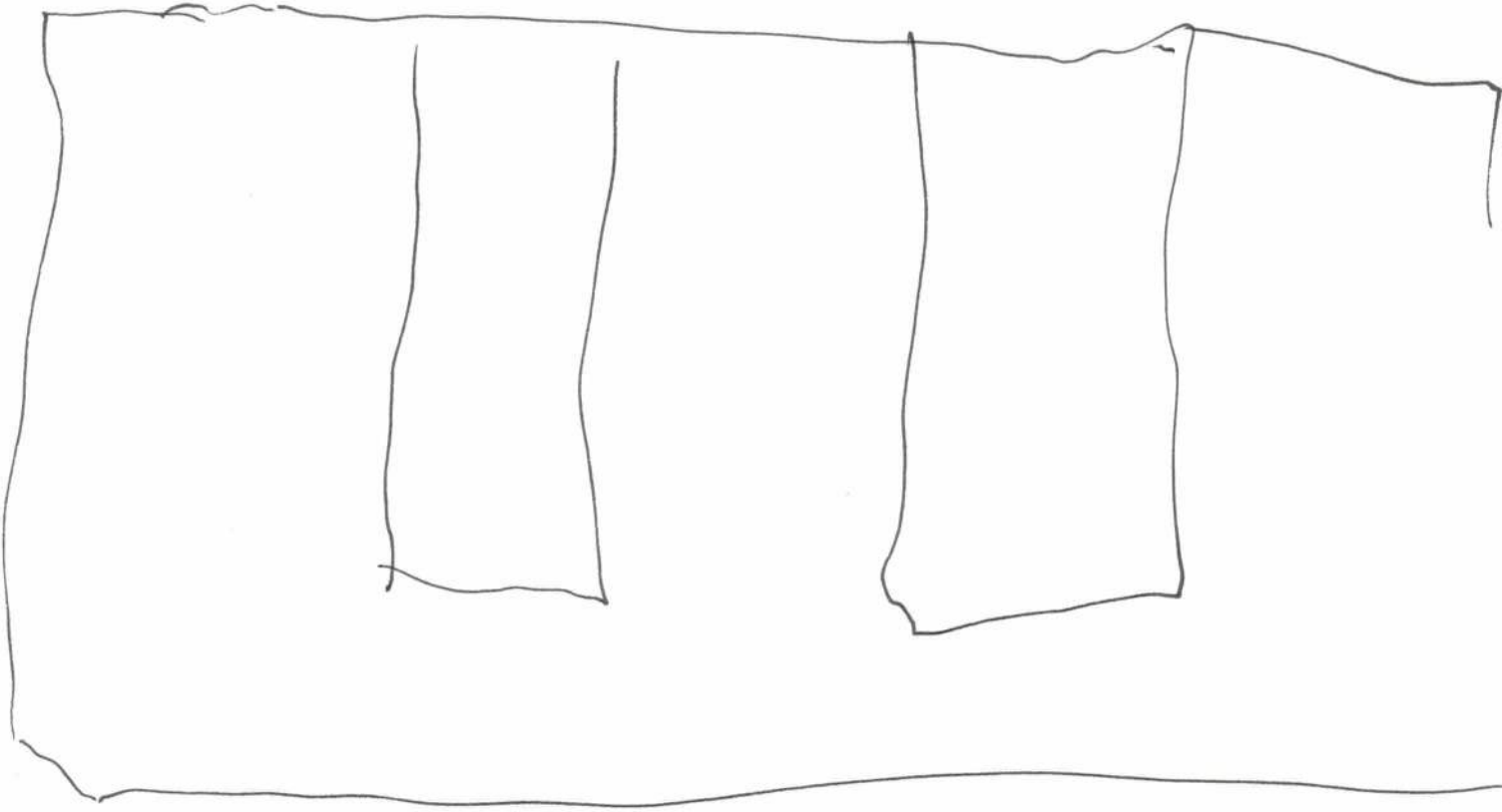


I Diagram

Page 1:
Rasim:

415 34-3865

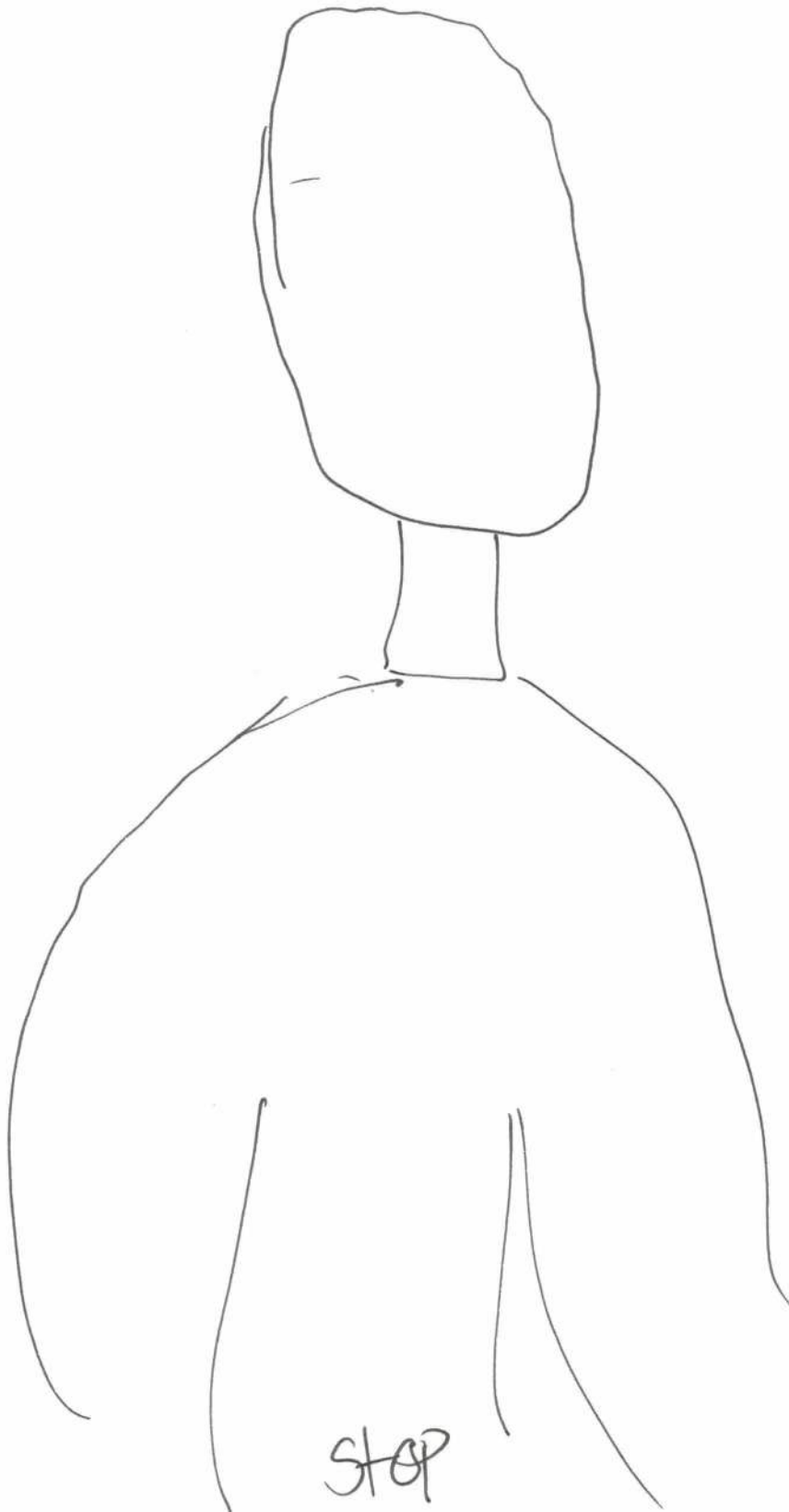
415 34-3865



STOP

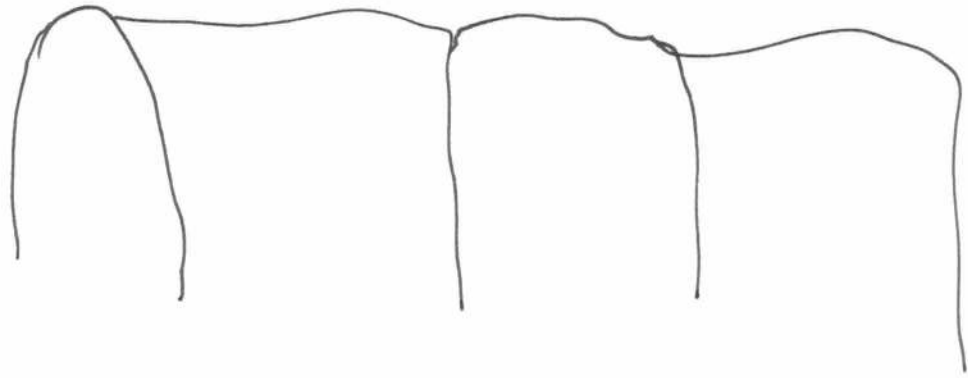
4534-3865

4534-3865



4534-3865

4534-3865



STOP

4534-3865

4534-3865

P1: simplex
B: soft
I: Natural
A: Static



4534-3865

P1: Complex
B: Hard
I: man-made
A: Dynamic

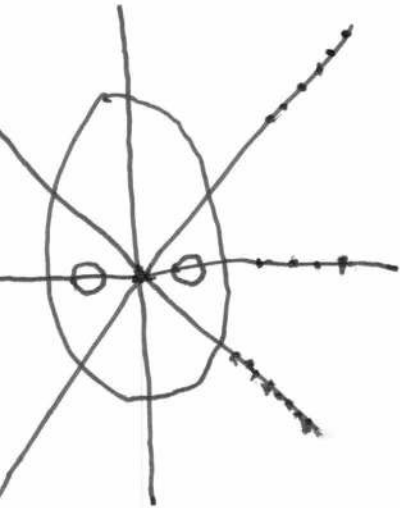


4534-3865

P1: Complex
B: Hard
I: man-made
A: Dynamic



	sights	sounds	smells tastes	Temp	Texture
color grey green		echo	Burned	warm	wet
Brite Low		—	Burn	warm	Hard
		—	—	warm	Hard
		Buzzing	Nasty	warm	Hard
Focus med			STOP		



	sights	sounds	smells tastes	Temp	Textures	P
Colors Green Yellow		wind	Burning	warm	Hard	elevated structure
Brite Low		wind		warm	Hard	stairs
		static	metallic	cold	Hard	structure
		Buzzing	Nasty	cold	Smooth Hard	Object man-made
Focus med			stop			

SA Phonics

A: Ammo, ~~Am~~ Amulate, capture

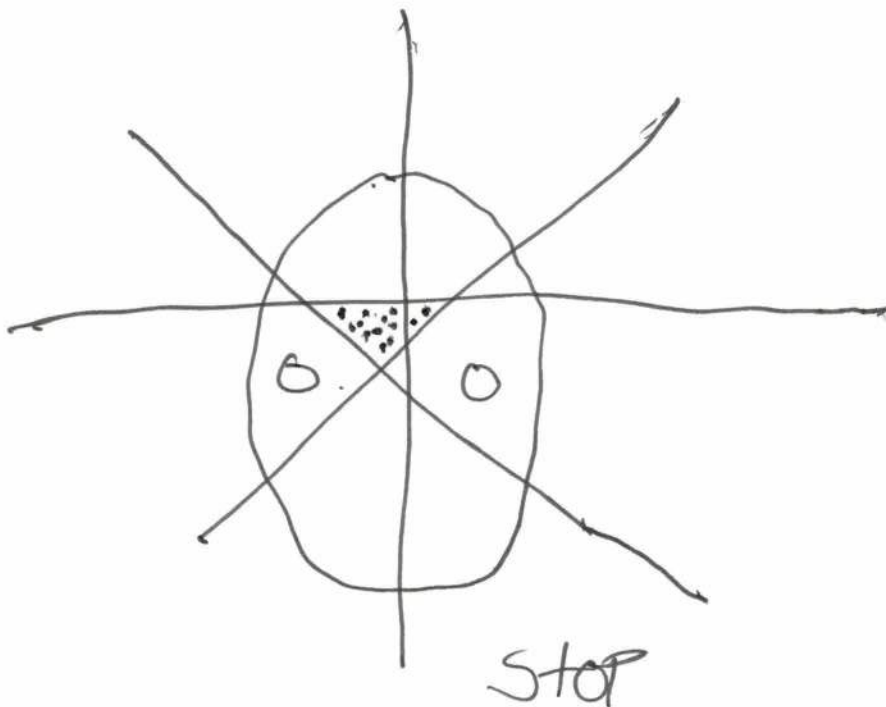
E: Emerald, empty,

I: Ice.

O: , open, opposite

U: underneath,

Free space:
Amulate, capture, Emerald, Empty
ICE, open, opposite, underneath



53

structure
man-made

structure



object
man-made

Human



Stairs

Stair

cascade

Land 1 Air 2 water 3 structures 3

Energy 1 obstacle

Life: vegetation Low

Life: Human Single

Life: other

bullet

Black Board

Land

- wall
- climbing
- Bitter
- fast

flooring
sands
- static

powerful
energy

wall - static

Human
climbing

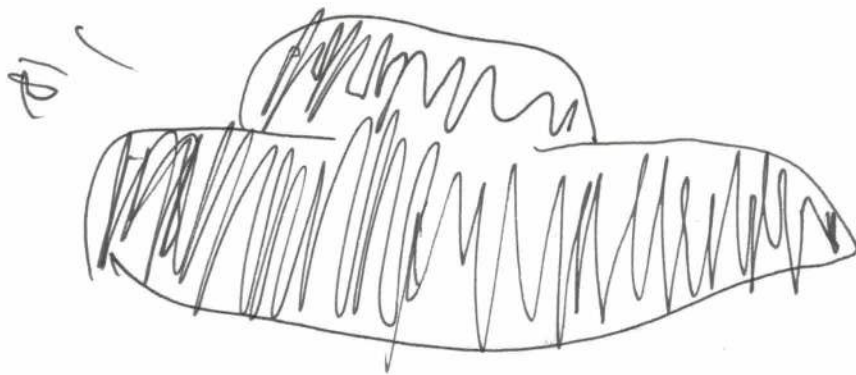
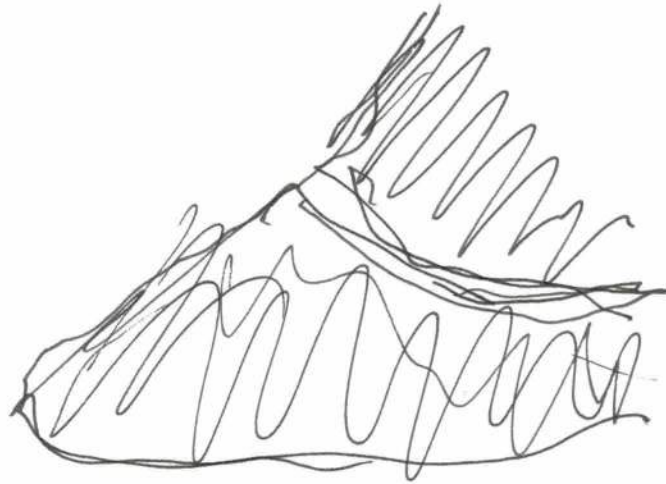
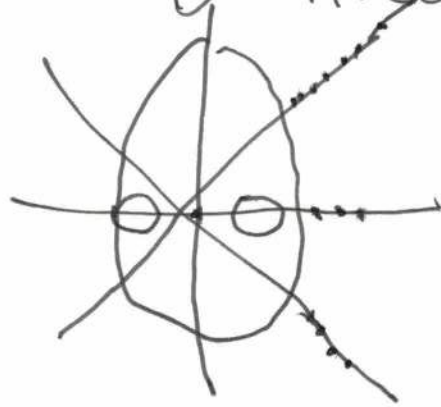
STOP

Black Board

Land



Black Board



Structure 1

- Shiny
- metal
- Hard
- Bitter taste
- metallic taste
- saw object in air
- Floating
- Grey color
- two life forms
- static sands
- sands of ~~discharge~~ discharge

- color Black
Dark

- Blacker than Black

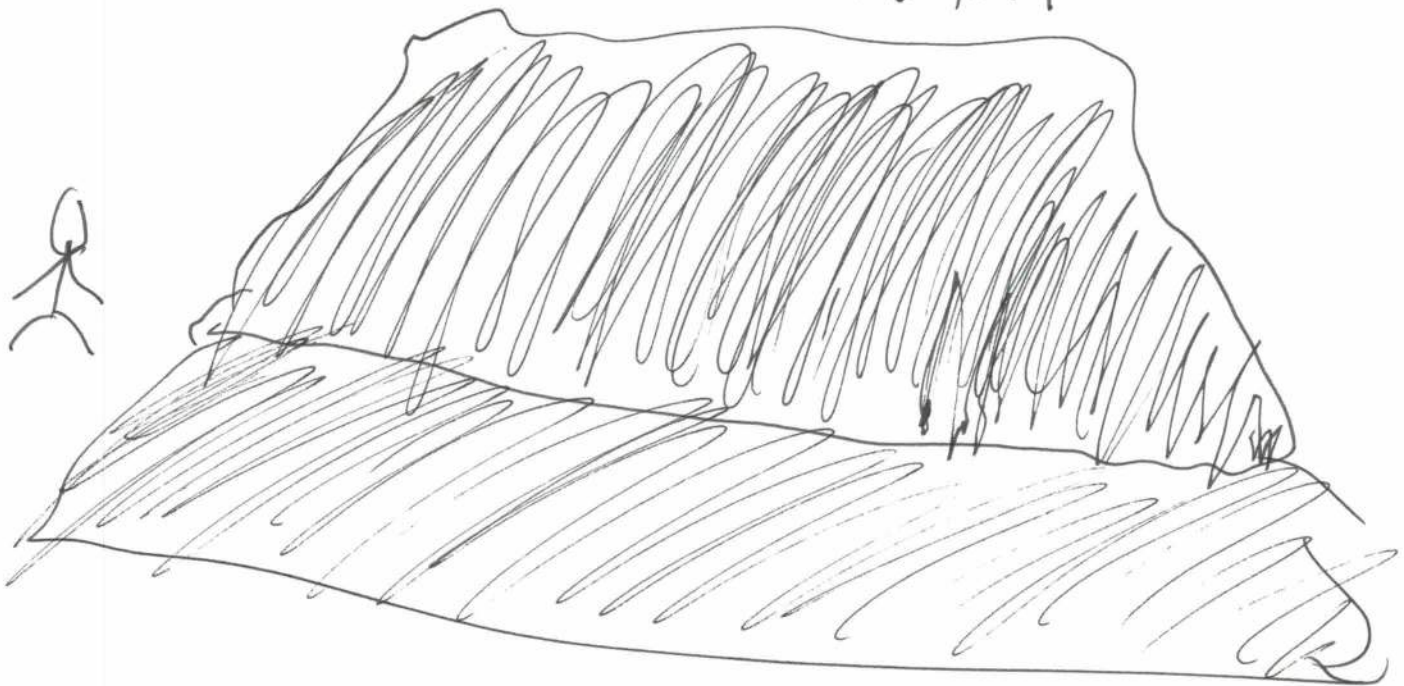
- feels metallic

- white parts stop

BlackBoard

Structure 1

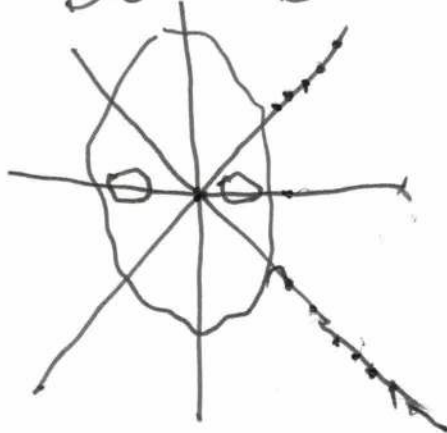
structure
metal



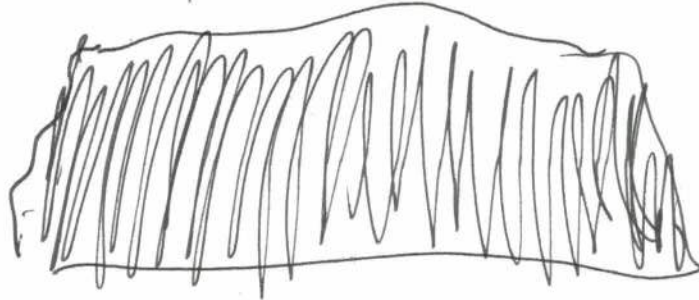
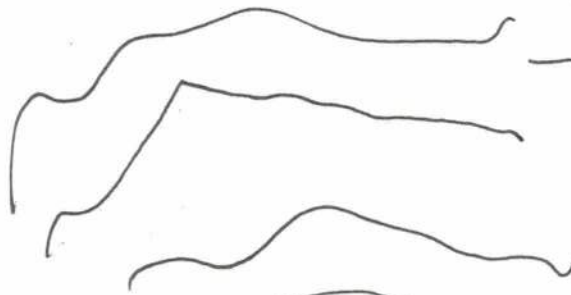
stop

Black Board

Structure 2



- seeing shock waves
- Distortion
- wave of energy coming from object.



- movement
- yellow, red glowing
- being metallic
- Taste



- Different levels to the structure



- very dark

- humming sounds

- feel charge of energy

- very hot
- melting
- liquid

Black Board

~~Structure~~

Structure 2

metallic
structure
Black



Wired energy

~~car~~

coming

From alect

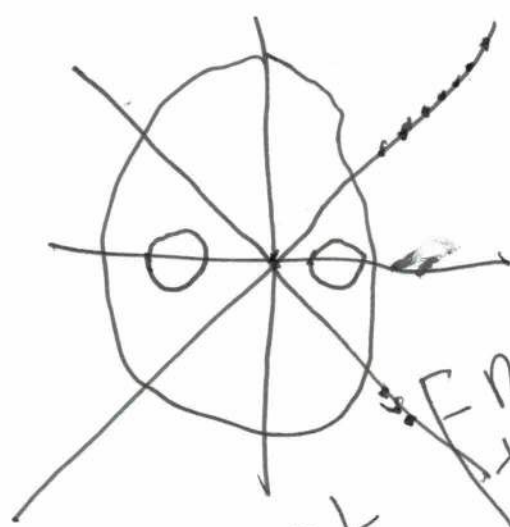
Shock
wave

stop

Black Board

Human

- Silent
Doesn't
speak



- Green
~~skin~~
Skin

Neutral
thinking
neutral
feeling

Clear
suit

almost
Looks like

Grassy
Area

Leno
grass

Soft
- slaty
waxy
taste

- not
human

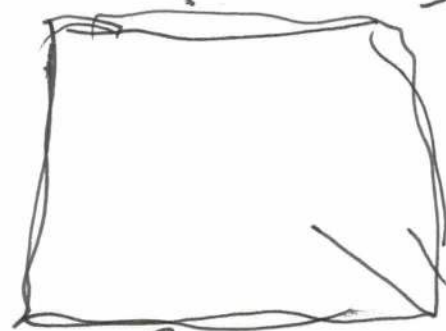
Doesn't
Have any
cloth
Cloth



Remind me
off ufo

screen
craft - scaly
skin

- inside
craft
is a screen



inside
Black
~~floating~~
Floating
object

stop

console

Feel
imposed/enforced

Black and white

Human



greenish
skin
scary

clear suit
almost look
naked

Not
Human

Inside
craft with
screen

stop

This target is of a
Dark object that is hodge
And can Flat. The structure
is Blacker then Black and
Feels metallic. there are
waves [Shock - waves] coming
From the craft. It feels
Like a UFO. There is
a being inside which I thought
was Human, But it has greenish
sk skin, that is scaly. the
clothes it was wearing
was clear it didn't ~~at~~ it
made the Being noted. In the
craft there was a screen and
a console or sorts that the
being interacts with.
stop

Unlock the skills and training methods used by real remote viewers to perceive hidden targets with accuracy and confidence.

REMOTE VIEWING

Target Console

Generate blind 8-digit targets for picture and concept work. Works with any RV method.

DOUBLE-BLIND FRIENDLY • MOBILE READY

Target Console

Generate blind 8-digit targets linked to either picture or conceptual targets. Suitable for all remote viewing styles and protocols.

 PICTURE TARGET

 CONCEPT / EVENT TARGET

NON-FEEDBACK TARGET

Concept / Information Target

Randomly chosen from your target library (events, people, places, ideas, timelines, etc.).

TARGET ID

4 5 3 4 3 8 6 5

 New Concept Target

 Show Target Info

Target assigned. Do your session, then click "Show Target Info" to reveal.

Category: farsight_project • ID: 1016

Question / Tasking: What is the full transdimensional reality of Airl: Alien Interview?

Suggested Cue: TDM Target: Map the full transdimensional context—people, places, events, energies, and timelines—connected with 'Airl: Alien Interview'.

Use blind tasking. Reveal only after the session is complete.