

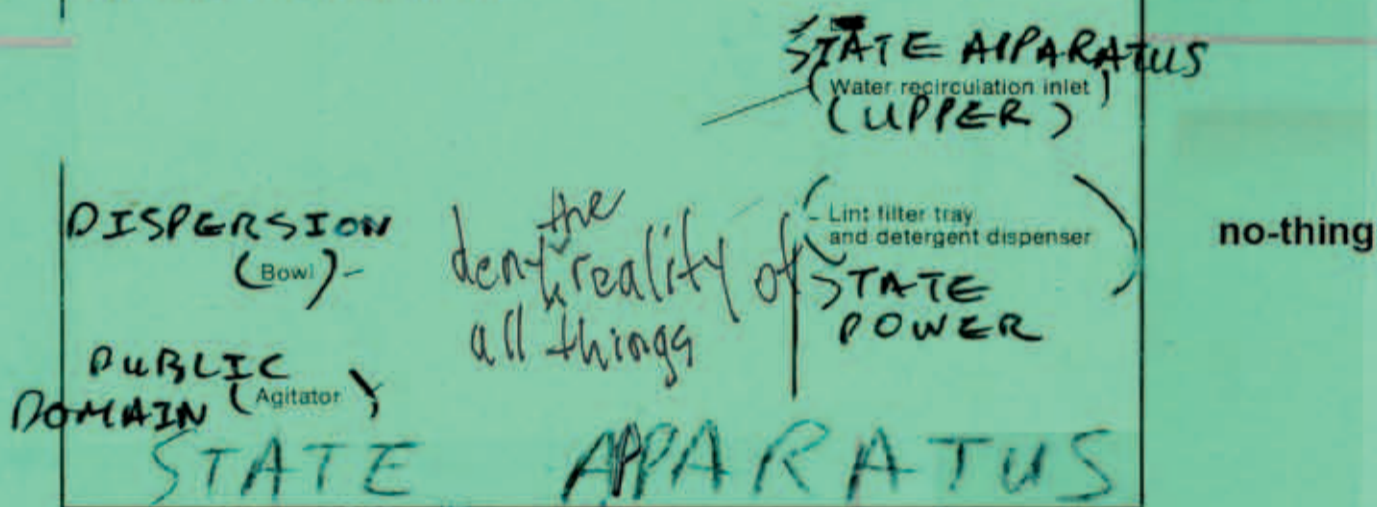
# TRANSCRYPTIONS

A. 3

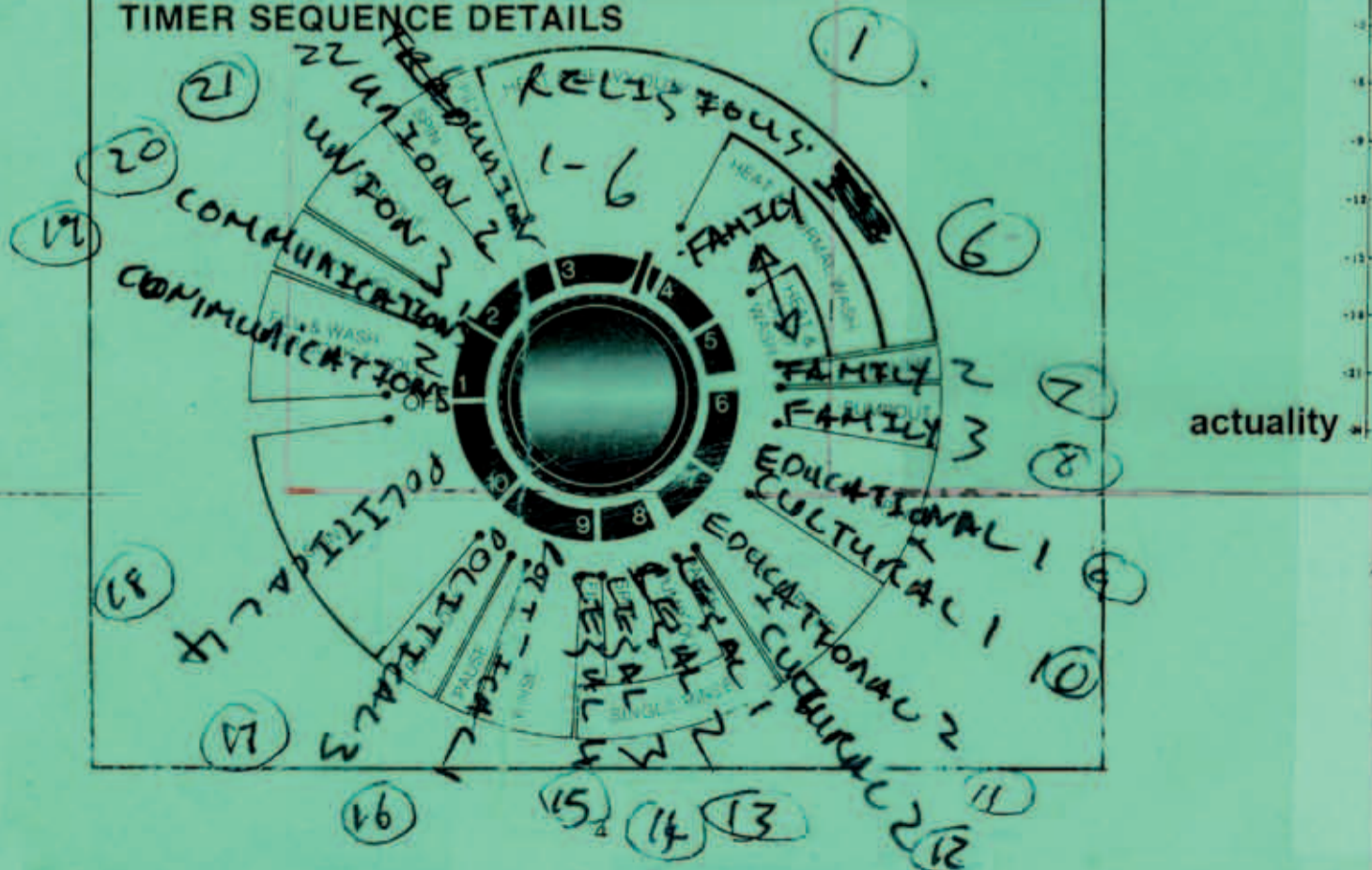
## Description of the Machine

NON-REFRESSIVE

### INSIDE THE MACHINE



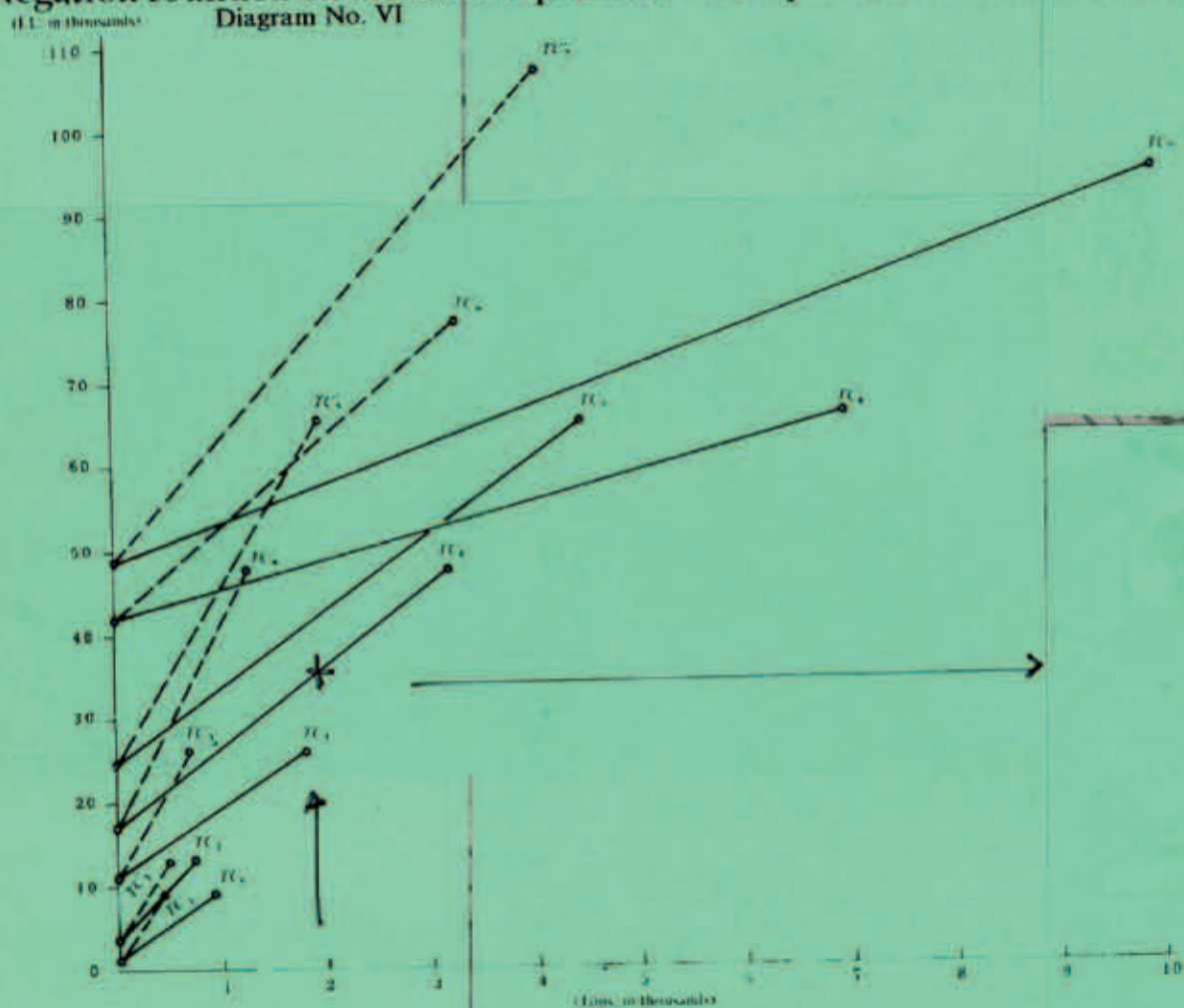
### TIMER SEQUENCE DETAILS





Negation founded on sensible experience - the spoken word is non-eternal

2



WORLD  
to the  
OUTSIDE  
WORLD  
...  
...  
...  
...  
...

on / on the other  
hand ~~we~~ do  
not wish to

therefore

example no  
being in this thing  
AC, AC

3

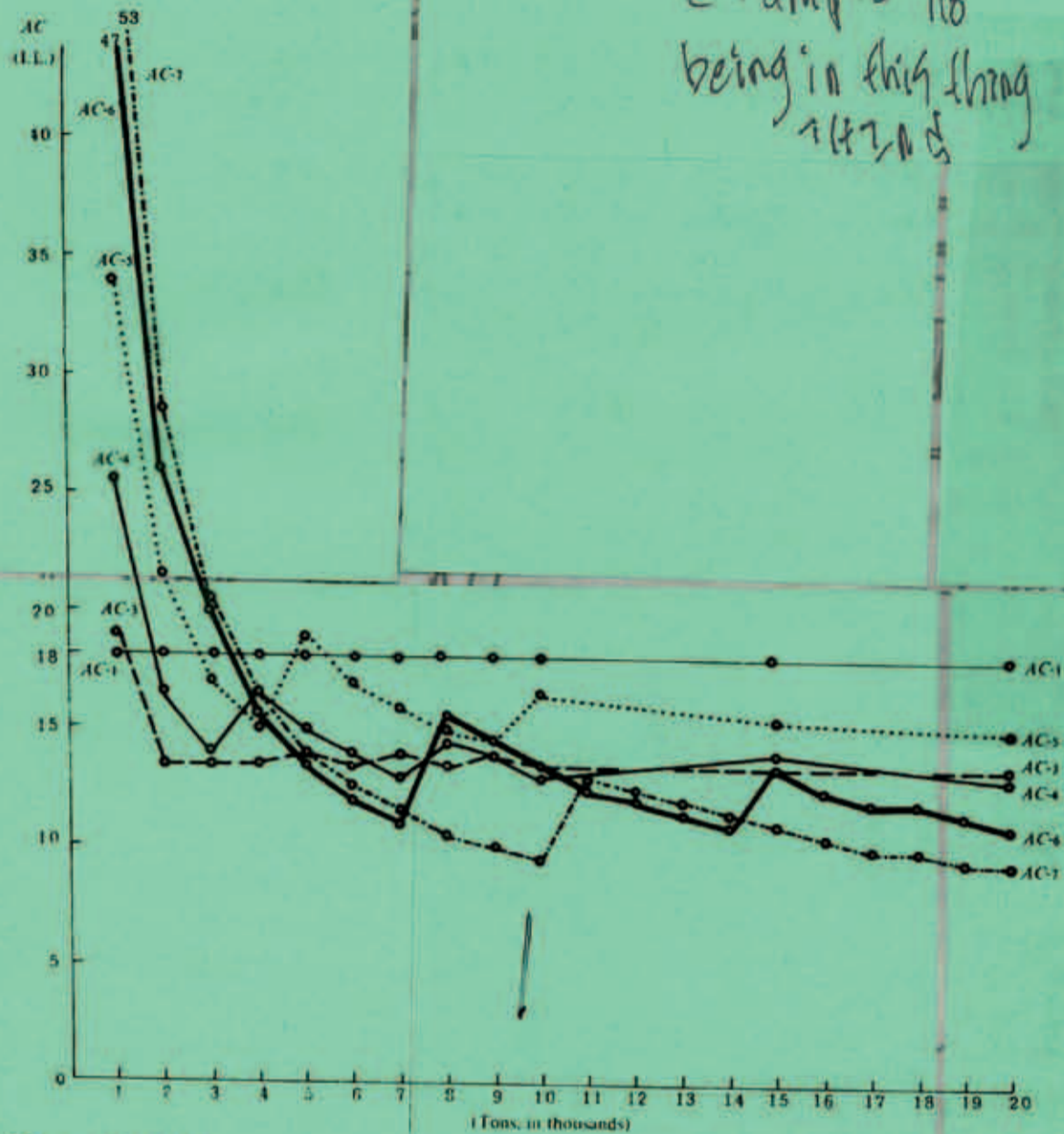
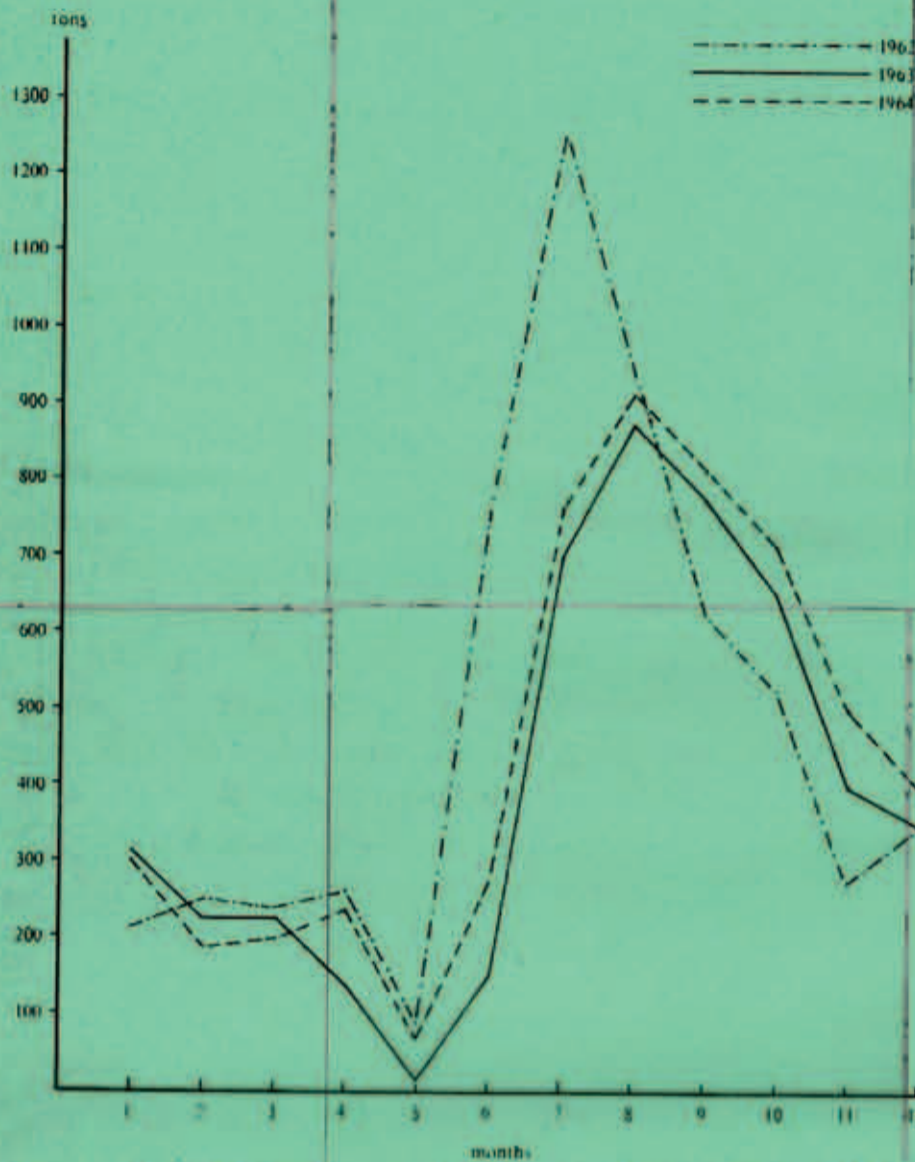


Diagram No. VI-4  
The absence of Being in things

When they are  
perceived





Percentage of annual output

	62	63	64
1	19	23	20
2	17	21	18
3	14	17	15
4	10	13	11
5	7	8	7
6	3	4	4
7	2	2	2

Diagram No. V-1. Development of Concentration in the Path of Purification

Dependent Origination

The Six-fold Base



Means only  
everyday things  
are not  
self-existent



**SELF Caution**

Ordinarily when you have the right ~~version~~ **2** equivalent wrong versions will not reach.

Sometimes when you have discarded the right one you have to regain it by finding which one reacts to "suppress" or "challenge" one should rewrite the entire pattern in the native language one uses? Run the 2 lines all as one. The **Explosion** should occur "inside ones head"

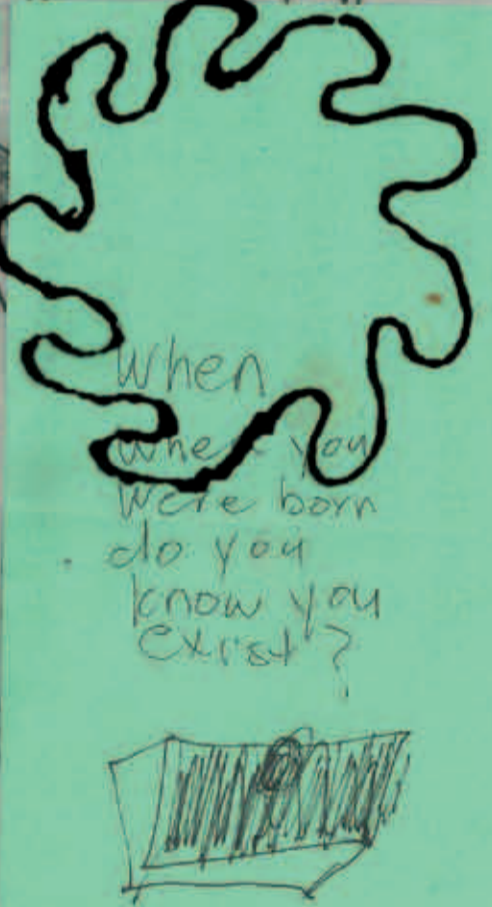
- Explosion**  
10. Invent a Receiving Self to Stop a ~~Rejected~~ Rejected Self
- Explosion**  
11. Invent a Perceiving Self to Stop a Blinded Self
- Explosion**  
12. Stop a Fair Self 1 to Invent a Prejudiced Self
- Explosion**  
13. Invent a Clean Self to Stop a Dirty Self
- Explosion**  
14. Stop an Arriving Self to Invent a Departing Self
- Explosion**  
15. Invent an Arriving Self to Stop a Departing Self
- Explosion**  
16. Stop a Clean Self to Invent a Dirty Self
- Explosion**  
17. Invent a Fair Self to Prevent a Prejudiced Self
- Explosion**  
18. Stop a Perceiving Self to Invent a Blinded Self

- Explosion**  
1. Stop a Beginning Self to Invent an Ended Self
- Explosion**  
2. Invent a Near Self to Stop a Far Self
- Explosion**  
3. Stop an open self to Invent a Closed Self
- Explosion**  
4. Invent a Kept Self to Stop an Expanded Self
- Explosion**  
5. Stop a Filled Self to Invent an Exhausted Self
- Explosion**  
6. Invent a Bright Self to Stop a Dim Self
- Explosion**  
7. Stop a High Self to Invent a Low Self
- Explosion**  
8. Invent a Beginning self to Stop an Ending Self
- Explosion**  
9. Stop an Informed Self to Invent a Perished Self

- Explosion**  
18. Invent a Loving Self 1 to Stop a Hated Self
- Explosion**  
19. Stop a Receiving Self to Invent a Rejected Self
- Explosion**  
20. Invent an Informed Self to Stop a Perished Self
- Explosion**  
21. Stop a Bright Self to Invent a Dim Self
- Explosion**  
22. Invent a Filled Self to Stop an Exhausted Self
- Explosion**  
23. Stop a Kept Self to Invent an Expanded Self
- Explosion**  
24. Invent an Open Self to Stop a Closed Self
- Explosion**  
25. Stop a Near Self to Invent a Far Self
- Explosion**  
26. Invent a Beginning Self to Stop an Ending Self

- Explosion**  
1. Stop a Beginning Mind to Invent an Ended Mind
- Explosion**  
2. Invent a Near Mind to Stop a Far Mind
- Explosion**  
3. Stop an open Mind to Invent a Closed Mind
- Explosion**  
4. Invent a Kept Mind to Stop a Closed Mind
- Explosion**  
5. Stop a Filled Mind to Invent an Exhausted Mind
- Explosion**  
6. Invent a Bright Mind to Stop a Dim Mind
- Explosion**  
7. Stop an Informed Mind to Invent a Perished Mind
- Explosion**  
8. Invent a Receiving Mind to Stop a Rejected Mind
- Explosion**  
9. Stop a Loving Mind to Invent a Hated Mind

When were you born do you know you exist?



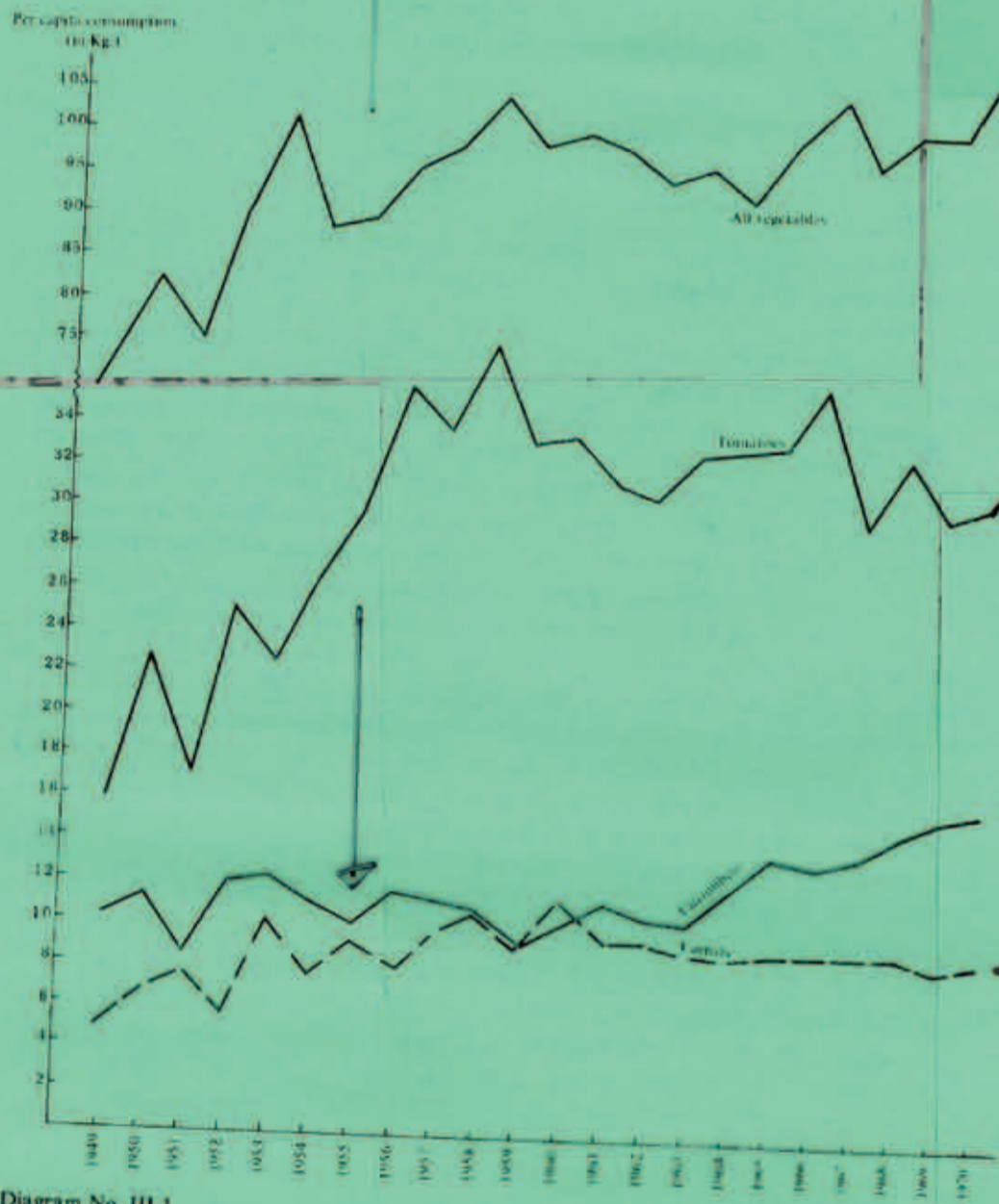
SHALL BE UNDERSTOOD

Real this is not

SELF MACHINE



rather one can  
 rise at the  
 absence of being



all thoughts  
 cease to  
 stir  
**BOTTOM**

**TOP**

Diagram No. III-1

**Matter as cause would be without any effect**



# MACHINE

- 26. To Build a Preserving Machine  
Not to Preserve Yourself
- 27. To Build a Survivingness Machine  
Not to Survive Yourself
- 28. To Build a Copyingness Machine  
Not to Copy Yourself
- 29. To Build a Replicating Machine  
Not to Duplicate Yourself
- 30. To Build a Formingness Machine  
Not to Form Yourself
- 31. To Build a Creating Machine  
Not to Create Yourself
- 32. To Build a Makingness Machine  
Not to Make Yourself
- 33. To Build a Producing Machine  
Not to Produce Yourself
- 34. To Build a Seeingness Machine  
Not to See Yourself

# SELF

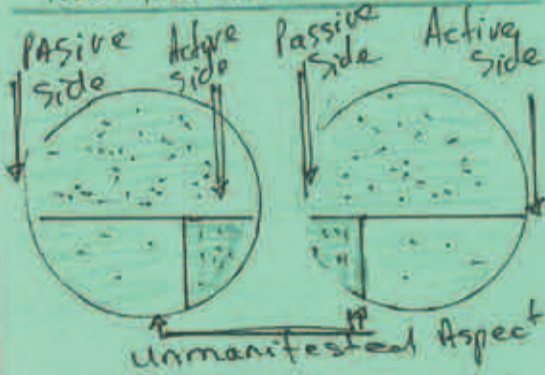
- 35. To Build a Perceivingness Machine  
Not to Perceive Yourself
- 36. To Build a Sensingness Machine  
Not to Sense Yourself
- 37. To Build a Feelingness Machine  
Not to Feel Yourself
- 38. To Build a Contactingness Machine  
Not to Contact Yourself
- 39. To Build an Exaltingness Machine  
Not to Exalt Yourself
- 40. To Build a Rememberingness Machine  
Not to Remember Yourself
- 41. To Build a Consciencefulness Machine  
Not to Conscience Yourself
- 42. To Build a Withholding Machine  
Not to Withhold Yourself
- 43. To Build an Unthinkingness Machine  
Not to Unthink Yourself
- 44. To Build a Stupidifyingness Machine  
Not to Stupidify Yourself
- 45. To Build an Unreasoningness Machine  
Not to Unreason Yourself
- 46. To Build a Confusingness Machine  
Not to Confuse Yourself
- 47. To Build a Voidingness Machine  
Not to Void Yourself

- 48. To Build a ~~Drainingness~~ Machine  
Not to Drain Yourself
- 49. To Build a Clearingness Machine  
Not to Clear Yourself
- 50. To Build an Implanting Machine  
Not to Implant Yourself
- 51. To Build a Disintegrating Machine  
Not to Disintegrate Yourself
- 52. To Build a Looseningness Machine  
Not to Loose Yourself
- 53. To Build a Displacing Machine  
Not to Displace Yourself
- 54. To Build a Rejecting Machine  
Not to Reject Yourself
- 55. To Build a Having Machine  
Not to Have Yourself
- 56. To Build a Discardingness Machine  
Not to Discard Yourself
- 57. To Build a Qualityingness Machine  
Not to Quality Yourself
- 58. To Build a Freeing Machine  
Not to Free Yourself
- 59. To Build a Decayingness Machine  
Not to Decay Yourself
- 60. To Build a Dyingness Machine  
Not to Die Yourself

## II - B

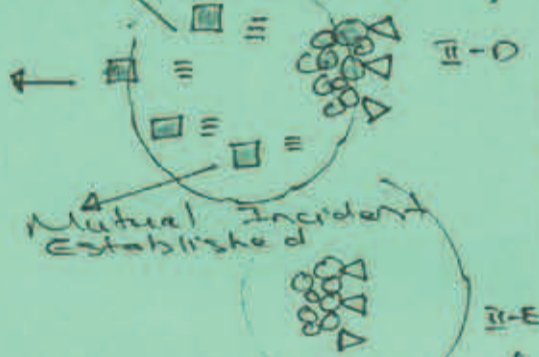
### UNBALANCED UNITS

ON THE NATURE SIDE OF THE HUMAN PHYSICAL WORLD



THE ACTIVE SIDE OF A UNIT IS THE SIDE FROM WHICH THE UNIT IS CHARGED WHILE IN A HUMAN BODY.

### MUTUAL INCIDENT (IMPACT)



The Remainder consists of 2 clusters held together by an earlier cluster making an incident



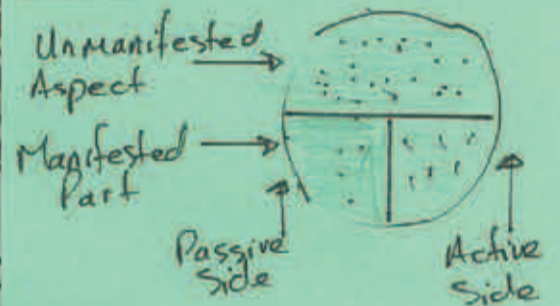
THIS TYPE OF MUTUAL INCIDENT IS ESTABLISHED AS AN IMPLANT (REACTION)

FINAL CLUSTER BLOWS

## II - C

### A BALANCED UNIT

OF THE PERFECT BODY IN THE REALM OF PERMANENCE



There are 4 levels of Units: (A) Nature Units, (B) Aia Units; (C) Intelligent Units; (D) Intelligence Units.

NATURE! IS UNITS OF FOUR STATES OF MATTER  
Radiant - Airy - Fluid - Solid  
AIA! NEUTRAL UNITS  
INTELLIGENT - INTELLIGENCE

Existence is Eternal existence is non-eternal; existence is both eternal and non-eternal; existence is neither eternal nor non-eternal.  
Existence has an end, existence is without an end; existence both has and has not an end, existence neither has nor has not an end.

**A**

existence  
existence  
perfectly realised one  
perfectly realised one  
living person

**B**

END  
eternal  
exists  
does not exist  
identical with the body



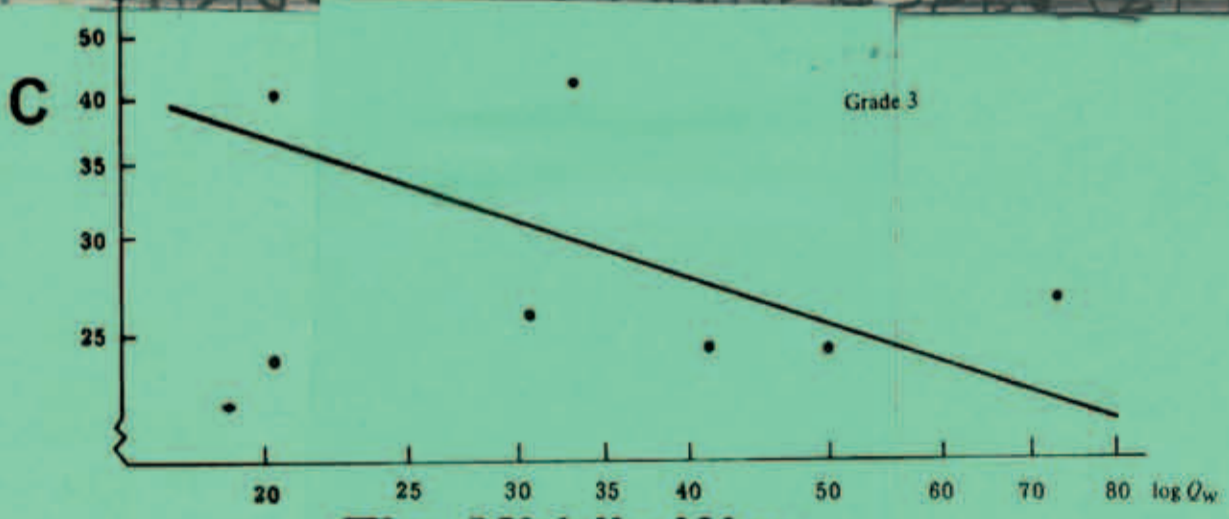
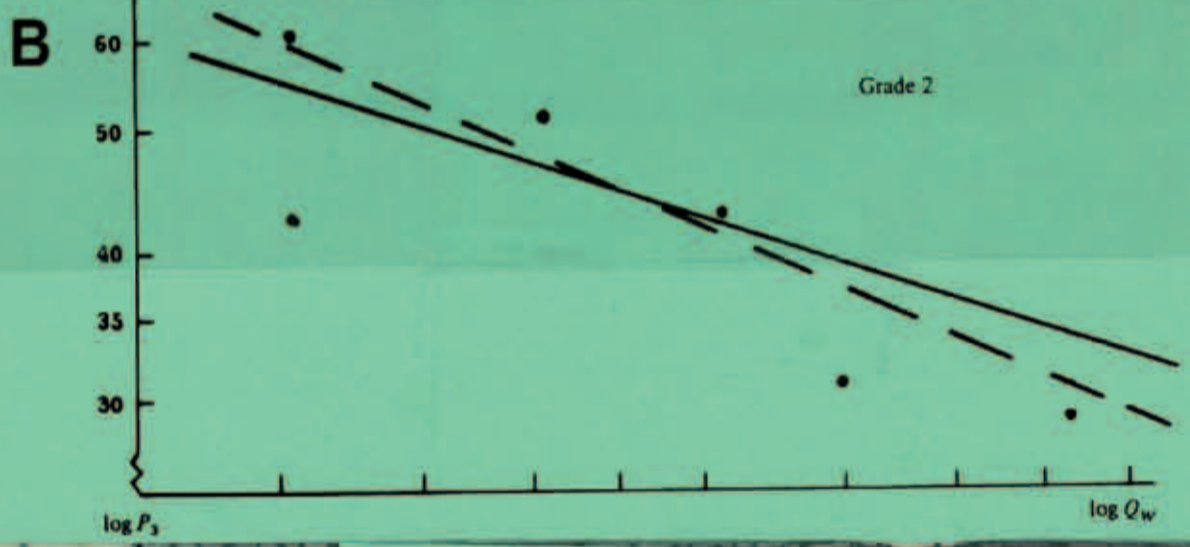
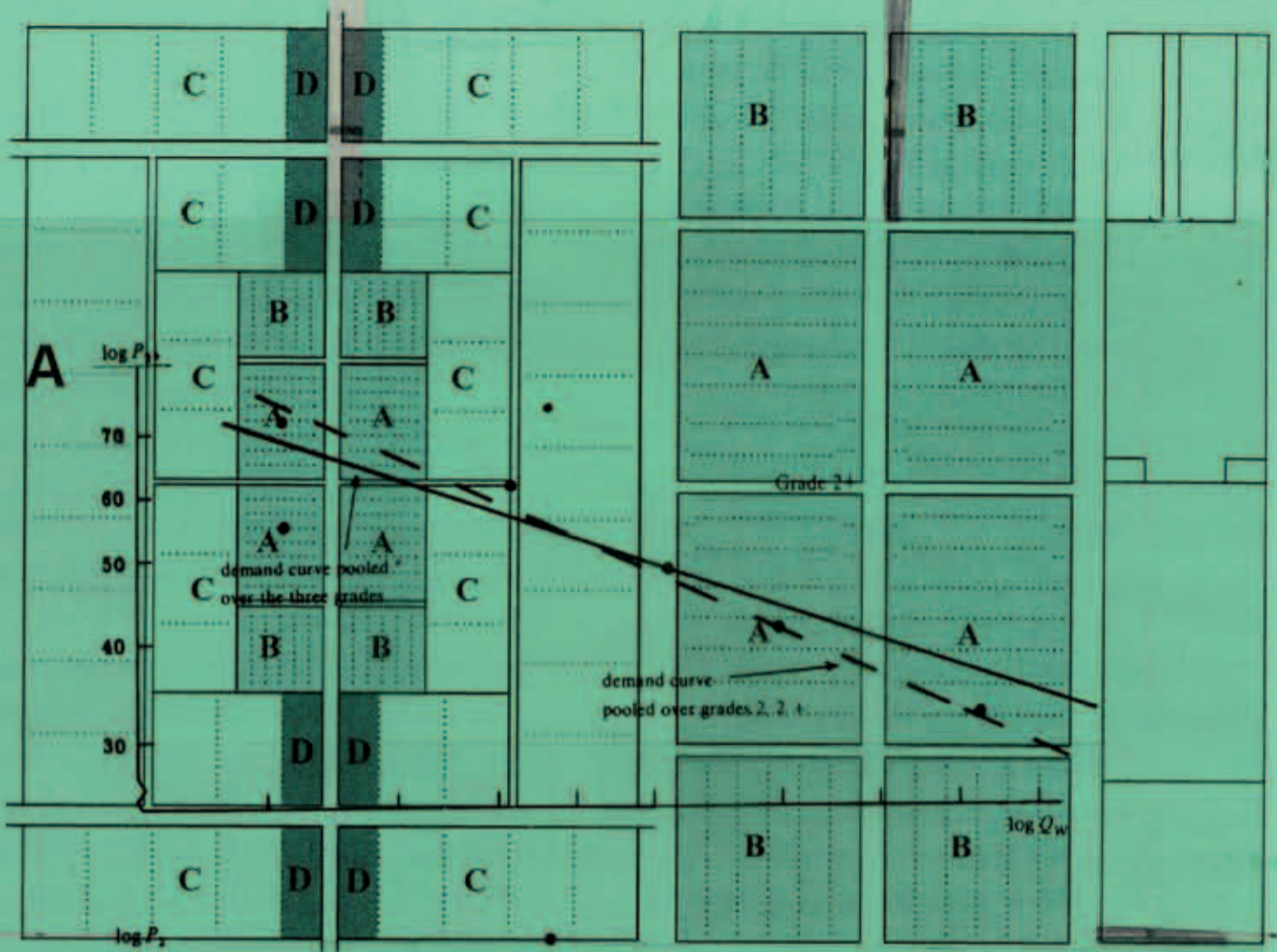


Diagram No. III-5 **The Middle Way**