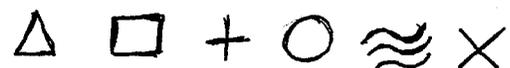


MENTAL COMMUNICATION FIRST STAGE

CREATE A SPECIALIZED TARGET POOL:

Abstract Symbols



Emotion transmitting



Colors, Objects, Scenes, etc.



This document is made available through the declassification efforts
and research of John Greenewald, Jr., creator of:

The Black Vault



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MENTAL COMMUNICATION SECOND STAGE

DEVELOP VIEWER PROFICIENCY

**Repeated sessions at regular intervals,
mixed in with other work, using all
combinations of "senders" & "receivers".**

**Records kept of "sender-receiver" team
success rates as well as personal progress.**

MENTAL COMMUNICATION THIRD STAGE

DEVELOP MESSAGE TRAFFIC

Each symbol will have a built-in word assigned to it.

Once proficiency is gained and we have found out what works best for each team, target symbol selection will be made according to word meaning, not randomly selected by the computer.

MENTAL COMMUNICATION FOURTH STAGE

WEAN THE TEAM FROM THE COMPUTER

Using BPT methods, the "sender" goes to a distant site with a bit of message traffic its symbols.

The "sender" sets up the site to meet the symbology for the message.

MENTAL COMMUNICATION FIFTH STAGE

WEAN THE TEAM FROM THE LABORATORY SITUATION

**Using a customer who is knowledgeable
of our project, and who will provide**

A non-critical target situation

Post-testing evaluation

INVESTIGATING MENTAL COMMUNICATION

If properly managed and conducted, the investigation should take well over a year to perform.

The investigation consists of five stages:

MENTAL COMMUNICATION INVESTIGATION

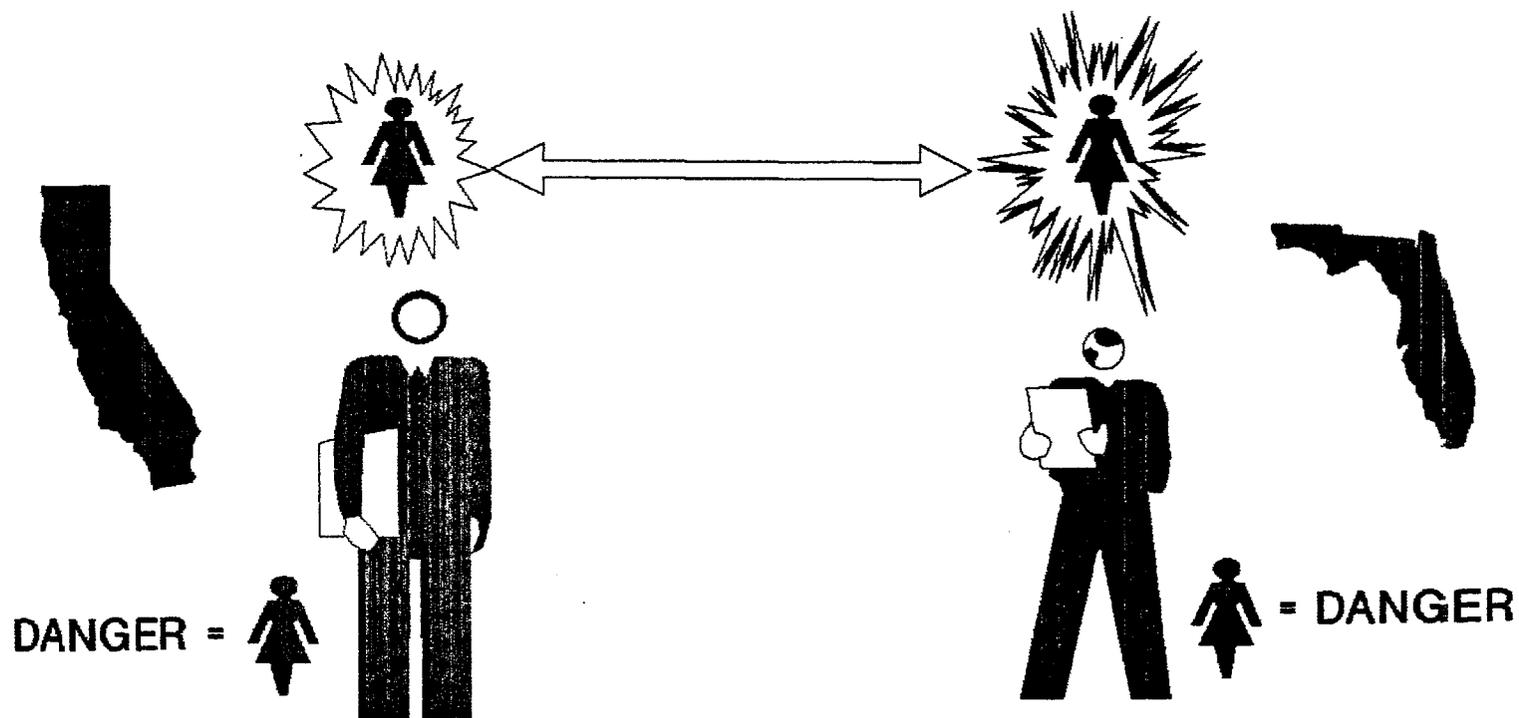
THREE ALREADY-PROVEN METHODOLOGIES ARE USED:

- "ZENNER CARD" METHOD**
- ASSOCIATIVE REMOTE VIEWING (ARV)**
- BEACON PERSON TARGETING (BPT)**

THE INVESTIGATION WILL PROGRESS IN FIVE STAGES:

- CREATE A COMPUTERIZED TRAINING ENVIRONMENT**
- DEVELOP VIEWER PROFICIENCY W/THE COMPUTER**
- ASSIGN ASSOCIATED MESSAGE TRAFFIC**
- WEAN THE TEAM FROM THE COMPUTER**
- MOVE THE TEAM INTO REAL-WORLD SITUATIONS**

MENTAL COMMUNICATION



TRANSFER OF MESSAGE TRAFFIC BY MENTAL MEANS

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MESSAGE SET

Message

Remain submerged for two days

Evasive plan six

*Rendezvous at pickup point three

Proceed to base one

Standby alert on priority targets

*Launch priority targets

*
Messages sent via remote-viewing
protocol.

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