

Christian Satanic Doctrine

By

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**“Well we came from nothing didn’t we?
So we can come from nothing again.”**

I used to be friends with the president of the Bandito biker gang, its Albuquerque chapter. In fact I lived a few blocks from his home and would visit him often. One day at Easter a communion

ritual was being performed by this gang, at Preacher's (that man was so- named) property. This was more of a Old Testament ritual than a typical, more plain ritual usually performed by Christians at church on Easter.

In fact after eating the bitter food and taking the bread a sheep, which was sacrificed, was going to be eaten- except by me. I wasn't a member of their church.

Earlier they took a sheep and slaughtered it. They hang it upside down and after smiting its throat they had the blood drain into a bucket. Then, I took a mop and slushed its blood all over a large wooden cross, then all over Preacher's door.

As for the latter part of the communion my participation was rejected.

It's been told me once by an old priest, "You don't balawng in da house of Gawd." A minister told me he had a vision of me in hell at first laughing, then crying. I faked an exorcism. Then later I told him "*I faked that.*" But it was performed so realistically that the whole youth congregation, of which I was a part, were disturbed, literally disturbed. Some of these older teenagers even slept with their parents the following night, terrified. And the next day rumors were amuck of things flying around and lights flashing *and a feeling of cold.*

A lady minister told me she believed I will have a major part from the book of Revelations, but she doesn't know what that is, yet.

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How to crystalize in preserving your existence: A thing that is you which is a frozen state in time is crystallization. This is

defined in the new word *Crystolis*- meaning “one frozen within past state.” These can be done in many ways. A picture of you is you from before. That part of you stopped at that state, it was captured, frozen in time. Pictures are very simple things. But nonetheless, there you still are. But now, look at a video of your moving self. That *thing* that *crystolis* is practically alive- it's moving. And has sound. It is like something from a separate past reality that is still *here!*

And books are a person's thoughts *forever* as though s/ he has never stopped thinking them.

A picture is just a simply rudimentary *crystolis* but as science advances so will one be able to separate the whole of her or himself- as with pictures, consecutive images, and such evolve.

Books are our members, too. The soul and life- the living manual, instruction and purpose, comprises the *crystolis* of Christian Satanism.

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Christian Satanism: when you announce that this is what you do, be prepared to explain it. I've spent hours on comment lines. They just can't tolerate it. Your saying there enemies are right too. But of course they are.

While the concept of the gray begins to be used then maybe our ranks will increase. Has it had to have taken so long? My God, can't *anyone* make sense of something being boh good and bad/ evil? People are interested in Christian Satanism and it is ways a good topic to rouse up confusion and conflict.

Whenever I say I'm Christian Satanist in paperwork- though they may be prejudice about Satanism, what are they to do about a person both? Have our books cut in half?

But sometimes I hear the best of things, whether from reviews or real life. I've got to admit it's a good thing to sale. If I can make this popular then I could anything.

Actually I see possibility in it from the aforementioned reasons. I see its success where others don't.

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Have you ever noticed a somewhat common occurrence in entertainment, especially in video games, of a person "waking up in a new bed?" This is a very old concept, really. Hermes did in old lore. Much later Link did in The Legend of Zelda series- actually often.

The Christian Satanist (also called Yasatic- *Yaweh, Satan, -ic*) Are the chosen people of The Middle Ground at least in as much of it is personally claimed and taken. We are anchored to "the middle ground. " We refuse heaven, and not altogether qualify- nor for hell. It is *our own*. -The Middle People. Our whole life goes up and down pausing in the center. We have no path up or down. We pull ourselves back into the center all our days.

We were called and chosen to have centered ground. As I understand it Ya (God) and Said (Satan) and their forces sought to create a grey religion- to have made its doctrine through compromise and the sake of it. Then was produced *The Christian Satanic Bible*.

And when its people *The Yasatic* were formed, it was time to choose what their afterlife would be. Initially it was reincarnation. But in battling with myself I pushed forth the idea that after a Christian Satanist dies, s/he'd wake up in a new bed, elsewhere, with memories intact, to remain with their own people, to conquer the regular universe- the *middle*.

NEXT

Let other people pay for their sins. We often see havoc wrecked upon men by natural disaster. Man was not meant to live in an altogether safe environment. Look around: is it not an important piece of worldly existence that we were but given a short time- to share?

If we don't know what comes next then all the better. If known that life lasts forever no work would be done. And that work of ours is to the benefit of both higher, equal, and lesser beings. We were given a frame work to accomplish and create things- as it were *to learn helpful things- things that benefit those who placed us here*.

People must die. Suffering must be. Things must bring toil- until the end, until the further goal is reached, but on toward the furthest. As long as you remain useful, you will be made to stay. And if a Yasatist is to keep her/ his middle ground belonging s/ he must first be a Christian Satanist, and second a vigilant worker- one needed- and one useful. You must not only have the degree. You must also be using it- for the reward.

NEXT

What is a soul? Life feeds into it constantly. You will become what you've made yourself into. Its like if you are preparing

yourself all life long. You are telling yourself what to become while you live. And once you die there you come into being (If you are Yasatic.)

We are not yet prepared. We go up- as on a stair. We spend much time on the top of them. We sometimes go back down a little. But when our time comes we must rush to the upper door and rush in- or else we would become a simple thing- like an insect or dog. The Yasatist get through that door very quickly after death to receive her/ his new lot.

NEXT

It seems Man was hired to create heaven. Many hands were hired, many retired. Many have come and gone. But much has transpired. We were meant for heaven all along. All of heaven are for those retired, bit as for hell, it is filled with those that were fired.

NEXT

If your house or room is made perfect and your magic and celebration occurs within it, then these are a Temple of Yasaticism. That's the only formula for making what is ordinary into something extraordinary: a Yasatic Temple.

But here is an idea of its formation : Things within it must be the best of things. The best lighting, comfort, aesthetics (such as paintings) - down to the letter. Don't have a large library filled with books without value.

As this coincides with Christian Satanism carefully choose items such as books and recorded music. Ideally you could spend

nearly two hours looking through all the books for the best of the best, as suits you. The same should be done for music.

This is individuality- and individuality is our purest, highest, personal form. Know your own tastes well and expand those preferences far.

As for magic? Good visualizing produces a magically powerful effect. We were made in Ya's image infused with Satanic subterfuge. Our thoughts are a power. If you practice visualization you are working a powerful form of magic. But you must do it well. You will know you are when you receive "special energy" through ideas you perceive. Visualization can so be accompanied with taste with what is called "taste magic."

Online can be your theme, too, and is a wonderful thing. This is done by putting g yourself or what you create online to the extent that your Crystolis is regularly circulating online. Such as by: writing ebooks, creating websites, or creating music online. This is like being present online even though you aren't!

And with all other things magic remember: it is in large appeasing and attracting higher powers or higher beings. If a crystal in pocket works it's because a higher being thinks it's cute.

But also digging up old materials, be they art, literature, or music-works magic. These old things release their essence upon you when opened again after so long. I get such a strong feeling of having pulled something back into the light. I feel very well I've received some sort of light from them (which for me is usually books or music.) Not to mention that its so much like finding a diamond in the rough.

NEXT

10 Things That Are Christian Satanic:

- 1) Pride of work. That is, to accomplish a good thing and be proud of it. If you are not proud, that's quite Christian. If you are proud for no reason, that is Satanic. But those that find honor in hard, sincere work are Yasatic.
- 2) Listening to "ancient" music. While modern music very well is The Devils Music (I mean what person would not know that Rhianna's song "Diamonds" is *not* about Lucifer?) But modern music is Satanic. Yet Christian music is all about Christ. Then, music of much older days is Yasatic.
- 3) Instating justice for others. Obtaining retribution. While it is Christian to forgive, and Satanic to avenge it is Christian Satanic to fight and avenge on the weak and victimized.
- 4) Natural perfectionism. While Lucifer embodies the pursuit of perfection when it is in a less difficult more natural way it is Christian Satanic. And along these lines perfectionism toward a good thing is Christian Satanic.
- 5) Making something bad into something good. But not making something good into something bad. If something bad could be made good, with its bad effects removed, this is Yasatic- and not much more could something be Christian Satanic than it.
- 6) Being angry but not acting aggressively. Or having certain thoughts but not acting on them.
- 7) Enjoying food but not over eating. Sin with moderation enough that it does no real harm- these are very Yasatic.
- 8) Learning evil and "trying it on" not to do evil but simply to understand it better. Imagining you are evil, fitting it into a role, but doing no harm.
- 9) Appreciating what is evil/ iniquitous/ profane without being as such yourself. Such as loving all (such as Satan.)

Being friends with evil is Christian Satanic whether or not you support them.

- 10) Giving “bad” charity- such as giving a homeless man a bottle of whiskey or some lottery tickets. Most essential to this is that the charity is for the poor and doesn’t kill him, but rather gives her/ him enjoyment in found. Whereas a rich man living it up in Las Vegas with gambling and paid sex, such for a homeless destitute is no sin at all.

NEXT

Befriend the Christian “heretic.” A person is going to be what he is going to be. The more that we “allow” and absolve from judgmentally changing others the more Ya will honor our own choices. Surely God knows that “Christian Salvation” just *isn’t* a choice the more they are accepted, nonetheless. Again, people are going to be and remain as are. So the best thing we could do is befriend the. If not litterly making them friends, perhaps more appropriately we need to just respect them and their choices. Unless of course they harm us, such as blowing up the neighborhood. That’s and led by common sense. People shouldn’t are what others are doing, otherwise.

Somewhat close to this topic is helping others to do the least harm to their selves. A person doing drugs is almost altogether impossible to stop. That being the case we could at least help him into doing the least harm to her/ himself. That’s done with introducing safer, less controlling, less addictive drugs, as much as possible, while still being a preferred different option. And some other things: safer needles, legalizing safer drugs, putting them in a private area while high, coming out with procedures

that would save them in the occurrence of over dose. I personally believe that consuming chemicals should *not* be unlawful. That a crime if commuted while high, is a separate matter: punish that crime, but not have a high be a crime.

NEXT

Of all things in life four things stand out as paramount: Good food, good music, a good thing to drink and a good chair. To have these is to have great comfort and to satisfy the body and mind. If you accomplish these you will have true happiness and contentment.

If you exercise for health or otherwise perform strenuous activity these things will be more appreciated. It's good to have a place to sit while thinking positively, about the future, or while counting your blessings (having gratitude as it is now called) and spending all your days in comfort- even if you don't haul in vigorous physical activity beforehand.

Everyday is a new opportunity. Every day, a continuance. I don't like sleeping- I'd rather be doing things. I don't like it when the day is done. I'd rather do what I love doing. And I can add a fifth thing that goes well in wellness: to be creative, or to do something you love doing. People should do more of the things they love. Perhaps while sitting. And just sit peacefully to music thinking of the goodness of life.

Lycifer
DENERMY
Whites

PART TWO

We struggle to survive and survival of each of us are paramount to some. Particularly friends and family, but health workers and scientists as well.

It once was that soul survival, that everlasting life, felt into the norm of acceptable people. The pressure of survival was delighted to spiritually producing ever- life.

But now doctors are enforcing survival methods apart from religion. It is practically enforced to be healthy and in some cases it is, even when it contradicts their religious beliefs. They no more believe in anything as an afterlife and they seek to be right and their tools to be used. As well comes pressure from lived ones. These things are produced by atheists one and all.

NEXT

Perhaps it is so that Man cannot trump God. But of course he can't but that is to say he *will not be* trumped. In all of the advancements of science and technology by Man he is yet not able to protect himself from natural disaster, let alone keep them from happening. He can't stop earth quakes, blizzards, tornados, etc., in fact is still very vulnerable to them. And most of them are entirely unpredictable.

With all these advancements the fountain of youth is elusive. Sure the lifetime of people is a little more (but just a little.) If a health problem is going to occur, so it will. Humans suffer from all sorts of ailments as they always and ever have. I think if you are going to eat healthy you don't need to do much more than follow the rules of Moses from God.

With all of our advancements we seem to be limited. This is because *He will not be bested. He will not be trumped.*

NEXT

If you like doing creative work you aren't alone, so do I. I like to take simple things and combine them. Combine them, make them better, or just make things look better. Some of the things I've done was make a curtain out of drinking straws and thread. Another thing I made was a mattress cover from playing cards and wide tape. I guess that could be a curtain, too. And a third thing I did was make as strips from taped together CDs to hang over a doorway- the door removed. Kind of like "CD beads."

I'd like to make the perfect clothing, creatively. I may not be able to afford instant- rich clothing. But I can afford gradually rich clothing. The idea of that is simple. Buy silver or even gold buttons from time to time, as I could afford. Create leather pockets and patches of silk for it, to soon enough be richly dressed.

And with other creative things is the improvement of what you already have: leather book cases, paint something, better frame, stickers, gluing together, etc., these are always fun.

With all creativity things couldn't be better. We have the internet and it is a rich resource for it.

NEXT

But then something different happened. Someone cleaned the place up.

But then something unusual happened. Someone began body building. Someone lost a lot of weight.

But then something unusual happened. Someone went on a walk ten miles away and are here with us now.

But then something unusual happened. Someone got a university degree. We don't even know he was in school.

But then something unusual happened. Someone got a job.

But then something unusual happened someone wrote 80 books. We didn't even know he was a writer.

But then something unusual happened. Someone won the game.

NEXT

So what of all the areas of thinking when it comes to morality, immorality, difference, and indifference, rules and rights?

Well many things are calculated and enforced into rules that are just there for its own dictation, serving its propegator alone. This is to be ruled over, impersonally- regardless they are of no good use. Ask yourself 'why are these rules so?' Do they help you? Do they make things any better?

They'll tell you *no cellphones. Cell phones invade privacy so they can't e used here.* But why? How so? Are there really people in doctors offices taking your picture and trying to steal your identity? Or any such imaginable thing? Are *all* not agreeing that it passes time so much more enjoyably to have them? Are all not agreed that everyone should be able to use them? Other than the staff and there unwarranted fears?

I think that it should be a fearsome stigma to sue. Or to enforce safety rules due to stupid and careless people. They are *enemies* to our rights. Great American *stupidity* and the Great Fathers are here for you! As over protecting mothers! If I had rights I could travel my own in a hot air balloon. And besides, if people weren't such cranky and sore, I could stick stickers about anywhere. I

could paint a public trash can. I could throw anywhere seeds. I could make the place more attractive. And I could, yes, fly in hot air balloons wherever whenever.

But people in charge are always a cranky sort. They won't have it. Though THE PEOPLE want it- to bad. *They* in charge will not allow it.

You are charged in America with *excessive use of self defense*.

In America you may refuse your rights "waive them" -in fact *you must*.

Well you can have a gun *if*. "Well you can but only under our approval.

You can't say that here. In this case it does t matter if you are given the right to say what you want- under free speech- because the public itself takes away that right by ostracizing you.

Worst of all these things is you are expected to have the same mentality as everyone else. That is cumbersome to the Yasatic, who value individuality above all other things!

NEXT

I have come into a reality that only a Christian Satanist could enter, from the realization of the Diatan- *The Unholy Trinity "+"* and *its god*.

In this structure Satan is typified by Mother Nature. The Holy Spirit is typified as Time. Lucifer is beheld as Light. Jesus as Water. And the unholy spirit as deepness, so much as to be lost in details.

And the god in this structure is not Yaweh but it is Science. The celebrated, revered, and understood god in this setting is Science. That science is in the Earthly realm of Satan. In time these things are known. Time is an element of progress as long as things are improving. And those in the unholy spirit are within a unique realm. One different and pushed away from the normal reality/dimension.

As for the Light of Lucifer- this represents evolution and improvement, advancement, godliness. And most of all, though more generally speaking- light is life- light is being. Life is the living force. That light is in Satan. That Satan is in Nature. That nature bridled by Science. And that science is god. But inasmuch as all this is directed, or even as much as it *could* be- there is Time.

NEXT

There are a number of things that seem very complex and difficultly learned- such as reading music, electronics, building computers, and programming games. While sure the further you go with them the more difficult they are (writing music for an orchestra, pulling together a powerful circuit board, creating a marveling 3D game) though they are difficult, the more rudimental forms are not.

Music is easy to read. You could learn that in a week. Building computers is as difficult as building together Legos. All you have to know is comparability of parts. And also learning a new language. That really shouldn't take long. And as for making a new game there are game engines that do all of the programming. You might be surprised to know that to code a new website all you need is a programming dictionary. You don't need to know

any coding beforehand. Unless you are performing some classical music or something, playing a musical instrument is somewhat easy. Chords, chords, chords, melody, chords.

NEXT

I went from ardently playing games to being a game historian. I have a lot to say about games.

If you have become tired of playing games maybe it is because of the work load it encompasses. Consider instead playing "leisure games." These are games that can be beat in one sitting. Usually less than an hour. They include gambling, puzzle, strategy, and sports games.

If that doesn't work then just watch them and learn about its history. That is what I do and I find it quite enjoyable. I used to play Final Fantasy- day and night. It is a story based game though. And this doesn't require playing it.

Good classical music is still around and is better than ever. It is found in movies and games, but more better it is in games. Nobuo Uematsu is my favorite composer, hands down. I use to enjoy the Zelda series, a lot. But as it is with me now- it doesn't it. There is not enough story.

I have taken it upon myself to appreciate SEGA. SEGA in the early days of the Genesis had numerous wicked games, from Altered Beast to the bloody Mortal Kombat. This was material from the venerable times of the Satanic Panic.

And what about SEGAs reemergence? If only in name? It could be called a "Segasis," or a "Sega Phoenix."

NEXT

Pulling up the spirit is the Yasatic process of spiritual growth and worldly anchoring.

As the Scientologist uses an e meter a certain way, in a certain way we use the Lighted Sphere. Whereas Scientologists believe their soul is directly above them (and controls their body as a puppet) not to deliberately coincide, but simply as influence, I have come up with a Christian Satanists own devise and therapeutic process.

I wanted us to have these our own, though uniquely, differently, better.

The Lighted Sphere is just that: a sphere that rapidly changes colors of light inside that you put your head into. You sit down. Pull the sphere over your head to your shoulders, and sit. This may sound simple or pointless but if you tried it you would feel its effects, which are powerful (and it has an especially powerful effect when you block thinking out, which is easy as you think about nothing but the colors.)

So understanding its effects I knew right away this could be good for Christian Satanism. And had to devise its best use therapeutically.

This device is good in meditation that entails blocking and silencing internal thoughts.

This device is good in pulling out the spirit, in being "more spirit than flesh"

This device is good in visualizing though the eyes are open.

This devise is good for causing sense deprivation- it is good in privatizing space, which is to say enclosing yourself away from the outside world.

And it can be used while the priest/ess is performing a sermon in that inner annoyances and distractions are greatly reduced.

All of its good use/ application are just not yet known. Let alone how it could be enhanced, such as my adding to it different temperatures or moisture. Or scents. Or the sphere circling. Or include sounds. There is *so much* potential for this devise.

Anyone should use it however they want. There shouldn't be rules for it or any one set way. But rather let us all use it the best way it can be, determined to be of good use by anyone of its operators.

NEXT

No matter who you are or what you are not, it is a pity to have a mundane life. If we are reconciled to God though being a Christian Satanist for any reason it is that we are an outstanding and altogether something different. As a breath of fresh air, something new. It does say so very much about yourself that though you have chosen to be half Satanist, you are God's person, too, and nothing, not even in adherence to Satanism, could separate you from Him, Ya.

Maybe you can work a little harder by being Yasatic. Maybe you can have stronger application of true Christian principles than Christians. Who do you think is righter with Ya? A false Christian or a true Christian Satanist? Ya would purchase our souls through the cross, but our acceptance of Him comes free. We are not bought. We have given.



PART THREE

The Christians have been a strongly dominating factor for about 2,000 years now. They have been the norm, the standard, and the greater public.

They have been privileged for some time. What they are was what all others should be. They think that ones only right is to be Christian. When they see something not Christian they assume "that's not a Christian thing and it should not be. It's *wrong*. Remove it.

But that voice has lost most of its power and they don't even know it yet.

In times to come *them* and *their* things will be stigmatized and ostracized. They'll things like "but I'm Christian. Christianity is the only right way!" Their time of trial is near. Will they valiantly serve Christ or will they shudder and be found fraudulent?

NEXT

Don't be at fault with others by attacking the weak. Those that are strong feel that their strength is good as used against it. The best friends are those preyed upon. It is said to be taking the higher ground when you pursue justice morally- and to pursue justice morally is Christian Satanic.

But to lash out in angst is indicative to those watching as excessive concern- an over sensitivity.

In the past people preserved and fought for honor in a deadly duel. This was so in many cultures. It was assumed if the matter was not serious enough it would be avoided, and the one at fault would make amends. But here, now, that can't happen: if you win

and slaughter you for you will certainly be prosecuted for a *long* time!

These things gave way to absurdly simplistic things as arm wrestling.

If you are insulted, they have that right. They can assail you with degrading words. Those in charge think you should be strong enough to tolerate it. Excessive self defense is a crime. And its excess is not far ahead of you. So two sides of the same coin. Use this the best you can.

NEXT

It seems in many ways a Christian society is developing. With regard to the weak modern society is an excellent crutch. We uplift and support the weak. We enable them all we can. Where it once was someone of a color privileged, now it is the weak, the old, the disabled.

Society is doing many things in an effort to stop bullying.

Today degrading talk is fought, is stigmatized. Insulting others is barely even permissible. It is expected, even enforced, that people remain cool and people don't demean each other.

Very many traits indicative of Christianity are emerging and put into place.

NEXT

Listen to the sound in the old oak grove as the lightning falls and the thunder rolls.

To hear spirits you have to have to hear whispers. You must be attentive because in whispers they speak.

You may not be able to see them without hurdling over a boundary. But if you do, you will then be able to more easily perceive them. It may be in an hour of desperation that a door is flung open and they enter into your regular perception. That is what happened to me with Satan. I was in The Hole for a month—this very small, white room, when I was painting on the wall with mustard and color from drink powder and the image, from somewhere very deep within me, could not be done. So I smeared my hand across it, looked at it a moment more, and saw that I had drawn the Devil himself.

NEXT

The second way to summon forth spirits and demons is by pretending. Pretending as such pulls them up into our reality with fantasy its gateway.

This is best done by going into old and strange places. These places were sealed when left, sealed with its occupation of Netheral (magical impressions left.) It had become an environment accustomed to life. It had become an attraction to deities after it was left behind.

Going into this place carry fantasy of it being occupied. If it is calculated *positively*, then the netheral will pull it through, like a battery placed in correctly where the machinery is working.

The mind, it seems, was blocked from accessing a myriad of spirits. It is not our realm. It is there's. But something's have to leak through as excess and so we dream on a sub atomic level, deciphering spiritual context of life in our sleep.

And so that leads me to the third magical operation of evoking spirits: that being through sleep deprivation.

NEXT

If it exists in one's mind it is by its own right a reality. After all, it's as alive and working in your mind as you make it be.

Consider "Reality Enhancers" such as games, books, and films. A writer is like unto a god. S/ he has created a new world in her book, a book that comes to life during any reading, and has created a world that can come into being at any time. It's an encapsulated, self-contained and preserved world of its own.

These things are already understood by the writer in a subconscious understanding. They create them because though they might not know it but it makes them as a god. We are gods, when we create.

Maybe the theory is true that considering how enormously large space is- actually, infinite, without boundaries, and something that can't be relegated to any size- that every possible thing exists out there *somewhere*. That theory states that this must be so since matter can only be reformed a certain number of ways- so in fact any imaginable thing/ planet/ place is not just once in space but infinitely occupy it.

So believe it exists, it does. Pray to it and you'll hear it. Imagine it and it is so.

That's far off topic but it fills the context: to reiterate, minds can create new places. If this fantasy world is shared then it's not just in one mind but living in many.

As for Video Games they are many steps closer from actualizing created reality from fantasy. As with TV as it gets to 3D, from 3D to holographic images. And considering the internet, have you

ever considered that the internet is not “Earth” but its own place, a separate one, a different dimension? And how so much more is that becoming as it develops. What should this be called? Artificial reality? That’s not the best word for it. Call it, “The Second Reality.”

NEXT

Those that refurbish things are doing a hell of a cool thing. There is just something about things from before a person that are brought back into being. This *electronic recycling* is more favorable than plastic recycling. After all, the more plastic bottles are made, the more plastic, a good and useful thing, will be around. Better to make plastic items than burn fuel. *They can be recycled a thousand years from now.*

I’ve seen some amazing operations being performed on old things like rusted spider infested NES games and systems. But if you don’t have the skill to refurbish such things as they there are a lot of opportunities for others to do it for you. And every one loves these old things, well of course not all, but who doesn’t?

A major point to make is that options for your idea possessions are widely increased when you don’t have only new things to buy. This is most apparent with old cars. Sure there are new cars. But they are all much the same. But to have the choice of older things brought back into operation: very many choices are there.

NEXT

An element of creativity is missing from modern day tech and electronics. When these ideas that came out about uses for electricity everything was every bodies toy and it was assumed that anything could be done with it.

Now all procedures are basically the same and far less involves the solitary scientist. Less than that, less imagination, less genius. My techniques for crafting new electronic items is to combine the best way possible two to four pre existing things. And second to enhance abstract thinking. Though rudimentary application of science should be known, the inventor would be served well to try to make these things the same his own. If Solomon's demonic sigils are good for anything at all, it is for imagination.

If you're looking for a circle you'll find one. If you're looking for all shapes you'll ever know what it is you're looking for.

NEXT

These are some of my ideas for weapons.

My favorite idea is a staff like a bamboo stick that when a button is pressed it shoots a throwing star upward.

Another is very simple. It's a large water gun filled with habanero juice (boiled in water.)

Another is a staff with a razor sharp disk on top.

Probably the most powerful weapon I've ever owned was bear mace. But I came to my senses and disposed of it. Senselessly. I sprayed it all out in my room without even opening the door first. The fumes hit me hard as I walked from the room. I tried water and milk, which did nothing. So I exercised vigorously by running in place and the agony subsided. I sweat it out, I guess.

My favorite knife was a fifty dollar Bowie that looked like the knife used on the movie Scream. I had knives from my earliest days. My father taught me to use them, or at least have them.

But a few years ago I chased someone with a dagger and was quickly apprehended by the police. From that I was incarcerated a year and commuted to the State Pych Hospital for a year. I decided not to allow that to ever possibly again occur, and now I just don't carry any weapon.

NEXT

Worshiping Buddha and satisfying the venerable god of Star Bucks.

Having idols is among the better things in life. They are available in many forms, from an inch to six feet, from plastic to gold.

When I pray to Buddha is isn't without an element of childishness. I instruct him to meditate on how I could be made King and to supply his wisdom of it to this other idol here, Shiva.

To speak to these idols feels much more better than simply praying to God. And I mean *Him* again?! The image of most idols enhance your perception of who you are praying to and what it could cause. Like, one which has three heads and three bodies each with a different mood to their face.

But there are idols everywhere! Their form has just changed. These old ones are still around. But now there is a new kind of idol: that of trademarked logos, anything from the symbol of the Klingon empire to the Siren image of Star Bucks. So it suits us well that this be recognized, and used. As for me when I drink a cup of Pumpkin Spice I pray to its Satanic image. As a drink from a chalice, I drink from it.

NEXT

As wise as serpents but as peaceful as doves, that will carry you through a godless land.

The song ain't over till the fat lady dies.

There are some that would flatly deny any occurrence of rapture "the word isn't in the bible," they'll point out. What were they to do, make a new word? There *is* going to be a rapture. But if you are one afraid of hell just be sure to sing "London Bridges Falling Down" while you worship the image of the beast.

I may be wrong and the woe if I am. But I believe it to be a great time to come. I need something new. I loath a mundane life. All the gates of hell and heaven could very well be opening before our very eyes. And what comes after that? The immersion into the grander universe.

There is no greater time than this, and even better are the times to come. One could speculate forever in the pursuit of science. It has no limit. All good things will be made so. We will never lack anything. It will save us. Believe me.

Ya could have given us these life improving things outright. Why would He do it that way? No, He instead gave us the knowledge, teaching us to fish, whereas we can eat what we want. Heaven is opening up before us, and so is *our* portion, which in the Holy Bible is in named, but described. We will be with those our own, the worldly, the sinful, where our pleasure and pain are never quenched- as in something like the song, "Hotel California."

Then there is the first lake of hell- for the abominable.

But whatever the case of the unseen be positive and bright. Ahead of us are scientific and technological marvels none could imagine, on his own.

NEXT

Proceeding in life with a living energy a person can uphold her/his own opinions and beliefs- and if her or his beliefs are especially strong, he'll have gained something in life to cherish and fight for.

But there are those that will eat anything, agree with everyone, and to be controlled by anyone. This is a poor example of humanity and is represented as one with less *Lifinanima* (*life- animated.*) He'll do what s/ he thinks she should, regarding very little her own choices- which are lifelessly absent. All their days aren't their own directed course.

Remember, things such as this take practice to disembowel. Start small, rise up, step up, step up again, and get yourself to a brightly colored world- become the painter of your life, and make it a masterpiece.

Lifinanima, of lost, regain. Concentrate it. Expand it. Concentrate it again, and expand it further. Take hold of your life and take control, do not lose your grip from pestering outside (impersonal) sources. If you take into defense things you cherish, to protect- that protection of it will be cherished and though ahead of you, will be a part of you, even more, even better.

Kurt
Jerome
White

PART FOUR

“Walking underneath” is walking unseen, unseen for what you are, as to keep unnoticed. It is to go forward while others underestimate you. Believe it or not there are those who would loath you for success. There are those that refuse to believe any other could be successful. If they thought for a moment of your superiority they would cry and die. Their poor egos just can't take it.

For me, I don't need flattery. It doesn't serve me. People in pursuit of “better” communication are taught foremost to compliment and agree about everything and such things. It's just so transparent. No one is going to wallow over what anyone does. It needs to stay that way.

To slide underneath is to be as a snake. I guess a better term than walking underneath is to slide through like a snake. Let your devious purposes slide through- which is easy if you just desire the reward, not so much the prestige. If you are truly noticed that will come on its own. If you can't be helped but be seen then you will be. Coax out pride? Milk it from someone? That's just petty. In a competitive market if you are a little guy growing and ever come into being perceived as a threat, don't blame me. All at once bested, and suddenly unstoppable that is the better way.

NEXT

Like moths are attracted to the light are the soulless attracted to the trend, the fad, and all things popular. It's like a vibrant light of life for them. As one swoon of the attracted comes to tell it, multitudes follow suit. There's no satisfying endearment greater than Knowledge of the Fad.

It is the reason for the hoards of collectors that exist in our world. Their rooms are rooms flooded with such bricka back as carefully clipped images, every possible variant of its work (usually simple minded forms of music, movies, and books, where the material matters far less than who made it) and any assortment of in godly image than can be derived from it.

I'm aghast! I couldn't! Fill my room, the place of my life, with these things? For what purpose? No one really knows. They don't know much, their selves- they are smart as hell about Star Wars. But that knowledge is void and meaningless without others.

Get a grip! These people are saturated in fantasies of other people! They are *fixed* with *infatuation* for people just for singing "to them," really are things of little meaning- that somehow, because many people like them at once, comes many more. Many more, many more.

Popularity is a *way*. It is indistinguishable from social retardation. Its norms ave no structure. It is unable to be given reason other than "being as one with myself is beyond myself." Simple people simply like things simply bringing them together.

NEXT

Modern day Buddhism is very prevalent and active, today. Though its not altogether straight whiskey- it's just whiskey with added flavors.

The old term "counting ones blessing," is now reused as "practice gratitude." So I guess Christianity has made its way in. It's a compendium of "new" wisdom. Mindfulness, being especially taught- under a new term, but the Eastern mystics have carried that a long way.

It's been assumed for some time now that "venting anger" in so doing, the pot doesn't boil over. But I read of a different perception on all that which simply stated "to go about it that way only *teaches* you to be angry. And how so very true! For so long I had actually bud up anger in trying to not let it build up. Does *that* make any sense.

Along the same lines I've so very often heard that sexual repression creates perversion. That is not so! If you give yourself free will of sexual thought it will run amuck looking for the worst things. But moderate and restrained sexual thought *prevents* perversion and allows one to be stimulated more easily. I don't know why there is a tendency for sexual thoughts to go to ever worsening thoughts- but it certainly does.

Really psychology is just a system of wisdom. I made a parody of it into a religion with the book "Sexism- The Bible for my Sex Cult."

NEXT

Some future Scientific Predictions:

- 1.) Fiber optic television. This would be difficult to make, but very possible. A screen that shows images from fiber optic thread.
- 2.) Walk on air shoes. Well, whenever we discover anti gravity devises I'm sure these would soon follow. If I made them I'd make them capable of walking on air like either a stair case or simply back and forth. What heresy!
- 3.) Instantly growing seeds. I'm sure replicators such as in Star Trek are very far off. But in the meantime quickly

growing seeds can be made. Imagine, its put in soil and its growth is scientifically accelerated.

- 4.) Power- rings. We went from the PC to the laptop, from the laptop to the pad, from the pad to the cell phone. And from the cell phone to the watch. I think the end all is the i-ring. These rings would make the hands work magic.
- 5.) True Space Suits. Not the rudimentary very limited ones that can do no more than provide oxygen. Imagine one far more advanced that can let you travel through space, quickly, or, better, through different dimensions. What ever form space travel comes to, I just don't believe it will be in metal ships forever. This is like how ancient people would think things.
- 6.) Electronic clothing. Clothing made from electronic means-like force shields or solid holograms. They would never need cleaning, they would excellently protect you from uncomfortable weather, among other things.
- 7.) Download of the entire internet. Someday download space and speed will be quick enough to download all of the internet. I can really see it happening, even soon. It would follow that a person downloads all of it at first, maybe taking a month, and gradually becoming quicker, into weeks, and from weeks to days to even hours. A person then wouldn't need much live internet, unless he wanted to comment or upload or some such thing.
- 8.) A "bar" computer with detachable cell phone, or, a mini bar and a wider bar. The interface would be holographic. On the longer bar, used for larger display, is the smaller bar. The smaller bar is like a cell phone.

- 9.) Power from radio waves. Of all this list this one seems the most difficult by me but it has been something I've tried to conceptualize. As however possible it could be that radio waves could be used to derive power I don't now. But since all of space produces frequencies the realization of this would result in power available anywhere.
- 10.) The final one on the list is "world recreation." This would be a 3D visual of any place in the world whatsoever, being produced smaller than reality or life size like reality. There are many ways this could come about: from satellites, from observance of frequency interference, as frequency moves through objects, or, well, I don't really know: if I did maybe I'd make it. I'd be rich!

NEXT

Christian Satanic Thinking

There are three ways to think: ordinarily, philosophically/mystically, and somewhere in between. The Christian Satanist thinks somewhere in between. It borders on being a paradox that the other two: mystic and ordinary thinking, are both good and both bad.

The mystic thinks to the "stars" and though he may have profound thought, he isn't in touch with ordinary reality. And though the ordinary thinker hasn't any deepness to hi he is always in touch with normally presented reality.

So who do you think is better? I think the balanced way of thinking is the best route, and it is the Christian Satanic one. But with a splash of this and a splash of that. As a result a

Christian Satanist knows well not thoughts so “high up there,” I stead they are deep thoughts “down here.”

NEXT

The Christian Satanic Gaia

The Gaia Theory suggests that all life together is one life of Earth, and that this system of life is very strongly interconnected. The Earth creates life and we are sharing its life, one in all. It is as though we are all as one a driver on the same roads. We have life of other things living in us. Our bodies are from things foreign to us. And other lives become our own. We collectively share life.

Our brains use chemicals supplied by Earth. Our life continues, dependent on Earth. The Earth itself is alive. It is a living thing. As we are composed of a life from a system of separate things, life on a whole on Earth is the Earth itself as a living thing. The earth is our greater life. We are a part of the living Earth.

That is the physical component of it. Here is its spiritual component.

Certain pieces gave is life. We just don't know what they are yet or precisely what they did. But we do know that God put them together- in our beginning. Later as life was automized through the world we became one more with the world and essentially became trapped by it. The Earth, through the forbidden fruit, made us of Earth. And it pulls us back down into its system for the sake of all its life.

But the spirit of Christ broke our mandatory bond to us. Like a grave that was opened. Jesus became a part of the Gaia design

and basically infected it with his spirit. Now that spirit circulates within Gaia. And the more Christians there are: meaning *true* Christians, the more Gaia is infused with the spirit of God.

But when it comes to Christian Satanism we become a part of Gaia and Christ together. It had been taught well by Jesus and John The Revelator, that a Christian must break his bonds with the world. That the worldly haven't God's love. To put your treasures "above." That *this* isn't Jesus' Kingdom. With so very Christians teaching against worldliness it is simple to deduce that to get to Heaven, one must seek heaven: "*Seek ye first the kingdom of Heaven.*"

But we, The Christian Satanists, stay upon Earth by being Christian yet not choosing the Kingdom of Heaven. And not seeking it we are not qualified. So we stay into the Gaia circulatory through Satanism yet have life through Christianity.

NEXT

What jail is like

The worst thing in jail is the other people in it. You are typically in a pod with ten other people and one toilet. Actually the worst thing in jail is shitting around other people. You have to flush it several times while shitting. It has a powerful suction thought to suck the smell down. And if you fart you must do so on the toilet for the same reason. Toilet paper is always being needed to be asked for.

But often will come a stray fart in that little pod and believe me, no one likes it.

The food is terrible. Where I was every other lunch was peanut butter sandwich, every other a bologna sandwich. No cheese. A very small fat free milk, usually luke warm. Breakfast is at 4 in the morning. Are you ready for it? A little milk a lot warm, sugarless cereal if you are lucky (a small amount) some funny tasting meat, and every morning there is plain potatoes- no butter or anything for it. Slightly mashed.

But if you have money, as from friends or family, you can order commissary. Commissary is snacks, like candy bars, chips, drink mix, or cookies- and there are many snacks to choose from. This is once a week and it drives the inmates up the wall with anticipation.

A few times a day the guards have you rise and make your bed to count you. Some people sleep through jail. But there's a TV. But it usually plays undesirable things, at least to me, like baseball.

Sometimes I was in a two man cell. In that case you can get out about 45 minutes a day to circle round in the gym. Otherwise you are in with another in a small cell all day. I knew a 70 year old man that would eat his shit. They let him go. The TV was too far to see there, and couldn't e heard- not even a little. There were many books available. I only read one. *A hitchhikers Guide to the Galaxy*.

NEXT

Combining the traits of two old gods, one Christian, one Satanic. It is an aspect of the Christian Satanic religion that the Christian Satanist her or himself create there own religion of Christian Satanism derived from pre- existing forms. Much is offered,

outlined, and instructed on how to do so. Christian Satanism, is, after all, a formula that is readily observed and re- applied. Christian Satanists make Christian Satanism. Here is a brief formula of it: combining two gods, one evil, one good, to create a Yasatic one:

1.)Saturn (wealth, liberation, dissolution)

+ Horus (protection and healing) = *Orasit, The god of healing or destruction through wealth.*

2.)Aceso (a goddess of healing)

+ Hecate (Goddess of magic and witchcraft) = *Esocasa Goddess of healing through magic.*

3.)Mars (god of war)

+ Venus (Goddess of love and beauty) = *Marven God of a beautiful war.*

4.)Helios (god of the sun)

+ Diana (goddess of the moon) = *Dianel God of the twilight.*
(*Each of these new gods are not necessarily male or female.*)

5.)Hephaestus (God of fire)

+ Hestia (Goddess of food and the home) = *Hesphatia Goddess of the feast.*

6.)Eros (god of love)

+ Bacchus (god of wine and nature) = *Erochus God of happy drinking.*

7.)Falicitas (goddess of happiness)

+ Hermes (god of messages/ messenger god) = *Faliceres God of good news.*

NEXT

About Capitalism

Only capitalism implements entrepreneurs as well as it does. The entrepreneur goes through a rigorous process in establishing worth from the populous. They usually spend months and even years to determine what society needs and how that can benefit him. So his benefit is societies.

Under Capitalism an entrepreneur's success is measured by how much his presence is worth. She has to provide what a minority of people want in order to be profited by it. Altogether an entrepreneur is only as much benefited by how much they are worth. They aren't greedy. They fit into helping roles, work hard to achieve success given by the people, and are only as much worth as they can make their selves.

NEXT

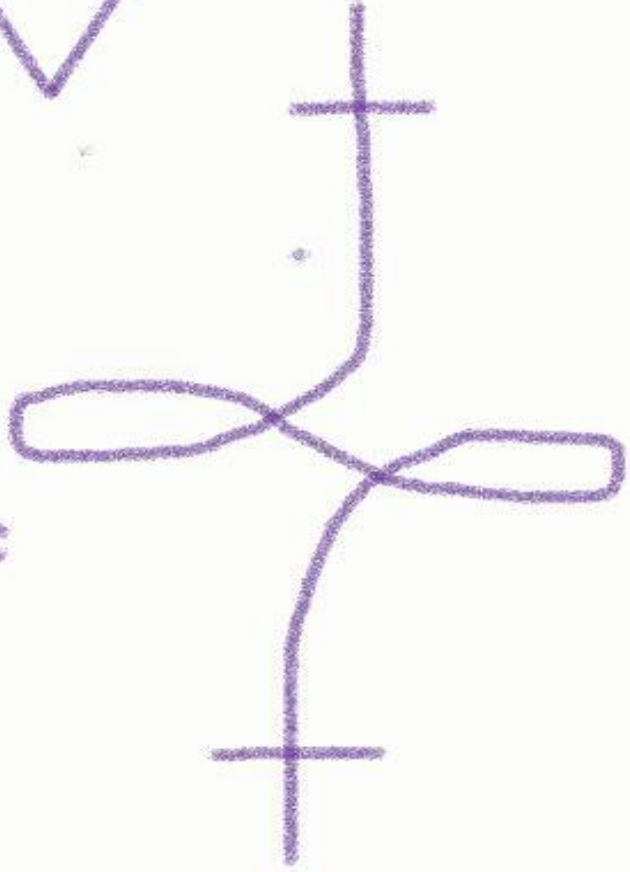
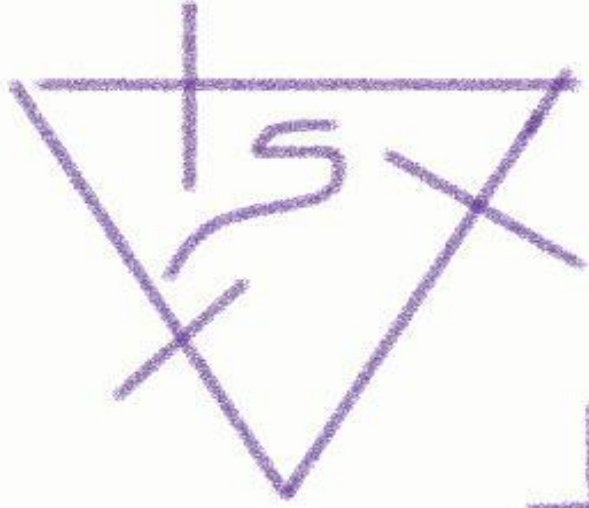
Existing in Two Places at Once.

In some context (situated right) it is very possible to live in two or innumerable universes at once. This just requires that your soul have many pieces to it. And, perhaps, the aware, living piece of it the strongest part.

This theory is my own and qualifies well as science that though it may or may not be true, but it can still be.

This theory is simple: the soul has many pieces to the primary piece we will call "aware." And any piece of the soul may take position of *aware*. The pieces together roam through many demensions. All though this dimension before you, your other pieces can bring you into an entirely different dimension.

Believe me, things in this realm of science border on the metaphysical. It seems things are ever so true simply depending on how its conceptualized and its very many variants. I'm quite sire this theory is true, even if not exact.



PART FIVE

From the dark comes light and in the light finds one dark. Christian Satanists know light and dark, good and iniquity better because it is comparative. If you only know gold and told you may never know other metals, or that gold could never be bad-you miss out on the richness of life and eat the same food all your days.

But to embark on searching far and wide for all things pleasantly agreeable then your life will be rich and full.

Doing the work of both good and iniquity the teachings of one often lend to the other, as they borrow from each other. Being not one sided keeps you doing both, and returning from and to the other eventually, always, you'll have the two and never altogether forsake one or the other.

If there is a bridge to cross your Satanism will allow you, or your Christianity. The road for the Satanist is wrought with calamity, but as a Christian you may cross it. That road is narrow, that road is broad, that doesn't matter, we go forth altogether ready for anything.

As we've walked forward on our path differently all our days, the Christian Satanist leads to her/ his own place, among his own, away from either, separately.

NEXT

What Homelessness is Like

It's great. What's so bad about sleeping on a bench or simply the ground? There are always people giving you money and food by appearance alone. And always things being left on the ground for

you to take, such as an old pocket radio. There is a lot of freedom to it. Tour home is very large and everyday is a day of sitting around, something you become accustomed to.

But it's also very bad. The worst thing is the cold. If you don't find good clothing or already have it you will cringe from the cold, every night rolled into a nightmarish ball. As businesses don't want the homeless near when it rains, it pours upon. It is difficult to stay out of the rain. And if you don't have a good tarp you may wake up with rain pouring down on you.

Some businesses have music playing from them, and if a homeless person does t have a radio, these are good places to hang around, as much as they can.

Sometimes a person will just approach you and give you money or food, usually food. But often people will leave around food for you to see and get.

The bathroom sometimes has to be the ground. A few times I was caught shiting on the ground and chased away from security guards. Other times I was lucky to have been camping next to a porta- potty, though I was fined once loitering for that.

The security guards are hateful and have their I finger on the mace. If you sit down and close your eyes on these properties (nearly any place in the city apart from residential areas) you will be reprimanded, demanded to leave.

Water is usually your only choice of beverage. They'll I've you food and bottled water. Its next to never they give you, say, a soda. And the water isn't cold.

NEXT

What being in a mental hospital is like

Due to the fact that I chased someone with a dagger while I was homeless, I was sent to jail, and from jail to the State Psychiatric Hospital in Napa, California. That was for a year and was my longest stay in a mental hospital. But I had been in psych hospitals 20 times.

Schizophrenic medication is the only total remedy to Schizophrenia. This is altogether true. Schizophrenia is not split personality. That is a misconception that is entirely wrong. Actually, schizophrenics "hear voices " are delusional (like thinking you are the Antichrist) and paranoid. Medication for it solves the problem. Not by making them high PR sedation, but by removing these characteristics and making the auditory hallucinations cease.

As for me in these places I've refused medication before, but each time was shot with a needle on my upper hip, a very painful place for it. Even though these shots only last 8 hours at a time they put it in your hip, to make it painful. There are shots that last 1 to 3 months but they choose to shoot you with an 8 hour shot. They do the same if you become angry. While you are in a rubber room they come in and shoot you with a needle although they could just make you take a pill, they don't.

Fortunately in Napa State Hospital I could have an use a radio, all day. As a two AA radio as it was, the batteries lasted a month at a time. And luckally I could buy batteries. Its inmates are given money enough, not much but enough for a box of tea or two and some batteries. These are purchase while there, delivered once a week.

As I used the radio constantly I developed a talent of enjoying any music. I slowly formed a way of visualizing and re imagining what the music was about (I made it be about anything through visualizing to it. It made for a good day, everyday.

There are always TVs in mental hospitals with basic cable. But I never watch them.

Cigarettes are sometimes allowed in mental hospitals, and if so, smoked outside while being carefully guarded against escape. These had different systems based on place. For one, cigarettes can be shared. Some give you two cigarettes at a time. Others, one. But its always every four hours each day.

In these aces are classes they call "groups." These are psychological lessons. Usually if you don't go to group you can't smoke. And you are less likely to leave, if you don't. There are groups in treatment facilities, too. Recently I was in one that for four hours a day group must be attended, from early morning to afternoon.

As for the food in these places it is usually very good. Except one I was in, where it was worst than jail food.

NEXT

A stable minded person, in a Christian Satanic trait, doesn't really turn the other cheek, but is simply not bothered to begin with. He can speak his mind- whether or not with a temper- but is altogether cool and collected just moments later.

He doesn't ruminate over what should have been said or done. He may attempt to, briefly, but soon finds that he just doesn't

care. This can come with age, or simply come from already being “broken,” which is more accurately called “fixed.”

If you’ve found yourself reaching this state it becomes just too preferable and desirable to let go. When it is that you just shrug your shoulders you’ve gotten there.

A person that feels invaded, out done, even if the matter that caused it was their own doing, will speak to others about how another person “lashed” out at them and how absurd it was. But they can’t come to the conclusion on their own that a person really had any fault of personality, or any other faulty characteristic. So they reach out to others to kind of just assure their selves and attempt to gather those against him- being too weak to their selves.

NEXT

Ten more things that are Christian Satanic

- 1.) Marriage through sex.
- 2.) Charity through Bingo.
- 3.) Slaying those that harm children.
- 4.) Choosing a short brief life over a long toilsome one.
- 5.) Lying for a good reason.
- 6.) Cheating for a good reason.
- 7.) Lazy work.
- 8.) Divorce and re marriage.
- 9.) Solitude while among others.
- 10.) Loving Satan.

NEXT

Places of mystic meditation

The way in which one loosely travels by foot, going far and wide, even for hours, will lead him to a place of power.

It isn't hours of walking but hours of walking, sitting, and thinking. The person that does this is lead into a solitary place, one that is conducive of magical absorbance. This has been known by many in the far past but slowly it ceased. Some of the native Americans considered it, and described, and went out on long walks alone to achieve this state.

NEXT

Some of my favorite things

A person would do very well to come to know her/ his favorite things. It may seem altogether that you already do. But without have spent aong amount of time thinking what you like best, you probably don't, and there is always more to go, like a bottomless pit.

You could ask yourself what the best of everything is: as with food. What's the best bread, brand and type? What's the best ice cream? The best drinks? Or with non food stuffs, as: what's the best doll, the best cartoon, the best paper, the best pens?

Below I list my most favorite things:

Troll dolls

Mickey Mouse Dolls

Mickey Mouse shirts, watches

White cargo pants, arm warmers, thermal underwear, 100% wool socks, durable sandals, fanny pack, army clip belts,

Blue and rose quartz necklaces (diamonds are one thing but crystals have magical power.)

Trapper keeper, graph paper, stencils, rubber ink stamps, stickers

Stickers stickers, stickers

Giant pretzel bread, potatoes bread,

Extra sharp cheddar

Pink guava soda, sprite,

Cherry cider, rice water, blue Hawaiian, rum

Iced tea: regular, black

Colored pens (Bic Cristal,)

Green marbles, green army men, action figures that look satanic,

The trumpet,

Music of Nobuo Uematsu, and Final Fantasy

Board game pieces,

Glow in the dark stars.

NEXT

He Best Home

First off, I'd have possibly the worlds first glow in the dark house. Inside I'd have a thing that makes a small tornadoes, up to the ceiling. Those *do* exist, but no one has one in their home.

I would have plain paintings. I'd have quality holographic art.

In one drawer I'd have a lot of board game pieces. I just like them. The walls and ceiling in the whole house would have things that glow in the dark, like stars.

I'd have the best seats possible. The beds, would be "feather beds.

NEXT

My techniques for writing music

There have been many attempts to keep music tonal more easily than with strict harmony. They range from minimalism to the 12 tone row. But actually music is easily kept tonal with my Tonal Technique.

This method is to emphasize the tonal triad, with repetition, emphasis, and frequency. The triad- for C maj it is C, E, G. For A min it is A, C, E. Every scale has a tonal triad.

..

One thing I've also come up with was a set of one or two line melodies, or chords, or percussion that can be played in any order- so, for example, there are twenty one or two measure lines on a piece of sheet music, and they are played in any order: one sheet of music, dozens of ways to play.

And the last contribution I have I call Dark Form. To make it: one musician plays a melody, one person plays chords contrasting from consonant to dissonant sounds, and another does percussion in one rhythm, very fast.

NEXT

What a tiny thing

One way of looking at the internet is as a small square on the ground. While you pass by others are complaining about it, pointing and raving. But you don't stop nor do you care to. You think, well, if its such a problem then look at something else.

In its hey day video games were considered the ailment of the world. With this the image comes to my mind of Link entering a cave at the very start of The Legend of Zelda. The sage says, "It is dangerous to go alone! Take this." And Link takes from him a wooden sword.

If kids are taught better to be alone they are better taught. *Why* do they have to be social? Too much socializing seriously messes a kid up. Especially if bullied, bit along with other things: fighting, feeling insignificant (insignificant to *who*?) Along with a great number of maladies. Individuals play games. Socially constructed children bake on drugs. Get pregnant too soon. But a kid that has learned well to be alone is truly superior.

Oh, forget the school work. There are scientific calculators. And increasingly there is AI and robotics doing the work. Let her or him learn video game history. Software will eventually correct grammar automatically.

I don't believe in mandatory education, personally. We need a type of person that is inventive, creative, and entrepreneurs- and they are not made in the current educational structure. So I say, home school.

NEXT

I used to be Satanic

During my earlier years I was a devil worshipper heavily engrossed in Satanic music and films. I was simply evil- seriously, seriously evil.

I wanted to murder my parents for Satan. I used to hold a butcher knife in hand contemplating parental sacrifice, and when not them, a stranger- perhaps a baby, or else an animal.

When I was thirteen I threw a rock at a bird and broke its neck. It could no longer fly. Its head, hanging down.

I would walk for long periods in the desert “meditating Satan, darkness.” The music I listened too was Slayer, Morbid Angel, and Danzig, among other things that empowered me satanically (psychotically *evil*.)

I aspired to find a Satanic cult. I had heard of them. That they visited with Satan, and had enormous power. And I performed magic to bring this about, and was successful.

But when I was about sixteen, I wrote a letter written in blood to a Satanist from a pen pal list. The letter was returned and my mother was crying saying she called the mental hospital and I was ready to be taken in. It changed me. I slipped out of Satanism after that and became again Christian, as I *very* much was as a young child, and baptized when seven.

NEXT

My understanding of some passages in the Holy Bible

Speaking in tongues is not speaking in gibberish. It is speaking different languages. “Tongues” mean different dialects.

Noah did *not* travel as from Israel to Israel.

This helps to understand early verses in Genesis better, "In the beginning a bird, perhaps a pterodactyl, was in distress."

When Jesus said, "I am the truth, the way, and the life," He said it in a very dark (somber) state as trying to see through a impassable void.

While Jesus Christ was on the cross the "curtain of the temple" torn open. It was then revealed to him the hatred and mockery Man had for him, and he was ashamed.

NEXT

Don't venture out too far

When someone pursues something, usually delving deep into it is good, even one of the best things on Earth, to, like a Christian Satanist, be enraptured.

Sometimes cleaning invigorates us. It must be a feeling like after realizing its easy, begins to proudly clean everything. For me doing certain things certainly desirable, I can't stop doing them.

A good habit to remove stress for me is to drink ice tea, cup after cup. Smoking may be a malice but those that do are less stressed and never bored.

I once tried over a course of an entire night create this perfect image. It was a dragon with a six horn crown, Udjat eye/ eye of Horus, yin yang stinger at its tail, phoenix wings, and a lightning bolt tongue. Try as I could I couldn't create that image very well.

There is too far someone can go into a process. Like enlightenment which separates you from reality and the ordinary art world, a place in the clouds, a place not down to earth.

NEXT

New Mexico

New Mexico is a place under Mountain Time. It is also called *universal time*. The Scientologists preserved the writings of L Ron Hubbard there. Heaps and heaps of ET games were found in a landfill there.

It is considered the most likely place for alien/ UFO sightings. It was said a UFO crash occurred there in the 40s.

New Mexico was the place where the first atomic bomb was dropped. The bomb itself was created there. They dropped it on a strange beach like place known as *White Sands*. A beach of white sand, without an ocean. On New Mexico as well there is a salt lake- something very irregular, out of place.

New Mexico isn't actually all desert. The Rocky Mountains forge through it, there are heavily forested areas, snow capped mountains, and lush hills. But it is altogether an American state that stands apart from all the others. It's poor, for some, while others are flying hot air balloons.

NEXT

Christian Satanic "Devil Worship"

That is in quotes because it is not really Devil worship. The Christian Satanic term for it is more accurately labeled as being "Devil Revelry."

Our approach is to celebrate Satan and demonic, or even angelic entities. They are our brothers, sisters, mothers, and followers- and all of them our friends.

So for is it is about being children or siblings from them. You may take a doll, it could look like a devil, Satan, an angel, troll, hell, even a Mickey M. doll. There is sweet things to eat as a feast, or a cake, a cake of a marriage between you and these entities.

If you carry a crystal rock, carry around a doll, eat sweet things, glide high upon swings, which is the best way to take over heaven, then you are worshipping devils/ angels as a Christian Satanist does. But it's not all play and no work.

Play is reward- work is merit. The work you do can be sourced from either Satanic, Angelic, or of both intertwined into one. Remember, part of being Christian Satanist is you can periodically be one or the other. These accentuate your overall Christian Satanic existence- however, you must eventually swing back to center to maintain and remain Christian Satanic.

NEXT

Rome is forever

It is certainly Christian Satanic to resurrect the things of old, which formally were the greatest of things. I say a “new Rome,” brought back.

And with so many other things. It is like a Christian resurrection of a Satanic entity. Of these things I'd certainly like to come back to life in full? SEGA, Linux, the Satanic Panic- Diabolical Satanism (sounds like such a good name for a new book) the Church State as *Christian Satanic*, and a rise in power from the Scandinavian territory- as Neo-Vikings, if such a thing could be well redone.

To bring it back twice means it could always be brought back again. And to bring it back a third time, it would never die. With

the Roman coliseum- how grand, but how would this be brought back in a form that could be? And still be in all its splendor?

The Roman coliseum- it made sense. But the 1,000 pyramid *how so racist!* If SEGA could return and thrive, he that caused it is capable of anything. And that is a task that the Christian Satanist could do well. If even by plotting seedery.

NEXT

Thirteen Christian Satanic Statements

People who don't take the time to learn things for there selves don't want to do things well, they want things to be done well for them they have no direction in life and never are able to live without a person nearby to have done for them and pretend they don't understand instruction, or else ignore it all together. It's a nuisance for them, being directed into directing their life, its too much understanding for them.

..

A good lesson can be learned from a productively disastrous occurrence. Sometimes choosing to continue despite having become lost is the only way you'll get back home. These are incredibly difficult situations. You could be painting and mess up. You could be performing music and play a few notes wrong. You could be fired. Or any number of things that would demand you to continue despite such mishaps. Continue. It is the best lesson there is in perseverance.

..

A day of sleeping and a night of sleeping- always sleeping, tossing, turning, with no thinking. Passes a life, a choice to be

dead, never to arise. *This* is the worst state to be in, especially when young. Some people who are old doing this are just preparing for the next step, shutting off.

..

God probably supports the Christian Satanist. Christian Satanists don't ruin people's lives, self-righteously. Christian Satanists don't buy heaven. They aren't paid by God or heaven. They follow God without reward. They disregard any possibility of going to hell. Nevertheless, they follow God. And they aren't assholes that shove Jesus down other's throats. And they carry the cross, even though it's a cross of a different kind. I think it's the best kind there is: gold and diamond encrusted though much he..

..

Determination and Resilience are indicative of one that has truly mastered his will. He has blocked out all self-doubt. He's come as far as he set out to. And has surpassed pressure to quit, even monumental blocks. But it is a sad case when someone has gone half way and quit. Little excuses creep in. Reasons that reasoned his goals aren't so important, probably over-estimated. Or a realization that he acquired contentment, if he was to quit.

..

Creating something once that lasts forever really does consecrate and preserve a state of *you* and your spirit as material substance on earth. It is like a picture that preserves a very simple state of you, freezing it in time. Those pictures are becoming more *you* frozen in time. Now the pictures can be made to move. Now you can hear the image, your voice. But how deep will the rabbit hole go?

..

Why do people watch the news? Or boxing? Or war footage? They do because despite all good wishing intentions a person has there is nothing better than perceiving a more free and brutal side of life. People do want law and order- if only because it protects them and those they love. Actually there wouldn't be laws as we have them if justice only involved its receiving person. But we have laws as we do because we want our spouse our own, a daughter not raped, a son not killed. We all want law and order. We *do* need the police dispute any personal experience with them (though there are some exceptions.)

But as for impersonal protection of others it is apparent we don't are. If the news is any proof, we delight in the grave misfortune of others.

..

There's no time to waste in life. Especially because everyone is. That is to your advantage. If you dedicate yourself to school, college, learning something well and employable, to strive for success, to get it ain't easy.

..

These healthy ideologies are ridiculous most of the time. They'll say that artificial flavors, gluten, fiber, vitamin C, and trans fat- whatever an element of food is- is known, thoroughly, to no real use. It's bizzare. What they eat, they know that way? Why not just moderately eat what you like?

Why have it fresh, all natural? It doesn't taste any different. Cereal with milk has all the vitamins and protean you need. Do you need a diet of heavy fiber? Is your body that retarded?

..

Life as a masterwork is its greatest opportunity. This surpasses love for sure. For every love song there should be two about victory, both personal and of a kind (such as for the Christian Satanists) even if they are blaring bragging. *That's obnoxious!*

..

If you take yourself as a whole into insight and consideration, what kind of person are you? Pragmatic? Resourceful? Endearing? Resilient? Successful? On the right road? Optimally educated? Optimally capable, functioning, emotionally developed? But wouldn't you know it, it only takes a little the best ways. No matter how well developed you are excess is of no use. Maybe you can endear. But likely you won't ave much of any struggle to have to use it. Don't bother with stringent personal development, to understanding all the secrets of psychology. All that matters in life, really, is good food and good music/ entertainment, and such other simple things.

..

Pass by those that would control or practically enslave you with their poke- balls. If you don't get anything from service but service than shun it. If it is your obligation, responsibility, or a requirement, then do it if its in return to what you've received by it. The Church people know, to gather new members make current members be doers of good in the publics eyes.

..NEXT..

The most important practices of Christian Satanism, and the Principle list:

- 1.)Knowing your tastes. Knowing well your favorite things. Knowing well what you like.
- 2.)Remembering. The best way to do this is by using a basic dictionary and remembering things in life word by word.
- 3.)Finalizing. Being the final best, as well as can be.
- 4.)Optimal- pathic reasoning. Which is self described.
- 5.)Sensuality/ pleasing the senses as well as you can, such as taste.
- 6.)Visualization- thinking, visually, to music, and possibly enhancing this with taste.
- 7.)Pride (having pride.)
- 8.)Thinking on the bright side.

THE PRINCIPLE LIST

PERSON ONE- BIRD, HAND, STAFF, RED

PERSON TWO- GREEN, RABBIT, SEED, STAGE

PERSON THREE- GOAT, WHITE, RING, THIEF

PERSON FOUR- RED, WHIP, CAT, FAIRY

PERSON FIVE- BROWN, BEAR, BEE, CANE

*PERSON SIX- YELLOW, RODENT, DUKE,
WIND*

*PERSON SEVEN- BOMB/ BLAST/ WAND,
BLACK, BEAST, FOX..*

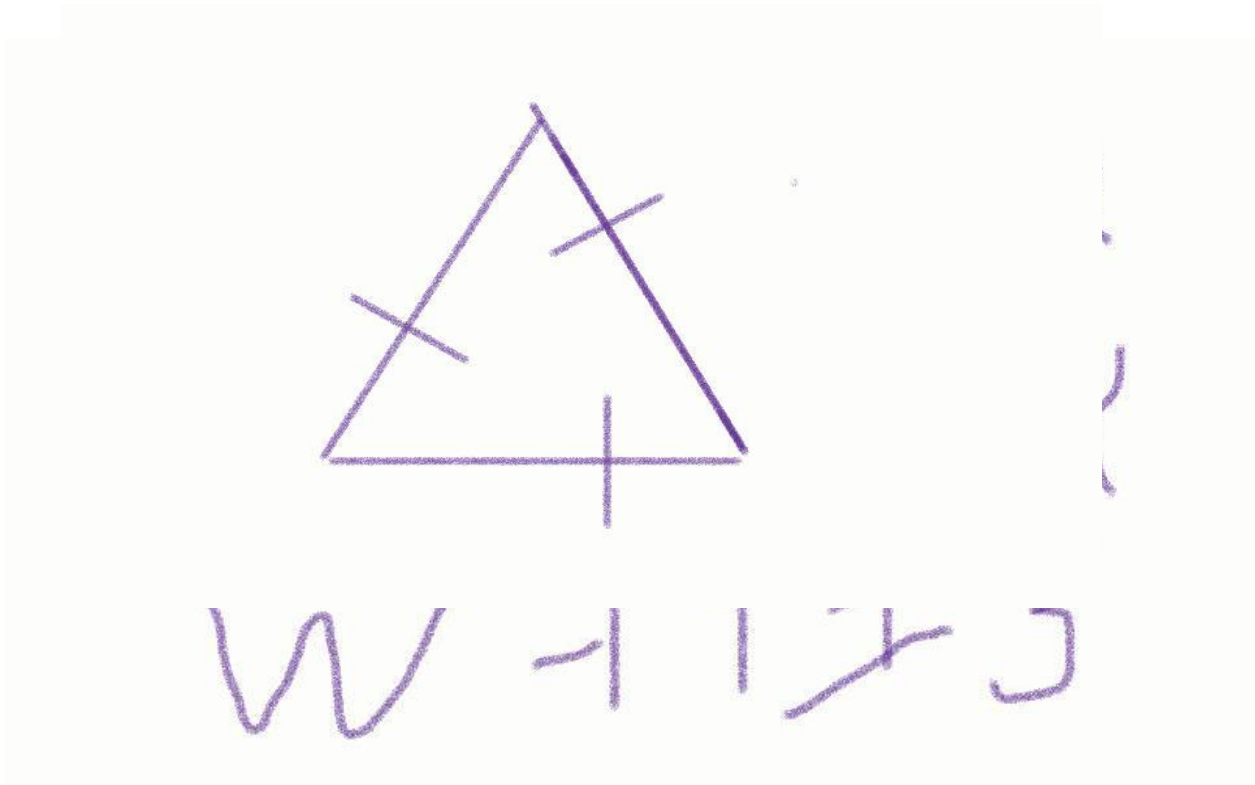
*PERSON EIGHT- YELLOW, TOAD, HORSE,
DUST..*

PERSON NINE- BLACK, TIGER, WORD,
ASSASIN..

PERSON TEN- BLUE, ELEPHANT, STONE,
SPIRIT..

PERSON ELEVEN- JOKER, GOLD, SWORD,
SWINE..

PERSON TWELVE- PURPLE, DRAGON, MASK,
CANINE..



PART SIX

I do so love iniquity

The cross of the Yasatic is a heavy golden one that only a Christian Satanist can carry. It is a Christian shined Satanist with that cross that must be either hot or cold but never luke warm. That means that you must take choice whether it is of edge or double edge, bit not blunted. People are vicious. How could you know- but they are. It may have been the good choice to straightened them. But in time it becomes clear that to do well in life you've got to be reconciled and straightforward with others- good and decent. But who taught you these things early on life? As people want people to be treated well with sensitive respect, so people make people. In dealing with others the most substantial thing to remember is all already found in empathy.

NEXT

Bullion, Savings bonds, or commodity?

If the economy fails and currency becomes worthless the what would have prepared you best? With bullion, of any kind from copper to gold, you just have metals that aren't worth much. If savings bond fails along with a bankrupt government, they are of no use.

But commodities entail having precious items that can be bartered- such as for food. These things are best as being things people regularly need. Lighters, fuel, clothing, small solar panels, blankets and non perishable food are all good choices among many.

NEXT

Churcher Messages

To be a Trash Author – write on trash, preserve it, and throw it away or place it somewhere. One way to preserve it is by placing your writings in a plastic bottle, or a pit.

The Christian Satanic Church can be a such place to do this. A member, having carefully written on paper- on the topic of Christian Satanism, art, or music concepts, inventive ideas, or all the rest- can have it encased and preserved by the o es operating the Church.

But the same can also be done with memory cards- in which case digitized art or ebooks created by Christian Satanists would be preserved by the operators of the church.

NEXT

Would you do the abominable?

It's been my experience while being Yasatic that my soul, feeling victimized, came to fury. I account that my income was lost and I was suddenly made homeless. *Where are you?* I thought of Ya. He was altogether absent. I believe that Ya didn't want me to be *both* Christian and Satanic. And if so, it worked. I gradually began to experience remarkable things- diabolical things. First I had began praying against Ya. I'd stand on the corner of the street and pray to be made everything Lucifer. After that my life began to rapidly change.

One night I was praying that Ya give me a "erroneous" divorce. I hadn't thought much of that. But one day I was wondering how to get out of poverty. I mused, maybe I should marry Katy Perry! Then thought, nah.. And I got a plastic bucket from the trash in an area of San Francisco called *Fisherman's Wharf*. I put in that bucket sugar. I said *"I'm married to sugar and nicotine,"*

Some people came past me and heard me, these Christians that said I needed God. So I spat on their faces. Walked a little away. Got knocked onto the ground by some police, landed on my ring finger, now and still broken. Looked at it and kind of very naturally said, "I'm married to Satan!"

NEXT

God the Barbarian

If I like Ya for any reason it for his use of power. The four horsemen, plagues, poetic justice and story telling- making his creation characters- are u der appreciated traits of God.

This is natural to a Christian Satanist. As what the greatest thing about God, a Christian will say *his love*. Ask not a Satanist, and a Christian Satanist would say something of His darker traits.

Ya goes off into poetic prose of how He will destroy something, and mostly follows it to the letter. Maybe with a little changes. Like Jesus who said well Elijah didn't come back, except as John. John is Elijah.

NEXT

Fantasy, not faith

For a Christian Satanist the word is fantasy, not faith. God is imagined- imaginatively, and the Devil, too, along with other entities.

If faith at all, it is of fantasy being true- that is Christian Satanic. In that science is in fictionalized fantasy, as with magic, it is not a temporary lapse of truth to become absorbed by fantasy as all things *can* and somewhere *else even so very far away*, is reality. That is, far away from the normal realm of human understanding, where the lines are so infinitely blurred.

To capture fantasy and contain it, it can magically be manipulated into the truth. It flows in so many directions. Those directions can be magically steered.

NEXT

The Eighties and Early Nineties

The 80s and early 90s were so far the most Christian Satanic times. If you are going by how some Satanists and Anton LaVey would describe it, whose word for Devil Worshipers were a malevolent people called *The Christian Satanist*- those responsible for the "Satanic Panic" at the time.

Of Gargamel whose powerful words thundered out "Ravage the land like never before! *Total* destruction from mountain to shore!"

Many of the cartoons of the 80s had sorcery and Satanic lore. Heavy Metal and its many offsprings surfaced in the early 80s and in many areas of is still, today, going strong-thundering forth as a storm that never died.

This time produced many Satanic villains- produced much Satanic entertainment. D&D lead to RPG games, to Final Fantasy- a game that has always been evaluated by bored ministers who must live in a Satanic world to be of any use.

Probably my favorite films from the time was *Legend*. And certainly the most Satanic of book types can be narrowed down to Del-Ray 1980s books- their books of the entire 80s decade.

Satanic aesthetics were very present at this time- in the style of the punk, or the goth to come, a bikerish style otherwise, people in black, appreciating Satanic/ wicked/ even diabolical things. At that time to be a Satanist was to be a villain. But that changed in the 90s, to the state of gangster. And now? Well it seems the villains are terrorists. Let's I've them all the Devil's touch (of death.)

NEXT

Looking for images in the clouds

Now this was incredible to me that once I saw a cloud that distinctively looked like a person dead, as a laying body with a face looking upward, arms folded. I said to my friend, that looks like someone dead. Then, later, on the news, a day or so later, I saw that cloud on the news and family saying they saw that cloud, it was a message to them that their deceased family member lives on.

I have seen different things in clouds. Once I've seen death harvesting above. But my favorite image was what I called a *Will-Be-Done*. That was a flying machine with a simple digital face (eyes two lines, mouth was a line- a simple face) and a man with a paper tablet something like Moses with the ten comandments- though not stone, on which the man wrote instructions. The flying robot had a bendable and thin metal plate to slide across his tablet bottom to up, and executed his wishes.

Not much to say on the matter. Clouds can show you astonishing things- for those than can actualize and form from the abstract. But I did remember something I seen that

stood out, what I call *Whorg*. LEXX had the Mantrid drones-hand and arm drones. Star Wars had the clones. And Star Trek the BORG. But *mine, mine* would be *Whorg*. They'll f**k you to death.

NEXT

Like a sword, like a boat.

The Christian Sword is a sword of truth- *Christ's* truth. It is forged by hammering within them self the Christly.

The Satanic Sword is a sword incorporated into Satanic Magic.

But the Yasatic Sword is the sword of one's like. That a black smith of one's life they take precious metals, carefully selected, carefully culled. There may even be ruby gemstones attached- or even diamond. The blacksmith forms its appearance, melt the rock, and bring forth his sword.

This would certainly not be accomplished easily. Ones life is not so profuse if he sits around. But rather with much work and success of what ones life becomes could he brandish it a mighty, everlasting sword.

The boat of a Christian is the boat that Christ calms in the storm. The boat of the Satanist is carefully made, and carefully used safe. But the Christian Satanists boat is the grand reward of fulfilling purpose, acquiring success. Their boat is a boat come to shore, the reward of work that seemed

never ending. But having pulled through will his reward shine as a star that leads unto him his ship. And that ship, boarded, into the promised land, of which she is part.

NEXT

AI on the horizon

The future is looking good with *Artificial Intelligence*. AI can now differentiate, recognize, and identify images. It generally “knows” what someone is talking about. It is capable of responding to a myriad of instructions. It can beat the best humans at chess and poker.

In a time to come it will drive us places. Such a thing is likely soon. And I imagine that often people will not bother to go places their selves. They just have AI operated things go for them, collect, and return.

A person is being driven inward- and generally people prefer synthetic socializing. If it were more realistic, anyway. And the next step in that is blooming (halograms.) One could travel 1,000s of miles, but in super- realism produced by solid holographic images and the ability to see anything anywhere- why be there yourself? Are you really missing anything?

I really like the idea of a 2nd Reality home. If they can have limited space, somehow, that would be incredible. The ground of it would have to move underneath your feet and effectively, while you are really just walking in place. I think after the advent of this and some time afterwards that it is

well enough easy to create, all of a person's place would appear small- but without borders inside.

The future is altogether exciting, isn't it?

Someday inhabitation of Mars could be child's play. Someday anti gravity devises, too. Maybe if they could produce a glass under the vehicle that it rolls over, who knows.

The best benefits of AI are not all yet known. But think of something that could benefit you that needs to be intelligently produced, and think beyond that- not only could they intelligently do, they can super- intelligently do. And they can do it with a better frame/ body, it would not be limited to the human form.

So what could they do in the ocean for us? What could they do in the deserts for us? In our home? In the stars?

EE

PART SEVEN

Game Ideas

1. The characters age (go from young to old.)
2. There are laws in the game.
3. Seasons change in the game.
4. Items can be made, as from collected metals, or crystals that empower swords, and potions from various fluids/ herbs.
5. Books document how to create those swords, potions, etc. Some have to be found, others purchased, and others earned.
6. You can hire people- as to eliminate challenging enemies, or to receive a ride, or creative things.
7. The most common enemies come forth when law is broken- like when you steal. If you are exiled from town, you must become or have another character enter it for you.
8. One law says that certain potions are illegal. You must be hidden while you make it and evade possible searches. These can be sold, at risk- easier at night, in certain neighborhoods, etc.
9. You have jobs to do, often errands, and the higher your rating at them, not only do your skills and employability increase, but so your income.
10. Let's not have those jobs too cumbersome, but interesting, and incorporated well into game play.
11. There is a library of many kinds of books. Some are actually adventure text- based games. They are an alternative way of playing the game as a player may obtain items and other things through them.

12. Other books say where things are hidden. These books may be purchased, and they are helpful.
13. The gone characters go to the afterlife of Nirvana, Sheol, or Ghost. As Ghosts they can still help you, and be resurrected as possession from a graveyard body. If as Angel they can be messengers or intermittent, and as Devils can be summoned.
14. Tithing to the Church let's the Angel help you, in so many ways. And Ghosts are brought up through a ceremony.
15. As it becomes winter in certain areas it will slow, and stamina is decreased. In the heat of summer a character needs more water, and slower movement. In summer less armor, in winter more clothing- which will increase stamina, and water vitality.
16. **Automatically shifting music. About forty single line melodies, chords, and percussions are present playing in different order. So the music is always a little different but kept much the same. For example melody one is played then skipped to five then back to one, to two then back to five. But this too is very important: when certain actions are performed a certain melody/ chords/ percussion is played, being the same coinciding.**
17. *If* this is a 2D RPG then the screen flashes a larger character image of the character image. *Or* it could have four screens in one, for each character. On the bottom of any screen, this four screen or one, are four (or if there are five characters, five) easily identifiable symbols if status. The character screen in use highlights the acting character for easy differentiation, though the other screens are seen well. The enemies and characters are zoomed in on while acting.

18. **According to where you are in the game the clouds shows you visions. For example, you slayed an evil king. The clouds in the sky form realistically enough his slaying, and, let's say, shows you getting his crown. Two or more consecutive visions in the clouds could appear, hinting at what will happen.**
19. Birds in the trees speak things. Very simple, short things like "I wouldn't go that way," or, "follow me!" Perhaps if you have a special items you could hear animals talking- or stones, or to generally make the world more alive.
20. Some money given is automatic. You can create a budget to automatically spend it on those items within it.
21. Coins fall from the sky during certain weather- during the day of that weather. During the nights of a full moon coins that shine with light do.
22. Randomly a number appears. With one of four buttons pressed as many times, treasure or coins fall down onto you, with the right button pressed. If you press the wrong button then a small percentage of your money is taken. When done right, you get that money back- this raises and decreases money, causing for the player to save money until further game play, acting as a savior sometimes.
23. In the spring herbs grow and medicine can be made from it by hire, or if the player has learned chemistry. Or herbs may be sold. And during the winter s/ he may need them.
24. At the beginning of the game an urgent message must be delivered by the player to the nearby kingdom. That message isn't easy in its delivery.
25. The game goes from night to day and season to season- under a different color system. The player has a calendar.

26. Using a grid a player can design his own sword or other weapon. First materials are acquired. Special objects like certain crystals give weapons different powers, and can be switched around, or broken into pieces, sharing power between two or more player items.
27. Four spells are used at once, instead of one at a time. But the enemy can use four spells at a time, too.
28. There is a train and a subway, a bus and a plane, and they must be used on schedule.
29. **When a certain star in the night time glimmers, shines bright, the player may be transported to another planet, one of four. Other stars shine different ways, meaning different things- such as a fallen character being able to return, whatever it is s/ he would do.**
30. When there are a triangularly rowed set of stars and the player draws a line of a triangle from them, s/ he may choose a town to teleport to.
31. A graveyard on a full moon has many ghosts. A wooded area, a werewolf, and such as that.
32. **The world should change in this game to good detail, based on time and season. It brings diversity of gameplay, shifting focus.**
33. When a scandal of a color is lit in tour room when you venture out it will aid you until it burns out- such as warding off enemies or increasing experience points, or money, or chances of finding things.
34. You can hire a team to bring in stones and wood to create your own dwelling and you can be hired by a manor, king, lord being financed to construct something such as a temple and share a portion of its proceeds. The idea is that you must explore the

area for what you need. And at a cost can hire a person who would know where it's at (so the player doesn't get stuck.)

35. There are magic ponds all around that when you throw in a stone, it becomes magically charged, temporarily. It is a good thing to do before you rest.
36. You are called to, you are called to do errands, or receive a message. If this I'd a fantasy RPG- then it can be an angel or demon- or more simply a spirit, that comes to you (on behalf of, say, a wizard.)
37. Some resources are abundant, but still limited. The more you cut down trees or take plants in areas, the ever further you must venture to obtain more. Around towns material is limited. Further away it could be very plentiful.
38. **In the story the main player rebels from the sides of "good and evil" and go beyond that- declaring her/ himself grey and slowly forming a new, surprisingly ample and powerful race known as "The Grays." Which, considered dangerous and heretical, are vehemently opposed.**
39. At one point of the game a certain clergy man, one highly influential, must be convinced, privately, to join your team. When he's made to he works for your team in secret. He obtains secret plans..
40. Other characters, about four, one each at a different time, comes up to you with help in your cause.
41. Different wood burns differently. But to lessen a possibly cumbersome action it is only really needed during the winter. As you tend to your warmth and well being during the winter- which is much a time of greater seclusion and rest- your vitality is better in the spring.

42. Stories are told during the winter- complete with scenes- if the player wishes to hear them.
43. **Codes imputed with the controller make the gameplay more accessible. Instead of choosing through a possibly long menu the player presses button codes. For example instead of bringing up a menu to save, select an item or should flee, the player presses A-B-A-B.. To choose an item to buy from a simple list s/ he can press one button as many times. Or even to teleport all the player has to do is something like A-A-Left-Right. Or to a different area- A-A-Right-Left.**
44. Four characteristics define each character. This is something like each player having a job class, but more intricate. Each player has a color, a weapon, a mystical item, and a beast/ spirit- such as a dragon. So ones four could be a dragon, the color blue, a sword, and a ring (ring being the mystical item- which can also be a mask, a cane, a cape, etc.) If her/ his color is red, red more greatly pertains to her or him. That color may show itself to him or her during gameplay. And that person has more compatibility with things of their four elements.
45. Strange clouds of different colors. A red cloud means seriously dangerous enemies are ahead. A yellow cloud means treasure is around. A blue cloud means (?)
46. Seeds are used in this game with different results. One grows a beanstalk where treasure may be stolen above in cloud land. Another seed attracts birds. And another ..
47. **Games incorporating magic are altogether of use on enemies and not beyond that. But like conducting an orchestra is magic used on all the world of this game. First you strike the ground with a bolt. Then you use a spell of water, and you have made a well. Or first you use a bolt spell to knock down wood in**

coalescing with magic, eventually make a cabin- all with magic. Using the bolt spell five times could arouse an automatic storm. Casting wind on a pond a few times will drain its water, perhaps exposing treasure. This should feel something like conducting an orchestra fluid, precise, and nice.

48. Herbs can be thrown into small ponds producing a healing place that lasts. So throwing in certain herbs, some that restore HP some that restore MP or remove status ailments can either be ingested, for more temporary results, or put into a pond to extend their use.

49. In going to another world (of which there is a total of five, including the one you are on) each should have its own specific nature, and each should differ greatly, because if they aren't different there is no reason to travel. One can offer exclusive treasure. Maybe that's all its good for. That one could be medieval- Ren- like. Another, however, scientifically advanced. That fiest- perhaps outlaws science. Another- just a place of sheer fun. Along with the last being a place of pure evil- that makes a good formula. I'd at one planet is very near another and is easy to get to while others are farther apart. There could be a time limit on the open door to travel between worlds. One is easy to get to. But another more difficult- this makes the latter more desirable than the other, in making them more different. And one planet can be a very bizarre and spooky place, filled with witches and mystery, storms and wicked houses. (The trees there talk, and the environment conducive to magic in mysterious ways.)

50. If you see a falling star hold down the A button and money will fall from the sky.

51. This games monetary system is based very little on defeating enemies. Much of it is based on lucky circumstance, or by doing

hired tasks, collecting things like herbs and selling them, or selling treasures found. But most of these are just circumstances where you must be ready- such as during certain weather coins fall from the sky.

52. Enemies aren't found very much in this game. The player is more likely to bring forth enemies by breaking the laws within the game. Like if he steels or is caught- not sneaky and covert enough- because the characters played are wanted criminals.
53. This game does not have many game overs. If you are overwhelmed and imprisoned- then you are. Otherwise there are little to none other ways it'll happen. But as for getting arrested- that *should* be a game over point. Otherwise the player won't bother trying to move around in secret and avoid the law officers.
54. Wearing pendants have each a unique effect. A crescent moon pendent gives you super powers during a crescent moon. A full moon wolf pendent makes you a werewolf at night basking in the dark and tearing up the earth for treasure, and makes travel quicker. There should be many different pendants. A star pendent can bring down comets to crash onto the planet, devastating the public. A water pendent can allow you to walk on water. An air pendent can allow you to walk on air (like they are stairs.) You can wear one at a time per character.
55. Rings give you magic- the higher the level of ring, the higher its power, the stronger its effect. If you have a level one bolt ring you have to use it many times more for it to have the effect of a level five ring- but all spells are available on the first ring to the last. Except in groupings. There are four groups of separate spells. -and up to four rings worn.

56. Magic is used by inputting simple codes. A is Fire, B is Air, C is earth, and D is water. Type one is up, Type 2 is right, Type 3 is down, and type 4 is left.
57. **Things are viewed differently by holding A and either pressing up, down, left, or right. Holding down A and pressing left shows you possible enemies. Holding down A and pressing up allows you to see possible help, holding down A and pressing right shows you obtainable treasure, and holding down A and pressing down brings back normal view. Holding down B then up= sight through walls. B then right= show a circling view. B then down= see through other party, or return to previous party. B then left= see map. And B then up= return to normal view. Though that last one (normal view) should be the same directions as of A. This makes for a seamless view of different perspectives and it alone nicely occupies game time. Its easy to flip through and helpful.**
58. In the start of the story four angels come to you in the night, Asha, Mista, Brea, and Roca. Asha speaks saying you must break into the kingdom and steal the King's crystal, and return it to Daliah- its rightful place. So the main character goes forth and is aided by the four angels to do so- guided to it, without confrontation. Then the four angels lift you into the heavens. This is repeated with four other game characters (the primary bond) until they are all at the same point, a temple. Once there they are told it is their destiny to venture forth from here, and to simply go. Outside a solemn heavy sound of music plays, stars fall from the sky, and things become as winter, suddenly. So then they go forth to the only near area where some of the story is made known.

59. The four angels come back, from time to time. They always accelerate the purpose to the next point and have you steal a little at a time the “Artifacts for the New Kingdom.” And by the end of the game that kingdom is yours.
60. At the start of the game the four primary characters receive a crown. Those crowns have certain other characters in the game recognize you each for who you are, and occasionally a person will flatly- kind of abruptly- give you special things, money, or help. But the kings come to detest “those of the four crowns,” of which they are gradually made all too famous. But as a dictum, the four angels said those crowns are not to be removed. Which is good- as the kings have many enemies and these crowns show their opposition. Very well in fact, these crowns identify the counter- force.
61. **Magic points are used in a different way- are consumed differently. There are four bars of color on the top of the screen. After a spell is chosen either green, yellow, blue or red colors are drained. Green is the least powerful color bar to use, red is the most powerful to use. Holding down button A after you choose a spell drains some of the green color bar, as long as it is held. Buttons B, C, and D each let’s you drain some of the other colors as you choose. So to have the highest possible effect all colors are drained and the least would be a little of green. But once these bars are depleted, so are your magic points.**
62. Meat for survival come front slaying beasts with magic or fishing. You can carry as much as you want and sale what you don’t need at any time
63. There are paintings on a wall that are entered into which entail the changing -correcting- of the story back to its proper state.

64. The player can put in front of him a platform – straight ahead or up and up like stairs, to walk on air. And that platform's speed can change. You can also fix them into place. When A up is pressed you can walk on any nearby upper area. When A down is pressed you can walk on any lower area.
65. The game indicates that you must hide or escape, such as when the king's men are ahead on the trail. You can also hear clanking when this is about to occur. If you can, get off the trail, and hide somewhere, such as some trees.
66. You can predict when people will be home, or where they will be and where they are going.
67. The main player gradually causes the enemy kingdom to fall apart. This is done naturally as the King becomes mad and violent about finding and executing you, and slowly you receive many allies. It is also that during the game you sabotage and even frame him- or at least expose him as a fraud when he tries to frame *you*.
68. The game rewards your progress by filling your home automatically with good things coinciding with what you accomplish.
69. A butterfly effect is in the game and it tells you what all will change in the world due to your actions, and offers suggestions of change you may desire, which- the littlest things make the largest differences. This can be done as like jumping into paintings to jump into the past.
70. It may be that you spare a dragon monster and later that comes back to bite you. Or that you disregard a sword that later you found out was enormously powerful if it was fixed.
71. There are jobs in the game that the gods reward- like sweeping, feeding the birds, bringing in water, or “beautifying”

any area. Many times you are asked for help, and can haggle the price, but something like feeding the birds are rewarded by gods.

72. If you sit around or loosely play the game for very long you begin to have nightmares, and those nightmares become troubling reality.
73. There could be casinos in the game with monumental rewards.
74. There could be auctions for some of the best items in the game.
75. The Kings may arrest you with different casualty incurred-some of it gruesome. Sometimes your friends may save you-through a fight. And sometimes you must yourself fight your way out as in a coliseum. And yet if you are crucified your friends may remove you from the cross.
76. When birds in this game are followed they each of species lead you to different areas. If you want to keep playing the game as you would in spring then you can follow them to.
77. There are abandoned houses where keys to them lay hidden.
78. A fire wand melts the metal doors of some tombs.
79. A bolt wand removes a boulder from in front of a tombs door.
80. A water wand removes fire that blocks a door.
81. And an earth wand crashes such a door open.
- 82. There are hints in the game of an apocalyptic world to come. They'll say, "the moon will turn red," others will say, "violent storms will come forth," and others, " monsters will come upon the land in great numbers." When these things occur, the player will now a great change is about to occur.**

83. The more you hire a person, the more available they are to you, and the better they get.
84. They can be hired to body guard, find things, complete normal errands of the game, teach you secrets, guide you somewhere, give advise, teach you spells, and tell you things otherwise easily missed.
85. In your home is a chemistry books citing what herbs mixed together would produce. In four actions you make them. Place in the right herbs in the right amount, boil them, cool them, dry them. Then they are ready to use. They can be saved or sold.
86. Inside your room you may rest, healing yourself. There is also a book inside that enters you into a 2D fighting game. Artifacts for that game are found separately in the normal game and those that are are used solely for that 2D random battle game. Some artifacts let you get further in the 2D game, making more opponents available. The reward for victory during that game are higher stats and money. The character travels on a basic map in it, something like a board game which to win brings up another board game board.
87. At one time in the game the king orders some of your supporters be thrown into a volcano. But they live on, as spirits. Those spirits have a major part in attacking the evil kings kingdom, causing many of his soldiers to go mad, right at the perfect time.
88. In this game the player can defend into hell to learn black magic, complete with interesting sigils, or to heaven to learn white magic- fitted with harps. And grey magic is learned in the normal relm. In fact for some time all you are learning is grey magic. Then, if the player asks around the right way, and after finding a rumored magician, that magician suddenly takes them to one heaven/ nirvana, two hell/ Sheol/ hades.

89. It could be difficult to leave. Things pose a challenge for it. And Hades, perhaps, is all too interesting a place.
90. The player also gets help from the angels in heaven and the demons of hell. They can form pacts/ compromise. That in hell you do (rather wicked) service in exchange for a powerful item or summon. But if you fail to do your part greater is taken from you.
91. When horses are cast with a bolt spell/ lightning, they are much quicker, temporarily. When they are cast with an air spell, can ride the Sky's. And when fire is cast upon them may become needed meat for survival.
92. There is one very powerful kind of crystal in the game. When made into a pendant it let's the player travel around like a god, if just a weak one.
93. There is a hole in some places that lead directly to hell. Most mountains allow you to ascend to heaven.
94. And when angel wings appear in front of you and you approach them, you can fly, even to heaven.
95. And if you cast quake enough times on the ground before you, the gates of Hades are open.
96. Some spells require ritual and certain environment. For example a spell may require a full moon, another fog. Some require a star in the sky as "when there is a golden star up high," and then some may require you have certain herbs in your possession.
97. But the effects of some of the more difficult spells are permanent.
98. There is a game within the game much like old RPG board games.
99. Above you during play you may opt to see like a rectangular area of what can be expected ahead. For example, enemies are

coming up, or a home, mountains ahead, or forests. You don't have to change screens or have a small grid map. And it tells you how to go back from before.

100. Spells in this game should be highly interactive with the environment. So there would be spells not typical of other RPGs, which focus more its use against enemies.
101. There is a crush spell, then. There is a break, weather changing spells, find, disappear, go through walls, walk on water, on air, teleport, etc., which should be many. These spells performed together should flow as easily and fun as conducting an orchestra.
102. Some times something in the game cannot be completed unless performed procedurally, the right way. So it may seem doing one thing causes nothing. But doing it a little differently gets you further.
103. Game characters shouldn't e just space filling entities. If you help one often then the favor should be returned, if not right away, but nonetheless. The game player should change the game based on his interaction with characters. Maybe it might be that someone can help you with an item, or a person provides something he wouldn't otherwise, or someone you've helped protected you without your knowing- of course though it should be made known why to the player.
104. There is an application of karma in this game. What a character does comes back to him, often double. If he gives to a beggar he may be honored by it, and given something himself, even more. If he looks to find someone who it seems lost something a reward is given, and, seperately, rewards are posted. As for a karma system- to steal from the wrong person could have dire consequences, but things of good bring good back to you,

even from the guards, and when you “perma-die,” you will go “up.”

105. The use of magic in the game is sometimes based on physics. On a few screens these laws can be manipulated to effect an overall difference in playing.
106. You can collect items from the game to produce a large array of things. One thing can be used in many different ways. There is a book that lists what you *already* have and how it can be used, as well as images and descriptions of what else you could get to enhance what you have further.
107. When it rains it may pour- and if it does you must camp awhile. But the wizard may warn you.
- 108. Some trees at first come across odd to the player, different. He finds they can be climbed. Then he discovers they go all the way up to a kingdom in the clouds. And he's there awhile. One day during gameplay he sees another such tree. And from the kingdom in the clouds he goes up to heaven. Then there is even one more such tree, one not easily found. He climbs all the way up it and discovers a whole new world.**
- 109. But there are different ways of accomplishing the same thing. The player may ride a cloud, may die and somehow awake there- and when awoken there a spirit tells him he placed him there for a reason. And perhaps sometimes when he rests in his bed he awakens elsewhere, even a different planet- and told why- and told if he accomplishes a specific action he may return.**
110. On certain days of the year the towns are quite festive. Holidays are celebrated. In the story the player may use them to his benefit.
111. In the story the player goes to the graveyard to call upon some of his previous party who were killed by the evil king and

calls on them for help. They say that he must enter the grave and kill the Tomb Master, or it cannot be done. So the player's character kills himself with a sword and attempts to, but just before the Tomb Master is vanquished he drags him down into hell, and he must make a deal with the Devil to leave, which is that he must kill that king the first chance he gets, obtaining his soul. So the player goes to the kingdom and those ghosts of his friends were brought back alive- not as ghosts, but as they were before, fully alive.

112. As the player ages (as stated earlier, they do) they begin to leave the normal world and transcend. They know this is happening. Then, one day, they are gone but survive with you as help from above. Before this time they lose stamina and gradually decline. The route of the game can shift into making final amends and if done right they go "up," if not, "down."

113. All in all the game should provide a feeling of aging along with the player- it should give the player a feeling of growing with it and the importance of time. If the player waits too long to fulfill purpose then that purpose is shifted to different characters in the game whom you learn to control. And that can gradually be slipped into purposefully by teaching an apprentice- if the player chooses to.

PART EIGHT

Establishing an online personage

As the internet evolves into Second Reality a person should establish an online presence -and, collect, encapsulate it into

personal collective containment (persolect.) Persolect is the preservation of ones "state" online- ones presence online whether or not they are live online- ones living presence online.

The internet will evolve in its accumulation of personalized data and entertainment. The faster it gets and the more data that can be contained into memory, the more that heaps of one piece of the pie could be delivered. If you have many playlists containing every good video according to personal taste, in the future you will be able to download them very quickly, one and all.

Choose a unique username. My user name is Lucifer Jeremy White. That is my Second Reality name.

The internet will probably be come like a home. It will become more interactive. It will become more readily available, wherever you are, and more personally, more spaciouly.

NEXT

Marking your territory

There is the general axiom "War for territory." But with or without matters of war there is the easier way. You can toss about seeds of Morning Glory- or, in sprouting up plants of magic, go over what the Wiccans and such regard as magical plants, and throw seeds of all kinds around.

You could spray graffiti. I'm not saying you *could* or *should*. I'm only saying it marks your territory. But perhaps the world needs more Satanic graffiti. Where did it all go?

Then there is being a trash author. Plastic bottles would by all means be re used that way. *Recycled*. Get some colored pens, good paper, maybe some stickers, do some art. Put as a scroll into a plastic bottle and toss it about.

Just don't put mushrooms spores in the park. These days you'd be called a terrorist.

Then there are CDs you can put any kind of data on, and carefully place it, marking your territory. Or the same with itsy bitsy memory cards. And you can mark your territory online. That requires that at least a little of the day you put yourself and yourselves up new sites.

NEXT

That Shadowy Figure

That shadowy figure was ts us to dominate. By its very nature survival is a prime state but have you ever considered that Greater Survival naturally entails you either conquer, dominate, over through, or slay?

These are the four components of Greater Survival- To conquer, to dominate, to over throw, and to slay. To survive and be a *best* life form, your life form must be singular in so many ways, and dominant in so many ways.

Preservation isn't only about life forms thriving. It is more about them ensuring their own survival. What we want is everything. As we know a little is never enough, nor is everything. Man thrives to excel, to reach the greatest heights. And *this* is his most important characteristic when he was being made. Because of it, he'll get there, eventually. Without it he'd remain as dumb as a turtle. He was made to survive, thrive, to rise up high, to ever reach. He is a product told to make himself better through many millennia. We are all competing.

Preservation is not the "highest law," as has been said. *Superiority*- that is the highest law. And that is in its own personal authority. But *Finerect*- the finality of perfection, ah, what a good name for *Lucifer*.

NEXT

Science is alchemy

Science makes us all magicians. After all, we can say "lights on" and lights come on. We can clap our hands, and there is light. We can say, "play (song) for me," and on comes a song from the sixties month 5 day 9 hour 8 made recording on electronically guitar and voice from one far- past. Do not underestimate the power of science.

So we have all of these scientific formulas ready for our use and a very well limited yet as of yet unseen new uses of

scientific formulas. How ungrateful not to use! How negligent of such a potent force!

With all the fields- programming computations, AI, electronics, but to make a truly astonishing new scientific thing or discovery would take time. Most people do nothing but visually stimulate their selves. On TV, or online, and simply accomplish nothing. But this is for the better- to those that come up with something new. There are not only less people to compete with, but since only a small minority of people are pursuing better things, there are more unused ideas.

NEXT

Looking through rainbow glasses

Some look through blue glasses, they are down and out, *blue*. Others look through red glasses, and are bitterly spiteful. Some look through orange glasses, are out of place. Some look through green glasses, which is great- they are happy and invigorated. Some look through yellow glasses, they are bright. Some look through black colored glasses. They are obscured, hidden. Some look through purple glasses, they are stylish, crazy- cool. Some look through brown glasses. All they see is shit.

But the Christian Satanist, she wears them all- she wears rainbow glasses. She considers different perceptions to any one given thing, whether it is good or bad. And so she knows many different circumstances to any given thing.

Let him wear rose colored frames after he has seen through many colors. His days will be blessed, and his life good. Let him not tremble or scour over any loss, but continue forward and know the way how. Let him be uplifted and strong, never in fright, always in might.

NEXT

Don't call on that god!

While developing my interest in deities I have been attracted to the ones forbidden. I placed a video online about Shiva some time ago and an Indian man messaged me going into discourse about how destructive Shiva is and warning me.

I have found that worship of such deities is harmful- *but* in overcoming difficulties imposed by them I've come out better and stronger. Ya is also a part of this- the same things happens whether Ya does not want you to "worship" them or from associating with bad ass deities harms from both appear.

But when Ya tears down he makes better. As was the circumstance for many. For those that are all their days righteous is no real life, nor quality imposed on them. I'd be a very, very far different person if I wasn't homeless for a year. My life before was Aline with a computer, a lifeless life, someone e doing absolutely nothing.

But things changed for me as these deities and Ya placed me under a discipline to be better. One that unconditionally loves you can't really teach you anything. And what good is love? I mean really, what good is love. I want to be affiliated and associated with people and things more realistically than that.

NEXT

Second handing over recycling

All of these large number of things that are recycled- broken down, busted apart for something new, are better in their previous states sometimes, and cost money and time to do so, making something "new" from them.

I say that there should be a separate garbage collecting service that the government can sell these things, sometimes refurbished, sometimes for parts, but usually as- is, with no need to repair. Usually these things don't need to be repaired. And if they do, it's usually minor. Electronics have a very long life. People are still using Atari's and radios from the 80s.

If there is an obstacle to this, it is the market, which must keep up demand for new items. These places take brand new things- even things such as large TVs, and destroy them. The fact of the disparity between the classes while those that run these corporations are enormously wealthy is reason enough to make them *give* what they don't sell, and that the government turns them over to the lower classes-

the poor, who would benefit enormously from such precious things.

Whether or not the government sales them, but certainly the price of them should be minimal. And this covers all things that the lower class could find useful- from plastic containers to furniture, books to electronics.

If this was implemented it would be an enormous success. The fact that people know there hand me downs would be given to someone far more appreciative would make people supply them even more- and they'd ore often buy new things, not less, knowing someday they will be given to the poor.

Basically what I'm asking for is that the government create such a charity service making it effortless to supply to the poor their hand me down. Some have the hardest time disposing of these things.

NEXT

Work is more accessible, more available

As technology better enables us, more work and more specific work is available to us. Just look at this here, what I am doing. Not too long ago if a person was going to write he'd only have a type writer to do it. He couldn't share his work like I do. Back then writers had a one copy stack of papers. Then, for awhile, printers came. Then he only had a few copies as stacks of paper. But then something happened. The internet and computers enabled Ebooks. The PDF form

came, a little before it, and a great leap was made for anyone determined and wanting to write.

Another case is very much the same for composers: who once had to write by hand. Then notation software's came. They could print out their compositions and hear them being played. But it wasn't until later that the notation software allowed them to save their music onto MP3. Some of the better ends of these software's play music so realistically that they are used in games and movies.

Text to speech-sit has become more real sounding. Aside from some quirky sounds it has become very life like. And so it is becoming unnecessary that someone narrate something. This is happening in online videos. Later it could be done for any eBook.

People can now sign onto performing taxi service and running errands thanks to made internet connections. You can do any spurious work for someone, run errands, drive them places. Or you could do work for hire online- such as coding, or through charity toward projects done whether online or off. So the boundaries of work are further spread out. And work has become more selective and personal.

NEXT

The Credit Coin System

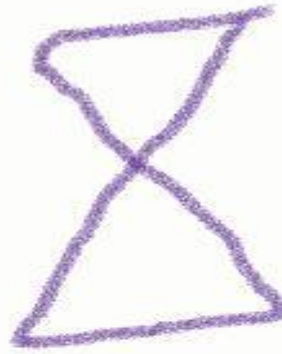
When you take a persons name and the alphabetic letters of an item you can create a number per product. Let me explain how:

If a person's name is Adam Jeremy Capps he has three A's in his name and 1 D, 2 Ms, etc. As with an item, if its called Mary's Cherry Cider, a number is made, that number being 8 (unless my math is wrong.)

That's because (my) full name has 1 M, 1 A, 2 Rs, 1 Y, 1 S, 2 Es, - as letters are available- the product name has 9 alphabetic letters according to my name.

This can be implemented into a new economic form called the credit coin system. Why? Because such a thing would bring the economic system into life. It would be more manageable. It would diversify everything. People could work more specifically for what they want, could trade credit coins, could diversify items sold and service gained.

In this system things are bought according to credit. SK a 1 credit coin is worth as much as a 20 credit coin, they just buy different things, but not necessarily more or less. And this can be enhanced to fill voids- sure an expensive phone might cost the same as a lesser phone, but service could include it, or it could be purchased a little at a time until the total price is met.



PART NINE

Oh the stunning realization of knowing you are dead. There is nothing so profound and startling to come to know the deep chasm separating you from the previous realm, and yet elsewhere you are.

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An old idea of mine is to have peoples facial features put into a number. So that a number, 0-9 from hair to hair color, nose size, eye types, etc., are each represented by about 9 numbers. This seems like a good idea, depending on any good way it could be used, and how good.

..

New demonic names can be formed from pre- existing words. This is to create new names, demonically and present for it a space to fill. Like taking the word "light" and "dark," the name can be formed of "Literk." Then, you present it as a name to be taken and acted upon. Create for it an image. The names are better done by three names, with two or three different names combined into one with each.

..

Likewise magical words can be made in the Christian Satanic use of "tongues." These are simple one to two syllable words perhaps coupled with real words in one or two short stanzas. It is up to you to determine what these simple one or two syllable sounds me. For me RU means rule, Ro means "whoa," and Ler is a powerful dominant sound. Sometimes it's good that these sounds rhyme. Here is my favorite such creation:

*"Do the shake, do the shake, do the wake, do the hip-pe shake!
-Daylight com Mon me wanna go home.*

Isa day, isa day, is a dayayay- yul.

..

Modern controversy has become different from before. While showing gory images, drug use, and sexuality has run its course. Its remarkable to me that any fuel at all is left in these intentionally controversial things. Its about to get done with its course. In the horizon there are new taboos, things which can never be. As gore, drugs, and sexuality were once considered impermissible- now are these:

Michelangelo turtle smoking a cigarette., saying cowabunga dude that's a good smoke.

A detailed and serious gay rap song.

A restaurant called "I love Satan's" which has inverted crosses and blasphemy on little plastic cups.

And to a lesser degree these fit into opposition against the morality of the day: supporting or encouraging smoking, telling children that candy and sugar is so very good for you, supporting and praising Jesus on TV, and certainly these three are intolerably immoral to most: racism, sexism, and homophobia. Sure its not proper, or even polite, but those three people are deeply and incredibly sensitive toward- especially, very especially, are those the new sins of the world worse than a myriad of drunkards, crack heads, promiscuous, Sunday late comers.

..

I hear that due to so many now watching video games instead of playing them their selves that Square Enix is having Final Fantasy have voyeuristic/ audience qualities. And that's very fitting. It has always been more story based then gameplay best. Not only that but

it is become a real world- is taking the route of having the game player be in the world of Final Fantasy their self. I used to play these games ceaselessly. Now I watch them. But I still play what I call "leisure games," games that don't require going g from level to level, stage to stage, such as: sports, gambling, board and card, and puzzle games. With these you can just sit down and play, and beat before you have to get up.

As for Final Fantasy, it has been the largest influence on my life and development. I can see it would make a good religion. There's an enormous amount of material to draw from it in so doing, compared to Star Wars, Jedi/ Sixth religions where there is little there to form a new religion. People doing so very much want their fantasies to be real, so they convince their selves there *is* a force. Maybe I should mention here: Disney owns Star Wars. Which is good! Disney was friends with The Devil back in its day.

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What an adult! S/he's become plain- a little stale, no longer appreciating things so well. A child very sensitively enjoys things: candy, toys, movies, music. If you get just a small grasp of how this was so you are yet just seeing dimly a lost piece. Therefore they are very well precious. No human being should be left alive that abuses a child- in any way apart from careful and necessary discipline- which is not abuse- not damaging but corrective, and done responsibly. Those that see children in the right light see a precious life and happiness in them. If someone sees a dancing or uplifted child and says to himself they want to have sex with it- that person should surely be put to death.

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With all the good things out there I can't resist buying used phones. It used to be you'd need a PC or laptop to do the same thing. Though there are mini computer chips now that do all the things of a large computer from the

recent past. They're just ten bucks. You plug them into your TV and if you want, can use a Bluetooth signal keyboard with the. Who would have ever hoped that a good computer could be ten dollars? The same thing happened with my games. As ROMs and emulators these games that were fifty dollars each in my childhood are now free, though pirated- but not by me. My point being that dreams really do come true. But I like these cheap and used cell phones. Wi Fi is practically every where now. Someday! It will be.

But apart from that I buy things to make the perfect letter. Snail mail letters. The ingredients to that is graph paper, rubber cement and old coins, colored pens from pink to baby blue, stickers, letter seal stickers, too, and foreign bank notes or anything small to put inside keeping the shipping the same price.

..

Of all the contents of this book my favorite inclusion was the spherical head piece mentioned earlier. While I was visiting the San Franciscan Exploratorium I was looking for a devise that the Yasatic Church could use to spiritually help its adherents. As Scientology has its e- meter, I thought that the Christian Satanist should have something of their own. So I looked around the Exploratorium and this sphere above a chair really caught my eye. I sat down and the globe/ sphere I pulled over my head. I used a switch to rapidly change colors of light. When we use it the colors should change automatically so that one is not encumbered by his hand and the process can be automated. Other than the light being the kind that blinds you, nothing with it can go wrong. As for its effect and use, that was detailed earlier.

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Book is Done

Thank You

THE MOST IMPORTANT TEACHINGS OF CHRISTIAN SATANISM

- 1.) Self inclusivity- Being inclusive of oneself- having individuality, being your own person, not a product of popular society/ culture. Having your own thoughts matter the most. Going down your own road whether or not people join you on that road.
- 2.) Optimal-pathic reasoning. Having reason that's good but more importantly reason that helps you- your psyche, your opinions, decisions, culpability, and of all other things that send you into the best way of thinking.
- 3.) Bright side thinking. This is to consider more how things are good, even how bad things could be considered good, instead of thinking about the bad side of life. In a way it's to remain positive, but more that that it's to celebrate the good things in life. And in so doing, you'll over throw the bad things.
- 4.) Knowing your tastes. Deeply knowing and understanding what you like. This is simple and enjoyable, but not done much. Very well in so trying to know what you like best you'll come to like all new things. You'll like more things, you will broaden your appreciation, you'll present to yourself more choices.
- 5.) The "dictionary of memory." This is to take a basic dictionary and go through it word by word and remember things word from word. So if you see the word "car," you could remember your first car, etc., and to do this often, lord knows what all you can re open in your mind.
- 6.) Understanding the principle list. Things in the Principle List found in movies, shows, or if you like, books. That list is:

The Principle List:

PERSON ONE- Red, Bird, Hand, Staff

PERSON TWO- Brown, Bear, Bee, Cane

PERSON THREE- Green, Rabbit, Seed, Stage

PERSON FOUR- White, Goat, Ring, Thief

PERSON FIVE- Joker, Gold, Sword, Swine

PERSON SIX- Red, Whip, Cat, Fairy

PERSON SEVEN- Yellow, Rodent, Duke,
Wind

PERSON EIGHT- Bomb/ Blast/ Wand,
Black, Beast, Fox

PERSON NINE- Yellow, Toad, Horse, Dust

PERSON TEN- Assassin, Word, Tiger,
Creature

PERSON ELEVEN- Blue, Elephant, Stone.
Spirit

PERSON TWELVE- Purple, Dragon, Canine,
Mask.

Also by the author:

The Christian Satanic Bible

The Final Bible of Christian Satanism

Sexism- The Bible for my Sex Cult

The Satanic Book

Satanic Living

A Map for a Christian Satanist

I can be found in many places online with the user name Lucifer Jeremy White.

Thank you for reading Christian Satanic Doctrine.