

Chapter Ten: The Sixth step of Discipline: Betrayal; Twinning, Internal walls, Structures, Geometry

This chapter will address the sixth step of discipline in the Illuminati: Betrayal programming.

Betrayal programming will begin in infancy, but will be formalized at around ages six to seven, and continue on into adulthood. The sixth step can be summarized as : "betrayal is the greatest good." The Illuminists teach this to their children as a very important spiritual principle. They idealize betrayal as being the true state of man. The quick witted, the adept, learns this quickly and learns to manipulate it.

The child will learn this principle through set up after set up. The child will be placed in situations where an adult who is kindly, and in set up after set up "rescues" the child, gains its trust. The child looks up to the adult as a "savior" after the adult intervenes and protects the child several times. After months or even a year of bonding, one day in a set up the child will turn to the adult for help. The adult will back away, mocking the child, and begin abusing it. This sets in place the programming: adults will always betray a child and other adults.

Another set up will involve twinning, which deserves special mention here. The Illuminati will often create twin bonds in their children. The ideal is to have a set of real twins, but of course this is not always possible. So, the child is allowed to play with, and become close to, another child in the cult from earliest childhood. At some point early on, the child will be told that the other child is actually their "twin", and that they were separated at birth. They are told that this is a great secret and not to tell anyone, on pain of punishment. The child, who is often lonely and isolated, is overjoyed. It has a twin, someone who has a special bond to them by birth.

The children do everything together. They are taught together, do military training together. They tell each other secrets. They are also frequently friends in the daytime as well. They are taught to cross access each other just as real siblings would be.

But at some point, they will be forced to hurt each other. If one "twin" is considered expendable, the ultimate set up will be one in which one twin is forced to die while the other watches. One twin may gather secrets from the other twin, be forced to disclose them to a trainer or cult leader, then may be forced to kill the other. One twin may be forced to hit, or hurt the other. If they refuse, the other twin will be brutalized by the trainer, and the refusing twin told that the child was hurt because of their refusal to comply. Many setups will involve one twin being forced to betray the other, turning on the other child after intense programming. This betrayal set up will devastate both children, and they will learn the true lesson: trust no one. Betray, or be betrayed.

The children will also have adult role models on every hand, since the cult is a very political, hierarchical, back stabbing society. Adults are constantly betraying each other, stepping over each other to move up. The children will watch one adult being praised, advanced, because they betrayed others below them, or set them up to fail. The children will learn quickly to mimic the adults around them, and both adults and children can become quite cynical as to human nature. They will have seen it at its worst, whether in training sessions, the brutality of a C.O. in military, or the gossip and back stabbing that occurs before and after rituals. They also incorporate the message internally: play the game, or be run over. Even the youngest children learn to manipulate others adeptly, at a very young age, while the adults laugh at how quickly they are

learning adult ways. People manipulation is considered a fine art in the cult, and those who do it best, as in any group, often win out.

Suggestions:

Betrayal programming may have totally shattered the survivor's trust in outside people. It will take a therapist a long, long time to gain the survivor's trust. These are people who were taught over and over again that talking, sharing one's secrets, would be punished harshly. Inside littles will be very cautious at first, not trusting that the therapist is not just another trainer who will one day shout "aha!" and betray them if they begin to trust. This trust building takes time and patience, and must be earned through session after session where the therapist shows trustworthiness and non abusiveness. Survivors will test therapists over and over again, to see if they really are what they say they are. This is a normal part of the therapy process. Survivors may even try to back away from therapy, or outside support, as true caring support will "wig them out", i.e. conflict incredibly with their world view and experiences prior to leaving the cult.

Both survivor and therapist need to realize that some amount of distrust is healthy, based on what the survivor has experienced, and may be life saving, helping to protect them from outside accessing. Honor this need and be patient while the survivor tests over and over. The survivor can try to reason with inside alters who may have been betrayed to the point of legitimate paranoia. They may ask them to watch, and see what the therapist, and/or support person is like. To take their time, check them out. To be aware that what they went through may magnify normal feelings of caution. Helping orient these parts to outside reality, and especially positive experiences of trusting a little, and not being harmed, will help make great strides in undoing this. The survivor may feel confusion and internal conflict, as they experience a world where trust is possible. They may pull away, or the reverse, become highly dependent on the therapist and share too quickly due to a longing for safe intimacy that has never been met. Setting healthy boundaries while acknowledging needs will help the survivor through this stage.

Another type of programming involves the deliberate creation of internal structures within the cult member.

Internal structures: temples, eyes, mirrors, carousels etc.

The Illuminati trainers will try to create internal structures within the person's personality systems. Why? They believe this creates better stability. It also gives the alters and fragments a place to "hang on to" inside, and creates a convenient way to call them up. If a fragment is indexed inside to an internal helix, for example, the trainer knows how to locate them more easily.

Internal structures will vary greatly depending on the trainer, the group, the region of the U.S. or Europe and the goals for the individual. Common internal structures will include, but are not limited to:

Temples: these are often consecrated to principle Illuminati deities, and spiritual alters will congregate here. This may represent actual temples, Masonic or private, that the subject may have visited.

Temple of Moloch will be created out of black stone with a fire burning internally.

All seeing eye of Horus: one of the most common structures in an Illuminati system; universal. Horus is a deity revered by the Illuminati, and the all seeing eye internally represents the fact that the cult can always see what the individual is doing. It will also represent being given to Horus in a high ceremony. The eye may be closed, or open, depending on the system's status at

the time. This eye will also be linked to demonic watching of the person's activities at all time.

Pyramids: the Illuminati revere ancient Egyptian symbology, especially "mystery religion" and Temple of Set teachings. Pyramids will be placed internally both for stability (a triangle, and/or pyramid represents strength and stability), and as a calling place for the demonic. Pyramids and triangles, and the number three, represent calling up the demonic in Illuminist philosophy.

Sun: represents Ra, the sun god

Geometric figures: configurations of circles, triangles, pentagons, etc. Geometric patterns are considered sacred, and are based in ancient philosophy. There may be hundreds overlapping in a training grid for complex systems, which will house fragments in each one.

Training grids: these may be simplistic, such as cubes with patterns on them, rows of boxes, or more complex such as helixes, double helixes, infinity loops. Each trainer will have favorites classified as simple, medium and complex, depending on the child and its ability to recall and memorize.

Columns: Greek Doric, ionic columns. Often hold "time travel" programming, with a portal between two columns.

Computers: complex, highly dissociated systems with alters and fragments held within a computer system.

Robots: may be seen in older systems

Crystals: gems, balls, multifaceted. Used in spiritual systems to enhance occult powers. Alters and fragments may congregate on facets of a large ball.

Mirrors: used internally to reinforce other programming sequences, internal twinning, and distortion of reality programming. May create shadow systems of functional systems. May also lock in demonic programming.

Carousels: used in some programming sequences to confuse alters inside. Often linked to spin, confusion programming internally. May be used to punish internal alters; they will be spun on the carousel if they tell.

Deck of cards: this can include cards from a deck, or complex configurations made of hundreds of card inside. Dominoes programming is similar. All touch each other and if person tries to dismantle programming, the deck will "fall".

Black boxes: represent self destruct and shatter programming sealed off into a black box to protect system. Should not be opened without careful preparation and good therapy.

Mines, booby traps: see above

Spider webs: represent linked programming, with a spider (internal programmer) who continuously reweaves the web and reinforces internal programming and punishments. The web also communicates with other systems. Can also represent demonic linkages internally, woven in.

Internal training rooms: used as punishments for internal alters. Will represent external training rooms person has been in.

Internal walls: these will often represent very large internal amnesia barriers.

The walls may be very thick, impermeable or semi permeable. A typical use for a wall will be to maintain high levels of amnesia between "front" or daily living, amnesic alters, and "back" or cult active alters that contain more of the person's life history. The back may be able to selectively see over and cross past the wall, but the front will be completely unaware that there is a wall, or what lays behind it.

Seals: usually in a group of six or seven, represent demonic sealing, and may cover end times, shatter programming, as well as role within cult in new hierarchy.

These are some common programming structures. Again, there are many, many other types of internal structures used and the number and type are only limited by the trainer's and survivor's creative abilities. The way that these structures are placed within the person are fairly similar. Under drugs, hypnosis and electroshock, the person is traumatized into a deep trance state. In the deep trance they will be told to open their eyes and look at: either a projected image of the structure, a 3D model of it, or a holographic image using a virtual reality headset. The image will be ground in, using shock and bringing the image closer and closer to the person's visual field. It may be rotated, if graphics are available, or a 3D is used. They may be told that they are entering inside it, if it is a temple or pyramid, under deep hypnosis, that they (the alter being programmed) will now "live inside" the structure/box/card, etc. This will also be used to reinforce amnesia and isolation programming internally, since the structure will be used to reinforce walls between the alter/ fragment and other alters and fragments internally.

Suggestions:

If the survivor finds structures inside, it will help for them first of all to try and realize WHY they are there. What purpose do they serve? To reinforce amnesia? Isolation? spiritual programming? punishment? To hold dangerous programming sequences? This is important, since some structures such as internal walls or barriers may have been created not only by the cult, but reinforced by the survivor as well, as a means of internal protection. The survivor may not want to dismantle internal structures too quickly without knowing their purpose and what they contain. Both the survivor and the therapist will need to go slowly. Learning how the structures were put in and which alters are linked to the structure, will be a first step. Long, slow and careful preparation, with lots of system cooperation, will be needed to look at some structures. This may only come after years of extensive therapy. Each survivor will progress at their own pace. If a wall is present, taking it down slowly, one brick at a time, or allowing part of it to become semi permeable, may be first steps in healing. Training rooms can have the equipment turned off and dismantled; it can be turned into a safe room, redecorated and refitted with toys and safe objects. Computers can slowly begin to realize that they are human, and gradually allowed to take on human characteristics.

Survivors can use their creativity to reclaim themselves, with the support of their therapists, and undo what was done.