MINDLAMP™

Explore the power of your intention in the physical world.

Mind Lamp Owner's Handbook

Version 0.9

Table of Contents

Table of Contents

Introduction

The Mind Lamp

Can our minds directly influence the physical world? Research suggests they can. The Mind Lamp is one of a new family of products based on this very concept.

The Mind Lamp was developed by Psyleron, an organization founded by former members of the Princeton Engineering Anomalies Research laboratory. PEAR spent more than twenty-eight years studying the subtle ability of the mind to interact with the physical world, in a way that defies conventional explanations.

Psyleron builds on the PEAR work by providing products that enable scientists and the general public to experience mind-matter interaction for themselves. We are advocates of personal exploration and believe that the experiences of our users will be critical to the development of this new field.

Quick Start

Parts List

Your Mind Lamp package should contain the Mind Lamp itself, a power supply, and this manual. If you ordered an optional 220V voltage converter, make sure that's also in the box .


Mind Lamp


Handbook


Power Supply


Voltage Converter
(optional)

If your package is missing something, just give us a call or send us an email. Our contact information is in the back.

Switching Modes

To start using your Mind Lamp, you will need to unwrap the black power supply (pictured) and insert the adapter end into the jack end at the base of the lamp. Plug the lamp into a power outlet.

Your Mind Lamp has two modes of operation: "White-to-Color mode" and "Rainbow mode." These refer to the color changing behavior of the lamp. To switch between modes, simply unplug your lamp from the power outlet, and plug it back in. The lamp will start on the mode opposite what it was previously; if the lamp flashes white, it is in White-To-Color mode, if it flashes red, green, and blue, it is in Rainbow mode. (See "About the Modes" for more detail on each mode).

WARNING: The lamp is fragile, handle it with care. In the event of breakage, avoid the sharp edges and contact Psyleron about repair or replacement.

Background Research

Background Research

The PEAR Lab

The Princeton Engineering Anomalies Research (PEAR) Lab was founded in 1979 by Robert G. Jahn, a professor of aerospace engineering and Dean of the School of Engineering and Applied Science at Princeton University. The lab was managed by Brenda Dunne, a developmental psychologist, and had a full-time staff of half a dozen scientists as well as numerous interns and visiting researchers.

During its 28-year history, the lab studied the interaction between consciousness and the physical world—in particular, the ability of the mind to influence otherwise random physical systems. Most of the lab's experiments involved the use of a Random Event Generator (REG). An REG is a physical device that measures stochastic physical processes such as the quantum tunneling of electrons in a diode, the rate of decay of radioactive material, or the scattering of photons in a double slit experiment, and converts them into a signal that can be processed by a computer and/or displayed to a user.

Under normal conditions (e.g., when the REG is left to run by itself for prolonged periods of time with no user intention present), the device produces outputs that have well-defined statistical properties and act in accordance with conventional physical laws. The outputs should be fundamentally random, in the truest sense, as defined by quantum mechanics.

As explained in the following pages, however, PEAR discovered that the human mind was able to shift the statistical properties of the REG output. Volunteers (referred to as "operators") were instructed to use their intention to influence the REG. Over large data sets, they caused a meaningful yet unexplained shift in the output, that corresponded to their intention.

Background Research

Understanding Random Event Generators

Random Event Generators typically work by measuring some unpredictable quantum scale phenomena. This can be difficult for most people to grasp in the abstract, so it might be useful think of an REG as a kind of idealized coin flipper.

If the random physical processes inside of the REG are found to be in one state, the REG output is said to be *high*, which is akin to flipping a coin that lands on "heads." If the interal processes of the REG are realized another way, the REG output is said to be *low*, the equivalent of "tails." Like our coin flipper analogy, REGs are designed and calibrated such that the probability of each outcome (high and low) is effectively 50/50, or 1:1, with virtually infinite precision.

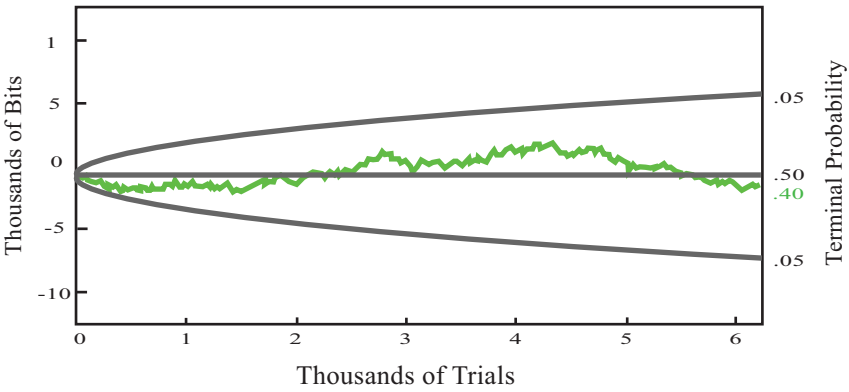
While the probabilities are fixed, the truly random nature of the REG leads us to expect that we will occasionally find long streams of consecutive highs and lows simply by chance, as flipping a coin might yield many consecutive heads or tails. The ordering and time evolution of such a sequence of random outcomes is often referred to as a "random walk." PEAR studies often visualized this random walk in a "cumulative deviation graph."

These cumulative devation graphs, which are depicted on the next page, are used to help assess whether the random walk of the REG output is indeed consistent with chance behavior, or suggestive of some other influence. If the walk ends beyond a pre-defined probability threshold, the experimenter is led to conclude that the data may not be so random.

Background Research

REG Calibration and Data Graphs

The graph below illustrates typical REG output under chance conditions, that is, when no one is attempting to influence it. In the PEAR experiments, researchers ran the REG by itself to collect calibration data before an experiment. Collecting calibration data ensured that the REG was behaving properly and not, for some reason, producing data that was inconsistent with chance expectations.



The straight line in the middle of the parabola is the line of theoretical expectation (50/50). The top and bottom parabolic lines represent the standard threshold of significance, which is p=0.05, or odds of 1/20. This simply means that under chance conditions, there are 5% odds that a random walk would end up outside (above or below) either curve. For example, if the device were run by itself 1,000 times for the same number of trials each time, we would expect that about 50 outcomes would end above the top parabola, and about 50 would end below the bottom parabola.

The green line is a graph of actual REG data, consisting of about 1.2 million bits (200-bit trials). As you can see, the graph ended well within chance expectations; there was an imbalance of only about 50 low bits. Statistical significance by the 5% criterion would have required an excess of about 5,000 bits.

Background Research

The Basic PEAR Lab Intention Experiments

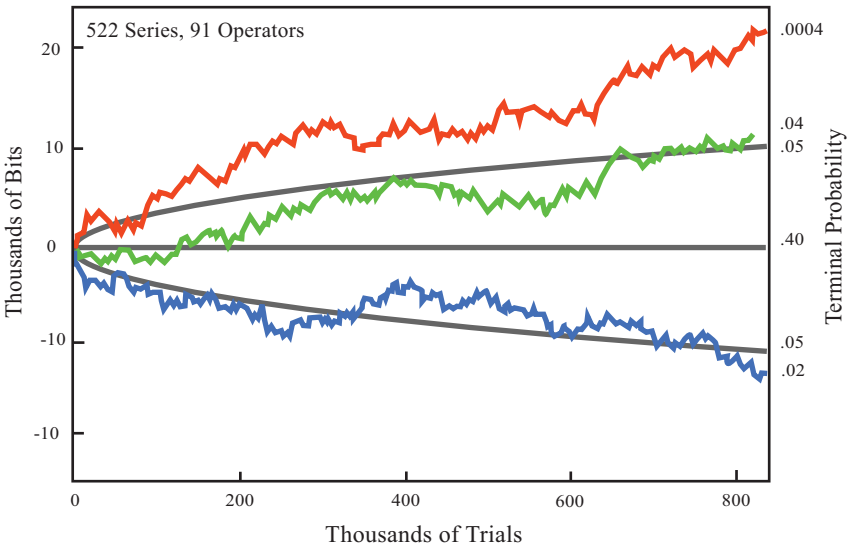
Because Random Event Generators are stable and produce data that is easy to quantify, they are an ideal tool for experiments exploring the impact of consciousness on the physical world. They were the benchmark research tool in such experiments at the PEAR lab.

The basic PEAR lab experiment involved instructing operators to attempt to influence the behavior of the REG using only their intention. In most cases, the operators would pre-state one of three intentions—either high (intend an excess of "heads"), low (intend an excess of "tails"), or baseline (a special condition, distinct from calibration, where the operator is present and initiates data generation, but intends neither high nor low). After the intention was specified, the REG would then begin to produce data, generating 200 bits approximately once per second, and send that data to a computer where it would be recorded. In most cases, the data was displayed graphically on the screen for the operator to see, in the form of a cumulative deviation graph as shown on the prior page.

The operator would repeat this process many times, generating data in a variety of high, low, and baseline intentional conditions. As the process took place, the results would be printed for the purpose of archival by the laboratory staff, and stored in a computer database. After many operators had participated in the process, the results of each operator could be combined together, tabulated, and plotted on a single cumulative deviation graph in order to assess the evidence for an operator-induced effect.

PEAR Results

The graph below represents slightly over 2.4 million trials of active intention REG data, generated by about 100 operators over a several-year period.



The red line is a plot of total REG output when operators had pre-specified a desire to influence the REG in the high direction. Similarly, the green line represents data obtained in the baseline condition, and the blue line represents data from operators intending a low output from the REG.

The lines show clear indications of trends that would be very unlikely to occur if the device had been allowed to run in the calibration condition (i.e, no operator.) In this particular dataset, the probability of the high and low results occurring by chance with such separation are about 1 in 15,000. A similar analysis combining all of PEAR's data from related experiments yields a chance probability of less than 1 in 10^{12} (one in a trillion). Similar results were not found in any of the calibration data and attempts at influencing the devices via non-anomalous means did not lead to comparable shifts.

Background Research

New Questions

Faced with unexplained but remarkable empirical evidence, the PEAR researchers were struck with a number of questions. How is consciousness connected to the physical world, and what is the nature of the intention-driven effect they saw? Was the effect mediated by one of the fundamental physical forces? Was it affected by traditional physical parameters such as distance and time? What kinds of systems can be affected?

Distance and Time Independence

In one family of experiments, PEAR researchers tasked operators to attempt to influence physically-separated REGs—in some cases, REGs running thousands of miles away. As before, statistically significant anomalies were recorded resembling those recorded in experiments involving nearby REGs.

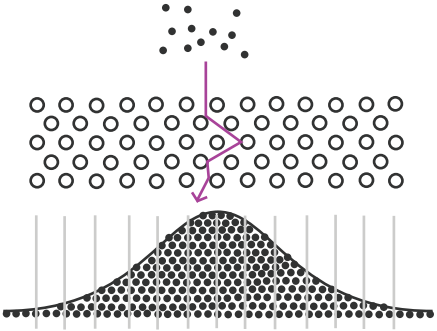
Another family of PEAR experiments extended the basic intention experiments both forward and backward in time. In one, an REG was left to generate unexamined data, and—at a later point in time—an operator was instructed to pre-state their intention and influence the REG in the past accordingly. In another, an operator was instructed to intentionally influence a set of REG data in the future, before it had been generated. After some time had passed, REG data was run and examined. In both cases, the REG data registered statistically significant anomalies consistent with the real-time intention experiments demonstrated before.

Consciousness-related phenomena, it seemed, followed different rules than did strictly physical phenomena, and the theories that scientists formulate about them.

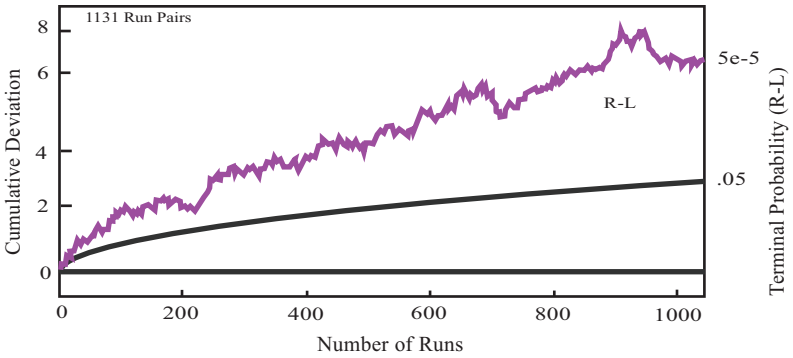
Background Research

Macroscopic Manifestations

The PEAR lab also explored the influence of intention on macroscopic phenomena (as opposed to microscopic REG phenomena). A mechanical device called a Random Mechanical Cascade dropped 9,000 nylon balls over precisely placed pegs and into bins below.



When the RMC was left to run in calibration, the balls fell into the bins in an even Gaussian distribution (known as a "bell curve"), aligned with statistical expectations of such a random system. Just as in the REG experiments however, when operators were tasked skew the distribution of the balls more toward the right or left using only their intention, the results showed statistically significant biases in their desired direction.



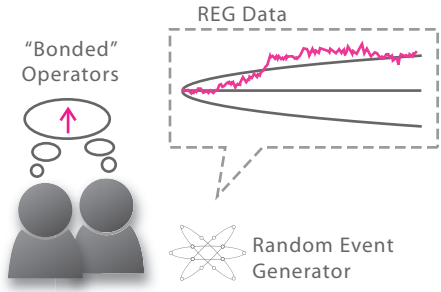
The RMC studies added new depth to the original findings. The influence of consciousness on the physical world is not resigned to "negligible" microscopic realms, but may either compound into macroscopic reality, or indeed, might manifest in random or uncertain systems existing in much higher levels of the everyday world.

Subjectivity

While the quest for physical correlates seemed to turn up very little, the PEAR researchers were consistently struck by the apparent relevance of subjective factors. Considerations such as the operators' emotions, states of mind, and interpersonal dynamics—considerations thought not to have any relevance to how physical phenomena behave—seemed to be tied to the results of the experiment.

Bonded Couples

When several people attempt to influence the REG, the data can also exceed chance expectations if those people are intimately bonded in some way, often showing effects stronger than individuals or non-intimate pairs.



Meditators

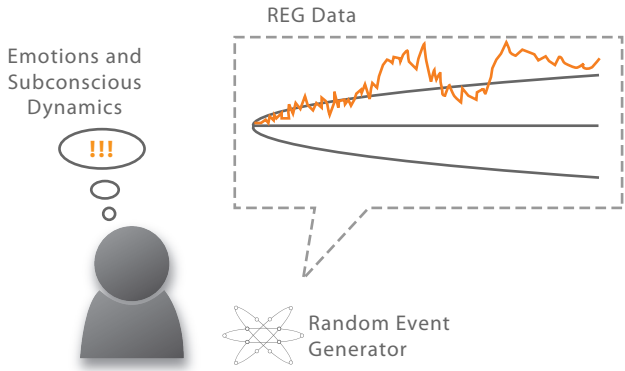
Some third-party experiments have found that accomplished mediators, yogis, and energy healing practitioners may achieve slightly enhanced effect sizes on average.

Beginner's Luck

Operators will often achieve some of their strongest effects in their first interaction with the REG device. This effect, which is similar to the concept of "beginner's luck," may be due to psychological factors such as novelty and not imposing expectations from prior experience onto the REG Process. In many cases, an extremely successful first attempt might be followed by weakened results on subsequent attempts. These effects are referred to as *series position effects* in the PEAR literature.

Subconscious Influence

More recent REG experiments have suggested correlations between non-intentional states of mind, such as emotional reactions or meditative periods, and meaningful shifts in the REG output. For example, an REG running in the background during subjectively meaningful events, such as public performances or group meditations, can respond in ways similar to those involving conscious intention. Non-intentional or subconscious aspects of the mind can affect probabilistic processes.



These apparently subconsciously-driven effects are sometimes much stronger than those of conscious intention. In fact, some experiments and personal anecdotes suggest that REG effects may be driven primarily by the subconscious. Intrinsic motivations, belief systems, reactions, and habitualized tendencies surrounding relationships to success and failure may also be critical in driving the phenomena.

Background Research

Research Conclusions and Implications

The results of the PEAR studies and REG experimentation have far reaching implications for a variety of interest groups. For scientists and philosophers, acceptance of the empirical data immediately suggests the need for a revised physical theory and a new appreciation for the role of the subjective in shaping physical reality. For those interested in spirituality, meditation, or topics related to the mind, the PEAR findings may confirm or provide new insights into long-held beliefs and ideas about the nature of consciousness.

For more information on the PEAR lab and its work, consider *The PEAR Proposition*, an eight-hour DVD set that includes a lab tour, interviews with the lab staff, and hours of classroom lecture by Robert Jahn on the laboratory research.

Psyleron

Psyleron was established by members of the PEAR staff and their associates for the purpose of facilitating public awareness, personal experience, and practical applications of the findings of the PEAR lab. When the lab closed its doors in 2007, it was felt that the single laboratory-based approach to experimentation was reaching the limits of its effectiveness. The next generation of work would have to be more exploratory, distributed, and experiential, with many laboratories, independent investigators, and interdisciplinary approaches exploring PEAR's subject matter.

If you are interested in taking your personal exploration further, visit our web site at http://www.psyleron.com for more information, research tools, and opportunities for collaboration and exploration with others.

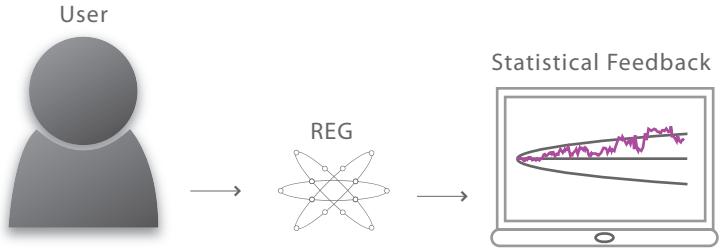
Using Your Mind Lamp

Using Your Mind Lamp

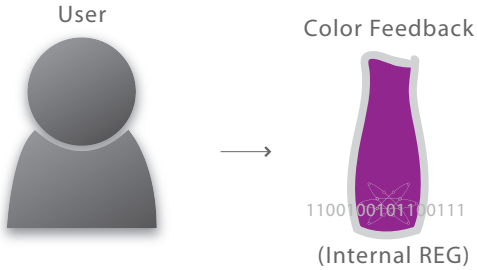
How The Mind Lamp Works

The Mind Lamp was designed to make the principles, effects, and benefits of the PEAR Random Event Generator experiments easily available to users in their own home, without the higher cost and technical expertise necessary to run computer-based REG experiments.

This chapter of the manual will describe how the Mind Lamp works, as well as the basic principles and premises behind each of its two operational modes (White-to-Color and Rainbow).



Computer-Based REG Experiments

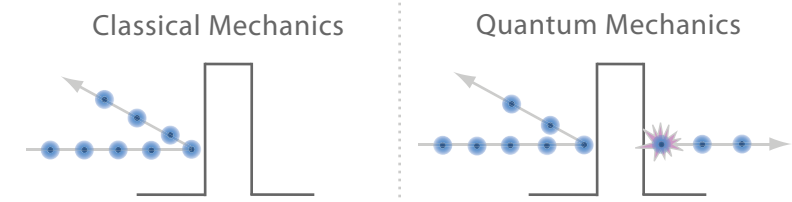


REG Interaction with the Mind Lamp

Using Your Mind Lamp

The Mind Lamp REG

Inside the lamp is a PEAR-based REG that uses a process known as *electron tunneling* to generate its random output. This process was used in the early PEAR experiments in which a diode measured the current passing through a potential barrier. The same principle is employed in the lamp, using a Field Effect Transistor (FET) to establish the barrier.



Objects are always deflected when they encounter a barrier.

Electrons are not always deflected by a barrier, and can sometimes teleport through to the other side.

Here's the essential principle: According to classical physics, negatively charged electrons should be repelled by (and therefore unable to penetrate) a negatively charged electric field. However, due to quantum uncertainty and the wave-like nature of electrons, there is some inherently small but real probability that an electron will "tunnel" (teleport!) through an electric field and arrive on the other side. The FET provides both the electric field and the electrons, and their intrinsically random tunneling results in a randomly fluctuating electrical signal.

The Mind Lamp contains its own mini-computer, or microprocessor, which converts the fluctuating signal into PEAR-like statistical data. The microprocessor then checks for statistical deviations, and uses that information to control a group of four Light-Emitting Diodes (LEDs), which change the color of the lamp.

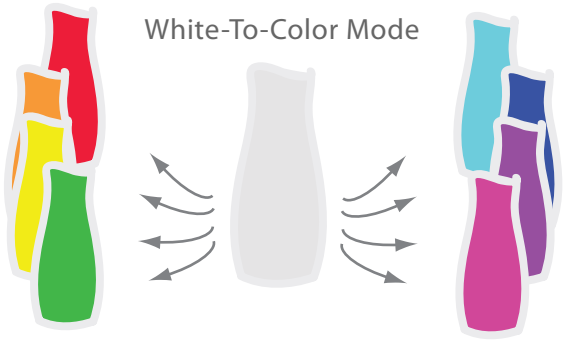
Using Your Mind Lamp

Introduction To The Modes

The Mind Lamp has two different modes of operation, which can have greater appeal and functionality depending on how the lamp is used. These modes are *White-To-Color* mode, and *Rainbow* mode.

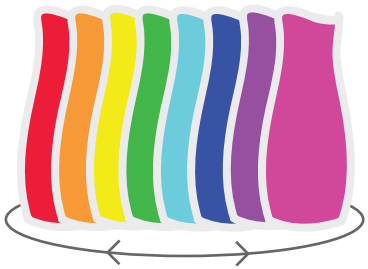
The main feature that separates these two modes is how the microprocessor inside of the lamp uses the REG output to control color changes.

White-To-Color Mode



In White-To-Color mode, the Mind Lamp moves directly from bright white to one of eight potential colors, based on statistical deviations of REG output.

Rainbow Mode



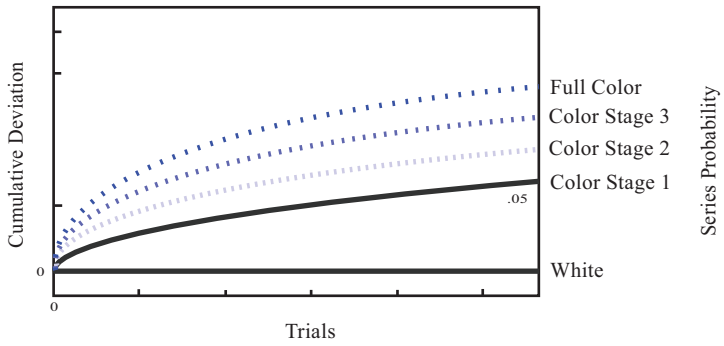
In Rainbow mode, the Mind Lamp moves back and forth between adjacent colors, based on the high/low behavior of the REG.

White-to-Color Mode

Set your lamp to White-To-Color mode by plugging in the adapter and waiting to see if the lamp flashes white. (If it flashes red, green, and blue, you're in Rainbow mode. Unplug the lamp and plug it back in, and the lamp will be set to White-to-Color.)

Once the lamp is plugged in, the internal REG will immediately begin generating data. The lamp will stay white until the microprocessor registers statistically significant REG output. When it does, it will use the REG to randomly choose one of the eight possible colors (red, orange, yellow, green, cyan, blue, purple, or magenta), and begin a shift toward that color.

In order for the Mind Lamp to fully reach a given color (to shine the fullest hue possible), it must first surpass four "levels" or stages of statistical significance of REG data. This is depicted in the graph below.



If the REG reaches stage one, it must continue to output statistically significant data to reach stage two, in which there is a corresponding increase in the intensity or saturation of the color. If, on the other hand, the REG does not continue to output significant data, the lamp will fade back towards white. Once it fades back completely to white, there is a new opportunity to change to a new color.

White-To-Color Mode: Scoring

White-To-Color mode has essentially two key variables that can determine the statistical significance of the lamp's behavior (what we call scoring). These are: 1) the number of times that the intended color is achieved over a period of time, and 2) the time it takes to change from solid white to a color.

Percentage of Achievements

The odds of a white lamp becoming a particular color is 1/8, (or 12.5%) and each color outcome is entirely independent of the prior. A mental influence on the lamp's REG essentially changes the probability that a given color is displayed. So, for example, if you chose a desired color (suppose red) and out of 100 color changes you observe that the lamp changed from white to red a total of 25 times (1/4 or 25%), the occurrence of the intended color was much more frequent than expected, and is likely to be statistically significant as well.

To approximately calculate the probability of such a result, you can use a normalized score (called a Z Score) to fit the data. To do this, setup the variables as follows:

n = The number of attempts (total observed color changes)
p = 1/8
x = The total number of "hits," or, how often your color came up
μ (expected value) = **n** * **p**

Variance = $\sigma = \sqrt{(n * p * (1-p))} = \sqrt{(n * (7/64))}$

Then Compute: $Z = \frac{(x - \mu)}{\sigma}$

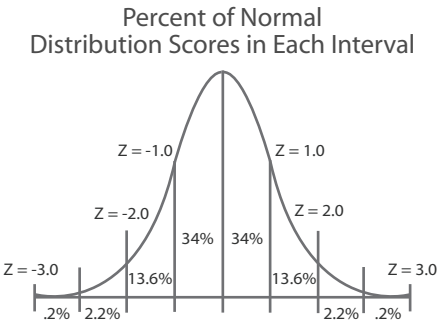
In the above example, **n** = **100**, and **x** = **25**. This leads to an expected value is **12.5**, and a variance of **3.307**. Plugging into the Z Score formula, we obtain a normalized score of **3.779**.

White-To-Color Mode: Scoring

Interpreting the Normalized (Z) Score

The normalized score is a standardized way of representing how likely an observation is to occur by chance, or how closely a result fits with the expected distribution of data.

For example, the Z-Score of 3.779 is a good approximation to the probability of achieving 25 or more hits on the lamp over 100 trials. By computing the integral of the normal probability density function (see a statistics textbook), we obtain a p-value of 0.000079, or odds of about 1 in 12,702.



With the lamp behaving normally, this would be slightly less likely than correctly predicting the four digit lottery on your first try.

Z Score	Probability	Chance
1.645	0.05	1 in 20
1.960	0.025	1 in 50
2.050	0.010	1 in 100
2.878	0.001	1 in 1,000
3.540	0.0001	1 in 10,000
4.107	0.00001	1 in 100,000
6.000	$<= -10^9$	<= 1 in 1 Billion

To determine your own results without a calculator, refer to the adjacent table, which will give you a rough sense of how Z-Scores convert to probabilities.

White-To-Color Mode: Scoring

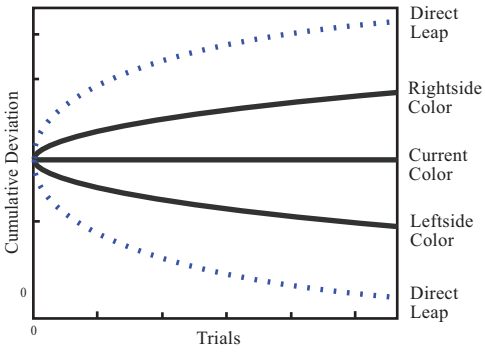
Time to Change

On average you can expect the lamp to remain white for a certain period of time before changing to another color. Significance in this area can occur in one of two ways. For example, a user may find that when she pays attention to the lamp, it jumps from white to a new color within seconds. In such a case, the speed of transition can be a very improbable event.

Alternately, a user may actually "hold" the lamp on white for an unusually long amount of time, which can be significant in itself. At other times, a user may easily make the lamp become any or all of the colors other than the desired color, to a significant extent in terms of the number of "wrong" outcomes.

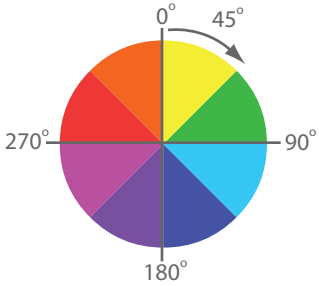
Rainbow Mode

Set your lamp to Rainbow mode by plugging in the adapter and waiting to see if the lamp flashes red, green, and blue, and then settles on one of the eight possible colors. (If it starts off white, you're in White-To-Color mode. Unplug the lamp and plug it back in, and the lamp will be set to Rainbow.)



Once the lamp is plugged in, the internal REG will immediately begin generating data. The lamp will stay on the initial, randomly selected color until the microprocessor registers a certain REG output in either a *high* or *low* direction.

As the result trends high, then the lamp progresses towards its left-most neighbor on the color wheel; if it trends low, the lamp progresses towards its right-most neighbor.



Rainbow mode has one special feature: if large deviations are detected in short periods of time (imagine a sudden jump on the graph), then the lamp can flash bright white, from which it can move directly to a new color. This, however, is usually pretty rare.

Rainbow Mode: Scoring

Most users find that Rainbow mode is most appropriate as a background decoration, or in games and activities that benefit from color changes but do not necessarily involve intentional consciousness influence. As such, most scoring is easier in White-to-Color mode, but can still be done in Rainbow mode. Rainbow scoring is gauged as a function of degree of continuous shift between colors, and the time it takes to do so.

Probability of Seeing a Shift of At Least [X] Degrees in [Y] Time

	5 sec	10 sec	15 sec	30 sec	45 sec	1 min	2 min	5 min	10 min
+/- 45°									
+/- 90°									
+/- 135°									
+/- 180°									
+/- 225°									
+/- 270°									
+/- 315°									
+/- 360°									

The above table indicates the probabilities associated with color changes. Each shift to a neighboring color represents a 45-degree movement on the color wheel; for example, a "clockwise" shift from orange to yellow represents a +45° shift, while a counter-clockwise shift from magenta to cyan represents a -135° shift.

Once you identify the degree of shift, find the time it took (in seconds) to move from the starting color to its ending color. Corresponding probabilities are listed in the adjacent column.

Notes On Scoring

Remember that the lamp is first and foremost a random physical system, subject to conventional notions of probability. This means that there will be times when an unattended lamp in White-to-Color mode turns red six times in a row, or when a Rainbow mode lamp remains on purple for ten or fifteen minutes. These instances will be very rare, but they will happen, and must happen if the lamp is to truly adhere to statistical expectation.

The core concept to keep in mind when working with the lamp is how your own mental states or happenings in the environment affect the lamp's otherwise random behavior. Our research findings do not suggest a complete change in randomness or the ability of consciousness to influence completely inert and deterministic systems–it suggests the ability of consciousness to subtly influence and shape that randomness into meaningful outcomes.

If you wish to validate or test your mind-matter influence in a more formal way, consider a controlled scientific experiment with the lamp. For example, set aside 15 minutes each morning for a pre-defined number of days, such as 10 or 15. Each morning write an intention of one of the 8 colors in your log book. Observe the lamp in White-to-Color mode and intend that it comes out on your goal color as many times as possible. Record each color, and how many times your goal color is displayed.

At the end of the experiment, add up the total number of times that your goal color was achieved over the total number of color outcomes. This will leave you with the odds of your results. For more data, you can also have members of your family or others try under the same protocol–just make sure the results are recorded properly!

Using Your Mind Lamp

Interaction Tips

Everyone has a unique strategy for getting the Mind Lamp to respond to individual intention. Here are a few tips from current Mind Lamp users:

"Do your best to experience the color you want. Imagine being where you are in a minute from now with the lamp being the color you want. See if you can feel it with your whole body."

"When you are trying for a color, try to see a hint of that color in the lamp. For example, if it is yellow, and you want orange, look for the tiny bit of orange in the yellow. Focus on that and 'pull it' out from the background."

"The lamp operates on expectation of your own success. The more sure you become that it will do what you intend, the better your success. In fact, it is the times that you just know it is going to do what you want, that it best conforms to your intention. Remember that sense of knowing—it is a real key to success."

"You should notice the lamp's general activity as you are trying to influence it. Sometimes the more you try to get it to change, the more it just sits there doing nothing (more than it would if left alone). This can occur because the more you try and nothing happens, the more you expect it to do nothing. Your expectation of what it will do can drive its behavior. So if you feel helpless, it may prove you right. Reliving the times that you've been successful in the past may help to get it moving, but if it stays 'stuck,' you can come back to it later and try again."

Example Activities

Example Activities

The Four Dimensions of Mind Lamp Activities

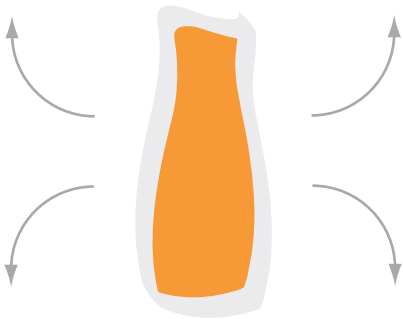
We've identified four dimensions that can combine to describe most activities involving the Mind Lamp. We include them here, so you can start to use the language of the Mind Lamp, Random Event Generators, and effect types that we have found to be most useful.

Mode

- White-To-Color
- Rainbow

Focus

- Conscious Intention
- Subconscious Influence



Participation

- Solitary
- Co-Operator
- Group

Purpose

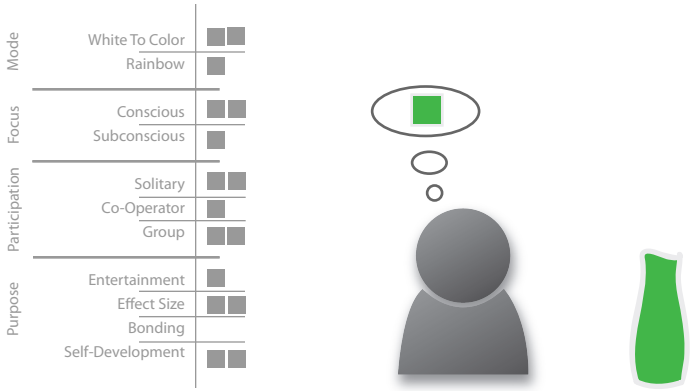
- Entertainment
- Effect Size Challenge
- Bonding
- Personal Development/ Self-Reflection

Example Activities

Use The Force!

"Use the Force" is a simple activity for single or co-operator interaction with the Mind Lamp. It's best suited for White-To-Color mode. The premise is simple—an individual or group chooses a desired color for the lamp, and begins to attempt to influence it. A score keeper records each attempt, and how many times it faded back to white before moving to the chosen color.

Once the color is reached, the score can be calculated and recorded, and another attempt (from the same or a competing team) can be made to break it.



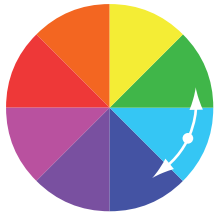
The "Use the Force" activity can be useful for trying new strategies for influencing the Mind Lamp. It's also helpful method of exploring how individuals and groups relate to the task, and how that correlates to their overall score.

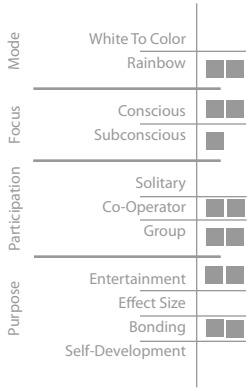
Example Activities

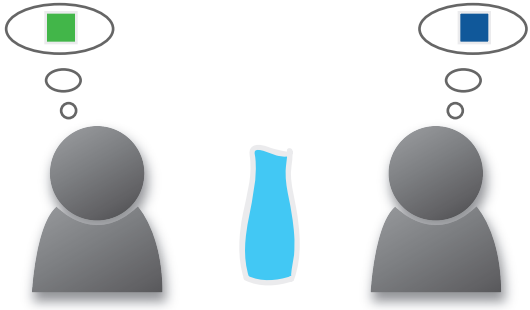
Tug Of War

The "Tug of War" activity simply involves two individuals or teams attempting to shift the lamp in their own direction. Tug of War works best in Rainbow mode--remember that Rainbow mode involves color changes that happen in either one or the other direction of the color wheel. So each team needs to know which color is color is their target color, based on where the lamp is at a given moment.

For example, if the lamp is resting on cyan, team one will attempt to shift the lamp to green. Team two will try for blue.







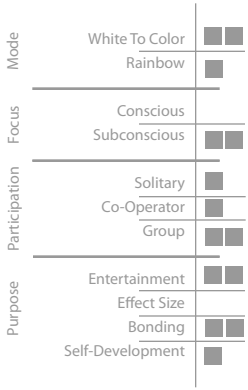
The "Tug of War" activity can be scored statistically, as described in prior pages, or traditionally, as the number of successes for each team. You may find that the "tugging" each team exerts keeps the lamp on the starting color for much longer than the 3-minute average--itself a significant effect! The activity is great for parties or team building, and exploring the lamp's behavior under conflicting influences.

Example Activities

Crystal Ball

"Crystal Ball" is an activity in which you assign meaning to the Mind Lamp's colors and let it weigh in on your questions. This is similar to posing questions to a Magic 8 Ball.

Assigning meaning is simple, and entirely up to the user. For example, you may decide that green means "yes," and red means "no," while yellow means "maybe," and blue means "ask again later." If you have been using the lamp for some time, you may have already developed a belief in what certain colors signify to you. If so, you use those.



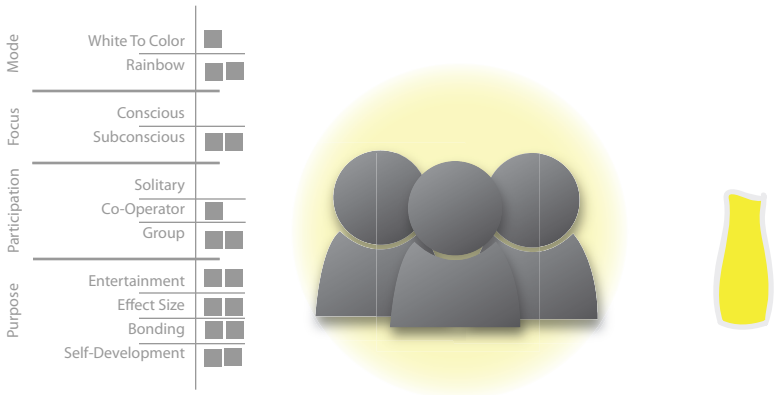
The "Crystal Ball" activity is an attempt to allow the subconscious to influence the lamp, and in so doing, see what it has to say. You may find that the lamp behaves in peculiar ways during this activity--possibly shifting between colors more quickly and smoothly than with conscious intention, but just as likely refusing to budge from white, or from the starting color in Rainbow mode. Try asking the lamp simple or trivial questions, followed by emotionally difficult or intense questions, and see how each affects the color display.

Example Activities

Group Dynamics

The lamp can provide interesting and often very useful feedback in focused public interactions, such as board meetings, brain-storming sessions, interviews, public performances, and even therapeutic treatments. The PEAR lab conducted extensive research on this phenomena, some of which is summarized in the Subconscious Influence section of page 15.

This activity involves simply running the Mind Lamp in the background of a group setting, and paying attention to how it behaves. You may focus on how rapidly the colors change when new ideas are brought forth, or when the group dynamic is somehow altered. Or you may assign meanings to particular colors, and take note of which colors emerged when, and how they might relate to what the group is doing or how they are interacting.



In any case, based purely on PEAR research, the Mind Lamp should have a tendency to have unusual color-change behavior during moments of group *resonance*, that is, when the group is getting along well, collectively focused, or collectively experiencing something meaningful. This activity has enormous application potential; how you use it depends on your creativity and sense of exploration!

Appendix

Appendix: FAQ

How Does An REG Relate To The Real World?

It is worth noting that the processes which drive the REG (such as quantum tunneling) exist in all physical materials. The differentiating factor with the REG is that it is designed to measure and isolate the results of these processes for experimental study. Most of our research suggests that it is possible (and even probable) that consciousness is proactively interacting with the physical world at all times. In some experiments, such as those using a macroscopic device called a Random Mechanical Cascade (RMC), it appears that this effect can even influence visible physical outcomes. These examples are special cases, however, and in most cases we would expect that conscious influence occur in ways that are too subtle to be noticed or detected, except on a statistical basis and over the course of a large number of events.

How Large Are The REG Effects?

There is no standard notion of "size" when it comes to discussing these effects, but we often refer to them as "small but significant," by which we mean that our aggregated data is extremely significant from a statistical standpoint, but that any given experimental study may show a varying effect size. As an example, the aggregate PEAR database has a probability of occurring by chance of less than 1 in one trillion, but any singular attempt to replicate may produce mixed results. In many cases, home users report effects that vary widely based on their subjective states, but which tend to average out to small but overall positive effects.

Appendix: FAQ

What Other Kinds Of Devices Can Be Affected

Results at the PEAR lab have shown effects on numerous REG devices as well on large-scale devices such as the Random Mechanical Cascade. Other researchers have found effects on biological systems, and even on the crystalline structure of water. Each of these devices or systems has at least some degree of indeterminance or quantum uncertainty, and therefore may be subject to organizing influences of consciousness. We choose to use microelectronic REGs because of their robustness and flexibility for both experimental studies and applied devices. In the future, it is likely that this work will eventually be very important in understanding biological systems, as well.

How Can I Get Involved?

The interaction between consciousness and the physical world is a very new field, in which experimental and philosophical explorations are only just getting underway. Members of the PEAR lab have published extensive papers and several books on these matters, and the International Consciousness Research Laboratory has produced related educational materials. Psyleron offers a USB-based Random Event Generator package that allows you to conduct mind-matter studies on your home computer—for everything from advanced professional experiments to personal development and training. For more information, visit www.psyleron.com

Appendix: Warranty

Warranty

We test each lamp before it ships to make sure it's functioning properly. However, if you've purchased a Mind Lamp directly from Psyleron (including mind-lamp.com), and it arrives broken or defective, you may be eligible for a repair or replacement.

If you have a broken or defective lamp, contact us within thirty (30) days of the purchase date, and tell us what happened. We will decide if a repair or replacement is appropriate, and provide you with further instructions. Our contact information is above.

Contact Us

Psyleron, Inc.
211 North Harrison Street
Princeton, NJ 08540
USA

Tel: 609-916-0134
Email: feedback@mind-lamp.com
www.psyleron.com

www.mind-lamp.com