

POSTULATE FAILURE CYCLE CHART REGARDING AN EFFECT

SELF

NOT SELF

1A		MK		MBK	MO	Forced to Know
1B		MNK		MBK	G	
2A		MNK		MBK	G	
2B		MNK		MNBK	OO	Preventing from Being Known
3A		MNK		MNBK	MO	Prevented from Knowing
3B		MK		MNBK	G	
4A		MK		MNBK	G	
4B		MK		MBK	OO	Forcing to be Known
5A		MBK		MK	MO	Forced to be Known
5B		MNBK		MK	G	
6A		MNBK		MK	G	
6B		MNBK		MNK	OO	Preventing from Knowing
7A		MNBK		MNK	MO	Prevented from Being Known
7B		MBK		MNK	G	
8A		MBK		MNK	G	
8B		MBK		MK	OO	Forcing to Know

Key:

- Origin of effect
- Receipt of effect
- Recurring Pattern
- Break in Pattern

MK - Must Know
MNK - Must Not Know
MBK - Must Be Known
MNBK - Must Not Be Known

MO - Motivator / Overwhelm
OO - Overt / Overwhelm

Infliction: Forcing to know.
Rejection: Preventing from being known.
Deprivation: Preventing from knowing.
Revelation: Forcing to be known.

see important note on page 2

To get the rest of the data for
 this chart go to:
TROMtheResolutionOfMind.com

This is a FAILURE chart. It is the path that a postulate always follows when it FAILS. Who knows the path a 'Success' path or a 'Maybe' path will take. That's life. But this is the path for a postulate when it fails.

As Dennis stated, the direction the chart takes in life is from the bottom up. To clear up the mess resulting from the past failures one starts at the Top. One works backwards in time. Why? because it doesn't work the other way. -BDQ

Senior Life Goal: To Know

Junior Life Goals:

A partial list of life goals follows. Each of them, in addition to the 'To know' package, have been tested and found to be therapeutic and erasable:

To Create. To Love. To Admire. To Enhance. To Help.
To Feel. To Control. To Own. To Have. To Eat. To Sex.
To Reason. To Surprise.

There are also the perception packages. These are all within the 'To Know' leg of the basic package, and are therefore therapeutic and erasable.

To See. To Hear. To Touch. To Smell. To Taste

- Dennis Stephens

There are only four classes of overwhelm, and each has a common name in our language:

Infliction - Forcing to know.

Rejection - Preventing from being known.

Deprivation - Preventing from knowing.

Revelation - Forcing to be known.

Infliction/Rejection and Deprivation/Revelation each form a pair, and are associated with one or other of the two basic games. Viz:

Leg 1 commits the overt of Infliction, and suffers the motivator of rejection.

Leg 2) commits the overt of Deprivation, and suffers the motivator of Revelation.

Leg 3) commits the overt of Revelation, and suffers the motivator of Deprivation.

Leg 4) commits the overt of Rejection, and suffers the motivator of Infliction.

(Important note. It must be realized that these 4 words are only substitutes for the exact postulates as given in the Postulate Failure Cycle chart, and should only be used with that in mind. Thus, they may prove useful early on, but later the exact postulates as given on the chart must be used if you ever wish to take the mind apart cleanly.)

Legs:

Must Goal

Must Not Goal

Must Be Goaled

Must Not Be Goaled

The Negative of a goal is 'must not goal'

The Opposition of a goal is 'must be goaled'

- Dennis Stephens