASPECT. BASEMENT HAS TO HAS TO DO WITH ELECTRICAL SYSTEM - ABOUT SEXUALITY - ROOM OF SEXUALITY - SEXUALITY IS A WARP & CRACK - DRY IS THE MIND, WET IS THE EMOTIONS MUST APPLY THE MIND TO THE EMOTIONAL ENERGY OF THE SPHINCTER MUSCLE TO MAKE IT CREATIVE. YOU SEE THINGS HERE GOING ~~DO~~ WRONG WITH YOUR SEX ENERGY. & ALL ARE PLACES WHERE YOU CAN REALCT TRANSFORM SOMETHING. RELATING TO PEOPLE FROM HS WOULD MEAN RELATING FROM YOUR SPHINCTER MUSCLE

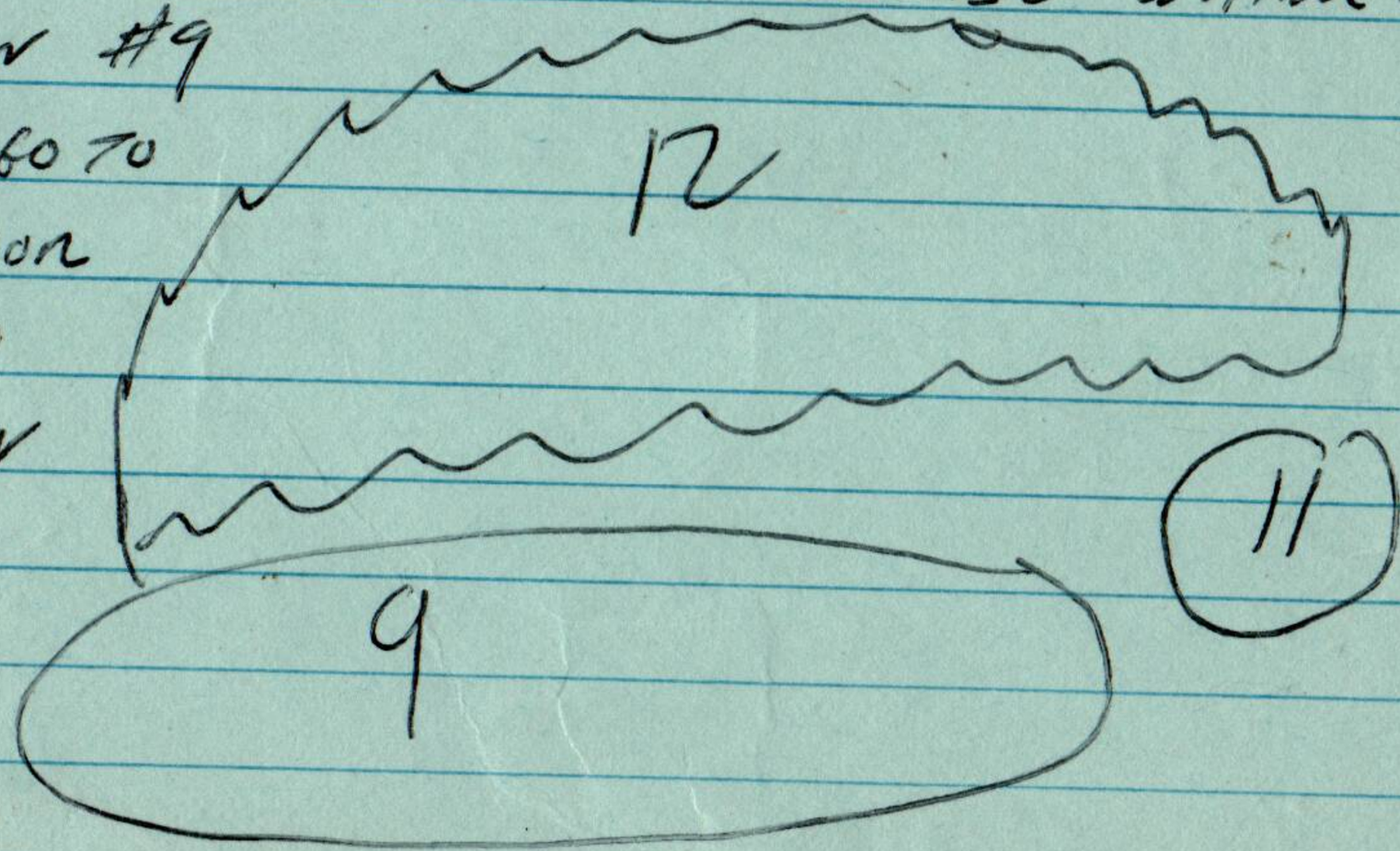
THEATRE OF MEMORY (10) ROOM OF THE SELF #(9)

RETRACE AT THIS POINT OR GO FORWARD ↑ or → THIS ROOM IS ON GROUND LEVEL - IT HAS HOT & COLD ASPECTS. ALMOST NOTHING IN IT - PLACE OF RESTORATION. SHOULD BE A ROOM OF REASONABLE SIZE TO HAVE SELF IN. HERE YOU ARE IN A WORLD OF ETHER. NORMALLY OVAL OR ELONGATED OVAL. A PERFECT ROOM (CENTER ROOM FRICK) ONLY MOST VALUABLE POSSESSIONS THERE - REMBRANT SELF PORTRAIT PUT YOUR IDEAL VERSION OF YOURSELF THERE TO TALK TO & ASK QUESTIONS BUT PEOPLE NO CONVER ALIVE WHO WOULD BE GREAT TEACHERS — SOCRATES & PLATO, ETC. IN THAT ROOM THE WHOLE HOUSE DISAPPEARS — NO CEILING. YOU CAN EXIT #9 THROUGH MIRROR INTO FOYER YOU CAN ALSO GO FROM #9 DIRECTLY (GO RIGHT) INTO #11 - PLACE OF NIGHT, DEATH & FEAR



ROOM #9 SHOULD BE SOMEWHAT ELLIPTICAL & A CERTAIN NUMBER OF PILLARS IN IT. HAS FRENCH DOOR TYPE OF WINDOWS THAT OPEN TO #10. ONLY A FEW THINGS IN ROOM OF THE SELF — EXTRAORDINARY PAINTINGS — PEOPLE IN THERE SHOULD BE ONLY HISTORICAL FIGURES. VOICES SAID SHOULD BE WATER — FOUNTAIN, ETC. IN #9

TO DO EXERCISES, GO TO FOYER, THROUGH MIRROR DIRECTLY TO 9 & DO EXERCISES THERE IN MORNING



THEATRE OF MEMORY (11) DOORS OF THE SUN

DIFFERENT DOORS THAN WHAT YOU CAME IN THROUGH YOU GO OUT THESE DOORS FROM ROOM OF SELF OUT INTO GARDEN OF ETERNAL LIFE

THEATRE OF MEMORY (12) GARDEN OF ETERNAL LIFE

#10

WHOLE, COMPLETE, ONE, NO DUALITY, NO LEFT-RIGHT, HAS A ONENESS
EVERYTHING LIFE GIVING, NOTHING BAD CAN HAPPEN HERE

EXITING THE GARDEN A PASSAGE - PROB. TUNNEL, DARK
PASSAGEWAY. GARDEN SHOULD BE SMALL, NOT MUCH BIGGER THAN
DON'S ROOM, SUN ALWAYS SHINING - BUT NOT TOO HOT, PLACE WHERE
YOU CAN REST. SHOULD HAVE WATER - A BROOK OR A FOUNTAIN.

THEATRE OF MEMORY (13) PLACE OF NIGHT-DEATH-FEAR ROOM #11

UNKNOWN PASSAGEWAY WHERE FEARS GIVE MUST OVERCOME
SOMETHING HERE, GET PAST MUST DISCOVER KEY #(11)
PLACE OF DEEPEST FEARS, YOU MAY DIE HERE, YOU GO THERE IN
ORDER TO SEE SOMETHING TO MAKE A GEAR - TO GET OVER AN
INTERVAL, TO GET ON WITH YOUR LIFE IN GETTING OVER A
PROBLEM. THE KEY COULD BE ANYTHING - INNERSTRENGTH
YOU NEED KEY TO GET INTO SMALL ROOM OF THE INNER
SUN (#12) 8 & 11 ARE PLACES WHERE YOU CAN REALLY TRANSFORM
SOMETHING 11 IS WAY BEHIND HOUSE THROUGH DARK TUNNEL
BE CAREFUL ABOUT KILLING SOMETHING - CAST OUT ONE DEVIL AND
600 MORE APPEAR GET TO THE BOTTOM OF FEARS, LOTS OF THINGS
YOU CAN THREATEN

THEATRE OF MEMORY (14) ROOM OF THE INNER SUN ~~[illegible]~~ #18

FEEL WHAT IT'S LIKE, RELATES TO CHANNEL 18, ONLY LIGHT, THE LIGHT FROM YOUR INNER BODIES INCREASE & THEN YOU BECOME MORE & MORE LIGHT

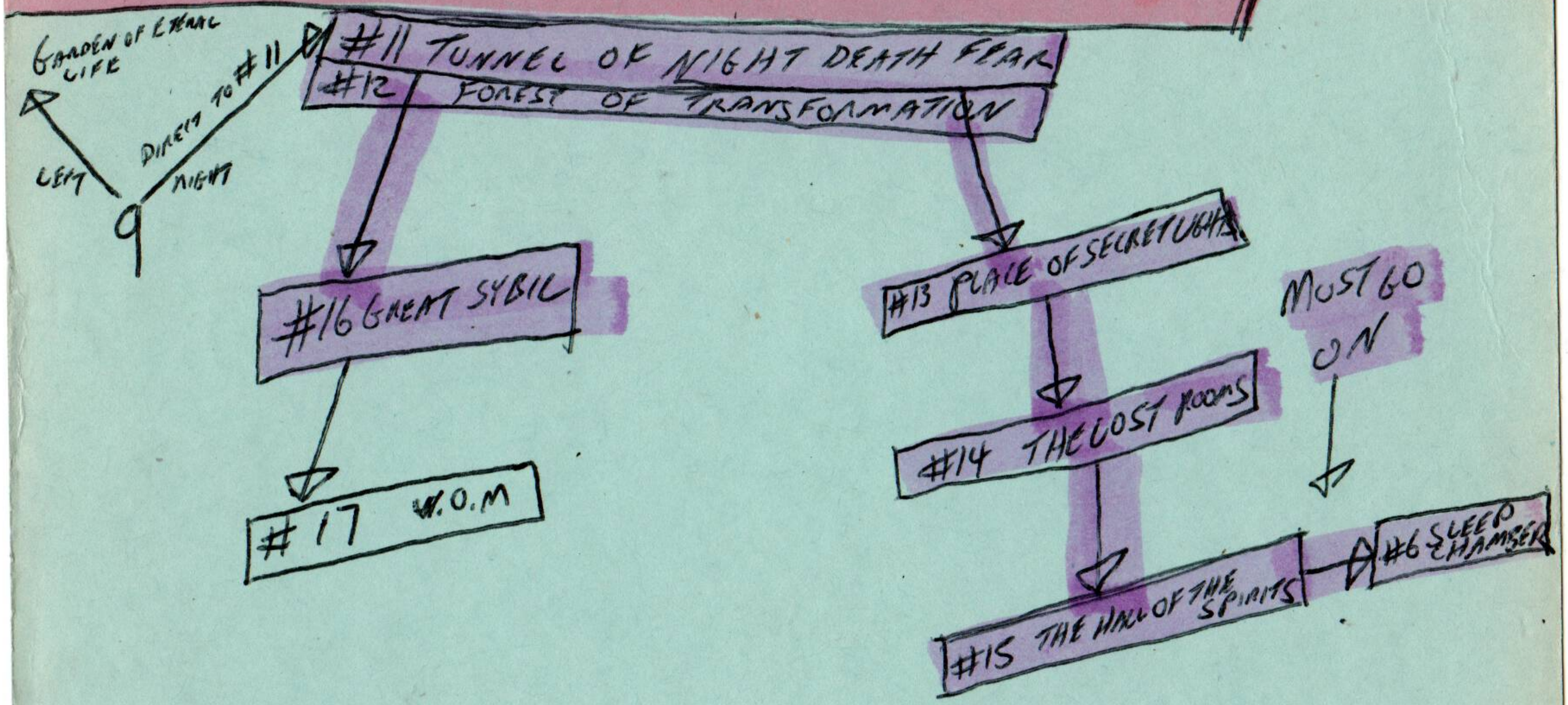
RETRACE — TAKE LIGHT WITH YOU, SHINE LIKE FLASHLIGHT TO MEET FEAR & LEAVE LIGHT IN ETERNAL GARDEN

(RELATES TO EGG & ATHANOR — PROPER HEAT, JUST THE RIGHT AMOUNT OF FIRE — SO ONLY TAKE FROM ROOM OF THE SUN AS MUCH LIGHT AS YOU NEED, BUT NO MORE)

OR TRANSPORT BY LIGHT TO SELF ROOM AND THEN RETRACE

THIS IS ACTUALLY ROOM #18 — RUN GAME TO CLASS BEFORE LATER ROOMS SO THAT THEY WOULD HAVE A PLACE TO GO

THEATRE OF MEMORY (15) FLOW CHART 12-16



[OVER]

WHEN YOU GET TO 12 YOU CAN GO TO EITHER 13 OR 16 (BUT NOT 14 OR 15) IF YOU GO TO #13 YOU MUST GO ON TO 14 & 15

DON'T DO THESE SUPERFICIALLY WAIT TILL YOU HAVE ENOUGH TIME

IF YOU HAVEN'T DONE OTHER ROOMS ENOUGH - DON'T DO THESE

#13, 14, & 15 SHOULD BE DONE AT NIGHT WHEN YOU WILL NOT BE DISTURBED. YOU SHOULD KNOW WHEN YOU'RE READY FOR THIS TYPE OF JOURNEY

TO DO 14, 15 & 16 YOU NEED TO BE CAMPER —

VOICES RELATE THIS CAMPER SPACE TO THE SACRED GEOMETRY OF THE PARTHENON

OUT OF TUNNEL (PLACE OF NIGHT, DEATH, FEAR INTO ENCHANTED FOREST #12 MENTALLY SPEND DAY IN FOREST MEETING THINGS - HELPFUL FIGURES, THINGS THAT ATTACK, MEET ALL THE NATURE, STAY THERE LONG ENOUGH TO HAVE SEVERAL ADVENTURES, SEE SUN GO DOWN, LOOK UP INTO THE SKY SEE LIGHTS COME DOWN LIKE SPACESHIP, THEY TAKE YOU UP. MAY FIND IN #12 HELPFUL/HARMFUL ANIMALS - YOU MUST KNOW THE DIFFERENCE - IF HELPFUL, FIND OUT WHAT THAT ANIMAL MEANS BECAUSE THAT IS ONE OF THE MOST HELPFUL THINGS IN YOUR LIFE, HARMFUL DITTO → HARMFUL TAKES FOR EXAMPLE IF RABBIT W/ TEETH ATTACKS - SOMETHING WRONG W/ YOUR LUNAR SIDE. A FRIENDLY RABBIT MEANS GOOD LUNAR DON'T MEET IN #12 ANYONE YOU KNOW - FAIRY TALE PLACE - MEET FAIRY TALE CREATURES, DIFFERENT LEVEL OF REALITY. PRIMEVAL FOREST. IF ANIMAL ASKS YOU TO GO DOWN INTO A HOLE BE CAREFUL, YOU WILL TAKE VOYAGES HERE, THEY WILL INDICATE PLACES YOU GET INTO TROUBLE 12 RELATES TO EARTH, AIR, ~~WATER~~ FIRE & WATER YOU SHOULD EXPERIENCE EACH ONE OF THOSE ELEMENTS, PLACE OF FIRE, WATER, UNDER THE EARTH, ETC. GOING BACK FROM

12 —GO TO→ 11 —THEN DIRECTLY TO→ 9 → 4 / → 10 CAN THEN GO TO ETC.

WALK IN FOREST TO YOU FIND A PLACE THAT FEELS STRANGE, OTHER WORDLY, LIKE GATEWAY TO ANOTHER WORLD. YOU SHOULD NOT HAVE PEOPLE IN #12, PEOPLE MAY APPEAR AS ANIMALS

THEATRE OF MEMORY (17) PLACE OF SECRET LIGHTS

LIKE LIGHT CHANNEL IN 2001 (A LITTLE) PRISM OF COSMIC PYRAMID. FLOW THROUGH CORRIDORS OF TIME — SEE ONLY COLORS — LANGUAGE OF COLORS & SHAPES, COLORED SHAPES (BUT NOT OBJECT) HAS TO DO WITH DEATH. YOU ARE GOING INTO IMPORTANT DEATH PLACE TEST IN #13 IF YOU'RE DOING IT RIGHT YOU MUST BE JARRED BY THE LIGHTS, YOU MUST FEEL COLORS & SHAPES & FEEL THEY ARE DOING SOMETHING TO YOU — THE LIGHTS GO AT A SPECIFIC SPEED. LIGHTS KEEP COMING UNTIL THEY SUDDENLY STOP W/ REVERBERATIONS #13 IS THE PLACE OF THE COSMIC △ POINT THAT TRANSLATES HIGHER MATERIAL TO US. WALK IN FOREST (#12) TILL YOU FIND A PLACE THAT FEELS STRANGE, OTHER WORLDLY, LIKE GATEWAY TO ANOTHER WORLD. LOOK UP SEE STRANGE COLORS COMING TOWARD YOU, GOING TOWARD CORRIDOR OF SHAPES AND COLORS — REALIZE YOU ARE LEARNING SOMETHING BUT CAN NEVER SAY WHAT YOU LEARN (WHEN YOU SEE 2001 LIGHT TUNNEL, TRY NOT TO BLINK IF YOU MUST SAY CONSCIOUSLY I'M GOING TO BLINK) WHEN YOU'RE DONE IT JOLTS YOU AND YOU FEEL YOU'RE IN A DIFFERENT PLACE.

#13

THEATRE OF MEMORY – THE LOST ROOMS (18)

#14

THE LOST ROOMS – THINGS YOU WERE MEANT TO DO – UNFINISHED DREAMS, RELATIONSHIPS. STRANGE VEILS ALWAYS CHANGING, BEHIND EVERY VEIL ANOTHER THING LOST, VAPORS FLOW – RIVER OF LICHEES? BREATH – GODESS OF FORGETFULNESS. THINGS YOU DIDN'T DO THAT HAUNT YOU, ONCE YOU KNOW THE NAME OF ~~THIS~~ SOMETHING, IT CAN NO LONGER HAUNT YOU." TEST OF #14 IN VEIL PLACE: IF YOU CAN COME UP W/ STRANGE MEMORIES YOU'VE FORGOTTEN AND ~~[illegible]~~ AND FEEL INTENSE LONGING – YOU'LL KNOW WHEN TO MOVE ON. PART VEILS WITH YOUR WILL

AFTER SOLT

FEEL AS IF YOU'RE IN A ROOM WILL NOT FEEL EARTHLY, WILL FEEL LIKE YOU'RE ON A PLANET MILLIONS OF YEARS AWAY – PLACE OF THE LOST. UNFINISHED THINGS ARE THERE, PEOPLE W/ UNFINISHED BUSINESS PEOPLE WITH WHOM YOU HAVEN'T FINISHED COSMIC BUSINESS, MANY VAPORS AND VEILS THAT YOU HAVE TO MOVE WITH YOUR HANDS. DON'T TRY TO DO OR THINK JUST OBSERVE, YOU'LL DO SOMETHING ON WAY BACK WALL SHATTERS OR CRACKS AND SEE THROUGH IT ANOTHER STRANGE PLACE MAY SEE THINGS IN #14 THAT RELATE TO #15 (GOING BACK) ~~AFTER 14 FEEL LIGHTS~~

GHOSTS ALL HEADLESS — ALL TALK — WHERE ALL YOUR COMPULSION LIVES. #15

THEY ARE HEADLESS MOVING CENTER COMPULSIONS — THE ARE POWERLESS — EXCEPT FOR THE MIND YOU HAVE GIVEN THEM

WHEN YOU GET TO #15 YOU FIND A WALL. YOU GET INTO #15 WHEN THE WALL BREAKS THROUGH, BROKEN WALLS. AND YOU SEE ALL THESE HEADLESS BODIES, BODIES OF YOUR COMPULSIVE SCREAMS, GHOSTS OF YOUR COMPULSIONS. STAY WITH THEM TILL DONE CAN GET BACK FROM #15:

CREATE A MIRROR & GO THROUGH THE MIRROR AND YOU ARE IN ROOM #6

GO THROUGH THE WALL W/ YOUR WILL 15 WILL ALWAYS FEEL VAGUELY DAMP & COLD OR DAMP & HOT. DARK IN #15, NO VEILS OR SMOKE BUT LIKE DAMP CELLAR, STALE AIR OF AN ATTIC, LISTEN TO WHAT HEADLESS BODIES ARE SCREAMING. WILL SCREAM THINGS YOU FEAR MOST OR SCREAM SOMETHING ABOUT YOUR INNER HATRED, MAY

HEAR WHAT OTHERS TELL YOU TO DO, COULD BE YOUR OWN HATE,
DO NOT GO BACK TO #14 FROM HERE!

YOU GO THERE TO DO SOMETHING. YOU GO THERE TO EMBODY THEM — C GREAT EARTH MOTHER [GEM] & WISE OLD MAN [WOM]) 1. RECOGNIZE THEM 2. THEY MARRY 3. YOU EMBODY THEM — YOU BECOME THE CHILD THEY GIVE BIRTH TO. ~~[illegible]~~ YOU ARE WORKING HERE WITH BODIES #2, 3, 4 & 5. THE ONE THING THAT IS NOT ACTIVE IS YOUR WILL. WHAT IS ACTIVE IS YOUR WILL FROM YOUR HIGHER BODIES #6 & #7 THE WILL OF #6 & #7 CONTROL THIS, BUT TO YOUR CONSCIOUSNESS YOU ARE PASSIVE — 6 & 7 KNOW WHAT YOU NEED. #4 IS FROM GEM — OLD CRONE — CHECKS — KNOWS HERBAL FORMULAS #5 HEALING CHILD — HEALS W/ LIGHT & MAGNETISM FROM WOM GEM → GREAT SYBILL IS A DIVISION OF GEM → OLD CRONE IS A DIVISION OF G.S. THERE ARE ALSO LITTLE SYBILLS THAT ARE SOMETIMES FOUND IN #14 EMBODY — SELECTIVELY TAKE ON WHAT YOU NEED. THE NAME OF THE GAME IS ENERGY — ENERGIZING CERTAIN THINGS, TAKING ENERGY FROM OTHER THINGS. YOU WILL PROBABLY NOT GET INTO #16 FOR 6 MONTHS, BUT EVEN SUPERFICIAL EFFORTS, EVEN JUST ONCE, CAN ~~[illegible]~~ MAKE AN ENORMOUS DIFFERENCE. GOING TO #17 CAN BE DAMAGING IF YOU TOOK A LOT OF HALLUCENOGENIC DRUGS — IF YOU ARE LIVING A CRAZY UNCONSCIOUS LIFE. IF YOU'VE DONE DRUGS, BUT DONE T.O.M. AND CAN GET TO ROOM # 7 — PROS. NO DANGER.

WHEN YOU TALK TO WOM & GEM YOU CHANGE PROGRAMING IN BODY #5 TELLING YOU TO SELF DESTRUCT. #5 WILL CHANGE SIGNIFICANTLY IF YOU DO THIS EVEN ONCE GO TO 16 & 17 ONLY ONCE IN A WHILE — ONCE A WEEK OR TEN DAYS. WHEN YOU TALK TO WOM & GEM YOU CHANGE SOMETHING IN #5 TELLING YOU TO SELF DESTRUCT #5 IS THE MOST IMPORTANT BODY, #5 WILL CHANGE SIGNIFICANTLY IF YOU DO THIS EVEN ONCE. ONLY GO TO 16 & 17 ONCE IN A WHILE. ONCE A WEEK OR TEN DAYS. GOOD AT BEGINING TO SLEEP AFTER JOURNEY SO AS TO DREAM ABOUT IT. 16 & 17 SEE INTO PAST LIVES & FUTURE LIVES. ~~THIS THING IS OUR YOU'LL KNOW~~ IT SHOULD IF YOU DO HIGHER JOURNEY SLOW ENOUGH, SHOULD BE PAINFUL

THEATRE OF MEMORY (21) CAVE OF GREAT SYBIL #16

TO GET TO THE CAVE OF THE GREAT SYBIL (YOU'RE IN #12, ENCHANTED FOREST) YOU MUST FEEL THE EARTH GO DOWN UNDER YOU AND PARTING AND EVERYTHING GETTING BIGGER ALL AROUND YOU, BUT QUITE DARK — FEEL ELECTRICITY, BUT NOT ANXIETY. FEEL AS IF FLOATING IN SPACE BUT ABOUT A FOOT OFF THE GROUND. YOU SHOULD SEE COLORS — EARTH BROWNS AND A LOT OF GOLD COLORS. (YOU'RE ENTERING WARP #3) YOU SHOULD SPEAK TO GREAT SYBIL FROM YOUR SPHINCTER MUSCLE. YOU GO THERE TO DO SOMETHING. YOU GO THERE TO EMBODY THEM. TALK THROUGH YOUR SPHINCTER MUSCLE TO GREAT SYBIL. 2 — IS # OF MIND, 8 — IS # OF SPHINCTER 2 X 8 = 16 MULTIPLYING GIVES IT MAGICAL, THIRD FORCE EFFECT. WHEN YOU TALK YOU FEEL GREAT ELECTRICAL ACTIVITY IN SPHINCTER. SHOULD FEEL SHOCKS. SHOULD FEEL SPHINCTER SHOOTING TOWARD BOTTOM OF SPINE, FEEL SWIRLS ON EITHER SIDE OF PUBIC BONE ACTIVE SHOOTS UP SPINE, ENORMOUS HEAT BEHIND THIRD EYE. YOU WILL FEEL LIKE DOING SOMETHING <u>DON'T</u> — YOU ARE IN THE WARP, IN REAL WORLD IN THIS STATE YOU WOULD GO OUT AND SLEEP WITH THE FIRST PERSON YOU MET IN THE STREET, ETC. BUT YOU CAN GROW TREMENDOUSLY HERE. FEEL BODY AND MIND GOING THROUGH A GREAT CHANGE, A GREAT WORK. STAY THERE UNTIL YOU FEEL THEM WORK A CHANGE. THAT'S WHAT HAPPENS WHEN YOU ARE IN WARP #3. YOU WANT TO "EMBODY"

THE FORCE OF THE FORCE OF THE GEM - BUT THAT FORCE CAUSES EARTHQUAKES & VOLCANOES SO WE CAN'T ACTUALLY EMBODY IT, WE PERSONIFY AS MUCH OF IT AS WEE NEED. IT WILL CHANGE VIBRATIONS OF EVERYTHING IN YOU TO MAKE YOU WANT TO LIVE DIFFERENTLY. SYBIL IS THERE TO TELL YOU CERTAIN SECRETS (NOTHING THAT COULD BE PUT INTO WORDS) EMBODY, SELECTIVELY TAKE ON WHAT YOU NEED. CHANGES BIPOLAR UNITS OF BODY. IF NOTHING HAPPENS - IMMEDIATELY LEAVE #16, GO HOME. IF YOU FEEL ELECTRICITY & TIMING CYCLE, STAY THERE UNTILL IT'S FINISHED. IT WILL PROB. TAKE 6 MOS. TO REALLY GET INTO THIS AFTER #15 FEEL AS IF IN PLACE OF NOTHINGNESS, THEN FEEL AS IF BACK IN #12, BUT FLOATING ABOVE GROUND. TWILIGHT WORLD OF #12 — SUDDENLY YOU FEEL FANTA OPENING BELLOW YOU & ABOVE YOU SEE STRANGE YELLOWISH-BROWN LIGHT THIS GETS BIGGER & BIGGER - THE WHOLE PLACE TILL IT STOPS (THE SPACE?) IN PRESENCE OF GREAT PROPHETESS. WHEN THIS THING IS OVER YOU'LL KNOW, IT SHOULD FEEL

THEATRE OF MEMORY (21A) CAVE OF GREAT SYBIL #16

ENORMOUSLY EMOTIONAL & SEE THINGS HAPPENING IN YOUR WHOLE BODY. THINGS START SHAKING AGAIN, GETS SMALLER & SMALLER THEN FLOATING— IN #12 YOU SHOULD FEEL ABSOLUTELY CONTRARY AFTER #16 — WANT SOMETHING DIFFERENT FROM EVERYTHING YOU'VE ALWAYS WANTED. IT IS APPROPRIATE TO FEEL SEXUAL ENERGY IN 16

THEATRE OF MEMORY (22) #17 W.O.M.

TO GET TO #17, FEEL SPACE OPEN ON TOP OF YOU, BLUISH WHITE LIGHT POURS DOWN. ENORMOUS ELECTRICAL DISTURBANCE IN BRAIN IN THIRD EYE, MINOR SHOOTS DOWN TO SPHINCTER MUSCLE, MAJOR SHOOTS TO THROAT CAT AREA WHERE A LINE COULD BE DRAWN FROM MOUTH TO SPINE) DOWN TO #18. GO ON UNTIL ELECTRICITY IN HEAD STOPS. THEN BLUE-WHITE LIGHTS DIM. SPACE SHRINKS. IF SUCCESSFUL WILL FEEL ENORMOUS GLOW IN #18 AND PLACE BEHIND MOUTH

GLOWS & EXPANDS - AT END OF GLOW TO GARDEN #10

IF YOU HAVENT SUCCESSFULLY MET WOM, THEN GO OUT SAME WAY AS WITH SYBIC IN #17 YOU HEAR CERTAIN SOUNDS - NO ORDINARY, NOT SPEECH SOUNDS GOING ON TO #17 IS OF TO YOU. YOU MAY DO IT SUPERFICIALLY, BUT SUPERFICIALLY IS A START. CAN CHANGE SELF-DESTRUCT PROGRAMING IN BODY #5. IT FEELS LIKE YOUR MIND IS FALLING APART BEAUTIFULLY - VOICE OF THE SILENCE PEOPLE KNOW WHAT THAT BOOK MEANS A LOT MORE AFTER #17

THEATRE OF MEMORY (23) GOING BACK FROM #16, #17

ONE WAY: #16 SUDDENLY SHRINK SPACE (NORMALLY SHRINKS BY ITSELF) FEEL SPACE SHRINKING & YOU ARE BACK IN #12 — YOU ARE ALSO OUT OF WARP LEVEL #3 AND INTO LEVEL #2 - IN FOREST WARP #2 ON VERGE OF BEING ACTIVE, ~~ALREADY USING YOUR MIND — SELECTING W/ YOUR MIND~~ EVERYTHING IS SHRUNKEN, YOU ARE IN #12 BUT FLOATING A FOOT OFF OF GROUND. EVERYTHING IS DEAD, IT IS MORE OF A MEMORY OF #12

THEN SEE MIRROR → 6

#17, 16 —SHRINKS→ #12 (1' OFF GROUND) → MIRROR → #6

OR YOU CAN GO FROM #12 TO #11 & SEE THE DEAD FEARS (BUT ONLY IF YOU CAME FROM #11 ORIGINALLY) FEARS SHOULD BE QUITE DEAD GO THROUGH IT TO #9, THEN FROM #9 THROUGH MIRROR TO FOYER #4

#17, 16 —SHRINKS→ #12 (11' OFF GROUND) → #11 (SEE DEAD FEARS) → #9 → MIRROR → #4 (FOYER)

IF YOU WANT TO GO 16 → 15 IN #16 LIGHTS DIM, SHRINKS, YOU FLOAT (DON'T DO THIS ROUTE UNLESS YOU HAD A STRONG EXPERIENCE IN #16) (DON'T GO BACK TO #13, OR ANY ROOMS YOU DIDN'T GO THROUGH ON WAY IN) YOU FEEL SOMETHING STRANGE YOU FLOAT A FOOT OF THE GROUND IN #12 IT IS DARKENED, MORE LIKE A MEMORY OF #12

WHEN YOU GO BACK TO #15 — YOU HEAR THE VOICES OF THE HEADLESS TALKING TO YOU EITHER IN A JUMBLE OR AS ISOLATED VOICES. ISOLATE ON HEADLESS FIGURE, STAND IN FRONT OF IT.

PUT YOUR HANDS IN FRONT OF WHERE ITS HEAD OUGHT TO BE. SEND A SHOCK THROUGH YOUR HANDS, CIRCLE YOUR HANDS SENDING SHOCK (AS IF GIVING ELECTRO SHOCK TREATMENT - J.Z.) TILL FACE APPEARS. IF YOU DO IT RIGHT YOU WILL SEE THE FACE OF THE FIRST PERSON WHO SAID IT TO YOU — THIS SHOULD BE A SHOCK TO YOU — IT MAY BE A FRIEND, OR FAMILY, (OR A STRANGER OR INNER FIGURE) IF IT HAPPENS TELL PERSON TO SAY IT LOUDER, LOUDER UNTIL THEY SHRIEK IT & BREAKDOWN & TURN INTO A REAL-PERSON — IF THAT HAPPENS EMBRACE THEM & FORGIVE THEM. IF IT DOESN'T TURN HUMAN - IF YOU KEEP HEARING SOUND FROM IT, DON'T MOVE ON, STAY THERE, KEEP TRYING TO MATERIALIZE HEAD. IF SOUND DIMS OR STOPS, THEN MOVE ON TO ANOTHER. YOU WILL KNOW WHAT TO DO. YOU MAY LEAVE THE ROOM TO GO TO #14 IF EVERYTHING IS SILENT STAY THERE IF PEOPLE STILL SCREAM. DO THIS ONLY COMING BACK

THEATRE OF MEMORY (23A) GOING BACK FROM #16, #17

DO THIS BACKWARD JOURNEY ONLY COMING BACK FROM 16 & 17 SO THAT YOU HAVE THAT POWER (IF YOU HAD STRONG EXPERIENCE IN #16)

WHEN #15 IS SILENT YOU'LL FEEL THE PLACE DISAPPEAR

GO BACK TO #14 - STRANGE VEILS & ETHER, MAY NOT STAY LONG IN #14, KEEP TRYING TO REMOVE VEILS. LOOK AT THINGS UNDER VEILS AND SEE IT'S WHOLE LIFE, ITS PAST, FUTURE AND THE END OF IT. [14 & 15 ARE ON THE ETHERIC PLANE & QUITE LIKELY TO DISAPPEAR] IF YOU SEE, FOR EXAMPLE, SOMEONE YOU DIDN'T LOVE ENOUGH - SEE WHAT THE VOICES CALL "THE RING OF THE SOUL - SEE THEIR PAST, YOUR HISTORY WITH THEM, THEIR FUTURE. TRY TO SEE IT IN AS MUCH DEPTH AS POSSIBLE. IF YOU SEE AN INANIMATE OBJECT - DO THE SAME THING (ROB USED THE EXAMPLE OF HIS SEEING A PIANO - HE WOULD SEE WHO CREATED, WHERE, WHY, WHEN HE FIRST MET IT, HIS HISTORY WITH IT, ETC.) IF YOU SEE A DOG OR CAT GO BACK TO ITS GROUP SOUL. IF ANYTHING COMES UP GO W/ IT - BUT W/ SUPERVENT. GO BACK TO LIFE CYCLE. GO BACK TO PLACE WHERE YOU SHOULD HAVE DONE SOMETHING DIFFERENT AND DO IT AND EMBRACE THAT THING - WHEN YOU FEEL YOU HAVE CHANGED THIS THING & REACHED A STATE OF EQUILIBRIUM WITH IT &

WHEN YOU HAVE DONE #14 AND KNOW IT'S TIME TO GO — STAY LONGER IF YOU'RE TYPE WHO RUSHES THROUGH #13 — THEN FEEL LIGHTS COMING FROM THE BACK OF YOUR HEAD — LIKE A SPACE VEHICLE YOU CANNOT SEE THEM THEY CARRY YOU THROUGH SPACE AND INTO FOREST. YOU MUST GO TO #11 THE SAME WAY YOU LEFT IT. SHOULD GO THROUGH BLACK TUNNEL & THROUGH #11 THEN BACK TO #9 (THIS TIME THE THINGS IN #11 WILL SEEM QUITE IMPOTENT TO HURT YOU) SHOULD MAKE SURE YOU HAVE AT LEAST 2 HOURS BEFORE ATTEMPTING A JOURNEY OF THIS TYPE // AFTER 14 FEE LIGHTS AS IF LIFTING YOU UP AND CARRYING YOU TO FOREST. FOREST SHOULD BE NIGHT OR DUSK. (MAY SEE THINGS IN 14 THAT RELATE TO THINGS IN 15

THEATRE OF MEMORY (24) [redacted] FLOW CHARTS BACK FROM #16,17

#17, 16 —SHRINKS→ #12 (1' OFF GROUND) → MIRROR → #6

OR #17, 16 SHRINKS → #12 (1' OFF GROUND) → #11 (SEE DEAD FEARS) → #9 → MIRROR → #4 (FOYER)