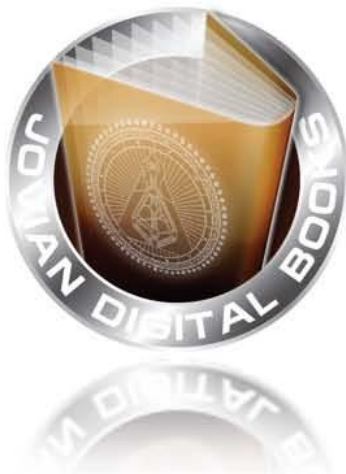


DREAMRAVE III

ADVANCED ANALYSIS

RA URU HU



INTERNATIONAL HUMAN DESIGN SCHOOL



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DREAMRAVE III: Advanced Analysis Introduction

DreamRave III is an advanced program for DreamRave Analysts. **Enrollment in and completion of these IHDS courses is required for access to this digital book:**

DreamRave I: Introduction Analysis

DreamRave II: Analyst Certification

DreamRave III: Advanced Analysis

Third year Rave Psychology students may also have access, however they will not be certified as a DreamRave analyst unless they enroll in and complete the IHDS DreamRave I and II courses above.

This is a proofed transcript of the course first taught in the Spring of 2008. Original illustrations are also included in the Illustration Library along with a Gate & Line keynoting chart by realm for the three designs: Mammalian, DreamRave and Waking Rave.

DreamRave III Advanced Analysis Course

In this course Ra stresses the practical value of what can be learned in DreamRave and how this knowledge can be applied directly for clients. Here you are introduced to the six DreamRave archetypes, adding a layer to your ability to interpret the Personality of the dreamer, the dream Persona. Weak point is reviewed as the linchpin in understanding the dilemma of what it is to be in a program, to be so open, and to go through a transitionary form every day of our lives in which we become even more vulnerable.

Everything about DreamRave analysis and Rave Psychology is so different from "normal psychology," Freudian, Jungian and so on. For most people approaching DreamRave, this is perhaps the most conditioned they are in terms of not seeing the forest for the trees. Ra demystifies and takes us to the essential mechanics of our dreaming life, our dream domain.

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Lesson One

Weak Point Revisited

Hello and welcome to all of you. I have a number of things that I really want to take a look at in this program. As usually is the case for me it's what, in fact, I'm interested in. Though, it will not be the subject of today's class because today's class is a stress on the practical and the value of what can be learned in DreamRave and how this knowledge can be applied directly. But what I'm very much interested in is the Persona as it has been introduced to you in terms of DreamRave. That is, what appears to be the dream perspective.

One of the areas I'm going to explore over the next couple of classes is that I'm going to introduce you to the DreamRave archetypes. That is, the six DreamRave archetypes. In a sense, it will be a kind of profiling to begin to add a layer to our ability to be able to interpret the Personality of the dreamer, that is, the dream Persona. And whether that is the natural Persona of the dreamer or one that is there as a by-product of the program, the fact is that I think that this is an area that will be very fascinating.

However, as I said I want to begin with where we left off. That is, my working with a DreamRave so that I could get to the point of introducing the weak point analysis was that for me it was a component of my work in Rave Psychology. Originally I had planned to incorporate all of the DreamRave programs into the Rave Psychology program. That is, when I began laying out the original IHDS structure three years ago what I saw right away is that it would not be possible. That is, it seemed that I had so much to teach in the Rave Psychology program itself that it just wouldn't be possible to incorporate it.

It will be beginning in September for those students who are going to be entering into the first-year programs, the first-year program for Rave Psychology it will be integrated into that program. But obviously for students who have been going along in the way in which it is structured, this was something that was on the side. Not everybody got involved. Many of the Rave Psychology students were not students in DreamRave and there is a gap there in their knowledge without it. So I made a point of making sure that all of the Rave Psychology candidates received transcripts and excerpts from DreamRave work specifically related to weak point and to weak point analysis.

Weak point analysis is the linchpin in understanding the dilemma of what it is to be in a program and to be so open. And what it means to be a being that goes through a transitional form every day of their lives in which they become even more vulnerable. Everything about DreamRave analysis, because I've been through a



great deal with this particular aspect of Human Design knowledge and because everything about Rave Psychology is so different from "normal psychology," Freudian, Jungian and all that stuff that I think for most people approaching DreamRave that this is perhaps the most conditioned they are in terms of not seeing the forest for the trees. So, it's been very difficult for me as a process to really be able to get to the essential mechanics of this and try to demystify so many of the things that are associated with it because so many human beings have such a deep and visceral connection to what is their dream domain.

The Program Maintains the Not-Self Homogenized State during Sleep

For me, when I look at DreamRave and what I tried to get across through the earlier programs in DreamRave is the insidiousness of the impact of the program, how deep conditioning really is. And to recognize that it is the goal of the program while you were asleep to make sure that it probes you for exactly those right ingredients to maintain that not-self homogenized state. It's quite something to grasp just from the mechanical point of view. We can gloss a lot of things over, but in the end that's really what it is.

So, weak point becomes something that is very special. It becomes very special because given the limited matrix that you have while you are in the sleep state there is a certain limitation to the kind of focus that can be there while you're in that state. In other words, if you can see the weak point when you're awake, you've taken away all of the conditioning processes of the night before. They simply dissolve. And they simply dissolve because it is everything that the dream state is doing. In a very simple sense it's going to be focused on some kind of increased conditioning elements so that one wakes up not with oneself, but one wakes up with a conditioned underlying pull.

Weak Point is a Tool in Shattering the Illusion

One of the comments I made a number of times in the last DreamRave program how important it is to wake up and acknowledge yourself. That is, it is something to clear yourself from the impact of what has been the dream state. And again, recognize clearly that the weak point is something that is an enormous advantage in a way. It's an advantage in its most powerful sense in that the recognition of it is the dissolution of the power of it. This is what awareness really does.

But in terms of Rave Psychology, it is one of those nuances that is there in the character of the being that isn't obvious in their design. And it is one of those nuances that can be rattling in the quality of their accuracy. Everything having to do with awakening the potential of the passenger is confronting the not-self Personality with deeper and deeper mirrors to see the illusion of its process. So, weak point is something that can be very, very powerful as a tool in terms of shattering the illusion about the way in which one operates.



I'm interested in redefining the nature of the dream mythology through a proper mechanical insight, which is totally—it's not about practicalities when I go to that place. Next week when I start that journey with you, this is not about the practical. This is about the practical. This is useful. The other stuff is interesting. I have a tendency to downplay those things that may have a sort of a circuitous practical value. There's no question that for certain human beings a real deconstruction of their dream life is something that can be a relief for them, it can be deeply exciting to penetrate that, all these kinds of things. I suppose at some level one can accrue to that some kind of practical value.

But that's not practical to me. It is simply a way of doing what I've always done in Human Design, which is to make sure that nothing is simply left on the surface so that one has to say okay, this is it, but why; and there's no why. It's very important to understand all of these things underneath. And I think that for those of you that are going to go deeper and deeper into DreamRave analysis that without understanding the archetypes, without being able to understand the Persona archetype in the world that that represents, then you're not going to be able to have the tools that you need to properly be able to deconstruct what is going on in the unique dream process.

But my concerns always are about practical values. This is the main ingredient. The main ingredient is that we have human beings that are living on the surface, you have somebody that's just entered into their strategy and authority, and remember that one of my recommendations to DreamRave analysts is that it's never too soon to get to somebody in terms of giving them their DreamRave information at least in the basic sense of—somebody has just come into Design, somebody who has just been introduced to the not-self, in many cases the weak point is going to be able to appoint them to something very, very specific that they must be aware of which can really be of deep benefit for them in their process. It can.

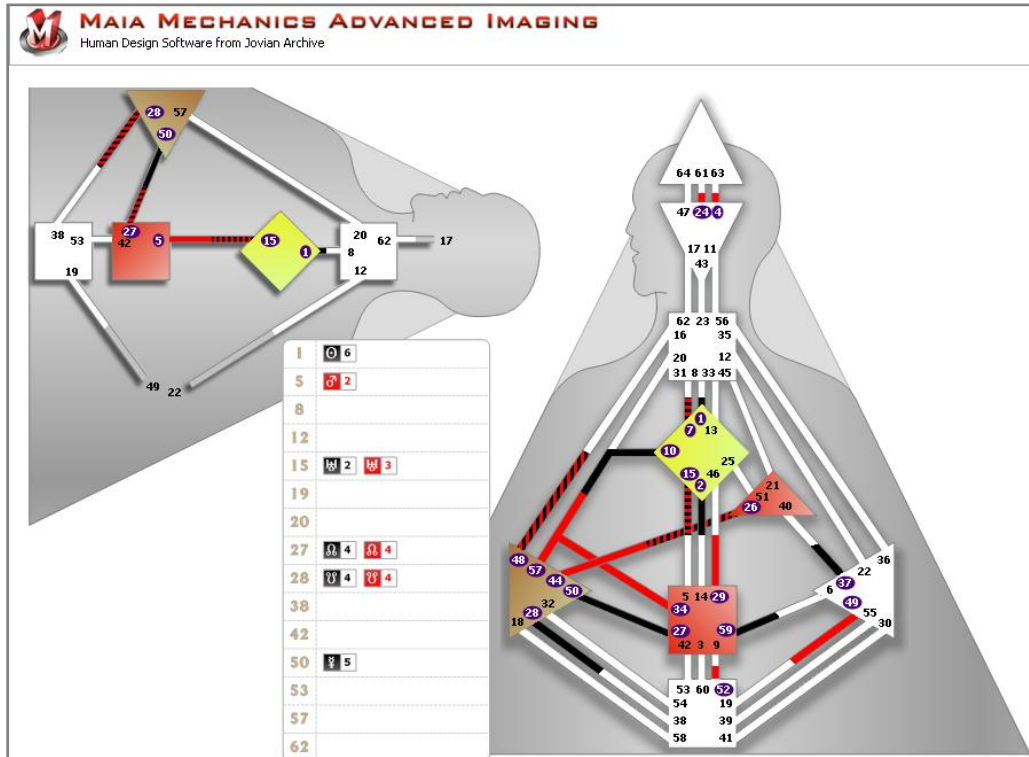
Let me put it another way, because I don't want to turn this into a different kind of question that people will say well, shouldn't a Human Design analyst be trained in DreamRave and so forth and so on, and shouldn't they give it to them in the first reading and all of this kind of stuff. No, I don't think it's like that at all. A reading is an interesting thing. A reading is limited to a very specific value inherent in Human Design, that is the one-on-one and the shattering of the illusion, the first shattering, the most basic one, the surface one.

You never know where somebody's going to go from there. You do have to wait and see. But in a way in which the infrastructure of education in Human Design and the services in Human Design, whether it's analysts or guides or teachers, all of the things that are going on, that somebody that really does enter into that process and somebody who wants to find out more, that's when it can be deeply beneficial for them to know what their weak point is.

Take the example here because it's a classic example. It's a classic example in the way in which the value of the weak point, the importance of the weak point, is something that just doesn't seem to be there. First of all to begin with we're dealing with a single definition Generator, a single definition ego Generator, splenic, ego,



identity and a real bundle in the center, openness all the way around. From the classic point of analysis if we're looking at this, we're looking at the open centers and we're looking at the open centers as being the key conditioning forces.



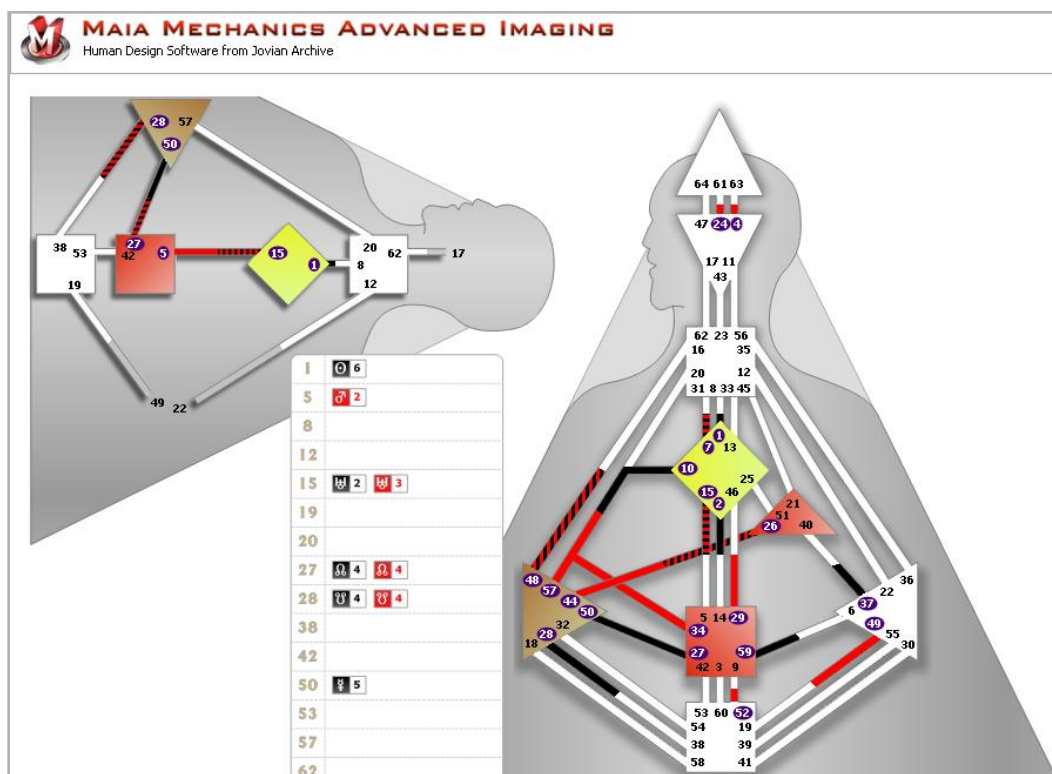
So, if we're going to be dealing with this person at an analytical level as an analyst, aside from the discussion of what it is to be a splenic Generator and what it means to respond in the now and so forth and so on and all the things that go with that, that the not-self presentation is going to be rooted in avoiding confrontation and truth, are always trying to attract attention, are always trying to be certain, or always in a hurry, or thinking about things that don't matter. In other words, these are going to be the elements that the standard analyst is going to bring to this person's awareness. Now, that in and of itself obviously is the way the whole process begins. And it is more important that this person begins to understand the dichotomy between the way it's been moved by its openness and the potential that is there in the power of the Sacral.

It's also unusual in that this complexity of a design that you can see that the hub of it is all unconscious. It's not like this being has easy access to it. And yet, the demand on them is to be purely existential, which means that they're going to end up with a mind that's totally ruled by this not-self and you get your typical presentation.



First DreamRave Chart: A Generator

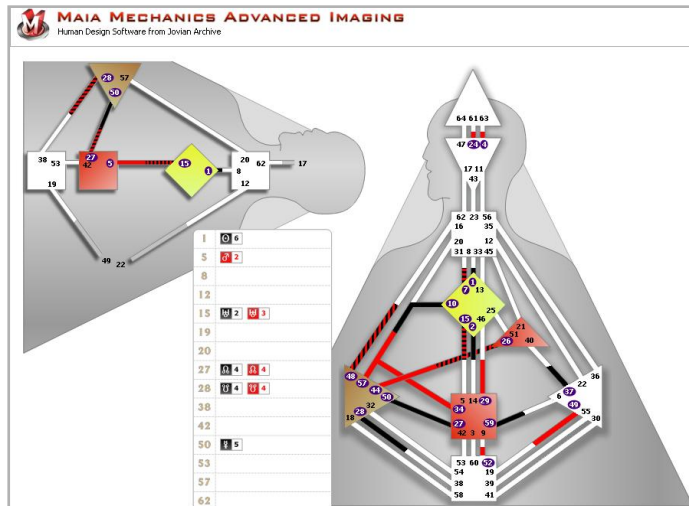
But I want you to see something. Let's look at the movie from a different perspective. You know, the Generator lies down, the Generator goes to sleep. What happens when this Generator goes to sleep? What we're looking at is something rather interesting. The 28 is there, we see that. And the 50/27 is there, we see that. But then there is this. And we know that he has the hanging 15. So what we have is this 5. It's Martian, by the way, 2nd line. Here is this 5. Now, think about what this is going to mean. All of the energy, the conditioning power is a better way to express it, all that conditioning power is going to be pumping through here. And you have one of the oddities, because remember to be a Generator when you're asleep is a rarity. It's the kind of rarity that being a Reflector is. It's a rarity.





The Weak Point: 5th Gate

So you have an energized system flowing through a gate that's not there when they're awake. And this is where the pressure is. This becomes this weak point. And what does it mean? What it means is that when this person wakes up in the morning and this goes away they want it back. It's missing. And what's missing? It's the pattern, the habit, the ritual. That's what's missing. So, all the other things



that the analyst is going to talk about, they're all true, we know that. It's the way every single one of us was introduced to this knowledge. It is the way that it works.

And yet, there's a deeper level because we can see in the mechanics what's going on when we are being conditioned when we are asleep. You can say to this person, there's something interesting for you to be aware of. You know how you're always trying to find the perfect ceremony, the perfect

ritual? It's not you. And you spend all your time doing that trying to find the flow, trying to find it, trying to find it, and trying to find it. It becomes much more important. They wake up every morning with a gap there. Every morning they wake up and it's gone; every morning, every morning. They want it back. They don't know what it is. They wake up in a hunt.

The Weak Point is Deep

I don't think that you really grasp yet how deep the weak point is. It goes unopposed. There is no conscious awareness. It is one third of your life in which it is being conditioned. And then you wake up and it's gone. And you want it. And it doesn't just mean that you're going to be chasing after the rituals and habits and the flow and the patterns and this and that, everything associated with the 15/5, everything associated with it. But you're going to end up looking for those 5s, hooking onto them as if they're really the ones. That you carry a 5 into this person's aura and they jump on it.

The genetic imperative is really an incredible thing. It's an incredible thing. You're moving from one state of consciousness to the other. It's like you have to shift gears. And it's like there's something that's not quite right. It isn't. The 2nd line is a line of possession. It's this 'got to have it, got to hold onto it.' You get into this dream state and there's something that you can ride, there is a wind that you can fly



on, there's a beast that you can ride, there's a movement you can take. And it's this holding on. And then you wake up and it's gone. It's not there.

It's almost like you have to fall to Earth. It's almost like you have to start every day not knowing where to go. One of the things that I remind everybody about the nature of the mind is that it lives on the not-self. It lives on it, it thrives on it, and it feeds on it. And most of all the power of the mind is maintained through fear, fears that are supported by the openness, fears that can be distorted out of the openness. What it means to reaffirm what you are, who you are when you come out of that state, when you wake up in the morning, because that impact is all bubbling inside. The moment that you alter the state, the moment that you move from the 16 to the 64, there is a chemical mind of information and stuff starts moving through your whole system, and that something missing, you want to possess it again. And it's about time.

The Dream State is a Distraction

There's a freedom in this dream state that becomes a prison without it when this being awakens. There is this flow, this etherealness, this timelessness. And what does he wake up with? Chaos, time and chaos; he gets up in the morning, this is missing. There's the chaos. I look at the program. I see something that is so exquisite in its mechanism. It is so powerful. The way in which it envelops everything, what it does to us when we are unconscious, when we are asleep. The thing that's so interesting to me is how clever it is, deconstructed from my perspective, how clever that is. Basically you get entertainment, don't you? And while the dreamer is being entertained, its back pocket is being robbed or something. It's a distraction, all that entertainment. Oh I know that everybody thinks it's fascinating stuff, the dream world itself. But I see it for what it is. While you're being entertained you're being deeply, deeply, deeply conditioned.

It's like those people who wake up in the morning and want to remember their dreams. That sense of wanting to carry that conditioning through the day. It wasn't their dream. It was perhaps their own Persona. Most likely it was a Persona supplied by the program. I'm a mechanic. I can't look at things any other way, otherwise I can't understand them. I look inside. You look inside and you see the mechanism. You see something else. You see that the being is not there. That is, the holistic being, that holistic being that you see through the rave chart, that you can analyze, that holistic being is not there, in the DreamRave it's not there.

DreamRave is a Different Vehicle

It's not a matter of it being asleep; it's in a different vehicle, in a sense. That's the thing to grasp mostly profoundly about DreamRave. It's a different vehicle. It's a mammalian matrix. It is a very, very limited matrix compared to what it is that we are as a totality, conscious, awake. It's not our life. You know how I tell you the



body is the life. Well, it is. The waking life of the nine-centered being is there in the rave chart. This is the life. This is the holistic being's life.

But this other thing here; when you go to sleep you're not you. This is just the Personality being so stupid. This is not you. It is, at least on the inside a different vehicular function. It's a different thing. Those red aspects have no relationship to anything in your design. It is a lunar retrograde measurement. This is where you get trapped. You get trapped in thinking that it's you. That's why I want to give you the archetypes so that you can see that these are just—it's like a drug trip. If you get into the world of roots and mushrooms and these kinds of things, they all have a set Personality and function. They have a process, they have a mechanism.

This is just a mechanism that you're getting to experience, but it's not you. It's not you at all. And yet you wake up in the morning and you claim it. "I had this dream last night. It was my dream." It wasn't your dream. It was a dream, no question about that. It certainly was a recognizable and recordable phenomenon, but it's something else. It's something else to witness.

Personality May or May Not be Integrated into the DreamRave

This is what the Personality is here for. The Personality isn't in the vehicle to be an observer. It's here to be the witness. It is here to be the witness in the nine-centered form. This is its role. And in the nine-centered form as a witness it's deeply connected to the Personality. That's not so in the DreamRave. The Personality may not even be integrated, that is, Sun/Earth, into the matrix itself. It may not; it may. It is a different thing. It is another aspect for Personality consciousness to grasp.

I think that when you truly understand the mechanism of this process and you begin to understand the nuances in terms of the way in which the archetypes move, the way in which Persona is simply a construct, is the moment that the passenger adds another level of experiential awareness because it's not that what goes on in the movie is pointless. It isn't. I'm not suggesting for a moment that the entertainment that is there to distract us while we are being conditioned that the entertainment is going to be bad entertainment. We wouldn't be distracted for long. Of course, it's interesting.

There are all kinds of things for us to look at in terms of the way in which different kinds of information, whether it's Light Field or Earth Plane or Demon Realm, whatever it may be, when you deconstruct it mechanically and you see it through the roles of Persona you begin to grasp that yes, sure we are being delivered all kinds of information. And that from the personal perspective of the witness passenger there is a potential to be able to integrate this into something that could have, intellectually at least, interesting outer authority value in being able to understand the way in which consciousness operates within the dream construct.



Rewriting an Understanding of the Dream State as Differentiation

Nobody really has the language. Many have tried, after all. The whole Freudian approach, the spiritual kind of Cayce approach, the Nostradamus movie, this endless, endless, endless bits and pieces of attempts to develop a language for what is the phenomena. What is clear for me is that it is only through the mechanics that you can begin to build up the understanding necessary so that we can rewrite an understanding of what the dream state is all about. And not rewrite it as a generalization, because that is not what we are about, but rewrite it as differentiation; in other words, the individual dream map in the same way that we can map the not-self mind or the potential of mind as we do in Rave Psychology.

My main accent is always to get away from what historically has been associated with this state. I think that it is very, very important to really see that we are radically different because of the mechanics in our approach to this. Nobody's ever seen a dream design before, or how it works. Everything else was just trying to operate through creative forces to grasp things, but not really see them. If you don't know what it is all about, how can you possibly claim that you can interpret it? You can't. You have to see how things work.

The Dumbing Down of the DreamRave Program

What I've stressed all along in the DreamRave program is to begin with the basics. See it for what it is. It is a conditioning medium. You are being dumbed down. What do you think it means to go from 64 gates to 15? You're being dumbed down. So many of the aspects of your nature, the potentials of who you are, are simply being shut down. So, it's not you anyway, you can see it right away just by what's just gone and then something alien is added.

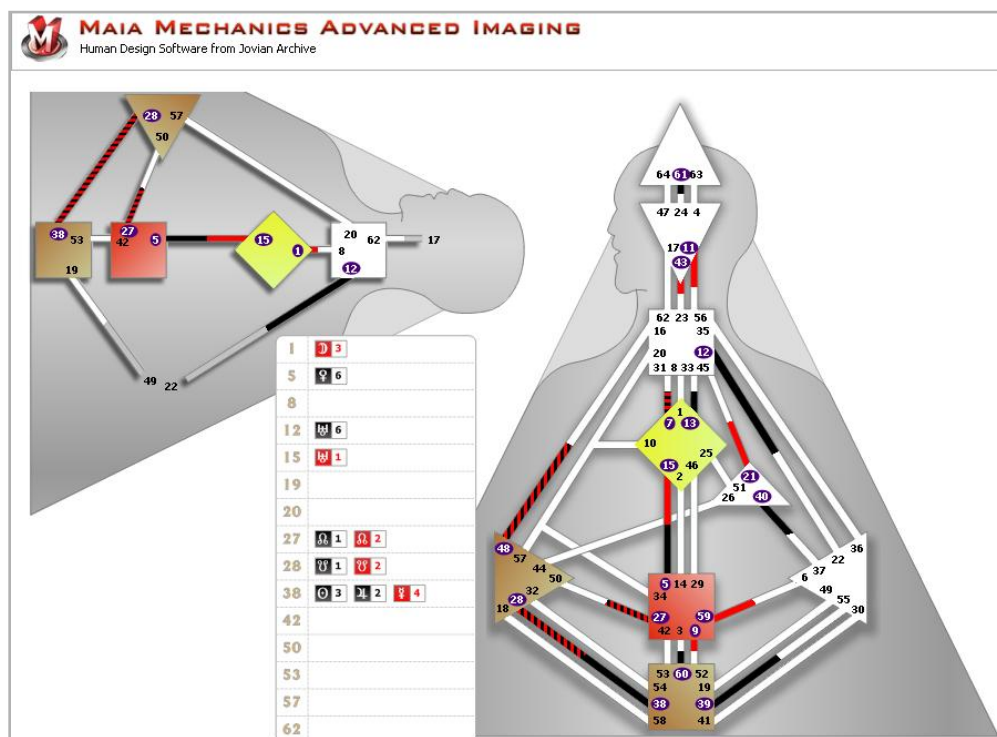
Ah, the Moon. You know what the Moon brings, the great maia machine. This is the Moon. No deeper is the maia machine at work than it is in the dream state that's ruled by the Moon. You have these alien calculations. That 5; that's not in your birth chart. It's not there in the design of your birth chart. It doesn't exist. It's the thing to understand about this mechanism. So, first you have to see that it's a conditioning element and then you have to see where that is, what the conditioning is all about.

The Second Chart: The 50th Gate

Here is an interesting case, as well. I had both of these that I was going to use in an earlier class because I didn't get a chance to use them because they were odd. That is, the fact that you have these two Generators and very similar in terms of—yeah, you go to sleep and you're made a Generator, which is quite something. But anyway, just the whole thing about weak point, looking at this design and you see that there's that 15/5 and you see there's the 27, you look over there and there is



the Channel of Struggle. You look elsewhere and nothing changes, nothing is impacted. You do have the addition of this one over here.



So what's the story? The story is the story. Here you have a split definition and here you have a split definition. Basically what you have is all the pressure is constantly focused on the 50. Now here is a situation in which a Human Design analyst, because obviously they would make this point quite clear, a Human Design analyst would talk about the impact of, in terms of their analysis, because it is one of the possible bridges, it would talk about the 50 and the 3 and the 52. It wouldn't necessarily put the main emphasis here on the 50.

Again, this is one of the things about looking at weak point and looking at the way things are set up. In a normal analysis yes, there are the three bridges and you know what happens in those situations. You cover them, but you move through them. This thing about wanting to be able to sit still, wanting to learn how to meditate, whatever the case may be, these various things that are there that you add as ingredients to describe how the openness of these bridges is going to impact the conditioning of this being's not-self mind.

And yet, through DreamRave you see right away that there is a specific influence, very specific and very obvious. After all, DreamRave does not concern itself with what are the formats of the 60 and the 3, and the logical format here in the 9/52. You only have the abstract format that is there as the process. You can see that is open, so everything is focused on the 50.



This is the big story in this person's life. This is what is deeply going to condition them. Now, as I said, an analyst would point it out. There's no question about it. But in this way you begin to see how deeply this is their set up. And what you're looking at in that 50 with the fears that are there, the fear of taking responsibility, how that fearfulness of taking responsibility is something that is really there in that person forcing them away from that possibility of taking responsibility.

It becomes deeper and deeper and deeper and deeper as an instrument of conditioning. And of course, the electromagnetic to this isn't going to be a solution anyway, because it's going to bring a great deal of tension with it. And this person is going to wake up as they wake up with this added impetus in this particular direction, wanting to be able to set the rules, break the rules; after all it is a duality. There is all of "this and that" that's going to be there. But this is going to be the main conditioning element that is going to impact the way in which this not-self mind is going to make its decisions.

Signposts for People to Focus On

I think it's very important that those beings who are going to be coming to DreamRave analysts will be able to be guided to the nuances and the special places where they can have a signpost that they can focus on. It is something for this person to be aware of. It is something for the previous one to be aware of. It makes an enormous difference in their ability to understand the forces that are pulling at them in this life that are pulling them away from what is correct for them, what is natural for them, what is healthy for them.

The thing one has to see about the nature of the program is that the program is so focused on maintaining the conditioning. It's so focused on it. Think about the way that works. Look at the way in which we have developed as a species and look at the way in which we have had a sleeping pattern. Now, it's only begun to change since the advent of the nine-centered being. If you look back over the whole history of humanity, human beings have always slept together, usually in Pentas or more, bundled together for shelter, for protection, for security, you name it. The reality is that still in many, many, many places on this planet you still have enormous numbers of families that are all living together in a single dwelling, in a single space, this complex multiple deep conditioning aura.

The nine-centered being, you can see that since 1781 we have moved further and further and further and further away from that. As a matter of fact, progress has been the establishment of more and more unique aspects.

Written question: *Ra, what about gate 1 that is activated in the DreamRave and not in the chart. Is it because it is not defining any channel that it is not so important?*



Ra: I mentioned the 1. It's not defining anything. There are already the two gates pointed at the Throat. But the power of that 27—remember that when you're looking at the 27 you have to understand something that it's conscious and unconscious. But that unconscious is coming from the nodal calculation. In other words, it's there in the specific lunar calculation, which gives it even more added strength in pushing it in that direction.

Think about the way in which the program—I guess it's the thing for me that I understand about it the best is that since 1781 this transitional form—it's the program, by the way, that's bringing this. It's part of the evolutionary movement. In this evolutionary movement from 1781 what we begin to see is that the most important asset is territory. That asset of territory is something that from the moment of the advent of the nine-centered being territory was something that became more and more possible for every layer or strata of the culture or the community.

In other words, individual housing, ultimately individual rooms, in other words, this movement that went from only the head of the tribe could have something large enough to have its own space to getting to a point where in the world today you have an enormous number of human beings, probably about four or five billion human beings, who have individual dwellings of one kind or another. In other words, this movement away from the grouping, the defining through grouping and the homogenization that grouping brings. After all, the Penta as a construct itself is an automatic homogenizer—families, tribes by extension become homogenized as they grow in population and become collectivized, at the same time the homogenization continues.

Can't Work with the Dream Life if Sleeping with Somebody

What we are seeing since 1781 is what is revealed finally in Human Design, which is the potential for individuation. In other words, moving further and further away. So what you get to see here is that one of the things that we have to deal with in the dream life is that you can't work with anybody's dream life if they're sleeping with somebody. It isn't going to do any good. And we're never going to be able to work with dream life in the same way that we work with the BodyGraph to the benefit of our unique differentiation until we are operating correctly and we begin to see all the necessary levels and layers that are inherent in this particular BodyGraph as it refers specifically to us.

Now, the only way that I can do that is begin to deconstruct it. In other words, begin to show you what the roles are, what the mechanical mythology is, and from that begin to see what the possible connections that brings to your purpose, your cross, your signature, whatever the case may be. But first you have to get past what this dream body has been all about. It has been the most deeply conditioned body because it has always been unconscious in the aura of others plus in the program.



Reading the DreamRave in Relationship to the Holistic Life

So as we move to the human beings who are operating correctly, operating in their own unique environments, then we can slowly begin to strip away what are the generalized layers that are here in the DreamRave graph itself and begin to flesh out what are the differentiated processes that are there that can be an advantage to the holistic consciousness. That is my goal. My goal is to establish a way in which we can read somebody's unique DreamRave matrix in its relationship to their holistic life, to bring practical intellectual value from that knowledge to them. To do that you have to break through the way in which the dream vehicle has been constructed.

Nobody as yet has been able to establish absolutely why we sleep, why anything sleeps. It's clear to me, for example, that Generators don't need to sleep. I think that they might nap, take quick naps. I think certain Generators in the ideal of their correctness probably are perpetual motion machines. It is interesting about this sleep mechanism and for me it is just the way in which the program takes full control. This is when life goes on autopilot and the program takes control making sure that everything is moving the way it should, pumping in all of the goodies that it needs to do, making sure that the homogenization holds.

After all, I don't want to stop homogenization in the world. It sounds odd, doesn't it? When I say I don't want to stop it, I can't. I guess that's a better way to put it. It's not like we're going to stop it. It's not like Human Design is going to stop it. It isn't. It's a vast deep, deep homogenized field this humanity of seven billion. So, it isn't about that. But it is about being able to redefine for those that have entered into an individual process, to redefine their relationship to their dream state so that it brings a new value to what is the totality of their process. That is something that I think is very important.

I also think that when you get to the differentiated values you get to those areas that have been the source of so much of the distortion about the nature of dreams, prophecy, communications, and all this stuff. I'm only willing to go there, because I know where it is and I know how to describe it, I'm only willing to go there once the deconstruction is complete so that there's no misuse of the information in terms of the way in which it is applied, because I think that is very important.

The Dream Body Fluctuates in the Color Consciousness Frequency

One of the things that I have never introduced in relationship to any of this is the way in which the dream body fluctuates in the Color consciousness frequency. And this is something that is very complex. Yet, it is something that is very, very important and very revealing when you get down to the personal level to the unique level. But as I said, you can't go there until you understand what the basic construct is.

So when we begin next week, what we're going to look at are the archetypes and we're going to look at the six archetypes, because we're looking at line archetypes,



but we're looking at line archetypes in a very, very deconstructed way. In other words, we're looking at characterizations, and characterizations that have a sort of generalized mythic value that we can begin to attach to each of the lines to begin to understand the different kinds of Personas that arise.

One of the things that's interesting is that these are always binaries, everything is a duality. But what's interesting about them being binaries is that they are gender binaries. And gender binaries fascinate me because it's the only place where you really see that in the knowledge. It's the only place where gender specifically is something that is an aspect. It's interesting that it's in the DreamRave, not in the holistic nine-centered graph. So, there are all these things to look at it.

Weak Point is Very Important to See

Again, I want to come back and I want to remind you of how important it is to be able to see things like this. It's not just about saying okay, we're going to go into this very exciting exploration of all this stuff that's there in this level of dream analysis. But this is not something to be left behind. And this is not the thing that you drag in last when you're talking to somebody because the other stuff is so damn interesting. This is really important. In order for me to justify DreamRave as a legitimate subset as itself it has to have its practical application and the practical application has to be applied so that the experiential value of it becomes confirmed.

I reminded all of the DreamRave students as we went through the process that this is something to see within yourself. It's very important to look and see if you have a weak point and if it's there, what it is and to be able to pay attention to it, to be able to notice it and to understand experientially the impact of it. It is very, very important.

Written question: *What difference is there if weak point is of lunar or solar origin?*

Ra: I'm trying to understand your question. You mean in any of the applications what is the difference whether it is lunar or solar. Well, obviously if it's lunar it has a particular importance because it is really the changing of the vehicle that is establishing a whole different conditioning phenomenon. Obviously, if it's from the Personality it is a holdover from the Personality within the vehicle, which means that it becomes a bedrock of ultimately what can be the Persona.

Again, it's one of the things to understand about what it means in the sense that you look at your Personality and you see that you have all of these many, many black activations in your nine-centered centered holistic design. And then boom, you might have a couple; sometimes people have none in terms of the DreamRave. And obviously this is only a remnant, a Persona if you will, a remnant of the Personality. So, it's very different in the way in which it operates.

The key is to be able to be look for, see, and recognize weak point and to be able to provide that information for others. It's something particularly of value in dealing



with anybody that you know, people that you've given a reading to. It's the kind of thing that can help them along in their process, the kind of thing where they contact you and you ask them how they're doing. It's the kind of thing that you can add for them. It's a highlight; it's a focus that ultimately may be interesting for them in terms of getting a deeper analysis about the way in which this whole phenomenon works.

The Importance of How One Goes to Sleep

The practicals—for example, I'm more concerned about the way people go to sleep than I am about how aware they are about the dream state, quite frankly, because the deepest health problems on the planet are about the inability of Types because of the lack of education to regulate their sleep patterns correctly. And this is particularly true of Generators in the sense of needing to run their engine out. And so important to non-Sacral beings that they conserve their energy, that they look after themselves in terms of not exhausting themselves and making sure that they rest, making sure that they take it easy, for example, before they go to sleep, and these kinds of things. That has a much deeper, deeper impact, much deeper impact.

Written question: *Can the DreamRave be called the Mammalian Imperative?*

Ra: Mammalian Imperative? Well, the vehicle's drives are mammalian. The remnant Personality or the impact of the program in the moment brings a higher element, but again, there is such a limitation in the way it can operate because it's always operating through the mammalian construct. I wouldn't have any problem with it being called a mammalian imperative with reservations. It is mammalian. Again, it is part of that dumbing down. We're going back into a much more ancient configuration in which the drives are very different.

I think it was here in this first chart, for example, looking at the 28/38. The 28/38 when you're dealing with mammals, fear and aggression, this is very savage. It isn't to say that there aren't elements of that in the nine-centered being, but it is much more sophisticated than that. Again, this is a very different level. It's also one of the problems I think, we need to exercise this more, you need to work with it more, but I think it's something else to see about the DreamRave channels.

Again, over the next weeks I'm going to be taking you deeper so I will refer to these in better detail. But you have to see that they're not the same. They're much more similar to the mammalian channel and the way the mammalian channel operated in terms of the mammalian keynotes, than it is to the human keynote that is in the waking state. So, I think that's a valid point in that way, Adrian, at least to clarify how different the form is in that.

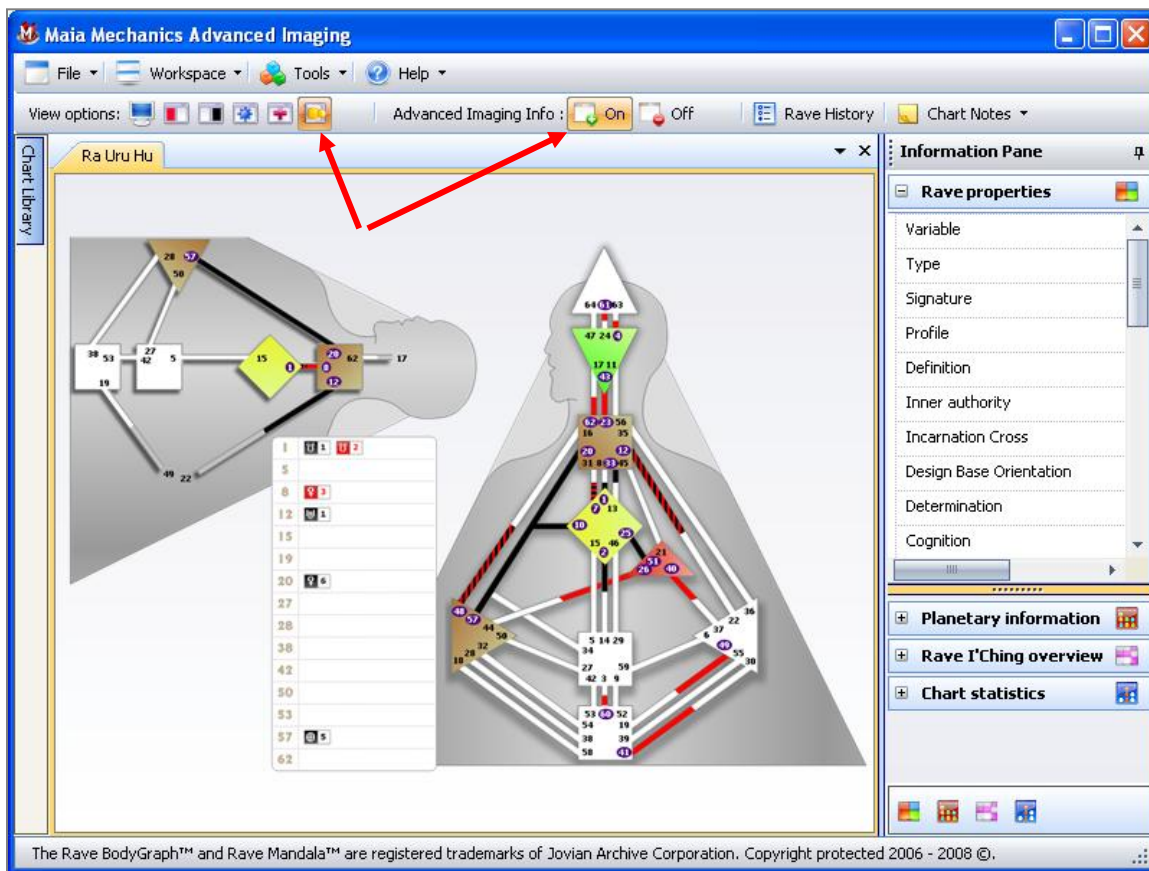
Written question: *Can one only have one weak point or can one have more?*

Ra: There can be a number of weak points. Again, what a weak point is doing is setting you up. It's part of what this training has been about, after all, to be able to see that. If you go back to the—they're available as digital books—if you go back



over the weak point material, you'll see that it's not a difficult thing to recognize. It isn't. This case is perhaps a little more so. But again, what you're looking for are conditioning highlights. You're looking for what points to conditioning. There it is in the dream, there it's not in the awake state, so obviously that's going to be the big story when they're awake. It's actually very, very simple.

I like this function, by the way, those of you that have AI. In AI, for any chart you have on screen, you can go up to the little windows above, I think it's the far right window and you just click it and you automatically get this perspective *[the red arrows point to the buttons that must be clicked to view the combined charts]*. It's a nice feature and easy to work with. For those of you who have AI, it's really useful to do this, to use it. Every time you're looking at somebody's chart, no matter what your reasoning is, just click this feature and take a quick look to see if you can find a weak point, see if there is one, see if you can find the Persona, see what it is.



Next week we'll begin our adventure with that. Anyway, to all of you, welcome to this. I'm glad you're all participating. Until next time; bye for now.

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Lesson Two

The Evolution of Persona

Welcome to all of you. As I was mentioning before class we're going to have an interesting journey today. In order for me to really be able to talk to you about the nature of Persona, you cannot see it just from the level that I've introduced it to you in the DreamRave process itself, because you don't have enough depth to really understand what that Persona is in a human being, because it's not a shadow of the Personality. It really is something else.

In order to be able to do that I basically have to take you back and think about what we are really looking at. The reality is that if we have a construct like the Personality Crystal, the thing to recognize about the Personality Crystal is that its potential theoretically is unlimited, that is, unlimited within the construct of the way the Crystal filters and the neutrino stream. However, the Personality Crystal does not operate in and of itself. It can't. It is simply nothing but a filtering instrument.

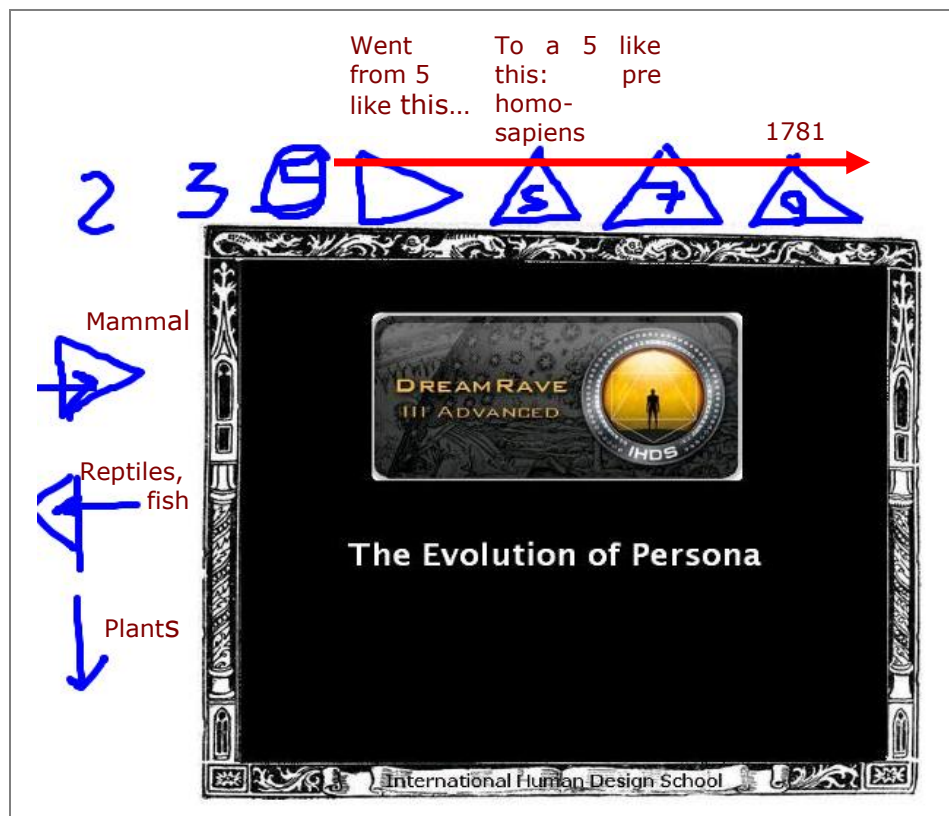
So it's going to be limited by the form principle that it is housed in, in order for it to be able to get whatever it gets. That is, the limitation of the Personality is the limitation of the form. It's something that you learn at the higher levels of Human Design. That is, if you don't correct the form principle, that is, if you don't operate the vehicle correctly there is no way that you're going to be able to have an enhanced or quality Personality that is going to function in a way that it was intended to.

So, it's something to understand about the development of consciousness and particularly about the development of Personality consciousness because Personality consciousness—it's the subject of my lecture on Thursday in the Jovian lectures about the Personality is something that it is truly something worthy of identifying with. That is, it is the "I-ness" that is eternal, or relatively speaking eternal. Vehicles come and go, but the Personality Crystal remains. The thing about the Personality Crystal is that if we take the assumption that the evolutionary progression of the totality has been nothing more than let's say a cognitive journey, then the ability to be able to cognitively filter, the ability to be able to do as good a job as possible, and I'm keeping this simple, as good a job as possible as being able to filter one has to go through an evolutionary development in terms of the form.



Form Evolves to Benefit the Personality

Everything about the movement of the totality, at least from the perspective of the program, and particularly from the understanding at the tonal level is that everything is rooted in cognition. So, in thinking about this, one of the things to look at is that one of the principles of the biverse is that form evolves to benefit the Personality. Now, it doesn't feel like that. But in fact, if one looks at it deeply objectively that is what one gets to see. In other words, it is the evolving form principle, because the Personality doesn't evolve, that is, the Personality Crystal is Personality Crystal and it is going to do the Personality Crystal job of filtering the consciousness field, or filtering the neutrino ocean, and is going to do that dependent on the form that it's operating in. But nothing about the Crystal itself is going to change. Certainly nothing about the Crystal is going to change in the flash of an eye of the last four million years in the development of our particular strain of life on this plane that led to us. It's a form principle. This is the great teaching in Design.



So what we're going to begin to see is that Personality, in other words, the way in which cognitive experience can impact the form itself or be expressed through the form itself, that what we get to see is that this has gone through a physical process and a physical process that we have to go back and if we look at the single cell, as

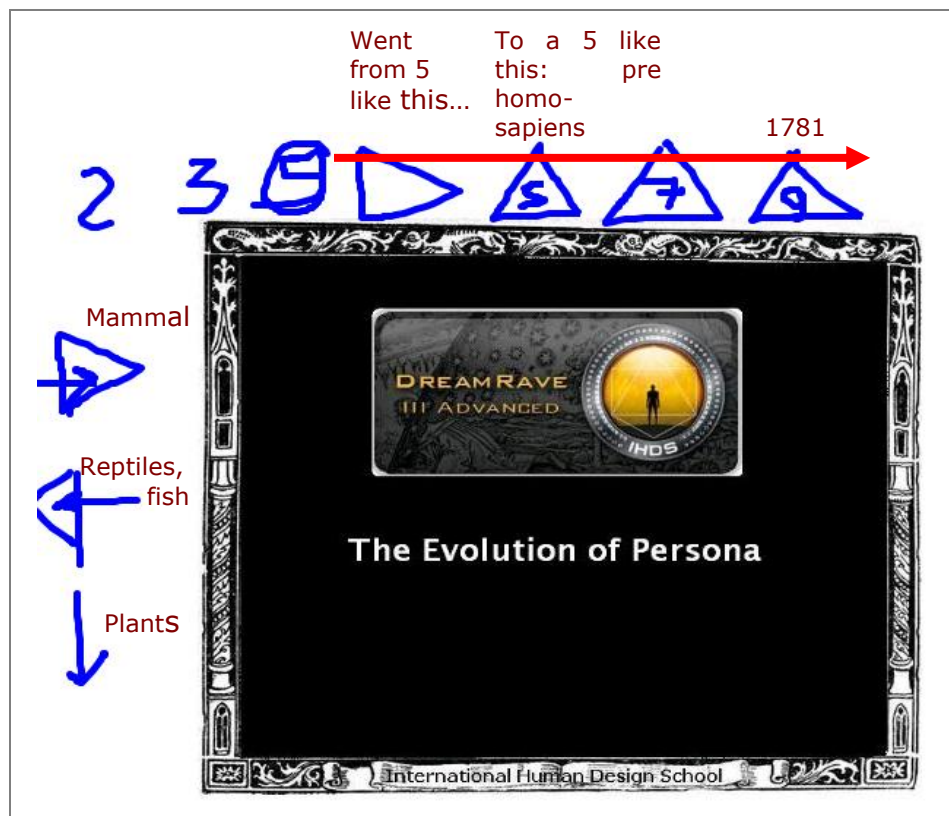


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The Evolution of Persona

an example, if we start there because it's a good place to start, if we start with a single cell we have a two. And what we know about the nature of plant life is that plant life is a three. And what we know about the mammal is that the mammal is a five. Obviously what I'm talking about here are centers.

The interesting thing about what you get to see in the design of forms and one of the most fascinating aspects of the design of forms is that the forms all have a different alignment to the neutrino ocean. In other words, we see clearly because we studied in DreamRave that the mammal is oriented in this way. If we are looking at reptiles and fish and so forth and so on they're oriented that way. We know that plants are oriented downwards. We know that insects are oriented like us, they're oriented upwards. This is an orientation in terms of the way in which the Crystals are aligned to receive the neutrino stream.



Now, one of the things that is very interesting to think about is this five, because one of the things that I know is that there was a point in our evolutionary history when we went from a five like that to a five like this. And that five like this ultimately is what we refer to as pre-Homo sapiens types, whether they were Homo erectus, Neanderthal, a whole group of forms that were rooted in the five principle of the mammal and the alignment turning upwards. This became a progression that went to the seven and a progression that led in 1781 to the nine where we are now.



So, we have this movement here, this transition here from the mammalian to the potential of what ultimately will lead to human, and this is simply rooted in this matrix, the same matrix we look at in the context of the DreamRave that is the 15 gate alignment and you see that 15 gate alignment align upward. Now, the reality is

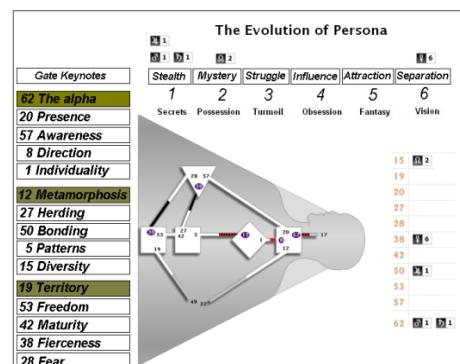


that the five centers here move all the way through, as we well know, in this process. And not only do they move all the way through and of course they move through in different variations, but basically they're moving all the way through. One of the things that I want you to begin to grasp is that what is this in each of these stages. It is the Personality. So, the first expression of Personality, really definable expression of Personality, is one that you're going to get here in this five, this mammalian ancestral five of ours.

The Mammalian Keynoting

So, let me move you along for a moment. Now, before I get back and put this in the context of somebody's Design, what I just passed through, I want to go deeper here, and I want you to begin to see the relationship, because remember that today and next week basically I'm going to be taking you through beginning to see the archetypes in the Persona to begin to understand the Personality of the dreamer. But I want you to see it first as a mammal. I want you to look at this as if it were a dog or cat. Forget about the face there, we can stick on whiskers; you know what I mean. And look at it as a mammal and think about this for a moment.

What you're looking at here [larger image on the next page], by the way, something you may have never seen. I don't know if I ever gave that out at any level of dream work, but anyway, this is the mammalian keynoting for each of the mammalian gates. It's not DreamRave, and at the top here you're looking at the mammalian line keynotes for the mammals. So, don't confuse this with DreamRave. Yet at the same time, it is all about being able to give you a sense of what is Persona.

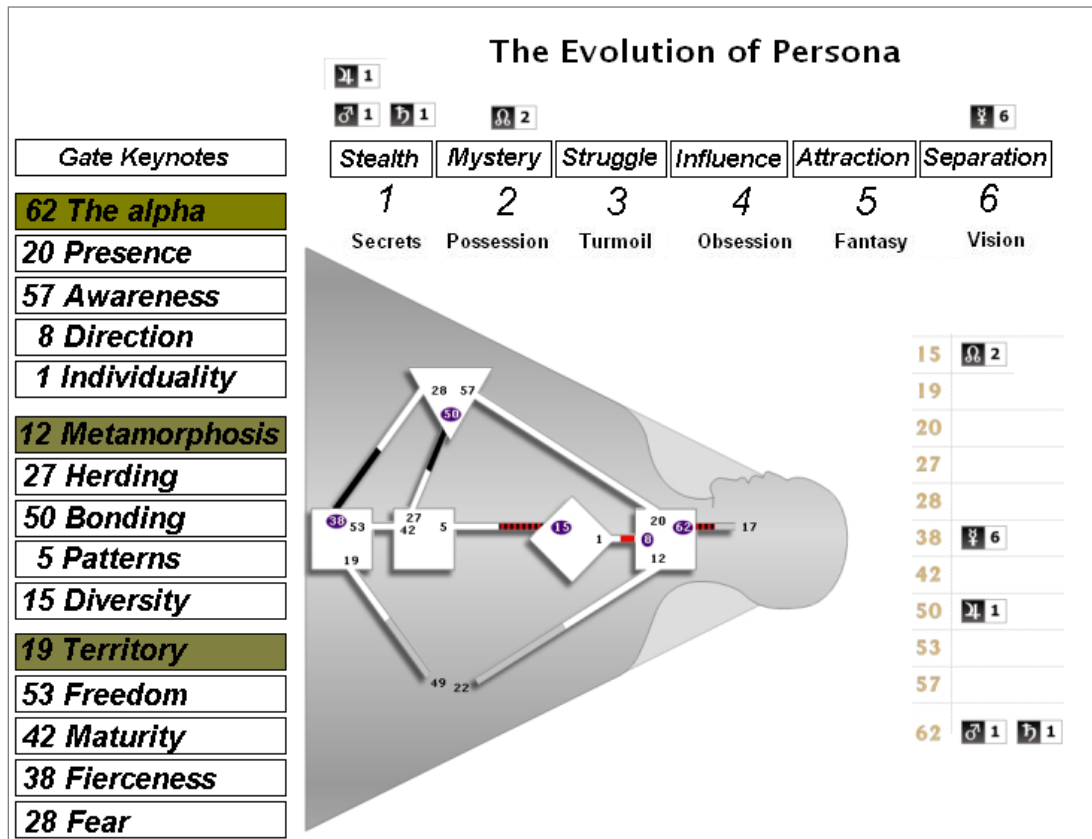




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Think about this as a dog or a cat, whatever your favorite kind of typical domestic pet is if you have one. I've had animals all my life; we all know they have a personality. It's obvious that they have a personality. And it is not simply that you anthropomorphize that personality, it is a personality that is distinct. I've had many dogs in my life, some are serious, really, and some have a sense of humor. They have personality and it's the same thing with the cats, obviously. It is something that is just clear. It was my favorite joke for many years, my absurd joke about what's the difference between a man and a dog; well, a man's not a dog. And everybody would not find that funny or interesting. But of course, it's a Personality Crystal joke.



We have the same Personality Crystal, same in the sense that as a generic they're capable of doing the same thing. If I could take the Personality Crystal out of my dog and I could put it into a human being it would function with all the potential of that human Personality Crystals have. It's not about the Crystal. That's the thing to really grasp about Personality Crystals. It's like some people think it's interesting in Rave Cosmology the discussions about the nature the Eron which is something that futuristically was predicted by the Voice, a creature that literally was rooted in a trinary Crystal construct, and that one of those Crystals is a Crystal that is from the mammalian Crystal grouping.



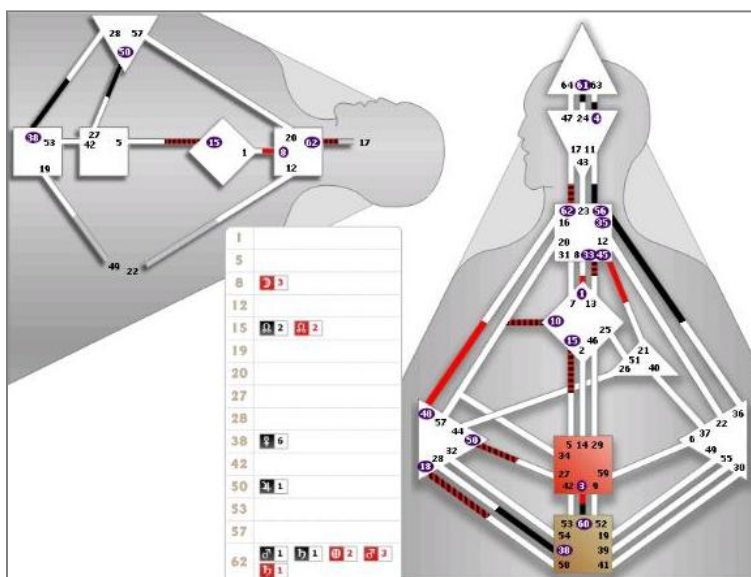
The reality is though that it isn't any different. It is different only in that it has had a different experiential process incarnating into mammalian form. But as a Personality Crystal, it is still a Personality Crystal like the Personality Crystal in the human. It's not different. It's just another kind of background in terms of where its journey has led it. The Personality Crystal doesn't change; the form changes.

So, if we take this form and we take this as a dog or a cat, then when we're looking for the Personality of the dog or the cat what are we looking for? We're looking for who that dog and that cat thinks it is, basically. It is the conscious aspects that are there. And the conscious aspects that are there, they become, in fact, the Personality. This is the way we do things, isn't it? It isn't that different when we look at a human being. The only difference is oh there are a lot more Personality activations. The Personality is more complex.

Two Kinds of Dream Persona

I want you to think about what you're looking at when you're looking at your dream Persona. First of all, to understand the dream Persona there can only be two kinds. If it is your dream Persona it's because you have a Personality activation that's in this 15-gate matrix and is going to carry over to the DreamRave Design. So those Personality aspects of yours that are both in your Personality and are there in your DreamRave, this is natural Persona.

You can see here again that there are these five different—this is a very crowded one by the way, which is not common, where you can see all of that. The other is



many people have no Persona at all. It's not a huge number in percentages, but if you count it in people it's an enormous number. They get the transit. That is, they get the transiting Persona, whatever the transiting Persona happens to be. Sometimes there isn't. Most of the time, though, there are transiting aspects that are there that become keys.

It's different. You have to really be able to understand the

DreamRave to see what a typical programming can do when it can introduce Persona because it won't introduce it all the time. There will be phases of it. These are the kind of people that normally don't have strong Persona dreams or strong dream



remembrance, who will go through a period, because they're not Persona people, they'll go through a period in which they have a very, very strong presence in their dream life with a certain quality to it that may last for whatever, relative to the length of the transit.

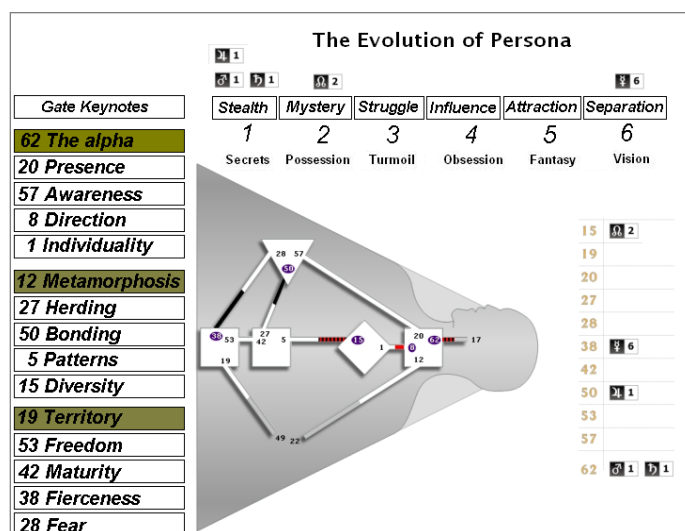
Persona Links You to Deep Mammalian Roots

But I just want you to grasp that Persona is something that the presence of it in your Design is linking you to a much deeper history of experiencing life. That is, you can see the limitation of what it means to have a dream Persona. This is the Personality of the dreamer, but not only is the Personality of the dreamer limited to these specific gates, but it's limited to these gates in a transition that is taking place, a metamorphosis that is taking place.

After all, the human when it's in the DreamRave state is a human in a temporary state, and in a temporary state that is a connection to their mammalian brain, a connection to a much older, a much more ancient Personality. When you have your own Persona as a remnant, your Personality remnants which become Persona in the DreamRave, basically this is a deep connection to these mammalian roots in you. It's a very, very old kind of Personality. And old only in the sense of the way in which it was limited, limited by the construct. In the same way that my dog who is presently sleeping through all of this underneath my chair, there is a limitation and the Personality can only express itself in so many ways because of that limitation.

Compare the Keynoting

More than that, how important it is to see where you go to when you're looking at this DreamRave mammalian Persona; first of all, to go back to its rooting, to go back



to where all of this comes from and how different it is. One of the things for you to do because I'm not doing it in this class because actually my accent is going to be on the lines, but it's an interesting comparison because of course you will have this in your download to be able to look at the keynoting, the mammalian gate keynoting, and compare that to the DreamRave keynoting and compare that to normal keynoting. I think that's a very important journey for you to take in terms of really grasping these gates and how complex they are, because it's



almost as if they are historical remnants in us. And obviously, quite essential in terms of what they provide us.

This is something that is much older. It also says that all these other gates that are not part of this that the way in which they operate, their very existence is something that in evolutionary terms is relatively new. Not only is it relatively new, but it is in deep mutation. We have already seen, at least according to Human Design in 1781 we had the mutation that went from the seven to the nine. And of course that is quite a transition in the nature of the circuitry. That transition in the nature of the circuitry set off the mutation in the visual cortex, that mutation that is having its impact and what we are seeing as the mutation that is arising in the Solar Plexus Center.

We are in a form principle now that's in deep, deep mutation and every mutative moment is an advantage for the Personality to get a deeper potential for expression. It's why the teaching in Human Design of outer authority and why the significance of outer authority is so profound, because outer authority is the ultimate possibility so far in vehicular development for the expression of Personality consciousness. An expression of Personality consciousness as we well know is much more profound and complex than it is at the dream level or the mammalian level or in any other level that's been there before us.

Not only that, but the nine-centered vehicle is a mutative transitional form designed to be able to create multiple consciousnesses. That is, multiple consciousnesses through the alignment of Raves into conscious Pentas. In other words, we're in a deep form transitional period. And yet, there is an aspect of us that is deeply held to the ancient program.

A Dogs Design Does Not Change Whether Asleep or Awake

Think about the limitation of this and think about something else. I want you to grasp this; I want you to think about this. My dog, she's lying here, she's asleep. But is she asleep? Look at her design. There is no difference for her in terms of her Personality in her life between what happens to her when she is sleeping, and what happens to her when she's awake. There is no true distinction in the design. It is one of the great limitations.

And yet at the same time, it is an extraordinary life in a way. Dogs are obvious deep dreamers. You can see them running and hear them barking. They live another life. And yet, if you look at their design, what you're looking at in this design is that you're seeing this question that has been asked by every poet for the last 400 years in one way or another. Is this a dream? The old line about: are we dreaming? Are we awake? Is this just another layer, and blah, blah, blah and on and on. Think about the mammal. It's very clear to me that when my dog is asleep, she's not asleep in the way I understand it. She can't be. She's the very same creature in that sleep domain. Nothing has changed. It's quite something.



This is the consistent Personality, totally controlled in the program—after all, the natural world—totally controlled in the program, the same awake or asleep; not us. I assume it changed immediately when the five realigned to a vertical alignment or what I prefer to call an 88° alignment, the moment that this stood up. And of course, it wasn't easy for them to get rid of the fact that when they were standing up, when they were asleep, they were still the same. But there was a slight difference, if you know what I mean. There was a shift in the way they were programmed.

Most primitive societies still carry with them this deep belief in the life within the dream world. This is the old mammalian stood-up being. And it carried through into the seven-centered being not as powerful. Not as powerful for one reason that the seven-centered being was totally, totally, totally absorbed in the development of mind. And the constructs of the conscious mind, there was no way that this could be experienced the same in the sleeping matrix. There began to be a division. The dreams were still omens, dreams were still guidance, and dreams were still the voice of the gods.

During Sleep We Go Back a Long Time in Our Cellular History

When we descend into this state we're going back a long time in our cellular history. And we're going back to the energy experience stored in those gates relative to that construct. Your Personality that becomes Persona or aspects of Persona in your DreamRave, this is not a Persona that belongs to your time. It is a Persona that immediately is influenced by the underlying forces that are there. It's like looking at that 38th gate, this Fierceness. This is mammalian fierceness. You have a pet that has the 38th gate, hey, you make sure that you watch it when there are little children around, and stuff like that, because it's there. And it's not like it's intelligent; it's a mechanism; Fierceness.

You can't see that Fierceness within the context of what it is to be human, what that means to the awake being. You have to go back into this history. Now, obviously, there is a change. And where you really begin to see the change is the way in which the archetype unfolds. Why do I say archetype? Lines are something that are so profound. It is through the lines that we get to interpret in Human Design, we get to understand in Human Design. I'm going through that process in my later class today, which is an examination of the lines. It is through them that you begin to understand role, you begin to understand how each aspect of the construct has a nature, has a way in which it lives out.

So, we talk about investigators and hermits and martyrs and opportunists and heretics and role models, because these things have these qualities. And it is this profiling element, because I don't want you to confuse this, there is no profiling in a DreamRave. You can see that so obviously just in the way the database is laid out. There is no such thing. But there are the line values. And particularly these line values when you associate them with Persona that they are bringing certain characteristics with them that are definable as roles.



Line 1: Stealth and Secrets

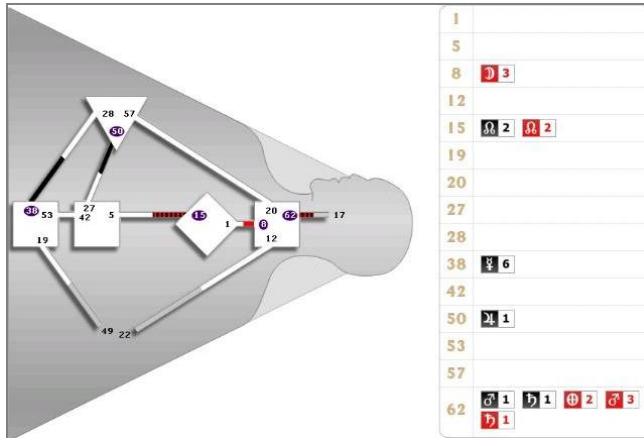
Let's look. If you begin with the 1, you can see that in the mammal this is Stealth. And of course, this is one of the things that is so important for any creature to understand to know how to hide, to know how to protect itself. It is also an offensive thing as well, to know how to sneak up on things. It is interesting to think about the mammalian 1st line and how that leads ultimately to the human 1st line of investigator. And you can see that it doesn't take a rocket scientist to follow that line and begin to see how that evolves, that evolution of being aware enough of your environment to know how to defend yourself or protect yourself in that environment, how that moves through various stages.

But look at what it becomes when you enter into the dream. It's the same 1st line. And it becomes the line of Secrets and of course right away everybody jumps to certain conclusions about what does that really mean, what kind of secrets. And is it the secrets like the 13th gate secrets? What kind of secrets is this? There are so many things that the hunter discovers, because this is so much about the foundation of staying alive as a mammal. And it's these secrets; but, it's more important to see it not so much in terms of what the secret points to, but to see who is the secret being, who is this secret Persona, what does this Persona look like?

We already know its mammalian root is that it's stealthy, that it is sort of almost dark, almost hidden. This is a different kind of character. This is not about the investigator, because the investigator is not there in this sleeping model. It isn't. So it's not somebody with that magnifying glass in front of their eye, it's you and your dream peering through the woods, looking out a window, opening up a door slightly to peek behind, trying to move without being noticed. It's all kinds of things. It becomes a character.

The Development of the Character

In the development of that character it's like you have to think of yourself in the sense of a playwright, indulge yourself, and think of yourself as a playwright. And basically there are elements of character here. Here it's very complex. There are five different elements of this Persona. And the thing is to take those elements of the Persona and to bring them together, because when you bring them together you actually have the Personality construct of the dreamer. It's what makes Persona so fascinating. But you have to begin to get a feel for what each of these lines bring, because what they're bringing is not so much what you're going to get from them. That's the thing that's very important to understand. Remember that these lines are going to operate through any of the 15 gates. They're going to result in different things, that peering out at things.



You can see here for example that we have in this configuration three 1st lines. So this Stealth mode turned into Secret mode has these three. Two of them are doubled up; the Alpha through the Mars through the Saturn. And then on top of that we have the Jupiter as well and the Jupiter in the 50th gate. And the 50th gate is about the sexuality of the dreamer and the Stealth and Secrets, well, what do you see and what do you discover. What I want you to have

is a sense that the Persona of the dreamer, the Personality of the dreamer that you get to that Personality in the same way that you get to it in Design. Basically, we grasp the Personality through those activations that we think of as ourselves in the context of the way in which our Personality profile operates.

So think about these aspects in the context of what the lines bring you. I don't want to call them line profiles because I really don't want to confuse the terminologies, but I want you to grasp them this way, so I was calling them archetypes, just grasp the values. Let's call them just characteristics. I think that's probably the best language is that they're characteristics of the Persona. That is, as long as you have more than one you call them characteristics. If you only have one, it is both the characteristic and the Persona. If you don't have any, that's another story. But the best way to see these is to begin to see that they are components; you have to see the component for what it is and then you have to see it within the context of what is going on in terms of that Design.

The other thing is which of those aspects are going to carry the most power in relationship to the relationship between the waking and the sleeping state, the potential of weak points, and so forth and so on, all of these various things that are there. But it's the beginning of this process, beginning to understand the dreamer. I want you to be able to meet the dreamer so that first of all, you can meet that dreamer in yourself if you have a strong dream experiential life. But more than that, through that experience through exploring it within yourself or exploring it with those around you who have a strong connection to their dream life that this is a way for you to begin to develop this ability to tap into what that Persona is.

Transforming the Dream State

I think that for many, many people understanding their Persona and why it works the way it works and why they dream the way they do along with all of the other things that we can help them with in terms of this is a conditioning element, I think this will transform the dream state. I have a sneaking suspicion about the dream state, and it's not for myself because I will never experience that, at least as far as I



can tell from this point, because I'm not somebody who has conscious access to their dreams, I do not. It is very, very rare for me to have a dream that I remember. I haven't had one in probably a decade now. So, it's not something that I'm aware of.

In the same way that you can go through transformations in Human Design in terms of the waking life and reach a point of the transformation of the Personality to express outer authority, there is an assumption that I have that in that kind of correctness. If you are also deeply aware of what is going on in terms of the way you're being dream programmed and what are the roots of your Personality that you tap into in the Persona that you express in your dream, I think that it may change the way in which the whole dream experience happens.

I cannot know because as I said I don't have that myself, so I have no way, I'm not a dream explorer, so I have no way of knowing how that will operate. But that is my assumption, because it certainly is going to transform the way in which you experience the dream and that immediately changes everything. Once you have a conscious recognition that can be verified in dream experiment that you have tapped into what are the mechanical aspects of the essence of your dreaming life that I think that in and of itself will have a deep transformation.

Line 2: Mystery and Possession

Anyway, I don't want to get sidetracked here. Let me just move on a bit here because I want to introduce these to you before we go into them in depth next week. Mystery and Possession; Mystery is something that is really very beautiful. I like the pun on mystery, "my-story," mystery is something that for me is the beginning of true intelligence. It's clear to me that the 2s are at the heart of what we understand as intelligence. Mystery is something that is very, very special. You can see that the mammal is certainly endowed with that and that is something that is extraordinary, because this mystery leads to curiosity and curiosity killed the cat, so to speak. That is, there is a mutative element in this that is very profound in terms of the way in which the mystery can lead to transformation in consciousness.

Now, you can see at the dream level that it becomes Possession. Now, that's a very interesting jump if you think about it. The 2s are the great naturals. This is their thing. But everything about them is that they can only live that way when they are really protected. That's why we get the whole hermit thing that emerges out of the 2nd line theme. But the one thing that we know about the hermit is that the hermit is open to something. It is open to the call. And we know that when we look at Design and we look at the 2nd line body, we know that the 2nd line body is the Achillean body. That is, the body that has one point of weakness. That point of weakness like the Achilles' heel that can be so devastating.

One of the things to understand about possession is that possession does not want any vulnerability. It's hard to describe that. It does not want to allow anything to remain a mystery, let's put it that way. It doesn't want any door or crack or seam to be left unattended. And so, the Personality of this possession, that there is a great



deal of the projecting dreamer. There's a tremendous amount of projection. This is the dream Persona that turns little things into huge things in order to drive it, to conquer it. Possession can be very, very powerful. It can be very powerful as a distorting characteristic.

Line 3: Struggle and Turmoil

I think that it'll be more helpful for you when you see these as I deal with them in terms of the charts so that I can give you more practical language for it. The theoretics can often be quite hard. Here in the 3, you don't really see much difference in 3s, do you? You never really do. As a matter of fact, the mammalian struggle is something that is so much a part of trial and error and what it is to be a 3, and so forth and so on. I don't think anybody would have difficulty recognizing the 3rd line in mammalian keynotes, anymore than it creates a problem for interpretation in terms of the turmoil.

But remember, here we're looking at Persona specifically. We're not looking at the fact that the dream world is going to be full of turmoil, because that's something else. Remember, we're just looking at characteristics of Persona. So this is a Persona in turmoil. This is the kind of Persona that often has very, very uncomfortable dreams. And if they're somebody that also has the 20th gate, they're going to wake up a lot from the turmoil in their dreams. So, this is a characteristic of turmoil. Again, what you're looking at is that that's not really you. And that's not really your Personality. If you have a 3rd line, for example, in your profile, you're a 3/5, 3/6 as an example, turmoil and struggle, yes, they're there, but they don't define your Personality. They don't define you as a profile. They are aspects of it.

Here this is a characteristic that is because of the limitation. Imagine somebody who only has one Persona and it's 3rd line. That isn't going to be who their real Personality is. It is going to be hard for them to recognize that as themselves. It's something else. And yet, for the not-self it's all taken as my dream, whatever the case may be. And somebody who would have that kind of Persona, that the turmoil of night after night after night of being a turmoiled Persona, the Persona in turmoil, the Personality of the dreamer in turmoil. You wake-up and even if you don't remember anything it's had an impact on you and it's having an impact on your waking state.

Line 4: Influence and Obsession

Whenever we're dealing with lines and we've moved from the lower lines to the upper lines we're always looking at a change. Obviously the lower trigram is much more self-absorbed. It's very much turned in on itself, so these are characteristics turned inward, so it's very much the dreamer's own inner process that is really highlighted here regardless of the circumstances of the dream. But, the moment that you move to the upper trigram you're moving to the transpersonal, you're moving to a focus on the other. Again you can see that at the mammalian level the



3-4 are very familiar. They just are. This is the fundamental dividing line that is there, and the influence that is possible in the 4, that influence in the mammal.

Now, the way influence works in the mammal is simply the ability of any single mammal at any given moment to take a certain position, whatever that may be—a movement and others may or may not be influenced by that and follow, so forth and so on. Here what we're looking at is something else. That is, we know that the 4th line in a human being, that is, in the waking person, that that 4th line is all about opportunity. But here there is an obsessiveness that arises in the dream Persona and an obsessiveness about or rooted in either being able to influence or not within the dream context. And this isn't the obsession of the dreamer as much as the environment is obsessed with something, because again the focus is very different.

Line 5: Attraction and Fantasy

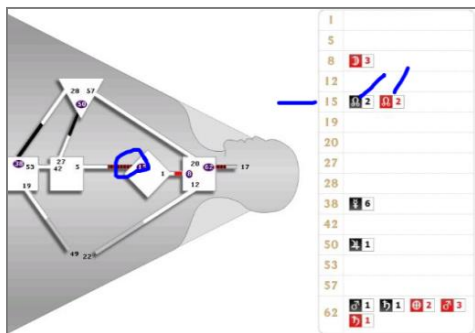
It's the same thing for the 5th line being in which the dream state has the fantasy element to it much more than what the dreamer is. It is the dreamer seeing that, seeing that from the perspective of what the 5th line ultimately carries as a possibility.

Line 6: Separation and Vision

When we finally get to the 6 and we get to Vision, this is always different than everything else. The 6th lines in the DreamRave always present an unusual aspect. That is, that the Persona has a characteristic of the visionary. Because this isn't specifically about either being the visionary or the vision, it is simply about that is the "is-ness" of the dream state. In other words, that you're either revealing yourself or something is being revealed is so much a part of what the characteristic is.

Building the Characteristics

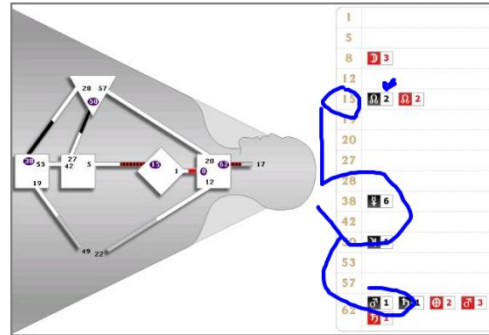
The job is to weave them together. It is one of the most complex keynoting exercises that you can have. First you really have to become familiar with the nature of the terminology and to begin to see it. For



example, we have not been looking at the gate configurations, so looking at for example the 15th gate and understanding that this is a gate of Chaos. And these are themes of Possession that are there in this gate of Chaos. And to see it in relationship to where it is in terms of is it having an impact in terms of the Design itself, or whatever, looking for it in that way.



But, just seeing that in the context of the chaos, first of all we're dealing with the Earth Plane, we're dealing with something that is very deep and is very physical. It is a potential for a great deal of confusion. It is the astral and this is chaos and so forth and so on. So, you need to go through a process of being able to see how to build the characteristics. This is what we're going to do next week. I'm going to take one example and I'm going to take you through the process so you can actually see how you can take the characteristics and bring the characteristics together and give yourself a way to keynote who that character is relative to the line that identifies the characteristic, the gate that gives the framework and how all of them together form what is going to be the Persona.

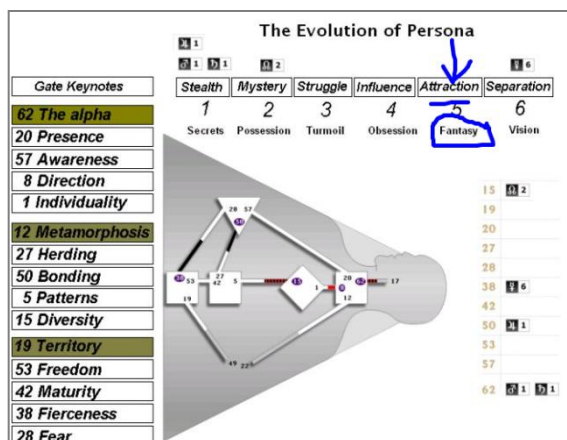


Now, remember that the moment we have the Persona is the moment then that we can look at the whole dream experience. In other words, what is there entirely, because after all in Persona we're only looking at the Personality aspect. And begin to put it all together in the same way that we sort of have the psychology of this and the Design of this are two things. And basically what we're looking at here is that we're looking at the psychology of this DreamRave, we're looking at the Persona specifically.

The 5th Line

As I said about the nature of fantasy, the 5th line, everything about the 5 is that things have to be changed. It's one of the deepest things about the 5—conditioner or conditioned/seducers or seduced. It's one of the basic elements, this whole guilt motivation, as an example, this whole thing to fix it, to get things done. This is how

universalization takes place. Something isn't right, you fix it. This is what the heretic does; this is what the heretic sets out to do in terms of what its role is. But, here you can see it is really something that's different.



the 59-6 equivalent on the mammal side. That is, the 50/27 is their reproductive sexual intimacy zone. And the herding is much more about the way in which the



sexuality will work in terms of being able to have all of the fertile creatures together, but as a characteristic that keeps them herded together, the attraction is part of that. In other words, it is a mammalian level of universalization.

It becomes something rather different when we step into the DreamRave. It is perhaps the biggest shift that takes place in the sense that there is a whole different kind of way in which sexuality operates in the dreamer. It has an impact overall in the way in which this has emerged from the past. What you get here is that this is the dreamer with the dreams it wants, which is the best way I can put that. This is an exploring, in a sense. This is a kind of level of awareness in the DreamRave that though it can't say I know I'm dreaming, it can say I enjoyed doing this, if you know what I mean. There's something about that particular dreamer that is ready for illusion. And that's really what it brings.

From the point of view of the program this is where the 5 can be diluted as a power in the waking state. It can be diluted by becoming lost in delusion. And very often the 5th line as a single Persona in a dreamer can lead to them really believing all kinds of outrageous things that they've dreamed and thinking for a moment that they're real or that they could be real or that they should be real. It can also, on rare occasions, be a genuine inspiration for something that should be in the world. Whenever I say things like everybody immediately looks—do I have one of those.

Look at Your DreamRave

Every single one of these lines are capable of being the Persona that leads to very unusual things in the dream state relative to the waking state, but that's not the point. We're dealing with six elements that are characteristics that are either going to exist alone or in combination that are going to form the bedrock of what the dreaming Persona is all about. And so here you have an opportunity to really grasp what this Persona is. Begin with your own, that is, if you have one. Whether you're a dreamer or not in the sense of an active dreamer, in Human Design it is always best to begin with oneself.

I've looked deeply into my own DreamRave despite the fact that it's not a thing for me and I don't do that because I'm doing it for you in the sense of teaching. It's just something that I'm well aware of the fact that as I take knowledge in that that knowledge has its value, regardless of whether I grasp it or not. It was very important for me to see my weak point and to see the deep, deep conditioning that was there for me in the dream state that I never could've understood otherwise. And, it certainly has made an enormous difference consciously for me in my waking state because I'm so aware of those levels of contributions that are not correct for me.

There is an abundance of beautiful knowledge that's available for us in understanding dream state. My goal here in this advanced program is to begin to get you to master the elements of the dreaming world so that you can work with others in describing it, not just the practical of what weak point is or the interesting stuff about describing



Light Field, Demon Realm, these kinds of things and just sort of doing that abstractly. I want to really be able to give you a way of getting inside of their dream state. And this is where we begin.

Play with the Construct of Persona

We don't have a huge amount of time together. After all, we have another four weeks and a lot of it is dependent on you, though I know many of you have other things that you're working with at this point. But what's important for me is that you don't just leave this standing until next week, that you do your own investigating. You take a look. Begin to play with the construct of Persona, how you build it out of characteristics. Begin to look at your own, begin to look at others, begin to work with it so that next week when I go deeper I don't have to repeat the surface again and I can just go in and do the job and show you exactly how it works. The more familiarity you have, the better because it will be helpful when we do that.

What's important is the freedom to be a poet, because that's what keynoting is all about. This is the bedrock of it. When you're looking at your Persona, don't just look at the gates from the mammalian perspective. Don't just look at them from the Design perspective. Look at them from the DreamRave, look at them from the human perspective, read again those lines as they appear in the Rave I'Ching and see how you can deconstruct the values in those lines and deconstruct them down both to the DreamRave level and to the mammalian level. It really is a wonderful exercise, and you'll see that it's very illuminating to do that, because they're all connected to each other. After all, you wake up and that's the value that's there—the gate, the line as it is for example in the Rave I'Ching, the way in which it will operate in your Design, the way in which it's going to work in your Design. All of those things are there.

So, go down there and explore it so that you can get a hold of what are those characteristics that are forming that Persona. If you're one of those people that don't have a Persona then the thing for you to do is to look at others to begin with. Not next week but the week after I will be doing a class on the impact of the program in terms of transits during the sleeping state. And of course, obviously that will have a very important impact for any of you that don't have a Persona.

It's also important for those of you that may not have unconscious activation in your DreamRave. That's something else as well. It means that there are other variations that can be looked at. So, these are things that are interesting. DreamRave is really upside down in terms of what's there and what isn't there. There are so many human beings that have very, very few activations, if any, in the DreamRave at all. So it's an interesting subject in and of itself. But meanwhile we have our story and you have your research. I think that you'll find that very exciting.

So anyway, to all of you, nice to start the week with you; you take care. Until next time, bye for now.

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Lesson Three

The Persona

Welcome to all of you. It's quite an interesting day for me, rather poignant in its own way. I first began preparing work on the way in which I would teach DreamRave knowledge about 10 or 11 years ago. When I began I realized right away that it was going to be a problem and the problem was that the general understanding of Human Design at that point was very limited and the people who were interested in anything that I had to say about DreamRave weren't necessarily competent enough, even in Human Design at any level, for me to really be able to teach all the things that I'm slowly but surely able to do in this program.

There were a number of things that I never got to introduce at all. The most important of it being weak point, but there was no way of being able to really teach that at that point. There just wasn't the subtlety of understanding the BodyGraph or all those kinds of things. It was a very naïve era, in a sense. And, of course, Persona. Persona particularly was something that is my favorite when it comes to DreamRave and this subject as a subject. I find Persona fascinating. I can remember I was sitting in my garden in Ibiza and I had a small notepad and I can remember writing out the Persona keynotes. It was very short. It was one of those very brief things which was something that was so obvious to me suddenly in that moment. I can remember that about three weeks later the computer that I was using in that era—I've gone through so many computers—it died of a heat stroke. I can remember that I had saved it on a floppy disk.

I got that floppy disk out this week for the first time, which is really something because I couldn't remember all of them. And then I got really upset—typical Manifestor anger—where is it? And I'm a Rat so I'm fortunate that I don't get rid of anything. Sure enough I found boxes and boxes of mostly unlabeled floppy disks and I found it. So, without any further ado, I thought that was a nice build up. Anyway, here's Persona.

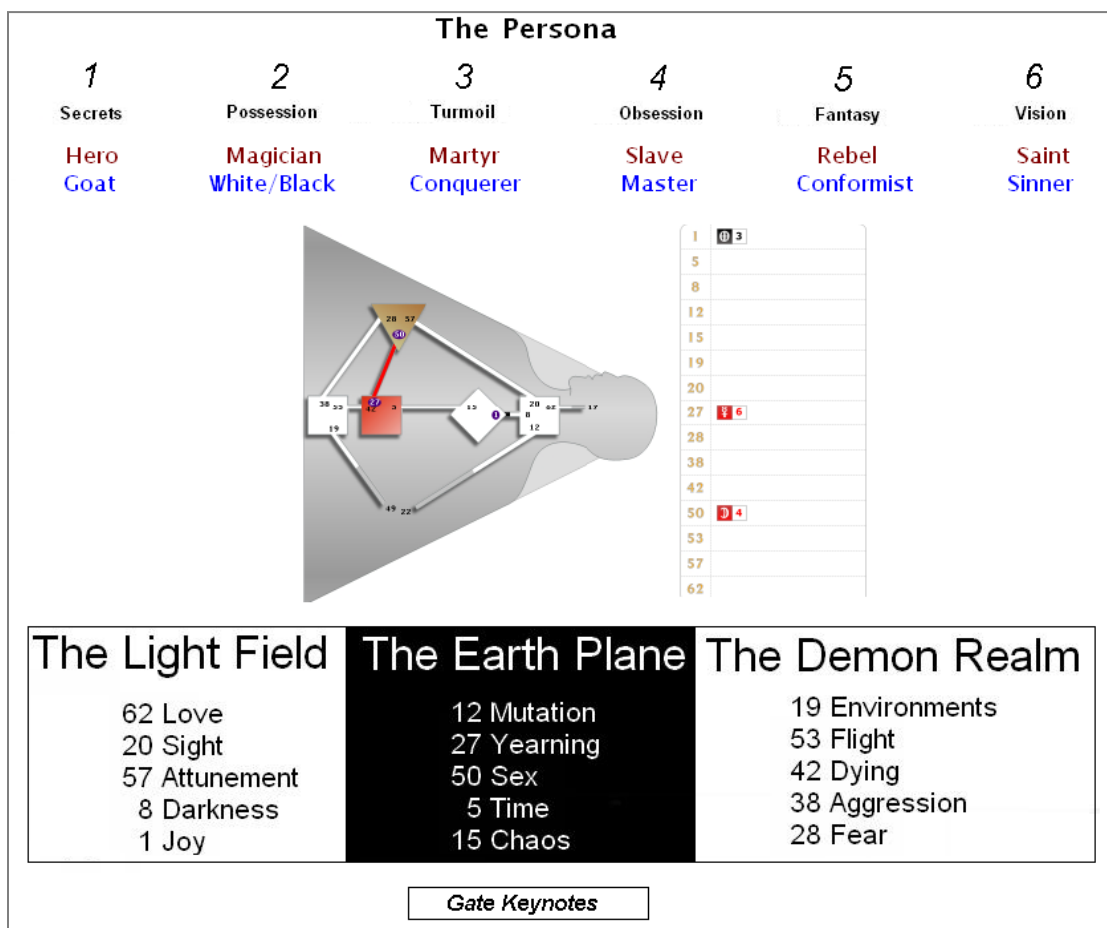
Persona

Persona is something that is sort of like, almost like, could almost be called dream profiling, because that's really what it's about, but it isn't quite because you can end up with a complexity that you have to synthesize together. It isn't so easy. For 11 years these keynotes have been sitting on a floppy disk. You're the first generation of students who are knowledgeable enough in Human Design and in DreamRave.



It's one of the few things I had over all the years that I had not given out in any way. So, this Persona is something that I find fascinating.

What I find so fascinating about it is that we have these—you can't really call them six character archetypes, there are really twelve, as you can see. But these are—how shall I put them—they're the true universal archetypes as standalone archetypes. What I mean by that is it's rare that they stand alone. They always fluctuate in duality and often there are double, triple and quadruple activations, because after all, we're looking at what is carried over from the Personality into the dreaming state. So what you get is a breakdown of the Personality into its archetypal Persona elements.



Now, that has a reverse value in looking the other way. In other words, these Persona elements that you can see at the most primitive mammalian rooted, you can also see how they perhaps bring a specific difference in quality to those gates in the waking rave, those gates that are a part of who that person thinks they are. And there are many things to bring into that, so don't jump to conclusions, obviously the way it's integrated in their design and so forth and so on. But this Persona, each Personality gate activation in a DreamRave, carries its element, whatever the line happens to be.



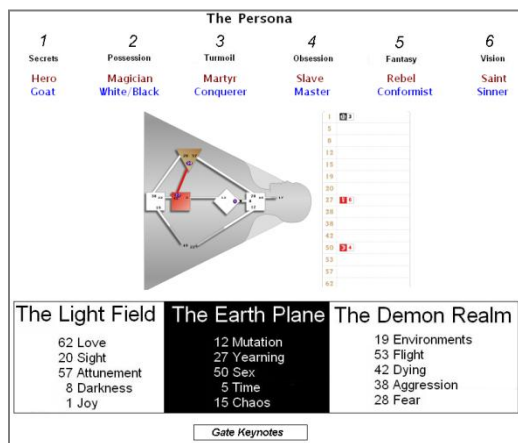
Here I've given you a very, very simple case, we have one activation. By the way, it is a simple case but it's not unusual. In a sense the most disturbing thing is that it's the program itself and the transit field because we will look at the transiting Persona next week that is disturbing to most human beings. You're very fortunate in a way. When you have your own fixed Persona there is a thematic that you hold onto through the dream principle of your life. It's very different if you're somebody that has no Persona in your Design in which you're taking in certain elements and you're taking those elements in from the outside as a deep conditioning force; deeper; it's all conditioning, after all.

The 1st Line: Secrets

Hero/Goat

But today I just want to deal with these keynotes. Let's begin where we always begin, we begin at the beginning. It's one of my favorites. It just is. I have my own affinity to 1st lines, obviously. But I so deeply understand this, this Hero/Goat. And for those of you that are not familiar with Goat as an opposite or a polarity to

Hero, the Goat is always the one in English, it is slang for somebody who is always blamed, is always at fault, rather than the Hero of course that is always exalted and is always cheered, and so forth and so on.



What's so interesting about Persona is that when you're looking at any of these activations, when you're looking at any of these lines, it is that line and where it is looking. It's not just the line itself. But it's also the line and where it's looking, what the Hero of that line is looking for, what the Goat is looking for. And it's not just simply that you can be the Hero or the Goat, it is

that you meet the Hero or the Goat, because it's all investigation. There can be real suffering in these dreams. Mostly in the Freudian sense these are shame dreams, to be ashamed, this is one of the many disturbed variations of the Goat.

Everybody who has a 1st line carry Hero/Goat in them. But it's alive in the dream. It becomes the framing. And of course, the framing is more subtle than that. It's not just simply the Hero/Goat of secrets. Remember, it is the line of secrets. But it's going to be a line that's going to have its place in the design. Secrets; the Goat that can't or doesn't know the secret and suffers because of it; the Hero who discovers the secret, all these things are a mix of a fundamental deep, deep creature in here.



And of course, given the nature of the way in which the dream frame works, after all, it is a pseudo life, that one takes on a very unique characteristic when one carries that 1st line; it's there. This is the way in which that dream Personality looks at the world. And when is it Goat and when it is Hero? It can be both. It can be in the same dream. Or you can see the Hero fall or you can see the Goat rise. In all of that lies the secret for the investigator. In the end, all investigators fear the Goat and long for the Hero.

Persona: Five-Centered Beings

Think about something else. This is older than our Personality process. This is why I like Persona. Persona takes me back to five-centered beings. It takes me back to another way of consciousness. In Latin America they have a style of writing they call magic realism. It's sort of like what the five-centered reality is. This is a kind of magic realism. I described to you last week the amazing thing about the mammal. My dog that sleeps and wakes, and sleeps and wakes, and sleeps and wakes, and sleeps and wakes, and sleeps and wakes and the form doesn't change. The matrix remains the same. Is it this or is it that?

We go back to a very deep place. The Hero and the Goat are the foundation of Personality, of all Personalities, of all Personality development. Look back at our history, look back at our cultural mythology, there are only Heroes and Goats, only. Everything in between is forgotten. It's something that rises up from the mammal. The investigator as a nine-centered being knows that there is much more than Heroes and Goats, it's a different creature. You go to sleep, you go into retro-form, you go back to a much more primitive style of consciousness, and you go back to archetypal forms.

See the confusion that psychology has is that somehow this form and the Personality, the waking being, somehow have a genuine connection to each other. Like they're the same being and they're not. It's the first thing you see the moment you look at the design. Here you can see a definition of a Generator, a definition in this DreamRave out of nowhere. This isn't the waking being. It has nothing to do with the waking being. The only thing that you can latch onto, if you can latch onto anything is having a connection to you as your Persona, if you have one.

The 2nd Line: Possession

Magician: White/Black

Okay, the magician and obviously the white and the black and there's no particular order. Again, this is the thing about polarities. For many the 2nd line is perhaps the most special when it comes to the dream. And I don't mean to turn it into—I guess I could do that with every line—it's just something to understand about the 2, the 2

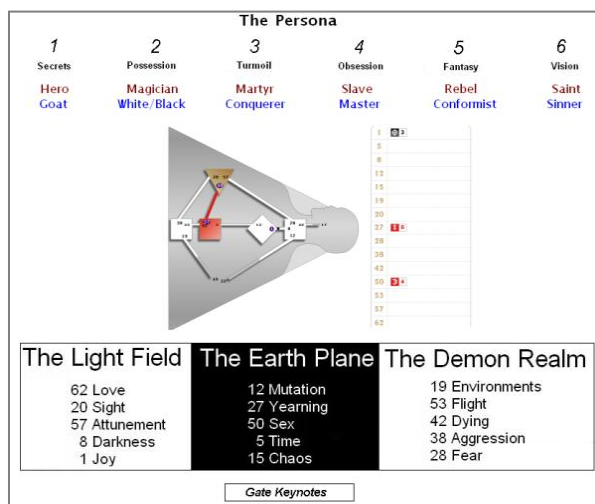


LESSON THREE

The Persona

carries a spark of genius. It always carries a spark of genius, that genius to be open to that one thing that nobody else can be open to, both in the good sense and the bad sense, to be able to be ready for something that nobody else is ready for. But here, deep inside, you can see the roots of our mythologies. Here you're looking at the rise of theism. There is a Godhead buried in this possession, the white and black magicians between God and the Devil and you're caught in it or not. You fight it or not.

It's interesting to think about us in our most primitive awareness package. And we begin with Personalities, these deep, deep archetypes. There is a simplicity to them, a black-and-whiteness to it. It's why dream seems so surrealistically contrived, in a sense. Everything is sort of made to stand out because everything else is so odd. Possession—the chasing of the light, those that fly, the flyers, the ones that grow wings and the ones that take off, the ones that discover that they have a chain on their foot and they're being pulled back down.



Here darkness and light plays out in the dream frame. The great forces play out in this frame, one can be caught deeply in it. Second line personas can get possessed. That's a real thing. We all know about possession. It's a commonality of Satan movies and devil stuff. But possession; when the power of the Persona drives the awake life; after all, this is all conditioning.

I don't know if you know the kinds of stories and tales and the old myths and all those things, the simplicity of humanity in its basic archetypes, this is what the Persona is. And our glorification—not ours, the seven-centered glorification glorified a kind of super mammalian behavior, a super mammalian Persona. But still the beast, because no matter what the fascination may be with the dream state, I know two things: one it is only there to condition us and two, it does the conditioning with us in our most primitive consciousness state.

I enjoy the movie, but I'm very aware of the power of this to distort the life and at the same time I'm so fascinated by these archetypes, because they give us a thread, an understanding of these old values, these old polarities that are there to distinguish the nature of who we are. They're old values. You go to sleep and you go back tens and tens of thousands of years of development. You drift back into your mammalian cortex. You drift back into that mammalian consciousness. The magical reality, where things follow no laws, and where somehow you have this pointedness to your perspective.

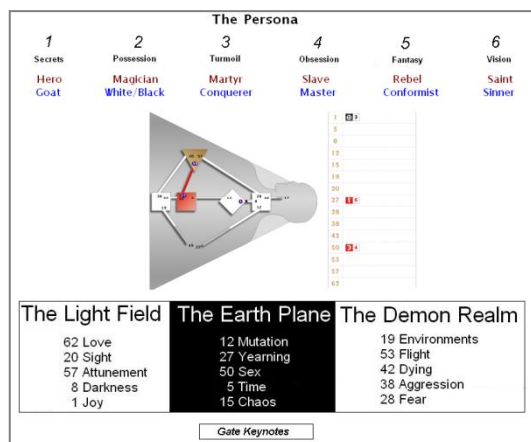


The 3rd Line: Turmoil

Martyr/Conqueror

A martyr is a martyr is a martyr is a martyr is a martyr. It is so interesting to see that only one in twelve human beings are ready to sacrifice themselves for principle, because that's basically what it says. It's what makes the martyr so interesting. They will die for a cause. It makes them interesting in terms of evolution. They are an incredible force. There is absolutely nothing more resilient than a 3rd line, nothing. It is an amazing force.

It's interesting here that the martyr and the conqueror are together. They both follow something. They follow the way through turmoil. It is what makes them so unique. There is nothing about a 3 that tries to control the turmoil, just its way through turmoil. It's what makes them so special. They can go through things that



nobody else can go through. These turmoil dreamers, these are our great explorers. They're the ones that travel on planes in the dream realm that nobody else will see. These are the ones that can die in dreams, can fail in moving through the turmoil. It's a fighter's dream mostly. The conqueror side sometimes it's just trying to get your way out of somewhere through something, to find a door, get an exit.

This theme in the Personality of the nine-centered being, the trial and error is about wisdom. The correctness of trial and error is unbelievable, because it is the best

teacher we have. Only a 3 is truly designed to know what doesn't work over and over again what doesn't work. This is its great gift. But you can see its mammalian inheritance isn't about that awareness, about finding out what doesn't work so that you don't have to waste your energy. This is the power, just the pure power, of what it means to be given a material design. The 3rd line is always so deeply, deeply material. Here it is simply the way through, whether you fall or not, the loneliness, the anxiety of this dream plane.

In a sense that's what was part of what was underneath in the evolutionary process that would lead ultimately to the capacity within the 3rd line to achieve awareness. We're not seeing any awareness here. I want you to get that. And I don't mean to suggest that—obviously there will be some lines that are connected to an awareness center, whatever. I'm not talking about that. I'm talking about these as very mechanical profiles that are locked into a certain time warp. It is a time warp.

It's mammalian. It's what we left behind hundreds of thousands of years ago in our evolutionary development, left behind. It's these kernels, these seeds that ultimately flowered into what we call our Personality consciousness, an evolution. It



isn't to say that these themes are not there; they are, of course. Everything is there. But we're a nine-centered being. We're not a five-centered being. We're very different. The only thing that you can find here are fairy tales, mythological stories, because you're dealing with a very primitive consciousness in which everything is limited to the archetype and not to the subtlety of what is to be us, the subtlety of our sensory construct as a waking being.

The 4th Line: Obsession

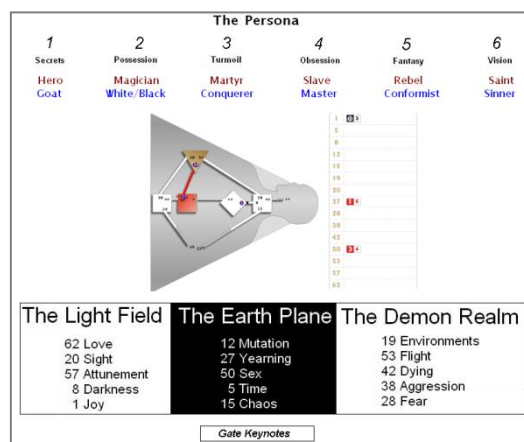
Slave/Master

We cross the line. It really is always crossing the line, the difference between this absorption and this personal absorption to this transpersonal phenomena that is here. And in the transpersonal phenomena is the beginning of this with the 4, with obsession, with the slave/master. Notice that it's not master/slave; it's slave/master. The top ones tend to dominate, but they don't completely. And in some cases the other side will dominate. There is always the potential of both sides. The 4 is funny, though, the 4th line, obsession. And what is the obsession about? You find that out by looking at the gate, looking at the configuration. Is it a hanging gate pointed at something that you can begin to taste the obsession. Are you a slave to it? Are you a master of it? Do you dream of your mastery?

You will try to get it and suffer trying to get it. It has everything to do with the 4th line, so if you don't get it right you get weak, you get exhausted. These are people that can sleep 10 hours, 8 hours and still wake up feeling tired. And it's always the other.

These are dreams that are always filled with the other. The lower trigram dreams the other isn't as important as the Persona experiencing, but in the upper trigram it is the players in the scene, in the movie, whether they're visible or not, whether you only hear them, think you hear them, think they might be there and don't know if they're there, there is always another that's there. And it is always part of the obsession because it is always pointed at the other whether one is slave to it or master of it, those dreams where you take hold of what you seek and those dreams where you cannot.

And what that seeking is the way that it's wrapped around the gate connected to whatever the Design is. There is a story to tell. And again, remember you cannot isolate any of these other than in a case like this where you have one Persona, which we'll look at the end. You can't. You can have 3, 4, 5, 6 Personality activations. Now, it's not common, but you can have them. And it means the synthesis of it, what does it mean when you have three 3rd lines and one 1st line, we'll look at some





practicals. Then you get into the synthesizing. You have to be able to read it, feel it. At this level this is as new as things get, in a sense.

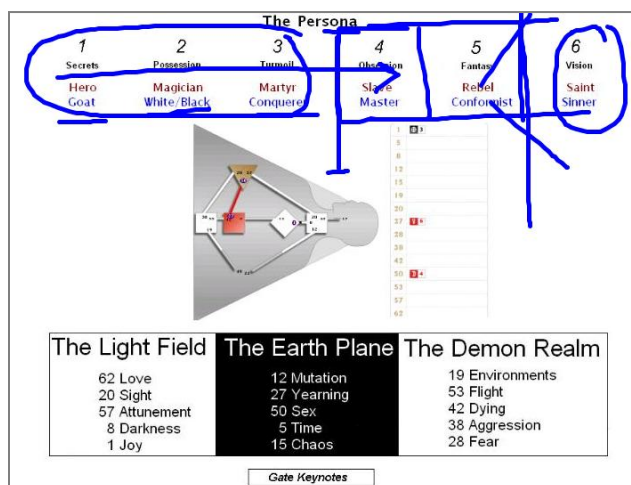
The 5th Line: Fantasy

Rebel/Conformist

Fantasy in this context is real distortion and usually environments that can be very frightening or situations. It is all about role playing. It is about, how do you deal with those situations. Does it bring out the rebel; does it bring out the conformist? Do you try to find a way to fit in? Do you try to figure out how to stay safe, all of these variations that run through what leads to the 5th line's paranoia in the waking Personality. That's the evolution.

The evolution is to be very suspicious, to be suspicious of the setup. And here is the setup. And of course, this is a genetic thing. When you take a look at mammalian communities at a certain point the community, whatever size it may be, reaches the maximum that can be controlled by what is normally a male. At that point there is going to be a breakup. At that point certain males are just going to be thrown out. It takes place at every level of the mammalian world. It's the way in which they keep on expanding the genetic pool and keep on working with the genetic pool.

The basic primitive—you get to the end of the hexagram and here's the best example. I'm always trying to explain that when you go from 1 to 5 you get to the end of the hexagram. After that, you have transition and transition is different. When you get to the end of this mammalian process, the reality is that what you need to do then is you need to change things. You need to expand. You need to develop the gene pool. You need to move on.



those that are designed to move on and those that need to hold on, those that will go along with the things, those that will not. And it simply takes on the characteristic of this particular aspect of persona. The dreamer has rebel in one of these odd situations, odd frameworks. The dreamer is conformist. It's all there, this mammalian journey of the development in the mammalian Persona, slightly upgraded to more sophisticated keynotes, because if I was writing these keynotes

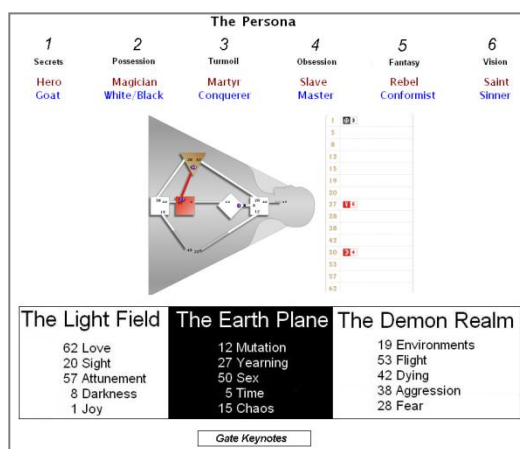


specifically for mammals I'd downgrade them—top dog and wussy, number one. Sort of like that; just basics.

The 6th Line: Vision

Saint—Sinner

Okay, let's get to the 6. Transition is always interesting. Vision is one of those lines that has a taste to it. It's a primitive vision after all, because it is seeing things in a primitive way. And don't be fooled by the sinner/saint. It's about seeing what's good and seeing what's bad, basically, to keep it very simple and that can be quite something. That is, there is always a magical potential that is there because the line itself is so inherently mutative. It is what transition is about, a transition to something else beyond. And so here there is this possibility to glimpse the light or to glimpse the darkness in a very personal way, to carry that in one's Persona.



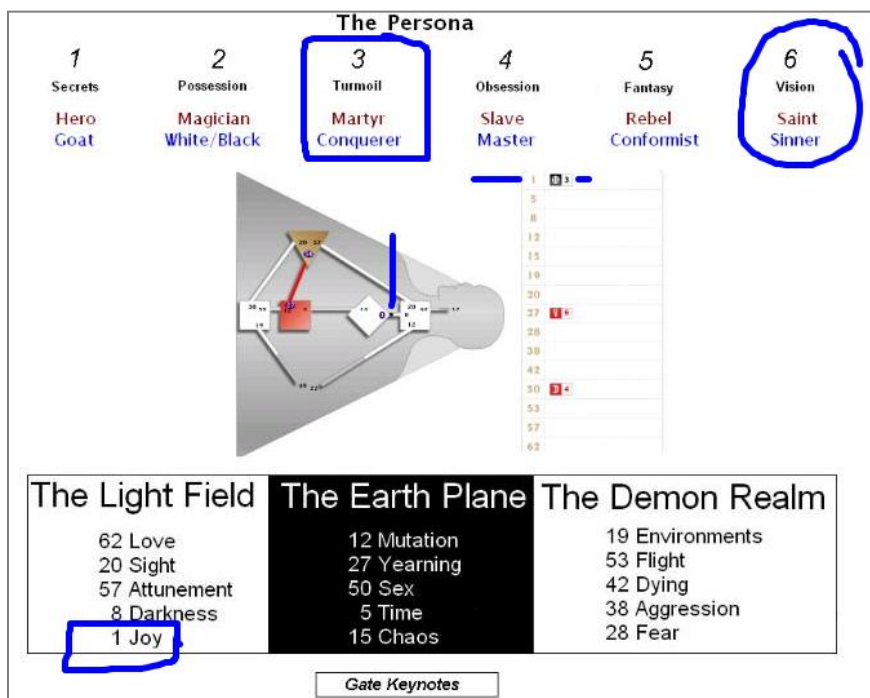
It's a jumping off place. It's what 6s are always about. And whether it is the saint or the sinner, there is always a sense that when you wake up that you know something that you don't know, where you understand something that you don't understand, or you make sense of something that you can't make sense of. It probably gives dreams some of its best PR. It's a vision pointed towards us, by the way, from the mammalian perspective, from the DreamRave to the waking nine-centered being. That DreamRave projects on us that we are this, saint and sinner. That's the vision, that's where it's pointed at: the darkness and the light, the form and the light, Personality and the Design, the "this" and the "that."

The Example: The 1st Gate, 3rd Line

If you take the example, and here we have the example of a dreamer, we can see that there is one Personality gate that carries over into DreamRave. It's the 1st gate, you can see up here. And it is the Personality Earth in the 3rd line. We are dealing with the 1st and we are dealing with the Light Field. So, what we're dealing with is a very strong Personality imprinting, and we're dealing with a gate of Joy and we can see that this is setting up for what is a weak point, because it's pointed at that 8, it's pointed at the need to make a contribution. And it's pointed at the need to get through the darkness. It's very powerful.



It's interesting for me. In my own DreamRave I have a 1 and it's my Persona, but I also have the 8 and it's one of the most interesting aspects of my dream life, even though I don't have conscious access or I don't wake up with any awareness of my dreaming, that I'm always finding a way through the darkness as I dream, which is an interesting thing; however one wants to interpret that.



In this particular case what you're seeing is the setup of the weak point to the 8 so the 8 is going to become very important and the 8 is going to distinguish the way in which you can look at the Persona because the Persona wants to make the contribution. So here you have a contribution that needs to be made in a dream of turmoil. In other words, this Persona is always going to be dealing with turmoil and is always going to be dealing with trying to find the joy and trying to live the joy. So, their sense of joy or the sense of beauty of what life can be or their process can be is challenged by this lurking darkness that is calling to them on the other side, this lurking darkness full of its turmoil in which they are either going to meet that darkness as the conqueror or their going to meet that darkness as the martyr.

Then we begin to get into their dream life. This is what happens when you can begin to develop a language, a descriptive language built around these Personas, these archetypes. The difficult part, and it is a difficult part, is the synthesizing. You're dealing with dualities and all kinds of things. One thing that you learn about doing synthetic keynoting is that the more you do it the more obvious and easy it is. As I said we will go through some examples because next week we're going to look at the impact of the transit field where you're going to get multiple Personas as possibilities in the transit field and how we interpret that is the particular Persona of the program that night, because that's what's really interesting.



It's not so much about primarily what that Persona is as an impact to the individual, it's much more important to understand that Persona as a Persona of the program synthesized so that one can see what its effect is going to be not simply on that being and the way they relate to it, but the way it's going to impact everyone. The night has a character, if I can put it that way. And I don't mean to say exclusively, obviously there are people that are on night shifts, day shifts, all kinds of things, but what I mean by that is that going to sleep, the particular frequency that you sleep through, which is a frequency that is determined by the program, carries a very specific Persona.

Now, what's interesting in most cases is that that Persona is never you. What is interesting about somebody who doesn't have any Persona in their design is that basically they are an audience in their dream rather than being aware that they're the dreamer. Not everybody is aware that they're the dreamer. Some people are in the audience. When you're in the audience, when you don't have a Persona, the Persona is coming from the program, that's when you're in the audience, that's when you're watching what the program gives you as a Persona construct. And of course, you relate to or deal with, or not, whatever that Persona construct happens to be. When you have your own Persona it is very different the way in which the transiting program is going to impact you. Oh yes, it does bring its particular Persona, but rather than that you being in the audience it is part of the framework that you're dealing with. In other words, it takes on "flesh" in your experience.

Is There a Practical Value?

I don't know, and it's always the dilemma for me, I don't know honestly if this has any practical value whatsoever. I guess it's why it sat on a floppy disk for a decade. I think it's interesting. I don't think that people need dream therapeutics in order to be healthy. I don't agree with the analysis of dreams in order to benefit the waking life other than in the very, very specific sense of weak point analysis. It seems to me that if you work with the waking being and they operate correctly in their experiment, that these are healthy beings and that they're not going to be disturbed by neither the nature of their dreaming life nor is their behavior on this physical waking plane going to be one that requires any kind of treatment. I don't agree with that approach.

So, in a sense being able to reveal the nature of the dream and the dreamer who is dreaming it, as to what the practical value is, I don't know. I honestly don't know. That's why it never has been an important thing for me to teach because I try to teach things that are practical. I think it's beautiful. I do, as I mentioned to you, I find this one of the most fascinating things that I know. But again, from my own odd perspective, which is I'm very curious about five-centered beings. I know a lot about seven-centered beings and certainly nine-centered, but the five-centered being fascinates me because obviously as a human, as a nine-centered being I have to deal with this for a third of my life is descending into this five-centered state and trying to understand it historically and with an evolutionary perspective. These are things that interest me, I'm interested in the evolutionary process.



But, from a practical point of view, that I don't know; from an entertainment point of view, and I don't mean to belittle it by saying entertainment, I call life entertainment.

Written question: Presumably a waking healthy life brings healthy dreams?

Ra: I think that—well, presumably is right. That is, if you have a healthy life it's not so much that you're going to have healthy dreams, is that you're not going to be conditioned in the way you're intended to by your dream life. And if you do live a life that's correct, because that brings a deep contentedness, the approach to what we call signature, obviously, it removes a lot of the anxieties of the not-self mind that are responsible for driving so many of the circumstances of dream. After all, circumstances are always borrowed from the haphazardness of life. And then of course your Persona has to deal with it in its sort of mixed up context.

DreamRave is Education, Awareness and Interest

But for me the answer to the well-being of the human being, it's why I broke with traditional psychologists in their approach to DreamRave, I did that 10 years ago, I do not see this as a healing path at all. I see this as education, awareness, interest. I think it is important to understand what happens to us when we dream. I think it's important for the investigation of dream work to go on. I think that weak point analysis is something that can be deeply, deeply helpful in helping people get over the initial barriers that arise when they begin their experiment. So I think that there are things that are really there that have importance.

But this to me seems more like rave anthropology. I don't know why; well, I shouldn't be trite, I do know why, but for me that's what it feels like. It's more like an anthropological study. What's interesting for me is what does it mean when we see in the psychology of somebody who is any of these lines. What does it mean when they're caught in the extreme of the more primitive archetype? There are things in that, that we can look at as a measuring stick. The seven-centered mentality is already primitive relative to the nine-centered being. And the five-centered Persona is something that obviously is then again more primitive.

So, I tend to look at all of this as understanding what we developed from. When you look at the themes of the gates—Light Field, Earth Plane, Demon Realm—see it in the same context. These ways in which early, early forms of consciousness, the way in which the basic themes of life unfolded, what is carried in these themes—joy and darkness, attunement, sight, love—you know what I mean. They're all these just fundamental very basic things. This is the foundation out of which we emerged.

But remember, this is a 15-gate matrix. We are 64 gates. It's why I always have this thing about—I love my dog, a wonderful five-centered being. I really do. But, it's not like I'm going to ask her for either spiritual or material advice. I'm not. We're not on the same plane. We don't even live in the same world even though we

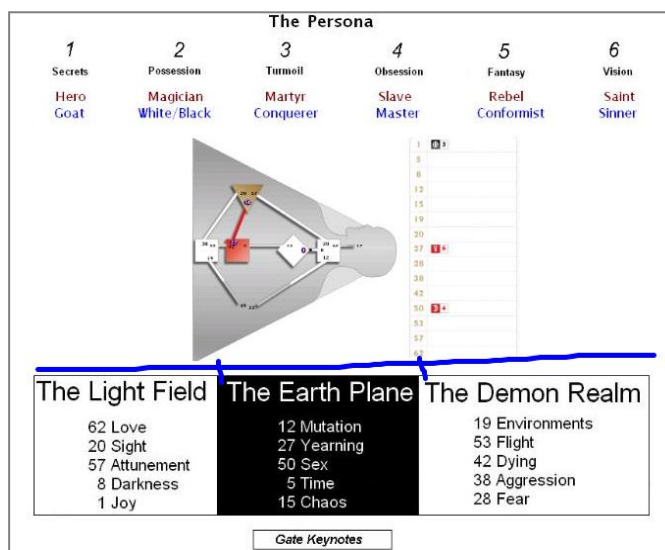


LESSON THREE

The Persona

share the same relative space. Her form of consciousness and the way it works limited by the five-centered matrix, she does not perceive the world in the way that I do. We don't live in the same world at all. We share a proximity across some cross-speciel barrier, but it doesn't mean that even in contact with each other that we're in the same world, we're not.

I may sleep like this, but my waking consciousness has nothing to do with this. It's so obvious to me. Yes, I can understand that I have a reptilian brain, a mammalian brain, we have all this stuff. I know that in our genetic code is the whole history. And I know that this five-centered construct is there within the framework of my nature. But so is the single cell and the plant and the insect and everything else. There's nothing like this waking construct. And this is what we need to cherish. This is where the true secrets are, the true secrets. This is where it all happens. It happens awake and it happens aware. The rest of it is a set up. It is. If you're healthy, if you're correct, then the setup can be entertaining. It doesn't necessarily have to be there, be disturbing, but it's what we do when we're awake.



Upon Waking Remind Yourself You're a Nine-Centered Being

It's why it's so important when you wake up in the morning that you remind yourself that you're here now. You're a nine-centered being. You're here to operate correctly. This all just floods away. We are not this primitive thing. We're not. We left it behind. It's not so much for us that we have this; it's so much for the mammals. When we're in a five-centered format and we are operating at that conditioning level, all the mammals on the planet at the same time are getting our frequency. In the mysticism of Rave Cosmology ultimately according to what I was told there will be a trinary crystal entity called an Eron. It will have a crystal from what is human and it will have a crystal from what was mammalian. This is the way in which the mammalian world is connected to us, not the way we are connected to it. It's the way it is connected to us.



The old magicians had a term called larva. It was a comment on people who are sleeping being tapped of energy and information while they're sleeping by other forces. When we're in a mammalian configuration we are being tapped by the whole mammalian level of life on the planet. It's quite something to think about, it really is. And I'm very aware of the fact that this is a key that links the continuity of mammalian crystals of consciousness, whether they're mammalian in the primitive sense or mammalian in our advanced sense, we are still classified as mammal.

I love this stuff, but it is intensely important for me that I make clear my perspective in terms of what this really is so that we don't, that we are the first beings that can understand this principle and deal with it mechanically. And not take away its magic, because it is such a beautiful thing to understand. And it is anthropologically anyway the best foundation for understanding the evolution of humanity.

The Foundation of Our Development

There is a thing to do. If you look at those 15 gates look at all the possibilities they have when they awaken to connect to something that is opposite them or in their circuitry. The information begins to flow through the whole being. From the 15 evolved the full 64. So, when we're looking back here if we do not romanticize this we can look back and see the foundation of our development. And if you follow the circuitry you get to see the evolution of each. In other words, you get to see the evolution of how both the field, the plane and the realm and the way in which the archetypes themselves evolved. It's why I put it in the anthropological context because I think that this is probably the best way to understand the framework upon which all human civilization arose. So in that sense it's interesting.

As I said I had been looking forward to do that all weekend so it's nice that it is done. I hope you enjoyed that. It's something to really ponder. To all of you, you take care, enjoy your week and until next time, bye for now.

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Lesson Four

Persona Analysis

First of all, if you go back in this particular course, I think it was in the first or the second course I'm reusing charts that I used then, so you can go back and reference them if you like in terms of the deeper information in the chart as a whole because I wanted to be able to give you some continuity as we go through this exercise. These are also very difficult examples, by the way. What I mean by they are difficult examples is that you can see that first of all just dealing with the obvious, it is a rare thing to see the Generator that is a Generator and you can see that there is the shifting, the 15 comes from both the waking rave and it's also there unconsciously from the Design in the lunar. So, it's a very powerful thing this maintenance of the generative process.

I don't want to get into a discussion right now about the specific dilemmas of that because that's not really my focus; the focus is obviously to take a look at the way in which you can incorporate Persona. By taking the two examples that we have which as I said are very complex and difficult much more so than you would normally see quick frankly. On average I assume that if you take charts that do have Persona remember that's something else as well. This is only a 15-gate matrix; that is, the DreamRave. We come out of a 64-gate matrix, so there are a lot of people who, for example, have no Personality activations from their waking rave in their DreamRave, which means they do not have that Persona that is a fixed Persona that is out of what is their more primitive areas of their consciousness or the potential of their form consciousness. They take on a Persona that is provided by the program. Again, the program isn't always providing a Persona.

It's one of the things I'm going to be able to do in the fall because it's a programming thing, Asi is going to add a thing to our chart collection service—we collect data for our survey, we have 330,000 or 340,000 charts in there—to be able to convert them all to DreamRave and to be able to do DreamRave statistics. I think it's necessary—I can only guess from my experience, I've seen more of these things than most people. It looks to me like we're going to have completely reversed statistics. But again, we have to wait and see. It's going to be very interesting to see, as an example, what is the percentage of Reflectors. I assume it will be somewhere around 70%, somewhere in the same vicinity as what we have as a Generator in a waking rave.

So, we really have a very different world, a very vulnerable mammalian world. It's one of the things you notice when you do animal charts. I've been doing animal charts for literally over 20 years now. You don't find a lot of well-defined mammals.

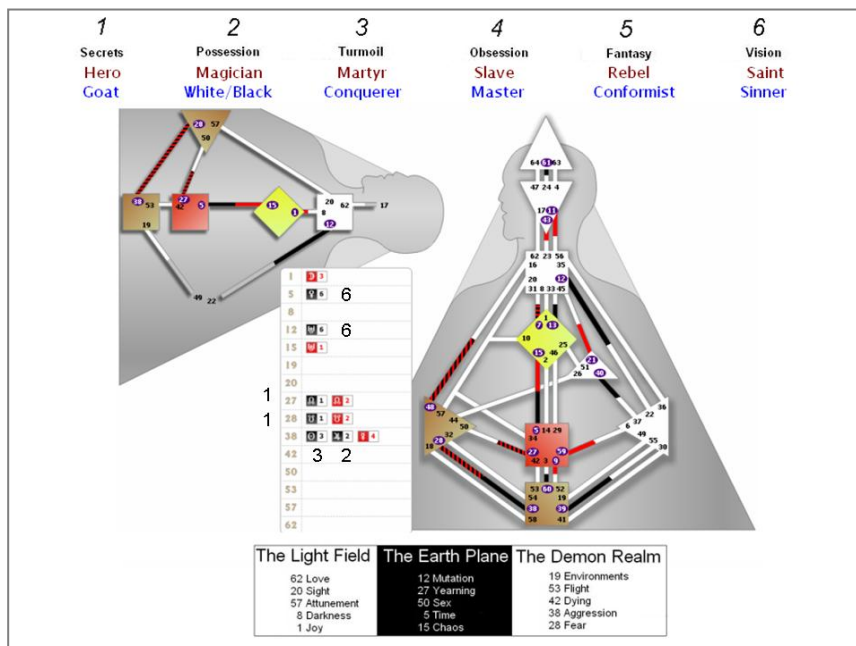


Most of them are Reflectors with quite a smattering of Projectors. I assume the Projector number is the same in the sleeping world as it is in the waking one. But it's really important to see that even in even talking about something like this and talking about Persona at this level and particularly the way that I've been approaching it, the anthropological approach, and a way of understanding that the Persona of the dream is so primitive. These are the primitive ingredients, the ingredients that we see that are expressed in the archetypes of the lines, these basic ingredients that are there.

Obviously they're very different from when they are incorporated into the greater life, that is, into the waking life in which even the fact that there are these six Persona activations that are there, which is a lot, the reality is that when they get into the full Personality even there the Personality itself is quite extensive beyond that. It's really something to understand how different this character is that we're looking at, or this character that we're trying to put together.

The First Chart

Okay, so let's look at the basics for a moment. One of the things that's clear about this is that in order to be able to break down all the possibilities here—I don't know how well you can see those numbers. If I'm correct, I think this is a 6, 6 and a 1, 1 and this is a 3 and this is a 2. Obviously, when you're looking at something like this you're looking at a lot of complexity.



It's like trying to do the keynoting for somebody's definition. To do the keynoting for somebody's definition is quite a trip because you have a lot of combinations and you can put them together in many different ways. You're also looking for within that keynoting what really is the main focus, where is the thing that the whole design sort of sits on.



The other thing that is very interesting is that you can see that there's an unconscious underneath. Again, that's not a carryover from the waking rave, it can't be. So again, there is a tremendous accent from the dream side, whatever here becomes the real weak point. So, what's pointed at this weak point, this is what's going to be a major player in this. And this major player, it's nodal, it's the Personality north Node that is in the 1st line. So right away you have a context.

What we have from the 27th gate because the 27th gate is part of the Earth Plane and the 27th gate is the gate of Yearning. So, we have the Yearning Hero/Goat. This is yearning and it's sexual. As you can see the 50th gate on the other side is a gate of sexuality and it's a gate of sexuality because of the inheritance of this channel from its mammalian roots. That is, in a mammal, the 50/27 is the channel of herding, the herding instinct. In other words, the herd represents a viable and fertile gene pool. And it is within the context of the herd that the sexuality emerges. So, you're looking at a dreamer in which there is always going to be not simply the Hero/Goat, but the

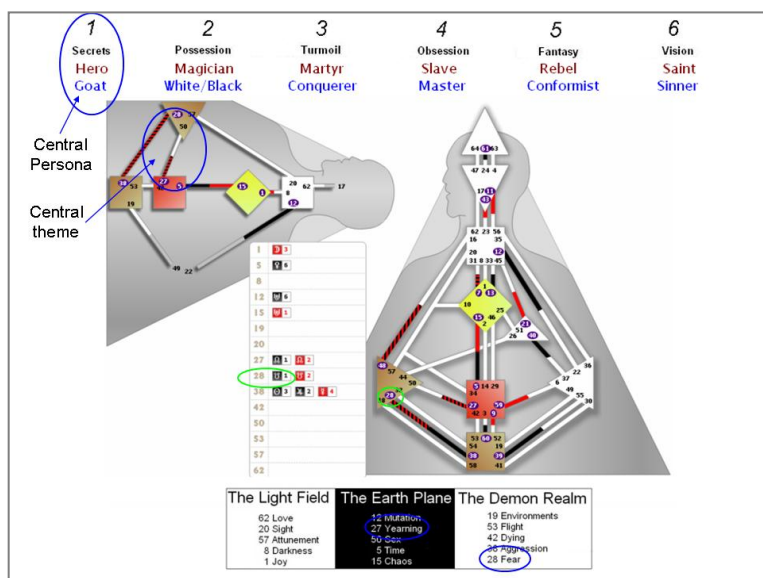


Hero/Goat within the theme of trying to find one's herd. Now, that may sound silly, but the Hero is often a traveler trying to accomplish great feats, these kinds of things, the challenges that are there. And it is something to recognize in this that there is this incredible pressure in this being to get that 50th gate and to get the rewards of that 50th gate, the sex on the other side, which means that this can be a very, very frustrated dreamer.

They're a Generator, after all. They're not-self. The secret for them is the sex at the other end. I hate to sound Freudian, but this was Freud's channel, so I guess it's perfect. It's why he was so obsessed with sex. And of course, he was sitting with people in which he was conditioning them with his 50/27 and putting that in them and getting it back. For the dreamer this is all about a sexual dynamic that's there, whether it's obvious or whether it's more secretive, because again you can see that we have our sexual magicians and our sexual martyrs and our sexual slaves and rebels and saints. Again, there are different Personas that are possible in any of these places.

The 28th Gate: Fear

So we begin with looking at this and we see that there is this strength that is there. That is, this becomes a very important theme, the sexual theme that is there. But I want to show you not just the analytical potential of that, but the way to follow the hierarchy of it, because you can also see that there is another 1st line. This is coming from the south Node in the 28.1. Again, you can see the oddity in this design. It is very, very unusual. Here you can see that there is naturally in the



waking there is a Design 28. Here you can see that there is also a Design 28. In other words, the lunar is carrying whatever gets taken away by the waking, the lunar is also reinforcing it so it becomes something that is very, very powerful.

Now, this 28 here and of course what we know about the nature of the 28th gate is we're shifting away and we're shifting to the Demon Realm and we're shifting to fear. So what we now have is this

combination in which the Hero is not only dealing with the frustration of trying to get the secret of whatever that is going to be on the other side, that sexuality, that being, it can be embodied by a person it can be embodied by many, many things.



But there's also going to be this underlying fear that's going to be part of it. After all, it's like trying to get the 27 to reach that 28, trying to bring that opposition together by getting that 50. So this becomes the central theme and this becomes the central Persona.

You get to see how it is wrapped up. Now, obviously there is movement. You can see as well that both the 6th lines and the 3 and 2 we only have dissonance here. In other words, we don't have the resonance that we saw in the in the other 1st line, we have no harmonies; there are no 4th lines here. And of course, this would be the natural harmony that you could line up in your hierarchy. Because of the complexity of this design, if I was approaching it in terms of doing somebody's analysis it's obvious to me that it's all here. And any place else you're going to go isn't really going to tell you much of a story, it isn't.

In other words, this is what it's all about, so this is going to be what the main theme is going to be. This is going to be the Persona. And it is going to be a fearful Persona, not a comfortable one. Despite the fact that there is this possibility to triumph or not, that this is something that is the kind of dream where there's always a part of you that's afraid that it's just going to fail, whatever it is that dreamer is involved in, because remember there is this endless frustration of not being able to have the 50 asleep or awake.

The 50th Gate: Sexuality

Oh, is this person deeply programmed the moment that they wake up, deeply, deeply programmed the moment they wake up; that 50. And the underlying sexuality of it doesn't really come to the surface when the person awakens. The cauldron has many, many values. In a waking rave it is about being a source of intelligence. It's where the law is established for the tribe. It is a very powerful gate. It is a gate that does control the sexuality of the tribe, the laws of sexuality, and the cultural laws, some of which are quite ugly. So, there is that theme that is in there, but you really have to see that what ends up coming to the surface with that being is an underlying frustration in their very sexuality that is going to permeate their waking state. It's powerful. And that 50 becomes that all-important thing you have to have.

You can see in the waking rave that this is the only way that that you can go. There is no other way for a single bridge. Oh, that's not true, that's not true at all. It could be this way and it could be this way, that is, it could go through the formats. But first of all the formats are not represented the dream at all. So not only does this become the weak point, but it becomes the most dynamic point of conditioning in this person's life, this is what they're going to have. And they will take everything else that's open in them and the entire focus of all that is going to be here; it's just going to be there.



Marked for Conditioning

So, in terms of the way in which the program operates, this was somebody who was marked for conditioning. Think about that, think about what it means. You look at somebody's chart and you see that there is no weak point, there's nothing there to say this is this, this is that, their conditioning is coming here, big things, nothing. What does that say? It just says that that person has such a deep conditioning on the surface in terms of their waking Design that it's not even a question of the addition.

The interesting thing is when you see a chart like this, because when you see a chart like this you see the program putting enormous amount of energy into controlling this being. That's what you get when you see multiple Personas. It's what you get when you see these deep weak points. What you're seeing is a particular design that the program is paying attention to. Now, I don't mean to make that sound anthropomorphic because it's not. I'm just trying to give you a sense of the fact that these designs are controlled more by the program than others. However you want to interpret that, literally however you want to interpret that.

But obviously, this is a relentless control and focus. Now, my assumption is that it is somehow more satisfying in the dream state than it is in the waking state. Again, given that we're dealing with not-self and that is something that is really significant. The fact is that all of this power, the core of this emerges out of the Earth Plane. I look at this being in terms of what they would be like as not-self. It's clear to me that there are so many potentials for problems in a design like this when one isn't operating correctly. It's just very deep.

And certainly it is not going to be about being the Hero with the open ego and the open emotions and the open Throat, there's a tremendous amount of vulnerability that is there. And the real key is that sense of not really being worthy, wanting to be worthy—the 21st gate, the 40th gate. Yet at the same time, you go to the dream state and you see in the dream state that though it's possible to be the Goat, obviously, that there is a quality to it in which it seems like in the dream state it's more likely to get the goal than what happens in the waking state. It's more likely, it seems that way, but still it's not there. After all, it's a split in the dream, too. This is an incredible piece of just deep, deep focused conditioning.

What the Persona Tells Us

What does the Persona tell us in this sense? First of all, we're dealing with a very primitive basic dream life and it is 1st line. It's at the very beginning of the scale. So, the Hero/Goat is really foundation stuff; very, very basic and very primal in the sense of because, and even more so, because of the presence of the 28th gate, the resonance with the other 1st lines so that you have the Demon Realm and all the



LESSON FOUR

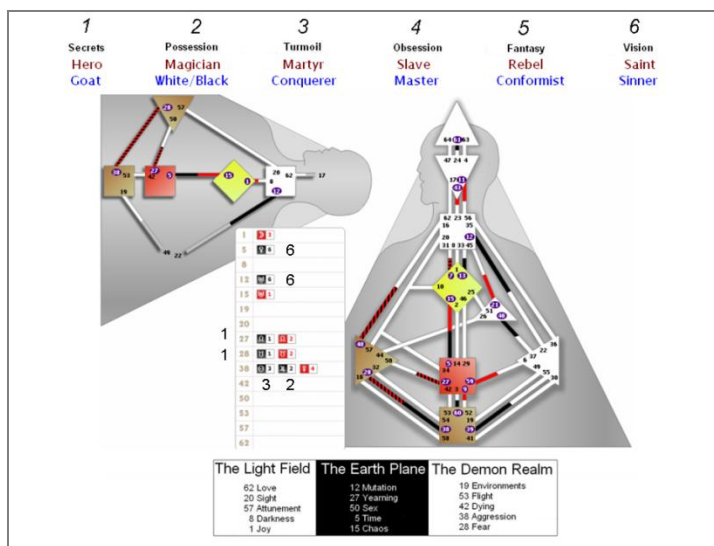
Persona Analysis

fears that are there in the Demon Realm. That is, the fear of the unknown. We're not talking about science fiction here.

This 28th gate represents deeply the fear of the unknown. We know it on the surface as a gate of potential purpose, the struggle to find our purpose in this life. But here at this deep level, this is very primal, this is the first trying to figure things out, it's the root of intelligence, but it means that everything is an unknown. Here aligned with this line of secrets, there is this darkness, this shroud, and one is trying to penetrate that 50. Whether Hero or Goat, there is this enormous power to move towards that, there is less resistance within the dream context.

And yet, at the same time there is this painful frustration that this Hero is going to feel, whether they have the dreams where they fail, those dreams where they suffer from shame, or whether those dreams where they do everything they can but cannot succeed, in the end the frustration of being a sleeping Generator is going to dominate the patina. This is the anti-Hero frustrated.

The other attributes live; they're there. It's about seeing that this is a very complex dreamer. That is, the Persona is very complex and it's deeply, deeply rooted back to the waking life, because it mirrors it so much. So there is so much of this primitive Persona that stays alive in this waking rave and continues this very, very deep, deep programming.



Sexual Dilemmas

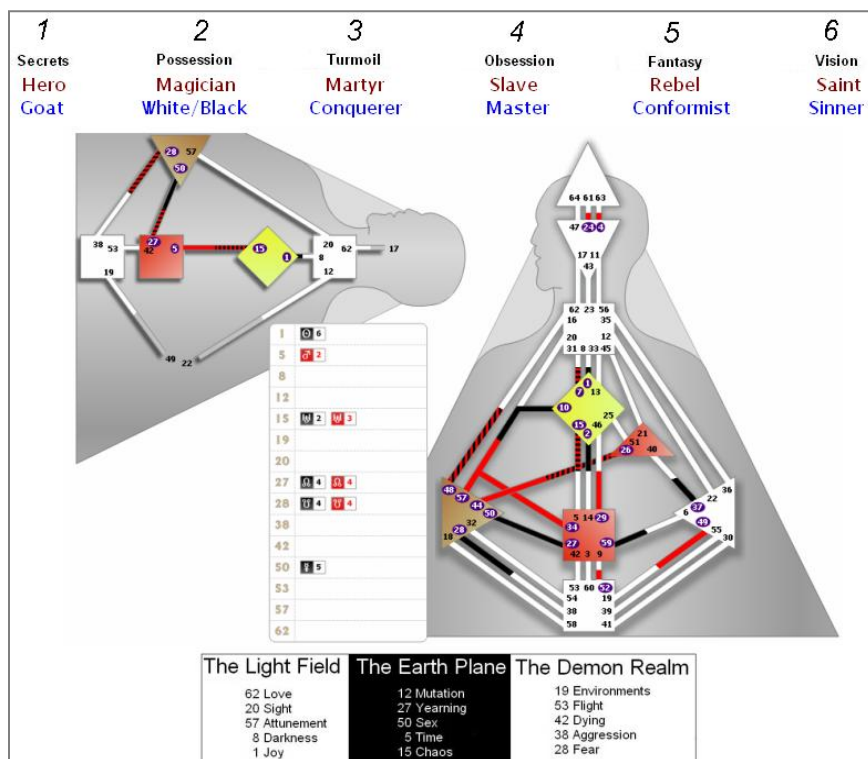
My assumption is that if you look at this being as not-self that you're going to see somebody who's going to have a lot of sexual problems and is going to have problems in their life around sexuality. Now, how they deal with that, the way in which their sexuality is going to operate, there are many things to look at in that. But the reality is that this is going to create at the unconscious level because of what this is all about and in combination with this open and vulnerable emotional system with this hanging unconscious 59, this is somebody that is going to have real sexual dilemmas in their life and all of it driven by this motor, because in the end this motor is going to say that you're going to find your purpose through sex. That's the secret. This is what the struggle is for, to get there.



Again, this 27 seeking its polarity, that 28. Now that's all right in that that's the dreamer's life. But this is really going to become a problem for this person because it's going to dominate them. That weak point is going to dominate them. And the underlying thematic, no matter how hard they try to cover it up, is carrying all of that. Again, keynotes, whether the sexuality brings out fears in them, there are all kinds of things that arise out of that. They themselves are very, very uncomfortable because of it. It can really distort a waking life. It's something to see.

When you're looking at all the many designs as possible, if you have the DreamRave upgrade in MMI it's just an amazing thing just to go through charts. This particular view that you see here is one that you can call up in AI. You can get this kind of immediate look at the two of them together. You get to see the level of Persona activity or not. And one of the things that you'll notice is that the higher the level of Persona activity the deeper the focus on the waking conditioning because it's carrying so much of the energy or the dynamic of that into the waking rave.

The Second Chart



All right, let's take a look at the next one because these are interesting complex views to take a look at. Here we have another example and again dealing with this—I don't know if you remember because again I'm using these charts from earlier so you have more detailed information about the charts as background to this. You can see the similarities that are there in the charts. That is, you have a

Generator in the waking rave and you have a Generator in the sleeping rave so you have this duplication. Again, it's a rarity.



The 15.2: Black/White Magicians

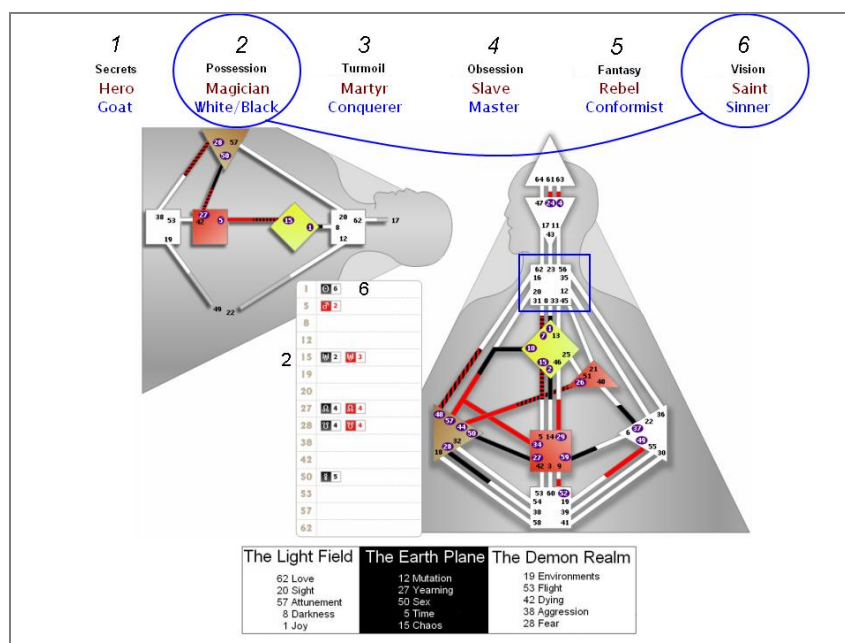
Things to take a look at in this particular case, obviously we have these five different points of Persona and again the question is how do you break this down, where do you go. The first thing to notice about this of course is that you have the 5 that emerges here, the Design Mars, the 5 that comes in here that brings in this particular aspect. Obviously, within the dream context that is something that is significant. In other words, in the waking rave the G is defined through the three aspects of integration. Here obviously the identity is changed. In other words, that there is a shift in the identity. So, the shift in the identity is going to be important, particularly in the case of the Persona that's going to arise out of the 15th gate and that's going to be Uranus that is there in the 15th gate and this is the 2nd line.

So here we're dealing with something else. We're dealing with the black-and-white magicians; the Magician basically is what we're dealing with. That is, as an archetype, as an archetypal Persona. So, that's the first thing that we see is this. If you remember, if you go back and take a look at it when we were doing it, we saw that the weak point here is going to be pointed at the 8th gate. In other words, this is the opportunity.

Totally Open Throat

You can see that we have a completely open Throat here. So this is a very powerful point for expression. That's going to be a major theme. So, that 1st gate, if we go to the 1st gate we can see that this is the Personality Sun. Now, that's something that is significant. And it's the Personality Sun, it's the 6th line. So we're over here.

Now, that's an interesting combination, isn't it? And by the way, this person funny enough is a 6/2, which is kind of cute, I think, but anyway, serendipity being what it is. This is not, by the way, a famous person. This is actually someone that I know in this life and a very interesting human being. It's very, very interesting for me to look at their





DreamRave. All right, so we have two points that are in competition with each other and these are going to be the two main themes. You can see that this is all about a transition in the way in which the identity operates. That is, that's really going to be one of the main themes for this being.

The Weak Point: The 8

Obviously, their dilemma has always been what the 8th gate does to them. If you want to see something about weak point, weak point is such an amazing thing. If you look at this design, it's a very self-contained ego Generator, very self-contained and all of that stuff. You have all the basic ingredients that are there. It's a very open Throat so all that pressure—single definition beings, the pressure is always on the open centers—there are two areas of deep pressure here. One is sort of interesting but not and the other one is really prime—let me get attention. Of course, you can see that the weak point is going to be the 8, "I want to make a contribution," which turns the Generator into a kind of Manifesting Generator, turns this person as a not-self into somebody that really looks like an initiator, which of course is something that they're not.

This 8 is going to have an enormous influence on this waking rave. And it's going to have much more influence on this waking rave than the change of the Persona here, because remember not only is the Persona changed; we know that the Persona is the same, it's coming from the Personality, it's the Uranus, but the thing to understand is that this whole channel is present unconsciously. This is a dynamic that is really being brought there in the DreamRave. So, yes it is a change in the identity being affected in this way, so it's going to be an important theme, but it's going to be secondary to the influence that the weak point is going to have on the waking rave, because everything about making this person dysfunctional is about turning them into a Manifestor. That's what's going to make them dysfunctional.

The 1st Gate: Personality Sun

The point as well is that here in dealing with the 1st gate we are dealing with their Personality Sun. That Sun trying to shine, constantly that Sun trying to shine and here the theme is the 6 rather than the theme of the 2. And of course, here it becomes the Sinner/Saint. And underneath what's pulling at the identity is the Magician. And I tell you, if you could see or have known this person, this is exactly what they lived out in their waking life—Saint/Sinner, black/white Magician. And it was always there.

Whatever face you saw there was always the other underneath. It is remarkable how these themes get carried through in the way in which the Personality presents itself. It's just interesting. The only way that I've been really able to grasp these themes in DreamRave analysis is that I've done a fairly deep analysis of a hundred people that I know so that I have a real sense of them. It is remarkable what you get to see in terms of the carryover of the dominant Persona themes in the dreamer,



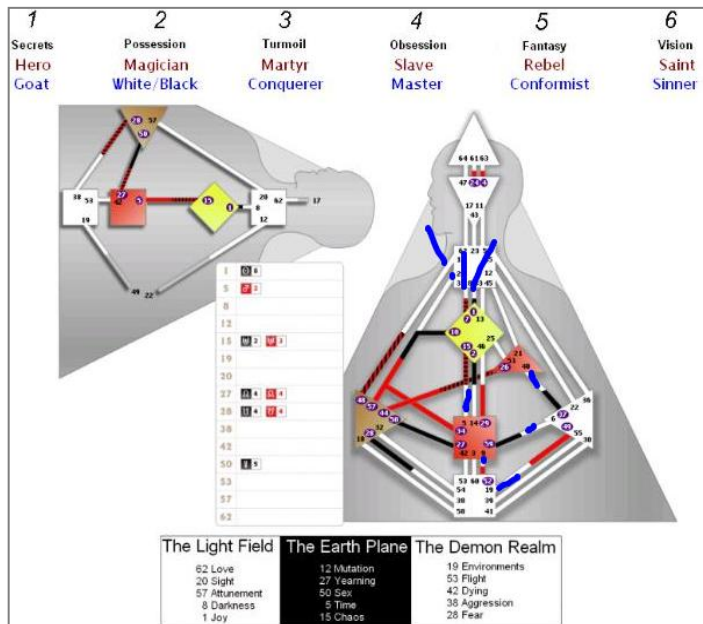
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that Persona that's there in the dreamer and how influential that becomes when it enters into the waking.

You have to see the moment you get into the waking process the 5 isn't such a big

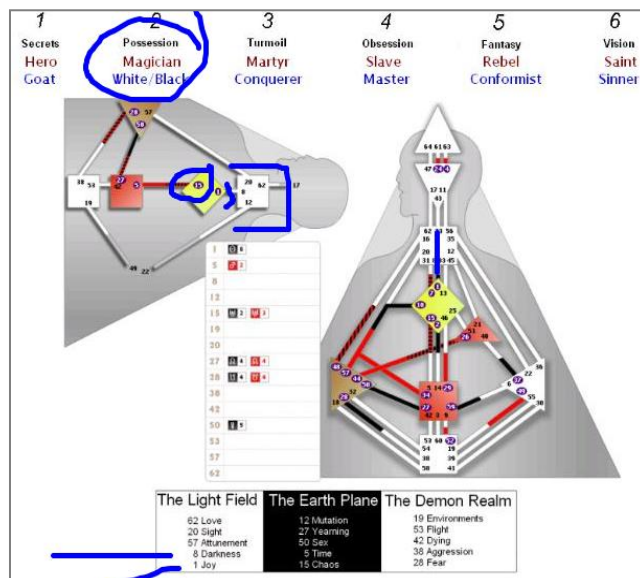
deal in this design. Nobody who is doing analysis, even somebody who is very well trained in Rave Psychology, basically you're going to be fundamentally correct by simply pointing to the open centers because for a single definition, that's the theme. And this is not a major hanging gate. You would look at different areas—here or here or here or there or the ones that are going to be impacted by the emotional system. There are various things you can look at. But this is not a big story. So, it's not going to be a big story in the waking rave as a point. It isn't.



The 1.6: Saint/Sinner

But this is. That's going to stay what it is. This is this person's Sun. And the Sun is pointed at a totally open Throat Center. All they want to do is get there. And the dream drives them there. What it does, though, is that because of the influence on the Personality, because of this, it brings something to that. If you look at the 1/8, the Light Field, the 1 is spectacular. That is, you can really feel like a Saint. It's spectacular. With the 6th line in the 1st gate there is this sense in the dream that one is special.

Now, we have Generator to Generator so we have to





incorporate themes of frustration into this. The frustrated Saint, the frustrated Sinner; but we have to bring those things in there, which means that it is even more painful in the waking state because one awakens with the frustration of not having that 8 at the other end. Now, the 8 is an interesting thing in the dream. I know it so well because I'm an 8/1 in my DreamRave. I have strong definition. I'm a Projector; I'm a 20/57, 8/1 when I dream. The 8 is the Light Field, after all. But it's the Light Field preparing you for darkness in the form.

Primitive Quality of Persona Carried over into the Personality

You have to go into the form to bring the light. So, here is somebody that is trying to penetrate into the darkness, trying to penetrate into the unknown. And this is the way they make their contribution. The way this person did it in their life was that they were deeply into experimentations and drugs and all kinds of things. This was the way that they tried to live out that role, the influence of that role, because remember when you're looking at a weak point and you're looking at Persona that primitive quality of the Persona gets carried over into the Personality. Even though the Personality has a higher level to it, but because it's still the main focus and the main theme that that person in their waking 1st gate, the way in which their Sun is going to operate, which means their profile is going to be saturated with this. To make the contribution by penetrating the unknown, but this is not an initiator. And this is not a Manifestor.

Oh, how helpless a human being is. How helpless we are, deeply. There are always going to be other elements, but the other elements become adjectives to the verbs that are here. This is really where the action is, this is descriptive of the action. So, there is a bit of a rebellion/conformist in there, a bit of Slave/Master in there. But they're adjectival, they don't define the Hero, the character, they don't define the Saint/Sinner/Magician; they don't. But they add quality to it.

Define a Hierarchy

It's always the same thing when you're looking at multiplicities and activations where you're trying to discern what's what. You have to define a hierarchy. You use the tools that you have in terms of being able to do basic analysis. You find your hierarchy out of that so that you can find where the focus really is. Because this is a being that in their life desperately tried to be a saint while always being a sinner. If you knew this person as I do you, you'd be giggling along with me throughout all of this, because it's hilarious.

We are so deeply helpless, the not-self. Again, you have to see that theoretically and in terms of the knowledge itself that you have a decrease in complexity of Persona percentage wise, it happens very quickly until you get to the point that there are none whatsoever. Again, that's the point at which you begin to look at what I call the real homogenizing imprint of the dream life. Let's say that, and I'm guessing, let's say that 35% of sleeping humanity has no Persona. And I don't think



I'm over estimating, but nonetheless, time will tell, we'll get the statistics. But let's say it's even 20%, whatever, it's a lot of human beings and no Persona.

An Enormous Homogenizing Field with No Resistance

Now, what does that mean? That's the spooky part. I think that's the part that has always helped me to understand the limitation of transforming humanity because all those beings all get the same Personas, in a sense. That is, the transiting program and what's available, obviously based on their dream design they're going to integrate it differently. Yet all of them are going to get the same Persona imprint. This is an enormous homogenizing field. It's enormous, with no resistance. The Personality is being transformed, and of course if you're born this way you don't notice it being any different than anything else, it's the way you happen to dream. It's deep, deep conditioning.

Remind Yourself Who You are when Waking in the Morning

One of the exercises in life is cleansing yourself when you awaken. It is something that is developed in our cultures and civilizations. That is, it's one of the commonalities that human beings do in the morning; they get up and clean themselves for the purposes of whatever, hygiene and all the other things that go along with it, that's all very nice. But there is another cleansing that is really essential when you wake up in the morning. And that is to remind yourself that you are who you are and that you're going to live your day by your authority, because this is what the dream is there for, the dream is there to set you up. And if you're not-self and you're not aware, it's a lifelong set up. You're never out of it, you're always caught, there's no way out.

I've watched it in many people. I've watched it in this being. There's no way out. There's none. Conditioning is so deep. And again, it isn't a matter of intelligence, because most intelligent people who are homogenized as people with basic intelligence that are homogenized are just very intelligent in their homogenization. It doesn't mean anything, nothing. This is why everything about the knowledge goes back to understanding that we're a binary consciousness and we're only going to be able to succeed by turning over the decision making authority, the navigating authority to our design. There is no other way. Because the moment you look at this, this is what DreamRave is all about. DreamRave is here to hammer into the final nail in the coffin of the illusion that there is any kind of freedom. There isn't. This is a program. We are in it, of it. It is us; we are it. This is the movie.

The difference is that we have a mechanical insight. That means that we do not have to be driven by these forces, we cannot stop them. And after all, for most beings, why should they? Dreams are entertaining. Most people consider their dreams entertaining. I'm all for entertainment. I love entertainment. I think it's great. But I'm for correctness. All that entertainment is fine, but you wake up in the morning and you live your life correctly and that entertainment doesn't turn into the



thing that holds you down and locks you in and doesn't allow you to be free, because that's what it is. It's a deep conditioning program. This person never had a chance, not in terms of the way the program handles it.

You can see how deep and profound that is. There is no way out of that. You don't wake up in the morning as a not-self and say oh yeah, I was programmed last night to keep on trying to make a contribution even though nobody wants it. It's like the other one with their sexuality. There's nothing that's going to stop that from being a problem in their life; nothing. And yes, every variety of flower has many beautiful nuances. There are all these different nuances, but nonetheless it's still going to be a problem.

DreamRave and Television

I sort of compare the DreamRave to television in a way, the waking rave is programming and the DreamRave is a commercial because that's what it is, an info commercial, a long one. So, that you can get all the programming data and there's absolutely no resistance. You're not even yourself, obviously. You've gone back into some primitive deconstructed Persona and away you go. It's only when you begin to see it like that that you can wake up in the morning and have a reason to remind yourself the cost of not being you.

DreamRave Clinic for DreamRave Professionals

Whenever we're dealing with these themes, and it's something that I think is very important, that is, I think it's very important that you experiment with looking at Persona, that you experiment with looking at the values through the line characteristics, through the gates, through the way the design works; in other words, to really build up a process with this. What I'm hoping to do—I don't imagine it will be the first semester, but I think it will be in the second semester next year—I want to do a DreamRave clinic for DreamRave professionals, and actually do their analysis. I think that would be something that would be very beneficial. It depends on how many people would be involved, how much time I can give to each analysis. I would like to have about a half an hour to look at each design. I think it would help everybody understand how to really do these analyses and give you extra keys to looking at them.

But it's a very important exercise to do these comparisons between the DreamRave and the waking rave and begin to look at Persona, begin to look at the way it works itself through, and begin to deconstruct that yourself because again that is something that's important. But ultimately the root of why I introduced the knowledge in the first place is that this is about the deep practical that is there in understanding the DreamRave relative to the waking rave.



Persona Infiltrates Weak Point

It's not just a matter of weak point, but once you begin to really investigate Persona you can see that the weak point is saturated with the Persona that it is a part of. And so that characteristic gets a disproportionate influence into the overall Personality. And that's something that's very significant and something very, very practical to be able to deal with, to be able to point people towards these places of very, very profound conditioning and at the same time be able to color it in such a way that they easily recognize it.

From the raw psychological point of view, that is, being able to understand how Persona infiltrates weak point when that exists—again, remember don't take from this class the assumption that there's always Persona or there is always Persona related to weak point. It's there often enough that it's worth me teaching you, if you know what I mean, so that you have the analytical background. Again, so often what you're dealing with the DreamRave is so little, real minimalist and that's the other side of the coin. Next week we will take a look at advanced aspects of weak point, I'm going to show you what it really looks like. These charts are great for me to give you examples, but what you're mostly going to meet is something that is very different. You're really going to meet the minimalism. In many ways, it makes the analysis in some ways easier, though it doesn't provide the same kind of tools, for example, what weak point does. Weak point is an incredible thing to be able to use with people.

Weak Points Needs to be Introduced Very Early

Again, I want to repeat that because it was part of our before-class conversation for those of you who are downloading. I think weak point is something that needs to be introduced very early for people. Those people who have had an analysis or for those of you that are trained as analysts in doing an analysis, I think it's something that is very important to introduce. But I would recommend that you don't introduce the context. In other words, when you're doing somebody's reading you don't go into a long explanation about how you get to that particular piece of information. I think it will save you a lot of grief not to get involved in trying to explain what DreamRave is, how it works, why you got that information. Leave that aside.

But what is important is that in knowing what the weak point is, you can weave that into the analysis and you can make it a highlight for them so that they have this nemesis that is there that they can meet right away, that they can deal with that is really the thorn that they have to deal with. I think that that is something that's very, very helpful for their process.

But again, I would caution you not to do that in the context of DreamRave. As I said, at some point, if they go through their experiment and they turn out to be students that are interested in the knowledge, they may come back and ask you how did you know that, because in their own studies they'll not be able to find it particularly. That's a great time to introduce them to the subject.



Freud and Jung

But the values of the knowledge, the insights that you can derive from the knowledge is not something to hold back from people, particularly weak point. I do think that in those situations where we have this combination of weak point and Persona I think we probably have the foundations of what Jung was interested in because I think this is where it gets expressed. I think it's in its own right a very interesting subject. It's curious for me, that is, I see in DreamRave both the roots of the Freudian and the Jungian approach, as not-self, because they were both not-self, the way in which they deconstructed their impressions of all this.

It's so interesting to see how they didn't understand the mechanics at all. But they were very good at creating a mythology that is rooted in truth, but without the mechanics. And without the mechanics you don't really see how anything works. It's fascinating for me to see how when you associate Persona with weak point that you immediately get to see how a Personality gets distorted by a single aspect. Now, in Psychology this is a problem. It is something that becomes a Personality deficiency, a Personality problem. This is somebody that a certain aspect of their Personality begins to overwhelm the way in which they present themselves.

So, it's interesting from a psychological point of view to look at it and to see how that can arise and see what the characteristic of that is, to see what it brings. I think it's ultimately going to be very important in the way in which we do deeper levels of analysis in Psychology because it points to a whole new area of understanding Personality dysfunction, and Personality dysfunction that is specifically rooted to the DreamRave. There are many Personality dysfunctions that are just simply about the way in which not-self operates through its openness and limitation, but this kind of Personality dysfunction is much less obvious and not something that can be seen from the database that this is something that is really interesting because we're going to see that it's relatively common, percentage wise, certainly not anywhere near the majority, but nonetheless it's going to be relatively common.

Okay, as always it's a nice way to start my week with the delights of DreamRave. I hope you enjoyed that. I do recommend that you work with this to keep it alive for yourself, because I think that you need to do a lot of personal work in order to really take advantage of just the basic theoretics that I'm offering you. So, look at a lot of DreamRaves and a lot of charts and begin to see how that fits together. Enjoy the journey because it's fun. I love these things. Okay, to all you, you take care and until next time, bye for now.

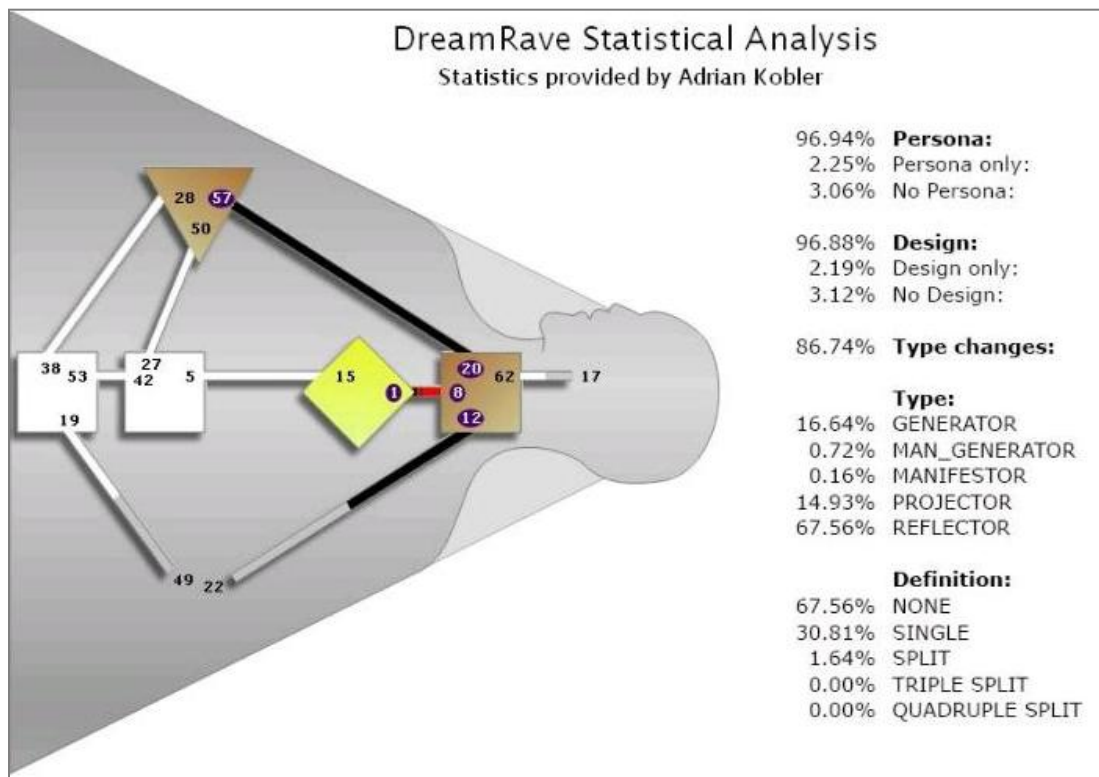
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Lesson Five

Weakpoint and Persona

Welcome to all of you. I'm reminded of the cliché for a teacher that their greatest delight is to be informed by their students and I've had one of those occasions and it is something that I deeply appreciate and I think it's of enormous value. These are statistics that were provided by Adrian and I want to thank you, Adrian, publicly, I think it's terrific. It is a preliminary examination, preliminary in the sense that from what I gather this is an investigation taken from random charts, that is, not actual charts just calculations, in order to develop a statistical view of what the breakdown actually is in terms of the various components here and I'll go through them with you. It has not as yet been matched against actual DreamRave charts of people. These are just based on dates and then moving through mathematically.





I went through a similar process about 15 years ago when we developed the first statistical base for Type. When we ran the first statistical program we actually did 25,000 calculations, 5000 calculations for five different 10-year periods. So we covered a full cross-section, but again, they weren't based on real charts. And out of that we produced the first statistics on Type and profile. In the Jovian Archive database now you can get that in the survey, in the JAM, there are somewhere around 350,000 charts that are stored. The difference between the percentage of charts stored in the original calculations statistically all those years ago is minor, really minor, slightly off, let's put it that way, but basically they're quite similar. So, I'm quite confident that though there may be some minor variations in the numbers here, my assumption is that these are relatively accurate and very significant for us.

By the way, this particular DreamRave is mine. I don't know if you had seen that so I thought I would show it to you, which is interesting because it's rather defined considering DreamRaves as I do. And you can see my delightful weak point and a rather complex Persona.

DreamRave Statistical Analysis

Okay, let's take a look at the statistics because they are really fascinating. The first thing that I want to look at here is look at the statistics to Persona because I was way off. After I received this from you, Adrian, I really sat down and I looked at that and I thought wow, what a difference it is actually to have data because my speculation was that given that it's a 15-gate matrix that there's going to be, because I recognized immediately how many Reflectors there were going to be, that my assumption would be there wouldn't be that much Persona, that there might be as many as 30% of the people, I don't know. I think I mentioned a figure like that earlier where I thought that they would be impacted by the global Persona, that is, from the program rather than their own.

But look at the statistic, 96.94%, that is just about everybody. In other words, it's going to make the no Persona, because if you look here at the no Persona you can see that 3% of the population is going to have no Persona. I think that clinically that is going to be very, very interesting to see that. And of course, it is a really small slice percentage wise, but then again it's going to represent a lot of millions of people, so it's curious.

The other statistic that is interesting is the Persona only and of course that is interesting from the point of view of our Persona investigations. Obviously, 2.25% out of the 96.94% are beings that have absolutely no Lunar Design, have no Design in their chart. That's curious. That's very curious. That's somebody that holds onto a solar dimension in their DreamRave that nobody else has. So that's something that would be quite interesting in terms of investigations. Obviously, it's fascinating.



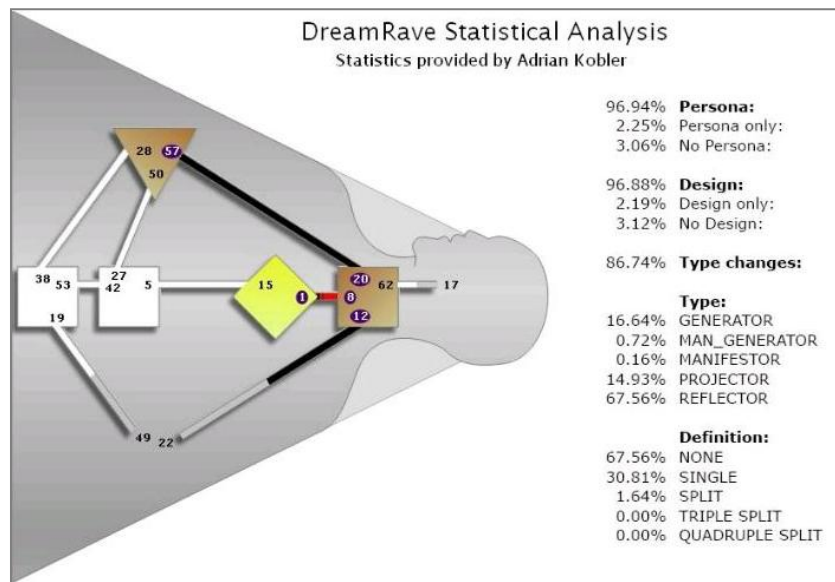
LESSON FIVE

Weakpoint and Persona

It's interesting to see for example, the same thing for Design, that is, 96.88% in the Design statistics so that we know that when we're dealing with the DreamRave basically speaking most human beings are going to have a Design aspect and a Persona aspect. In other words, you're going to have a lunar and a solar aspect that are going to be there in their configuration. And people who don't are going to be oddities. It's going to be very, very interesting.

When I say oddities, it's clear to me that there is going to be a marked difference and one of these days down the road when this becomes the foundation for understanding the sleeping state we will have experiential and experimental data that will be able to support these differences in what they lead to. For example, my assumption is that the 2.25% that are Persona only, that this has a very, very deep impact on their waking Personality and probably is a dominant phenomenon in their Personality. This is not necessarily unhealthy wise, but something that may be very important for them to be able to grasp about the way in which they operate.

The same thing is true when we're looking at the Design only. That is the 2.19% that are only going to have the lunar aspect. They're going to be very disconnected from the waking state, and out of that I assume one is going to get very, very powerful weak points. You can also see that there's 3.12%, which is slightly higher than the no Persona that



do not have Design configuration. Again, these are people that are really cut off from the lunar quality which is again something that will take another level of classes to be able to go through the dynamics of planetary influence in all of this which is enormous, beginning with the Moon.

DreamRave is something that probably will take at least seven years, like any of the other major elements of Design knowledge, take at least seven years to unfold to a level that really to my satisfaction has been laid out in detail, because so much, even at your level, this group knows more about DreamRave and there are so few of you, after all. This is something that is in a really very, very tiny little circle right now. So there's still a lot of work to be done in this area.

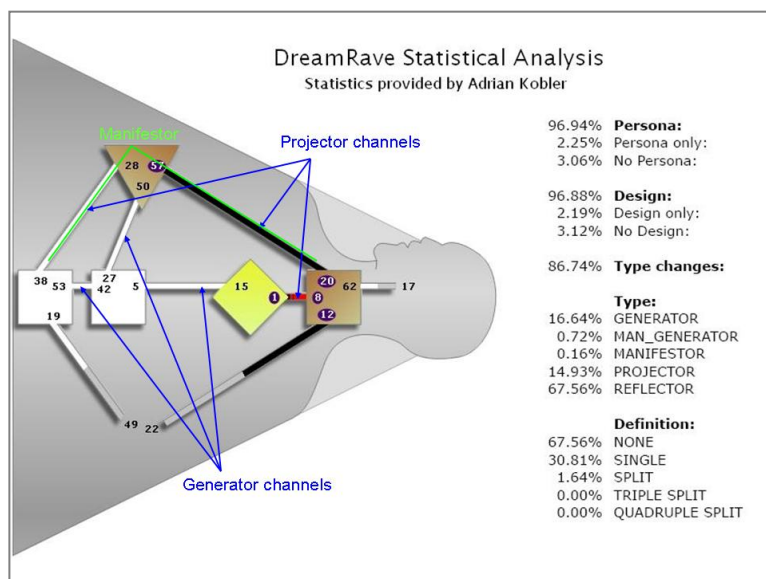


Types

Okay here is an interesting stat, I like this one Adrian. I think this one is very interesting. What happens with this 13.26% of the population that keeps the same Type? That's interesting. It's also obvious that you have 86.7% that are going through a Type change.

All right, let's look at the Types. I was very, very surprised by this, though the moment that I saw it I realized that it made sense given the configuration of the BodyGraph. In order to be a Generator you either have to have the 53/42, 50/27 or the 5/15. So you have three channels that can produce a Generator. It's clear to me that the possibility of Generator was going to be strong. I didn't think it was going to be stronger than Projector, that's what surprised me. Then I looked again and I realized that there are three possible Projector elements. It's funny what

happens when you just look at statistics and you suddenly see things differently.



There are the three Projector channels. And obviously if you have these two you have Manifestor, but Manifestor is very rare. So you have three Projector channels and you have three possible Generator channels. So, they're actually equal in the sense of potential. It's just interesting statistically. What that

means is that because of the general population in the waking rave, there are a lot more Generators than anything else, so there is a real carry over to their dominance even though they both have the same possibilities through those three channels.

So, this is an interesting relationship between the two of them. It's also interesting that the Projector more or less stays relatively the same. That is it's 22% approximately in the waking rave, it's nearly 15% here in the DreamRave. Obviously, the real transformation is here. That is, the Reflector. And here you can see the dominance of our anthropology, that is, the dominance of our movement and our arising from the five-centered being to the seven to the nine and that through all of that the continuity has been the five-centered infrastructure underneath.

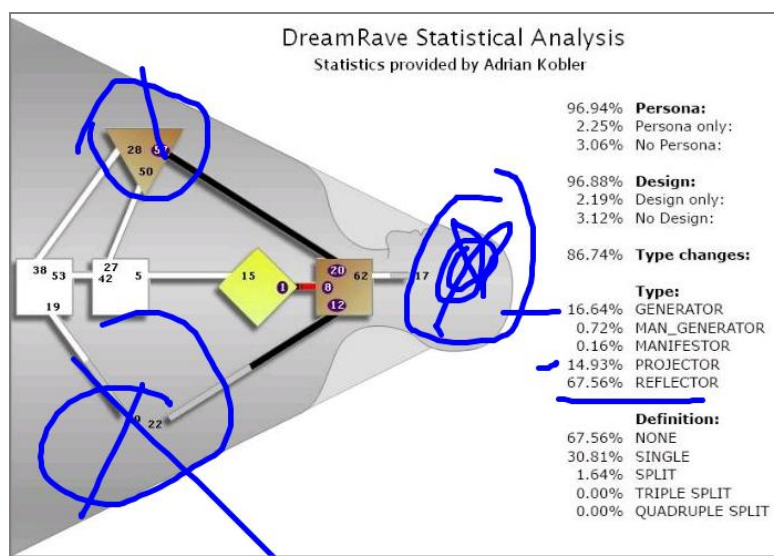


The Five-Centered Life

In many ways, it's a funny thing to look at it that way, at least from my perspective now, but I don't think that we've ever left the five-centered life behind. The thing that's so interesting about the five-centered mammal, and I talked about it last week because it's an area that fascinates me. I don't think there's any barrier between the dream state and the waking state for the mammal. That is, I don't think that they need to nor bother to distinguish between the two, nor quite frankly would they have the capacity to be able to do that at least from the way in which we understand that. It's clear to me that this is simply a binary dimensional phenomenon that they live in.

What's clear to me is that the moment that we began to stand erect, the moment that we actually changed the programming, the moment that we entered into the seven-center, that in a sense the seven-center is a mutation that is risen out of that five only to fall back into it as it goes to sleep. It's a prana, in a sense. It awakens and rises up into its seven-centeredness and then goes down and returns to the five, which is the Holy Grail. It's like the mammalian brain within us. It might be nice that we brag about our neo-cortex, but we'd be useless without our mammalian brain that the neo-cortex is built on. It's built on it. And the mutation in the visual cortex of the neo-cortex that created the nine-centered being again, all of this is rooted in this five-centeredness that we cannot leave behind.

Isn't that something to think about that we cannot leave it behind? We still have this deep five-centered infrastructure. It still occupies a third of our lives. It's like we never got away from it, because we are still locked into its mammalian patterns, because despite whatever we might want to think about the nature of who we are our bio-forms are still mammalian. Here lies the beast. This is the primal bio-form. This is what we have risen out of, but never leave behind. It's why it's so dangerous to be controlled and manipulated by this domain. It doesn't just take us back in time. It takes us back in evolutionary awareness.



It's this old five-centered body. It's the same five-centered body that was there when the comet struck the planet and the dinosaurs disappeared. It's an old mechanism. I look at the dream and I look at that thing that I am deeply, deeply, deeply not. I am not flesh. I am not bone. I am not genetics. I am not a mammal. I'm a passenger. I see this thing for what it is. This is a really primitive thing.



Look at it. There is no Ajna. There is no Solar Plexus. There is no seven-centered miracle. There is no nine-centered potential. There's this; old, old business.

I'm a great admirer of the Spleen. I'm a splenic being, awake, asleep. But I know what it is and I know the level that it carries. This isn't even seven-centered potential, let alone nine-centered potential. It's why I've always felt so strongly about the glorification of this state and the assumption in the glorification of this state that there is some value for this life as an awake being. It's like waking up in the morning and you're going to have your daily philosophy from a gorilla. Now, I have nothing against gorillas. But we live in a different world, a very different world. We have passengers that are very much alike, but vehicles that are incredibly different with priorities established by genetics.

Our Pets and Type

Look at us, 67.56% are Reflectors. Now, think about nature. I always love this comment that I hear over and over again about the harmony of nature and it sounds so fucking poetic. The harmony of nature; it is homogenization. If you want a family pet, you get a Reflector. The three animals in our house are Reflectors. Reflectors are wonderful, wonderful pets, because they homogenize. They do. That person that the other one says, look at that person and their dog, don't they look alike? The dog is a Reflector. It's the dog that begins to look like the person, not the other way around. Projector pets are very clingy, they're very needy. They're the ones that keep herds together. Now, you don't want a Generator pet. They're the ones that are here to live in the wild. They're the ones that are equipped to live in the wild. They're not ready to be domesticated, anymore than Manifestors.

Written comment: *One of my horses is a generator.*

Ra: That's just the kind of horse that just wants to be free.

It is one of these things to understand about what happens to us as we go into this state. Just because we're smart when we wake up, just because we have this nine-centered intellect when we wake up doesn't mean that we're having a nine-centered experience when we're sleeping, we're not. Look at how few Manifestors there are.

Written question: *Can a generator pet give me energy as a projector?*

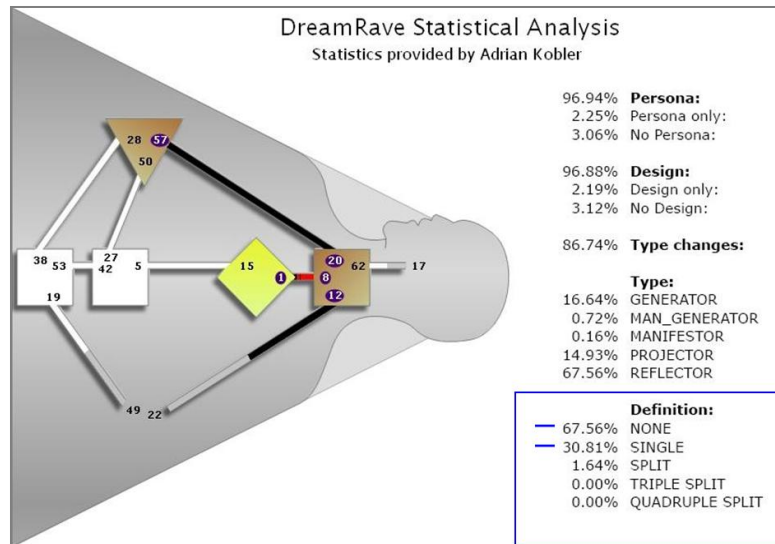
Ra: Absolutely, there is no question about that, but it's very, very difficult to domesticate Generators. It is the exact opposite to the Generator human as a slave, in a sense. The Generator mammal just wants to be able to have its way. It just does. It's a life force, after all, deeply equipped to respond in nature. That's what it's for. You can see that obviously because of the complexities, for example to have a Manifestor, my design could be a Manifestor if I also had the 28/38 to go along with the 20/57. You see anybody who has that as a Personality, then you're going to see somebody who has that obviously in their DreamRave, but you can see how rare that it is. It's the same thing with the Manifesting Generator, for example, it can go



this way or it can go this way, and you could end up with a Manifesting Generator configuration.

Definition

But again, it's about those definitions and you can see the limitations of those definitions in terms of the Type. Let's look at definition. Again, it's interesting. No definition, the same as the Reflector, obviously. Other than that, the main definition is single and you can see that 98.3% of the population is either no definition or single definition. You can see that there are absolutely no triple splits or quads. A triple split is possible. So I assume, Adrian, because if you have this here as an example and—no it's not possible. It's interesting. So, you can't have either a triple or a quad and you have a very, very tiny percentage that is going to be a split.



Again, that's an area of interest for me. It's very often the anomalies that give you an insight into everything else. So, it's clear that with the split here, what does that mean in the dream state, and does the split in the dream state automatically become the bridging point, does that automatically becomes the weak point in the waking state, is it a more powerful weak point? In other words, there is a whole level of interesting possibilities that are there.

Persona

I hope that for you as for me that you find the statistical analysis inspiring. You're the first group to see such a thing, including myself. And I think it is going to be very helpful in giving us a sense of just the constructs and the curiosities. I think the biggest thing for me that strikes me as being very important out of this is right at the very top, and something that convinces me even more that work on Persona is very, very important.

I think that a lot of the work on Persona is going to be helped when we can find those members of the 2.25% of the population that only have Personas and the 3.06% that have no Persona. In other words, that's where we're really going to



understand how impactful Persona is. I have my speculations. That is, as I said it is my feeling that Persona is something that is going to have a disproportionate impact on the waking Personality and recognizing now that the vast majority, literally just about everybody, has a dream Persona, this opens up a whole new realm of investigation for me.

I'm a 62.1 and I'm a detail freak. What I see here is something rather amazing. That is, given my understanding of differentiation that the dream Persona probably has a lot to do with whether or not outer authority can actually emerge in a healthy way. Again, the way in which the Personality operates, where the Persona is, what part of the Personality is derived from the Persona, remember if I'm looking at a human being and I really want to look at their Personality and understand it, just like if I want to look at a gate and a line and I really want to understand it, I don't start from the top and look down. I start from the bottom and look up.

Something weird here for me in the discovery of this statistic is that all of us are carrying a primal Persona; in other words, the foundation of our Personality. So for example, somebody like me in my DreamRave where I have a complexity of Persona that these four aspects of my Persona are the foundation upon which my Personality was built. Some people have no foundation. So does that mean that their Personality is stable? Or does it mean it's not stable? Is it stable because it develops a purely awake Personality? Or is it unstable in the sense that it is in conflict because of the impact of the dream state.

There are many, many questions, but it all goes back to something very interesting for me is that if I'm now going to take a look at my Personality, instead of looking at my Personality and then seeing what my Personality loses in the dream state, let's look at the dream state and see the basis of my Persona, the root of my Persona and see how it is sophisticated by the Personality. That's something totally different. It's clear to me that my bio-form has a history. That's what's so wonderful about genetics. You go into the code and there's the whole history. There's a whole history there. This is the living Persona of this form. It's the Persona that arises out of its most basic construct. So, it's the very, very root, the very foundation of my nine-centered Personality.

The Distortion of the Not-Self Personality

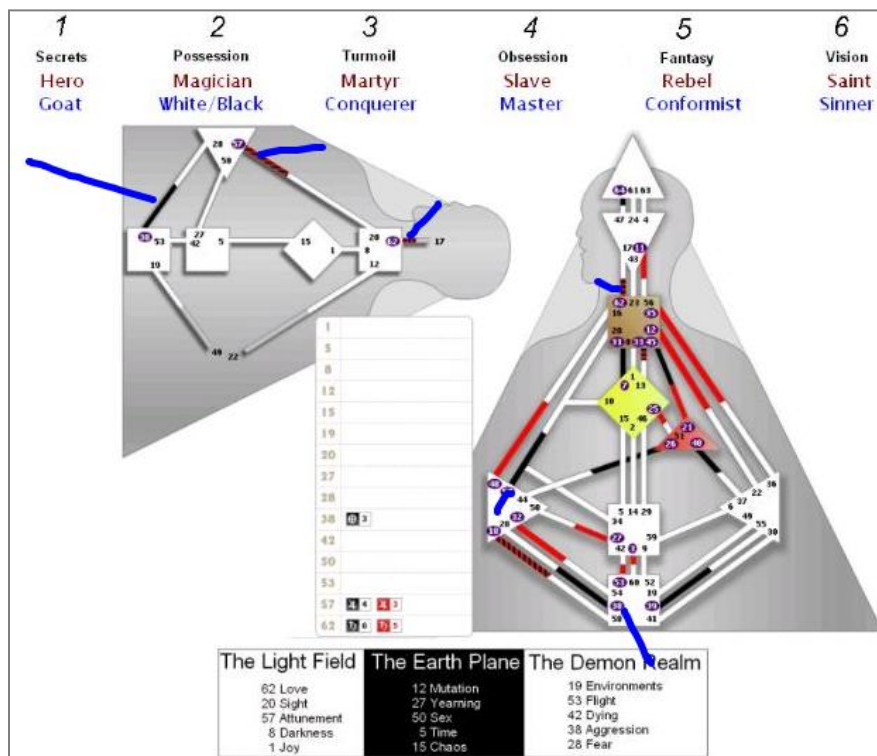
So let's think about this for a moment and think about the distortion of the not-self. Let's think about the distortion of the not-self Personality, that the not-self Personality is distorted. And that the Persona of the not-self Personality, which is its root, that Persona has unusual power over the Personality by being able to dominate the Personality as a whole; that is, the waking Personality. What I've been teaching everybody in DreamRave right from the beginning is that the dream state is the deepest conditioning state that we deal with.



So if you don't wake up aware and correct then that dream state is going to have an enormous impact on you. Now, that impact is the way in which this primary Persona that I now know exists in just about every single human being that it's this primary Persona that distorts the Personality. It distorts it. It becomes a driving force. And of course, it becomes the driving force driven by whatever we've been able to see, whether it is the weak point or the "this or that" to be able to understand the conditioning influence that is taking place there. It's fascinating. Anyway, you'll have these statistics to enjoy and to ponder. It's really very profound. It's lovely. Anyway, thank you again, Adrian.

The First Chart: Ego Manifestor

Let's move on. Let's take that little moment of epiphany and let's look at this being and let's wonder a little bit. We have an underlying Persona. You see the Persona in



We know that the Persona obviously is going to be this hold over from the Personality, so you're going to see these elements that are there that are coming over from Personality. But think about the rest of this being. Let's take the classic example because the classic example is here. We have a Manifestor. We have a very open Manifestor; we have a very open

ego Manifestor, and an ego Manifestor operating through the 45/21. And you can see that we have an ego Manifestor that has a very, very strong Throat and has a tremendous amount of Personality activation in the Throat, in the 45, the 33, the 31/7 as a definition, in the 62. In other words, you have all those areas where you have the activation.



So, here is somebody that the way in which they are going to act and the way in which they're going to manifest and the way in which they're going to articulate that all of this is going to be in terms of who they think they are, this is who they think they are. Not only is this who they think they are, but if they're not correct the thing to understand is that they have this underlying Persona that's there. And this underlying Persona, if they're not-self, this is going to become the dominant in the way in which all of this works. In other words, they're going to think of themselves more as the detail person, as an example, than they will think of themselves as a leader or think of themselves as the head of a tribe or whatever any kind configuration you want to put in that.

In other words, there is going to be a disproportionate way in which this is going to operate. Now, I'm not looking at the chart fully so that we can see the database where things are coming from, I just want to begin to give you a taste of what happens when you take the Persona and that Persona can move into the not-self processing during the day and the impact that it's going to have. One of the things that we've been looking at is weak point. There are all kinds of weak points. There are all kinds of them. Here, when you're looking at this, it doesn't seem to be a big obvious. There isn't a big obvious. It is about the ability to be able to understand through comparison where the keys are.

A Very Vulnerable Spleen

Take the example here of this Spleen. You have somebody who has a very, very, very vulnerable Spleen. You don't see this every day. This is a special one—one, two, three, four, five, six, seven, all seven possible ways that the Spleen can be activated. And it's open. So there is a tremendous pressure that's built up here that needs to be released. Now, it can be released two ways. It can be released here (28th gate) or it can be released here (20th gate). But if it's released here (28th gate), we have a split. But if it's released here (20th gate) we have a feel-good and all that goes to the Throat and becomes part of this whole movie.

The Weak Point

What we end up with is an understanding that if you have an open Spleen anyway, spontaneity is your movie and here is this looking at the 20th gate where being in the now is the movie and so here becomes the weak point. So here you have the being that is constantly, constantly being thrust into what is the spontaneous holding on of the "this" or the "that," or whatever. This is someone desperate for the feel-good, desperate for a sense of security.



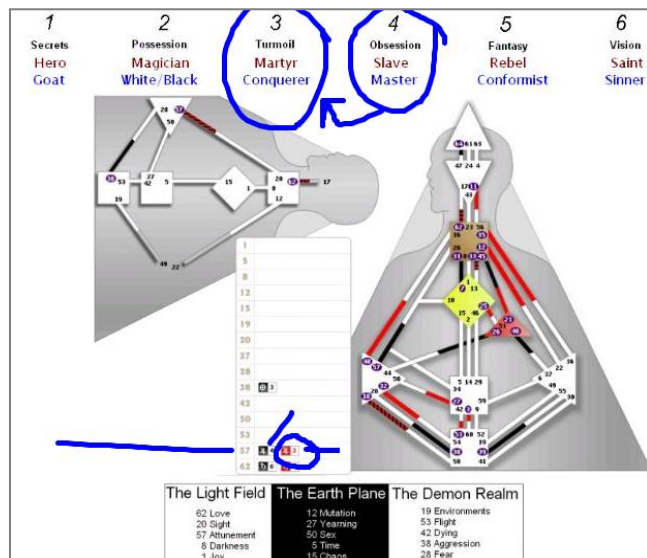
The Persona

Now, when we're looking at the Persona we can then narrow the Persona down. We are looking at obviously the 57th gate and here we can see it is the Jupiter and it is the Jupiter here. It's interesting the way it works, isn't it? Here is this underlying theme, and on the underneath of this, the power of the weak point. So you have this Persona that is going to be caught in this weak point, all of them yearning for, longing for, going after, needing that 20 and waking with it. The thing to recognize here is that this is the martyr/conqueror. The martyr/conqueror that has to deal with the turmoil that they want to get rid of and the only way to get rid of that turmoil is to get to that particular place.

Now, in the dream it doesn't have to be the now. In the dream it is a pressure to be able to get somewhere, wherever that may be. And whether one is beaten back in that or whether one has to fight their way through and what one has to deal with on that journey, but that's what's there. What's there is that for the waking rave that spontaneity, that jumping on things is what it's all going to be about. That feel-good is what it's all going to be about.

It's interesting what it is to think about this primitive awareness. First, the mammalian awareness, this mammalian awareness that's carrying a 38th gate that is ready to fight. It will fight for what it needs. It will fight to get what it wants. It's a curious creature. It's what the 62 is all about. These are curious creatures, curious mammals. In many ways, they are alphas. That is, they have this particular ability of learning things, new things. And then there is the Persona, the deep Persona itself, this 57. As it hangs there with the weak point so the two of them become one that this becomes the story. The whole thing about being a 57 in an open Spleen and not having the 20 is that it is so easy for you to become a victim. It's so easy.

This is a bio-form at its deepest level that fears victimization. It fears turmoil. It fears these things, deep, deep, deep in this open Spleen. That these can be dreams that are full of fears, dressed this way or that and they don't have to be *bête noire*, they don't have to be a nightmare. This is something funny, this is something odd. And then of course you look at that 57 and you see that it's the Light Field. Oh, the depth of Personality consciousness manipulation. After all, this attunement, but attunement to what, to where; I need to be attuned. I need to find my place. I can't find my place. So, instead of being what they are, instead of living what is correct for them, their Persona will begin to dominate, the weak point will dominate, the conditioning will dominate.





The Dream State: An Evolutionary Portal

The dream state is like an evolutionary portal. We step through that portal every night. It's really important to grasp that. It's important to see it as another creature. Think about the calculation. It's not the human form. It's the lunar form. It's something else. It's an older principle. It is an older form. Reflectors came first. They came before anything. If you're one of that 67% wow, that's really something. It's an old form; ancient. It's not us. At least it's not what we understand as us. And it's not so much that we descend into what is a different form, we descend into those particular aspects that are the roots of that form, the history of it, locked in the genetic information of these 15 gates, locked in their memory, in their history, because this is the basic mechanism. The five is the basic mechanism. The five is everything. And everything else is a construct on top of this.

For the first time I'm beginning to understand what sleep is, that sleep is—I was going to say a disease in a sense of the old form. It's a mutation of the old form. The mammals never gave it up. They still don't give it up, after all. They stay five awake or asleep. It's so obvious to me; it's difficult for me to express how obvious it is to me how incredible it is to understand what this thing is. Just to grasp what it is so that we can have the distance from it, the separation from it. That we have to be so clear in our lives that it's our inner authority that runs our lives, not the Persona influencing our Personality keeping us locked to this.

I don't think the five voluntarily gives up to the seven or nine. I don't think that's the way it works. This is a mutation. And it's not a complete mutation, you notice, it isn't. It's an evolution. But we are still locked to the same principles. We're still locked to the same mammalian matrix. We will not leave it until we die. It's why the waking state is everything, because it is in the waking state that we get to experience the potential of our consciousness. Not the limitation of it in the five-centered form, or seven for that matter. And yet at the same time to realize that we climb to the heights of the light at night only to be dragged down into the most ancient form as we sleep, flooded with the chemistry of that form, alive through its Persona, not our Personality and alive with another body. It's something different, a different chemistry.

I am so careful with any concept of interpretation to bring from the five-centered limitation a value to the nine-centered consciousness. I don't know about that. I really don't. I think there is value in understanding how it moves. And what it is in both those states. But the only thing that this form can bring even at its best is the conditioning of its process and its limitation. One of those things that is so interesting that you notice with children when they have to really concentrate, when they really have to change the level of their awareness. I've taught young children in classrooms, I know this thing. And then you notice something about them, they get so tired. It's like wow, what a struggle to climb to that consciousness and pull down.



Humanity: An Evolutionary Paper Tiger

It's like my dog. When I say something to my dog that it knows I'm saying something to it and it knows it doesn't know what the hell I'm saying to it, it just yawns. This for me is humanity. I see the homogenized being as being an evolutionary paper tiger, nothing more than a beast all dressed up, but still a beast. And it's evident in the world, I don't have to press that point. And you can see here that we are never ever, ever, ever more than a few moments away from the beast in us.

I love animals. They are dear to me. I'm an integration being, I understand all that. It's nothing personal; it's just that I understand limitation and conditioning. I don't allow my dog to sleep in my room. I don't want its aura to contaminate me. I'm well aware of what level goes with the aura. It's obvious. For me, sleep is the same. I have the very same cold, practical view, about what all that's about. This is where the program is rooted. It's rooted in the five centers. It's where the program is rooted. It's what the natural world is all about. It's what we live on. What you eat every day is five-centered mostly. Oh, yeah, I know, there are the plants and the fish, we eat everything.

The DreamRave is the Hardest to Deconstruct

I don't take advice from things I eat. I can empathize. I can show my respect, appreciation, but I like being a nine-centered consciousness. I like being a fully developed Personality. I like having my own authority. This is what we confront in all of this. I don't think that there is any single subject that will be harder to deconstruct for the general population. It's what dreams are. I realized that 10 years ago when I started with it and realized it was going to be a pain in the neck, because it's so ingrained. The conditioning is so ingrained. The Personas are so alive in the Personalities. They want those dreams to mean something and so they do. And while they're pretending that it's this or that, it is actually conditioning them at a level that they cannot even imagine.

The natural world is mostly a Reflector world. So that everything is organized and operates in harmony. And the sleeping world is a world of grazing cattle, all operating in lovely harmony. Oh yeah, well, I'm not here to be homogenized. My job is to teach differentiation and in order to establish differentiation one has to be aware of how profound the odds are against it. Oh, the dream state is powerful, isn't it? It's fantastic propaganda and great entertainment.

It's an amazing thing to think about, it's an amazing number. Now, you can look at the not-self in a way that you've never been able to look at it before. You can go down into that Persona, multiple or otherwise, and I guarantee what you're going to see are the dominant elements of the Personality. Not only that, but you'll see that



the very nature of their Persona frames the way in which their not-self mind is going to look at things and make decisions. That's really something.

It's what weak point brings to understanding the basic conditioning, what's the highlight. Well, here from the psychological point of view, where is the problem. Remember that the Persona that you bring forward is much more conservative, if I can put it that way, than the other aspects of your Personality. It is the other aspects of your Personality that are indeed a reflection of your sophistication as a nine-centered being. If you're not operating according to your inner authority then your not-self mind, which uses the Personality as a framework upon which it thinks it is, is going to rely on those conservative aspects to determine the way in which it acts as a Personality and makes decisions. That leads to something really profound.

Send Examples

By the way, in the spirit of all of this, because I'd like to in our class next week because of the serendipity of all of this, I'd really like to look at some examples if they exist. So if any of you, particularly the examples that I'm looking for are Persona only, or no Persona, or Design only, or no Design. If you find that, if you have MMI, because in MMI there is an icon where you click and you automatically get a double view, both the waking rave and the DreamRave, please send me a JPEG of that. If you don't have AI, you can just send me the DreamRave itself and the chart separately and I'll simply put them together. But I'd be very curious to look at them and take a stab at what that means. Remember, I do need to see their natal chart as well in order to be able to do that.

But I find these four areas particularly very significant and I think the beginning of a much more profound analysis capability in relationship to both weak point, which is dominated by the Design, and Persona obviously dominated by the Personality. If you have those charts, send them along to me for our final class next week.

Apply the Information to Charts

I've given you a great deal today to ponder and I'm sure that you will find it very inspiring to look at this and to begin to reevaluate the relationship of Persona to the waking Personality. Look at a lot of charts. I think it's very helpful always when you're doing this to experiment, to get a feel for it because I think that's one of the most important things to do with this knowledge is not just to take it in theoretically, but to begin to apply it, not so much in the sense of doing an analysis for somebody but in the sense that you do research and you investigate and yes indeed share it with friends so that you can gauge the practicalities of what you're doing and all of the things that go with it. All of this is very important, after all.



But yes, I'm fascinated by the potentials in Psychology for the application of this material. I think it's incredibly exciting. Anyway, Adrian, whenever you have wonderful statistics you just send them along. They are well appreciated. To all of you it was really great to be able to share that with you. It's always nice as an Arian like me to be able to present things the first time. It's delightful for me to be able to see these stats. It's amazing how they tell you so much.

Anyway I hope you enjoy them as much as I do. To all of you, you take care, start of another week. I hope you find it entertaining. Until next time, bye for now.

~





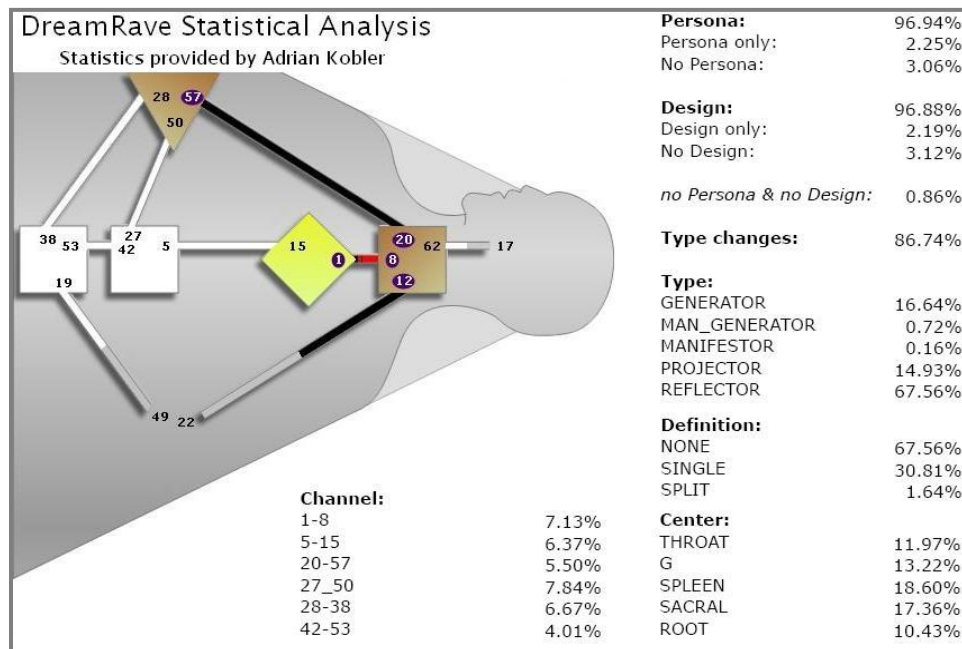
Lesson Six

DreamRave Variations

Welcome to all of you to our last little adventure of this time. There will be more DreamRave, I think, in the second semester next year. I have some things in mind for it, but nonetheless, let's take a look at some interesting things. Again, I want to thank Adrian because he sent along some additional material, which I think is really fascinating. A couple of things have been added to this list.

Percentage of No Persona or No Design

One is a very interesting statistic, one that I'm quite fascinated by. I assume, if you remember, you can go back and see I said there would be a lot more of this. I didn't have any sense of how much, but I certainly was surprised to see that there was less than 1%. That is, no activations whatsoever, no Persona, no Design is 0.86% which is a lot of people when you think about it, aside from anything else in just raw numbers. But as a percentage it's interesting.





DreamRave Data Applies to Mammals

The other thing, and there are other values, but it's just interesting to just add some of these things just to look at the basic mix that goes through. One of the questions beforehand that sort of set me off on a long rambling non sequitur, or something like that, was about mammals and whether all this information applies to mammals. Well, yes, of course, it does, obviously. It is the 15-gate matrix based on that calculation and so not only here are you looking at the break down in terms of whatever channels, centers, definition, Type, all relative to the DreamRave, but of course you're also seeing this relative to mammals, relative to the dogs, the cats, the horses, whatever it may be that happens to be there in your life or the general mammalian population.

That leads to also very interesting things. For example, one of the things that fascinates me is in having Persona only we see that—here is an example—2.25%, that's considerable, only have a Persona in their DreamRave. Now of course, if you take that on a mammalian level, it's very interesting. I talked about the fact that the mammal has no design in them to differentiate between their awake and dream state. That is, even though they are two different states and that the mammal's consciousness will be aware of that, there is no point in marking the distinction. There is no transition.

What's interesting is how different it would be for the mammal that carries the Persona through both, and the mammal that doesn't, as an example the mammal that carries only the Design which would mean a different way of being in that other environment. So, it's very interesting about how that will affect the way in which at that level the operating takes place.

The Five-Centered Foundation

By the way, I keep returning to the five. I always have my special moments when I do courses like this where things become just obvious for me. The five-centered foundation is something that is really, really obvious to me. That is, we have never left it. And being aware of that is something that's very profound. I like to talk about the evolutionary process, the anthropological process, the whole movement in the way in which the species has developed. I've placed a great deal of accent on the transition from the seven-centered to the nine-centered being.

But I also think that it is very, very important to see through DreamRave that first of all both the seven- and nine-centered beings are technically mammals. We know that. We are technically a mammal. And we know what the difference is. That is, regardless of how you want to look at that as a biological evolutionary difference, the difference for us is the erectness of the waking life. That is, being bipedal.



The Transition to Being Bipedal

The real transition is a transition that took place probably about four million years ago when the first bipedal ancestor of ours, the ones that were found in Ethiopia, the famous Lucy find, I think were 4.2 million years old. They were the first bipeds. They were just over a meter high. They are one of our basic ancestors, but particularly important because they walked erect. From them came one of the most important ancestors of ours which is Homo erectus. This ability to be able to stand up changed the formula. It changed the way in which the neutrino stream was impacting on the crystals, obviously. It changed the rotation, the way in which information was coming in and where the information was coming from.

This standing erect as a mammal is the rising up out of this five-centered frame. And that rising up out of that five-centered frame into mutative variations, first with the seven-centered and then with the nine-centered, but all of them having to drop back into this five-centered foundation. What I hope that this suggests to you is that in looking at the DreamRave context that there is also a place intellectually to step back and take a much more generalized view of this and understand it at a deeper level.

Sleeping State Falls Back into the Five-Centered Primitive Construct

In other words, we are looking at the foundation of what our whole process is built on. Everything is built on this five-centered domain, which is very, very primitive. Within our special line we have to go back over four million years to get to this place. In other words, what I tried to stress last week is that when you enter into the sleep state you leave behind the mutations that have taken place over the last four million years. That's something to think about in order to put this into context, to begin to understand what is going on here when you're entering into this frame because you're entering into a much more primitive construct.

Now, obviously there is variation in the sense of the history of the particular gates themselves that are in this matrix. In other words, these 15 gates along with the three gates that are there, but are not there, that they represent something that is very, very significant for us. In other words, there is a power inherent in these gates that isn't necessarily understood or expressed in the way in which we take a look analytically at anyone's Design. What we're beginning to see for example in our investigation of Persona is that we're beginning to see that certain Personas in certain conditions can carry over their primitive and disproportionate importance into the waking Personality and distort the way in which the waking Personality operates by being the core of the way in which that not-self is going to function.

So, I want you to have rather than the normal approach, which is to see all this about the dream, the dream analysis, all of this stuff because I know that's the part that attracts people because they don't really know what this is. This thing that you're looking at here, this is really quite an incredible thing. What it's doing is it's laying out the whole foundation of what is a finite process. It's a finite process.



Written question: *Are the 5 bases somehow connected to these 5 centers?*

Ra: To some degree, Adrian—Adrian's point about whether the five Bases are related to the five centers. I think everything is related to the five Bases, frankly; so in that sense, yes. Human Design, if it is anything, it is about numbers. And continuity in numbers always expresses something. The danger in saying yes to that is the assumption that there is a Base for a center, and that's not the case at all. In other words, you can't extrapolate it to that point.

However, I think the five is the foundation for the fulfillment of the bioprocess. One of the most interesting things that I am intellectually toying with these days is a growing sense that it's the carbon cycle that is coming to an end. I understand various levels of mechanics in terms of the way in which the generalized program operates. And I can see the way in which the various structures, whether that be the global cycles, all these various things, I can see where they are all heading. It's very clear to me. But there's something else. And it's so obvious to me at this point anyway.

The Carbon Cycle is coming to an End

One of the things that's interesting, it was mentioned before the class, pardon my going off track a bit, but I think you'll find it interesting. The Eron, what the Voice said would be the next form, is silica based. It's not carbon based. Everything that we understand about life, what scientists look for when they're trying to see whether there is life out there, all of these things is all rooted in carbon, all of it. It's my standing joke about carbon. I rather love it. It's one of the great jokes of carbon. Carbon on the elemental table is number six. That means that carbon has six electrons and six protons and six neutrons. It's the 666. It's the Beast; it's the form principle itself in the very flesh. Carbon is a part of everything. It is a part of our very existence. We breathe it out. It is the thing.

What's interesting for me is that I have a sense that it is this cycle itself that's coming to an end. Look at the bio-form. If you look at the bio-form what you're seeing is that the best the bio-form could do is this. It's really something to grasp. The advent of the neo-cortex, the visual cortex, the mutation of the visual cortex, all of those processes are built on this construct. They're built on this frame. There is no more advanced form. As a matter of fact, if you look at the coming rave, in a sense, the coming rave will be totally lost in a three-centered process, which is the Penta itself.

We Devolve during Sleep

What we're looking at is as far as the bio-form can go. It cannot go any further than this. So what we have seen are progressed mutative variations as a byproduct of simply being able to change the way in which the information comes in. Remember



that when you go into the sleep state, the crystals that are here are receiving horizontal information, not vertical, and it's different. It's not like it's coming from the same place in space. It's not coming from the same source as well. A lot of it is; the Sun as an example. But then again it's coming in a different way and it's coming from different aspects of it.

The reality is that by simply going vertical we have not escaped the form and we all know that. This whole very thin intellectual veneer, the civilized veneer that is so thin. Don't talk about civilization in Darfur, it is so thin. And every night when you lie down you sink back, you fall back, you devolve. That will be my new term for sleeping—devolving. You don't sleep; you devolve. What a thing.

This is what beings do not get, all these people who are on this intellectual trip about all this stuff because of its psychological this and that and the images and the visions and all that stuff. I'm a mechanic. I look at this thing and I see a limited structure. And I see the fact that this has been able in its vertical to be able to extend the nine-centered being to a 64-gate matrix, that this is all such an illusion because it's trapped. It falls back into this over and over again. And of course this is easy to program. The natural world follows the beat of the program—every plant, every fish, every reptile, every bird, every mammal.

I can see this thing for what it is. It is a form that reached its level of incompetence about four million years ago. Four million years ago you could have been in a factory and said, all right, let's really have something different. But in cosmic time these four million years is nothing. What is it in time to the earth that's four or five billion years old? It's nothing. The form and its potential is just stretching out at the end because this construct is coming to an end. I've always looked, because I need the details to be clear, to find a mechanism—there are many mechanisms that can bring everything to an end. We've witnessed some of them in minor levels, the extinction of the dinosaurs with a meteor hitting the planet. We know that there are these things of things.

And yet for me there's something that says that this is about carbon. It's interesting in the world today; we see we have this hydrocarbon fetish. We're all addicted to them. The whole civilized world, the whole technical world, cannot survive without it. We are not simply a carbon-based life form. Everything about life for us is about carbon. Now, if this was a viable form and successful, the bio-construct, then the next stage would be just another variation of a bio-construct but it isn't; no insides that are outsides, it's not.

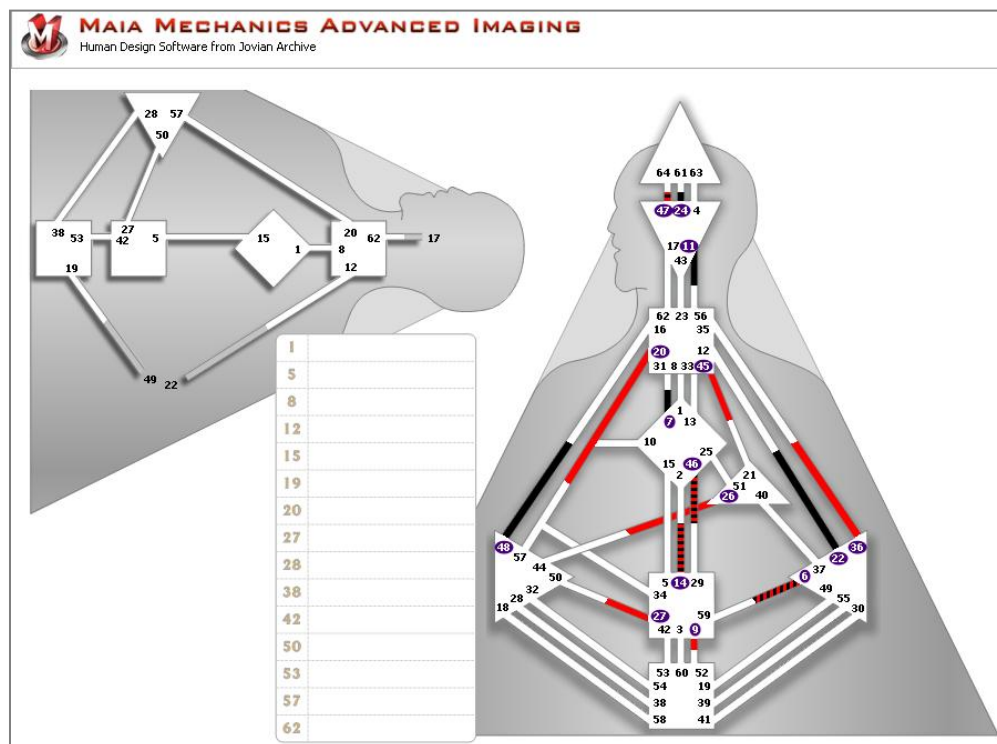
The DreamRave is the Basic Platform of All Bio-Life

I look at this Design, what we look at as DreamRave, I look at this as the basic, the basic platform of all bio-life. And I see therefore the limitation. I see that the seven and the nine-centered beings were not in fact, in a sense, not in fact really different from this at all, couldn't be because they never escaped it. We never left the five behind. We could leave the seven behind, but we could never leave the five behind.



Example: No Activation

There are many of you, by the way, that sent me samples and thank you for that, but I couldn't use them all. I just wanted to look at a couple of these variations. Here is this variation where there's absolute nothing. It's quite something to see, isn't it, all that whiteness. It's interesting to begin with, anyway, that you're dealing with a Reflector design, obviously. And whatever that was, I think 0.86% of the population.



Here is the classic example of the way the world is ideally run. I can remember somebody asking me a question many, many years ago when I had just begun my work actually and people didn't really understand the knowledge very much and somebody said to me if I could have any Design, a really idiot question, what Design would I like to have. Beyond the fact of telling them that the whole point is to be comfortable with your own, I made a quip. I said, there is one design I'd like to have, that's a design where you have absolutely no activations whatsoever, because then you would be totally, totally connected to the program, which is interesting in its own self. To really see the purity of the way in which the program drives the wheel forward.

So, here is that graphing. For the program, this is what they love. The vertical Reflector is what gives them their power because the Reflector is the natural in the



natural world. Let me take you back for a moment because I want to give you a perspective about the nature of the world we live in. Think about the natural world. What we're looking at here is that in mammals nearly 68% are Reflectors; so, all the mammals on the planet. But let's take the next step down. Let's go to reptiles and birds and fish in which no longer are you in a 15-gate matrix at all. You're dropping down by like 60% in terms of possibilities of what can be activated. And then you go down to the next level, you go down to the plant level, as an example where you have four or five gates that could be part of the process. And then you go down to the cellular level and there are only three gates.

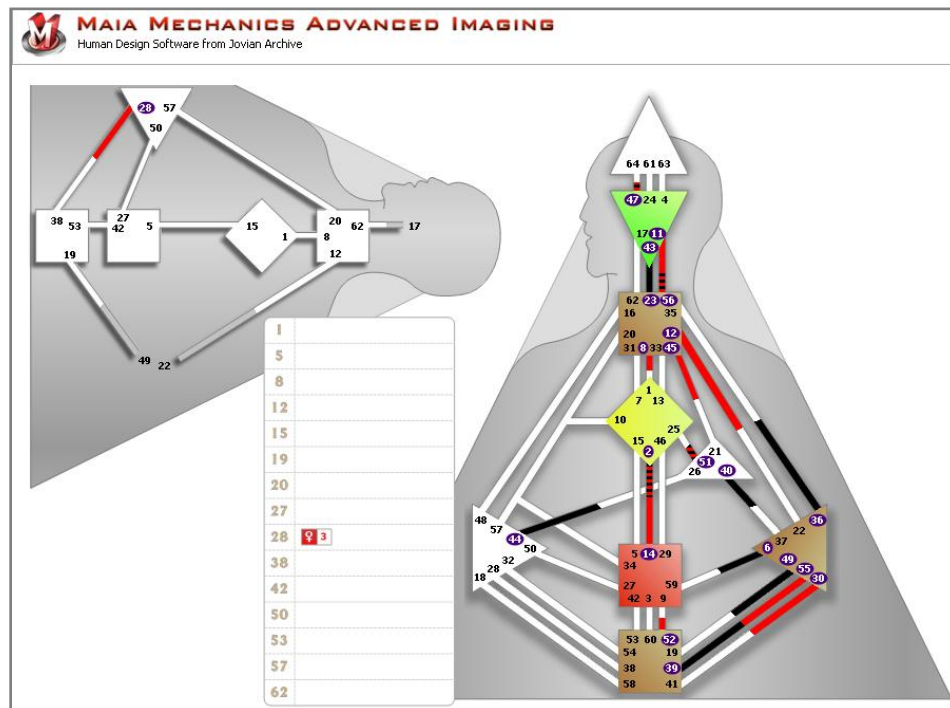
What I'm pointing out to you is that if 67% of Reflectors in a 15-gate matrix, then when you start going further down—and by the way, Adrian, if you ever want to do that, that would be fascinating—if you look down at these other forms you'll see that they're almost invariably Reflectors. What else are they going to be? The chances of activations are going to be extremely slim given the limitation of so few gates.

So, think about the nature of the program and its relationship to the Reflector. This is perfect. The whole natural world and all sleeping Reflectors are all in perfect harmony with the program. It's how the world turns. It's what makes the waking Reflector so different. It gives the waking Reflector an opportunity to be able to notice if there is anything that is out of the ordinary; there is surprise, because for the Reflector what they see is how deeply, deeply controlling the program is that everybody's in lockstep. Most not-self waking Reflectors are really good at keeping people in line, knowing which ones are going to fall from the rule, the path, the this and that. It's always why I take pleasure in Human Design Reflectors because they can look for the weird ones, the ones that don't fit in. But think about how the natural world is all just moved by this.

Okay, let's look at another way. 0.86% of the population has absolutely no activation in their DreamRave. On the surface what that means is that they are—how should I put this—dangerous. The more you see the program at work, the deeper the levels of homogenization in the dream construct, the more unreliable in a sense the waking conditioning will be. It's sort of like making sure that they stay deeply, deeply, deeply programmed. They don't get their own Persona, they don't get their weak points, and they don't get any of it. The program is just going to manipulate them.

Example: Design Only

Okay, here's an example of a Design only—and I'll come back to it in a moment. You can see that 2.19% have only Design, 3.12% only have no Design. One of the things that you'll notice is that these are very, very narrow in terms of what you're going to deal with. It's sort of like people when they're learning about authority. Basically you only deal with two authorities most of the time in Design and the others are just oddities that show up.



It's the same thing here when we're going to be dealing with the ideas of Persona and Design that we're going to see that most people are there. If you look at those statistics you can see that basically nearly 97% of human beings will have both the presence of Persona and the presence of Design in their DreamRave. In other words, this is a vast majority. So I don't want you to get carried away by looking at these nuances. Obviously, we need to be able to deal with them and have a sense of what they are about, but I don't want that to interfere with what is your basic approach in being able to work with this. The vast majority of people are going to have a combination of both, for example as I do in my DreamRave. And that's what we're going to be dealing with in most of our work.

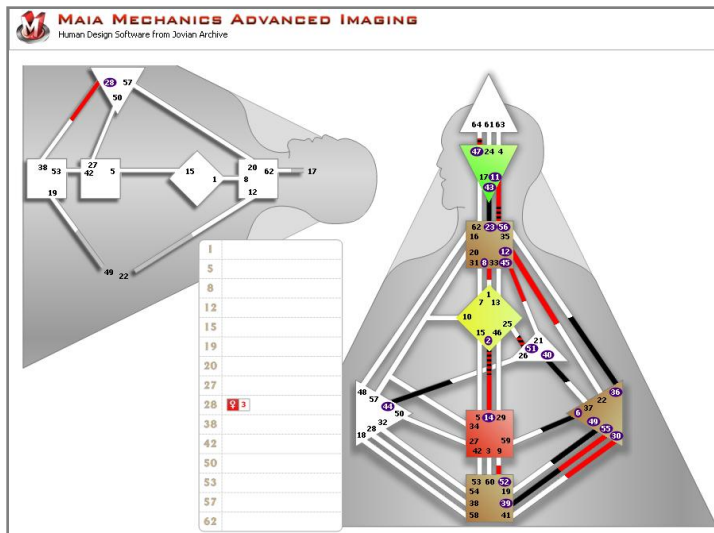
But for investigative purposes, I think it is fascinating. Again, 2% is a lot of people. 2% of 7 billion is quite impressive. So, you're dealing with a lot of human beings—70 million, I believe, that's a lot of human beings. It's not like they don't exist, they do. If you have 50 people in a room one of them is going to have that.

All right when we're coming to this, this is something interesting. Obviously there is no Persona. So, we're always going to deal with certain situations, those who have nothing, those that only have Design, that you have a certain percentage that will not have a Persona, the Persona is something that is supplied by the program. Let's take that at face value. That is, not having a Persona, if I look at that from the perspective of the way the program operates this is much more about somebody who needs to be very physically conditioned. This is not about needing to impact their Personality at all. It's a real sign that there is an area here that in the vehicle—because it's the vehicle that is going to experience this. The 28th gate isn't necessarily something easy as your only theme within the DreamRave.



The 28th Gate Opening up to the 38th Gate: Looking for a Fight

It's also going to set up a weak point, and a weak point that—it's a triple split definition, so you have a lot of things that are at work here in the way in which all the possibilities are there.



But one of the things to grasp is that this emotional demand for a purpose that gets established and this opening up this 38, this is somebody looking for a fight. In their waking rave this is somebody—and when I say looking for a fight remember this is coming from the very, very primitive—the 38 in a mammal can be vicious, really it can be vicious. Now, we know in the waking rave the 28/38 obviously is the channel of Struggle. It is all about the potential of the

intuitive pursuit of purpose, the need for purpose, the need to answer basic questions in life. It's also very threatening. That is, it carries the possibilities of life and death in a way, purpose takes on such importance.

And of course, here you have somebody that can end up—as I said, the physical chemistry in them is something that this is going to accent. So, what it is going to mean is that this energy here, which is very powerful, this adrenalized emotional energy, very, very powerful emotional system that all this is going to be looking for the 38. That's going to be one of the conditioning things that it is looking towards to find that feel good to fulfill the pressure that is there. So you can look at it in terms of the analytical value.

But, if you're only seeing Design, you're seeing something that is intended to have a chemical affect that usually points towards weak point. And remember, weak point can seem to be almost arbitrary. In other words, there are very many, many places where there are possibilities that you could have had, a weak point, and I'm pointing here (gates 1, 35 and 22). These things just don't work. So, you don't have a classic weak point here.

Wherever a Single Gate Points Look for the Weak Point

What you do though is that you have a complete set—remember wherever a single gate points, Design gate points, you look for the weak point. And you're going to



see that you're going to get a shift in the way the chemistry works. And then you get somebody who wakes up who wants that 38 where normally you would never see that. As a triple split, yes, you would deal with the phenomena of the not-self of these open centers and there's no question that this (Splanic Center) would be one that one would pay attention to, but I guarantee you the emphasis of an analyst would be here (26-44).

The Persona is Going to Come from the Program

The thing to recognize is that what you're looking at is something much deeper, much more visceral because it's coming from this much more primitive form, much more primal. That lack of the 38 in the dream state is a big deal, and it's threatening which means that they can be threatened in the dreams, be uncomfortable. There are all kinds of things that are there. And of course, you don't know, because the Persona is going to come from the program. Whether they're going to be the victim or not, whether they're going to be this or that or not. The program is going to provide it.

And I'll tell you one thing, the moment the program brings a 38, wow, you look out for the impact of that dream on that dreamer during that transit because it's going to create an artificial and very, very powerful weak point in that place. It's the same thing if you have the Persona that conjuncts onto the 28, so you really have an enhanced impact. The dilemma is that because this is somebody that only has Design, you don't get this Persona translation into the distortion of the Personality. Where you get that, is in this kind of an example.

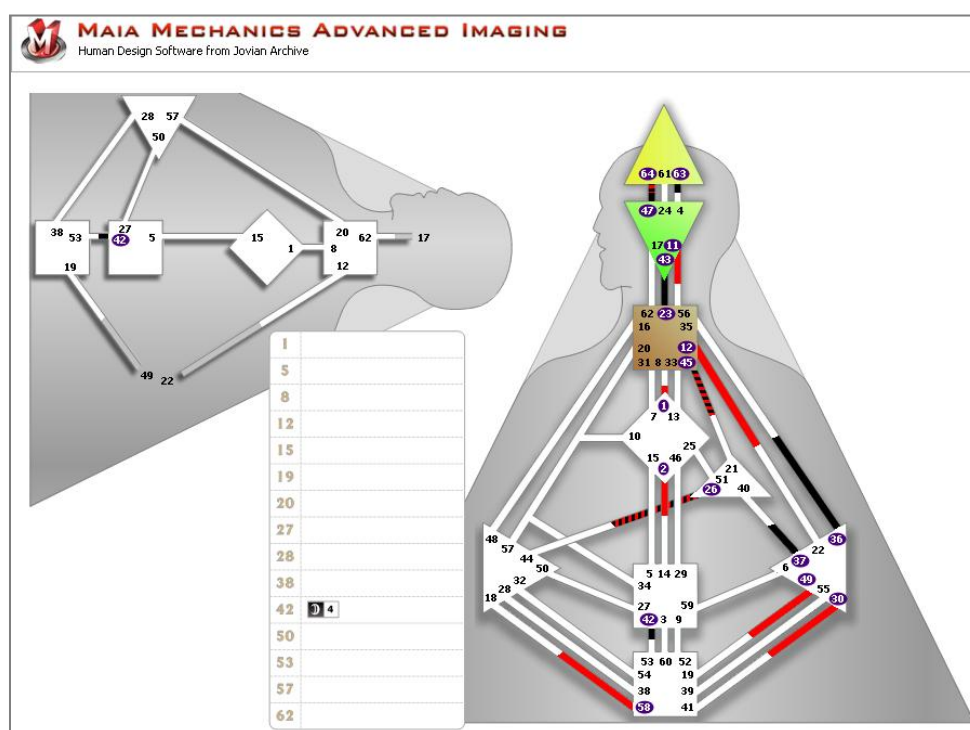
Example: Persona Only

Let's go back for a second and I'll give you the statistical view. Persona only—2.25% is slightly more than Design, by the way. Again, even though these are quite extensive samples there are always going to be the possibilities of minor variations of plus or minus of any of this. However, it's an indication that's significant. Again, if you look at it in terms of population, you might end up seeing more of this and that. It's also interesting that you can see it on the other end of that, that no Persona is less than the no Design. But anyway, the Persona only, 2.25 of that; and again, this Persona only, it's clear that given our discussions of the last couple of weeks that what we are going to see is distortion in the Personality. That's what we're going to see.

One of the most fascinating things about the Persona for me and why DreamRave in September is being integrated into the Science of Differentiation College as part of the expanded Rave Psychology program is that there is a spectacular value, and here of course, you see it isolated, in being able to understand the impact of Persona on the waking Personality and Persona distortion in the waking Personality. So, here you end up with the classic example, obviously because there is only one Persona.



So, here you have this one point so this becomes the dominant that is there. And you can see that the chemistry in the body is totally open to whatever the program is going to be. This is a Persona that is going to live in a dream world that can vary greatly. Vary greatly, because it's in the rotating grid of the program the way in which things are going to be activated. But what is interesting here is that because of the intensity of this Persona, and I say intensity simply because it is the focus, that what you're going to get is that when you get to the waking rave that this becomes a very, very sensitive point and it's looking for the other side of that. It's looking for the 53.



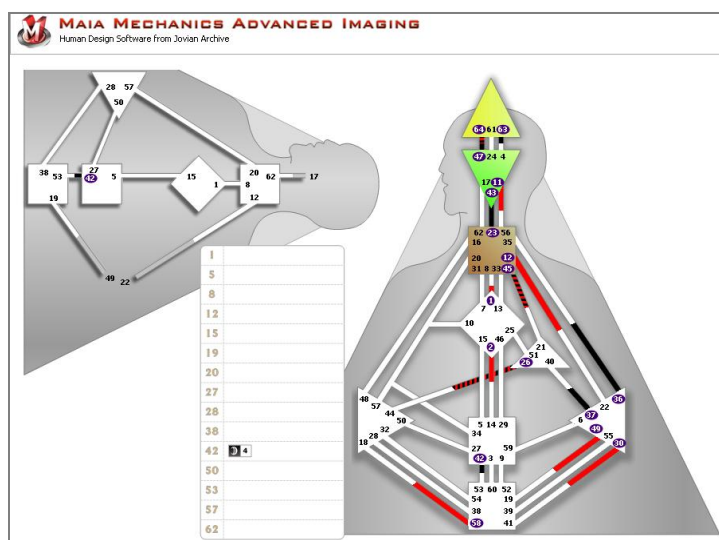
Again, this is an example of a Persona weak point. There were these questions after last year's work, some confusion in people about can weak point come from both the Design and the Persona. Yes, of course it can. It just all depends on the configuration, obviously. But here again is a classic example. You have to look at it this way. You're in this deep state in which the dominant Persona is the 42. There is no competition to that. That is the Persona. And that Persona is after things.

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waking rave has a complex Personality, like all of us do. You can see the Personality in all the little places that it shows up, so there are a lot of these Personality things that are there. And then basically what we understand about the nature of Human Design is that the Personality information, this is who you think you are. So who you think you are is a combination of these.

Now, for example, this person should be thinking that this is who they are (Head, Ajna and Throat Centers), with a little bit of this hanging down. And why I say that is that this (Ego Center) is undefined and this (Solar Plexus Center) is undefined and this (Sacral Center) is undefined, so there's no consistent access to these qualities of Personality. The most consistent qualities of Personality are here (Head, Ajna and



Throat centers). And these qualities of Personality as you can see is very much about a mental being and a mental being that knows, and knows that it has to have, because in the end that's what it is. Life really makes sense when I know what I have to have. That's who this person thinks who they are, that's the Personality aspect. The rest is going to be consistent.

The fact that they're going to be not-self we know right away that as a mental

Projector and here you have this enormous amount of openness that is here. And of course, they're going to be subject to conditioning in these areas. The deepest conditioning is going to be here (Sacral to Root). The thing is that you're going to end up with this Projector rather than having a deeply natural inclination to connect to Manifestors, you can see that so clearly—the three potential manifesting channels, anyone of those three gates (35, 22 and 21) you would think, and I guarantee you any analyst would point to as those areas where you're going to deal with the strongest forces of conditioning. That is, the pressure on that undefined ego, the pressure on that undefined emotional system, the volatility that is there, the manifesting influence that is there. And of course, as a Projector, a non-energy Type, hooking up to manifesting energy is in some degrees healthier than Generator energy because Manifestors are non-sacral beings.

But that's not the way this works. And not only that, but all this pointing to the 53rd gate is all about this is the thing that really gives me a sense of who I am. Think about it. Anybody who is going to define this 53rd gate is going to be a person that is going to have an enormous impact on this being, an enormous impact. This is what they want. And it means that they are being conditioned to the worst possible kind of energy hookup because in fact when they meet a 53 it doesn't mean that they're going to have a sense of wholeness. It doesn't mean that there is anything going on



there. It just means that there is this generative aspect that is going to take over and they are going to launch themselves into new things and they're going to think that they are that 53. This is who they're going to think who they are if they can get it. So they're going to look for it.

So, this is going to be their waking imperative—I have to find this; that 53 is about starting things, beginning things. I assume it's known to somebody because it was a chart that was sent to me. Well, maybe not because this one is in my name—oh yes? Okay, because normally if I'm printing—it may have been known, I don't know who it was. It came in as an MMAI program.

Is it somebody you know, Parinama?

Written answer: *A student of human design.*

Persona Distortion

So, this becomes the key. This is what happens when you have Persona distortion. The moment that you have Persona distortion is the moment that the Personality gets distorted and it's no longer—it's not like it stops that you're this 'trying to make sense through knowing what you need to have' kind of person, because that is part of it. But it's all within the context of the 42 needing the 53. In other words, I'm only going to be able to do this if I start something new, if I build something new, if I get rid of this old thing and go onto this new thing. In other words, there is all this deep conditioning that is influencing the Personality.

Now, obviously that can become a real distortion. Who you think you are as a not-self suddenly becomes something that is very distorted and very, very limited. It is a common thing in terms of psychological analysis, in terms of people with certain aspects of their Personality to become distorted and other aspects of their Personality suddenly become oppressed. This is what you're dealing with here. You're dealing with the influence of Persona on changing the way in which the Personality operates.

The solutions are always the same. It's one of the wonders of this knowledge, because again my emphasis with you throughout this program has been the understanding that DreamRave is the ultimate conditioning force. And you can see it is not a supplemental conditioning force. It is **the** conditioning force. This is the foundation of the natural world and it is the foundation of our mammalian nature. This is where conditioning begins, it begins in sleep.

The First Waking Breath Has to be Aware

And in essence, if we are going to be able to move away from the mammalian construct, in other words, if we're going to be able to truly live out the potential of our nine-centered vertical variation on this horizontal foundation, that the only way



that we can do that is that the first waking breath is aware. This is what it is all about. This first waking breath has to be aware. There is no other way.

What I mean by that is the awareness of who you are and where your day begins. It begins with your awareness. It is the only way in which you can release yourself from the conditioning. Remember that every time that you wake up you evolve. It's something to think about. It's a speeded up process, but it's an evolution. I've tried to visualize it many times because it's fascinating. You're sleeping with this 15-gate matrix and then you wake up and all of a sudden that 15 flows into 64. It's like those flowers that close their petals at night and with the first light they open up, or vice versa for the nocturnals, this beautiful thing. This is us. We wake up and suddenly there is this evolutionary process that moves us through four million years in a blink of an eye and suddenly we are in full possession of a 64-gate potential.

That moment of awakening in an evolved form is everything about what I try to get across in terms of this knowledge, this knowledge about awareness, about being aware. The gift that we were given as a manual is the mechanics. You can see it. You can understand it. Understand the limitation of what it is to be a nine-centered awake being, understand the limitation. It is during these awake periods that we get to live out our possibility, our possibility as this kind of form.

When We Sleep We Have No Authority

And it's only in this temporary daily evolved state that we can find and live by our authority, because when we sleep it's all gone, we have no authority. We don't. We have nothing. We no longer exist. We only exist in this evolved state, this illusionary state that we get between the sleeps. It's the only time we exist. It's quite something.

Those that are trained in this knowledge are more than people that are here to talk to people about their dream movies, because that is not what this is all about. This is really very deep, deep knowledge. It says so much about the nature of being, the nature of what it is to be us. It also is an extraordinary reminder that the foundations of dysfunction are here. They feed, they nourish and they embolden the not-self in homogenization.

It is coming to this state of awakesness each day is what sets the tone for your life. It does. For this wonderful illusion that we get to live out in between the darkness, when we get to live what it is to be a super being, because that is what it is to be a nine-centered being, some kind of super mammal. In itself it's almost not real. Like these images of a ghost rising out of a body, you've seen that illustrated. It's what this looks like in a way, the nine-centered ghost rising out of the body to live in its ghostly realm during the day and then to descend back in, fall back in, be absorbed back in, in its sleep.



Being Aware Changes Everything

I have no choice but to accept this state. It is what it is. But it is clear for me that this creature up here on the screen that I'm looking at, my DreamRave, it has nothing to do with me. I'm not going into that stuff. I was there four million years ago. There isn't anything that's going to teach me. It's all a trap. I know that. I just let it be what it is. That's the beauty of not being a dog. In the dog's life you drift from this state to the other with no real sense, because in each you are simply in the program.

But when I, this "I" that is this ghost that arises out of this form in the morning, wow, I am my own authority. There is nothing that I share with this creature, absolutely nothing, other than the fact that I pass through it on my way to the next adventure. These forms—it's so easy for us to get lost in thinking that somehow we can escape what it is to be inside one of these packages of flesh that operate according to the rules of the bio-form. We cannot. All we can do is be aware. It's what changes everything. It allows us ultimately to master the form plane, to be able to operate correctly, to be able to move through this plane correctly, to be able to take full advantage of the limitation of what it is to ride in one of these forms.

But, it's very important to me that you are a generation that understands that dreams as they are understood in the world is one of the most successful seductions, conditioning, propaganda, seductions of all. And to be aware of that, to be clear about that, to see it for what it is. Oh yeah, it's fascinating. I find Persona and looking at Persona fascinating not because I'm interested in what it means to me as an awake being, but I'm fascinated in Persona because I see clearly that these Persona archetypes is the foundation of all archetypes, because it is part of this five-centered platform for—it's sort of like Jules Verne's three stage rocket that Wernher von Braun would later copy. The five is the platform stage. You get to the seven, you get to the nine and it's done. So, let's enjoy living out the great potential of what it is to be a nine-centered being. It's rather remarkable.

Future DreamRave Programs

Okay, we've reached the end of our journey together this time. I must say this is so far the most enjoyable of the DreamRave programs I've been through. It's fun to get out on the edge and really see how remarkable this information can really be. I want to continue doing things in DreamRave, so every once in a while I'll offer something. I'm going to actually spend some time digesting Adrian's statistics. There's so much information in that. Again, from my perspective I really look at this from the evolutionary point of view, the significance of these particular channels, centers, the way in which all of this works is fascinating to me in terms of seeing it as a foundation upon which other things were built. So, I'm going to enjoy my journey into looking at this form.



Anyway, it's been very enjoyable. Again, I thank all of you for participating. It makes it possible for me to get into all of this and go through the process. Thank you all for your contributions, for your charts and for so much more. And Adrian, again, thank you. I really appreciate your work. And to all of you, you take care. You have yourself a nice summer, an enjoyable one, I hope. I'm looking forward to my vacation, I must say. I look forward to seeing you all in the fall again.

All of you take care, thanks for being involved. See you again; bye for now.

~ End of DreamRave III: Advanced Analysis ~

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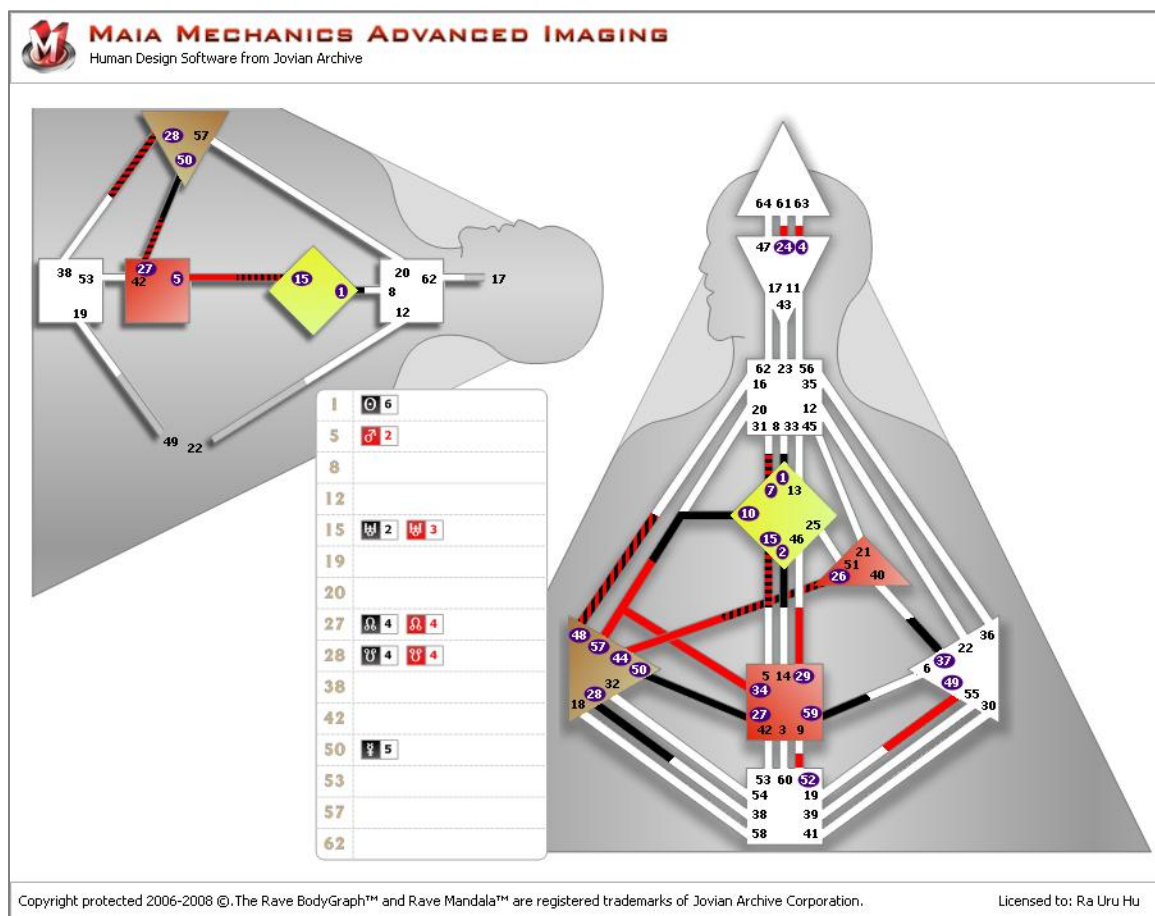


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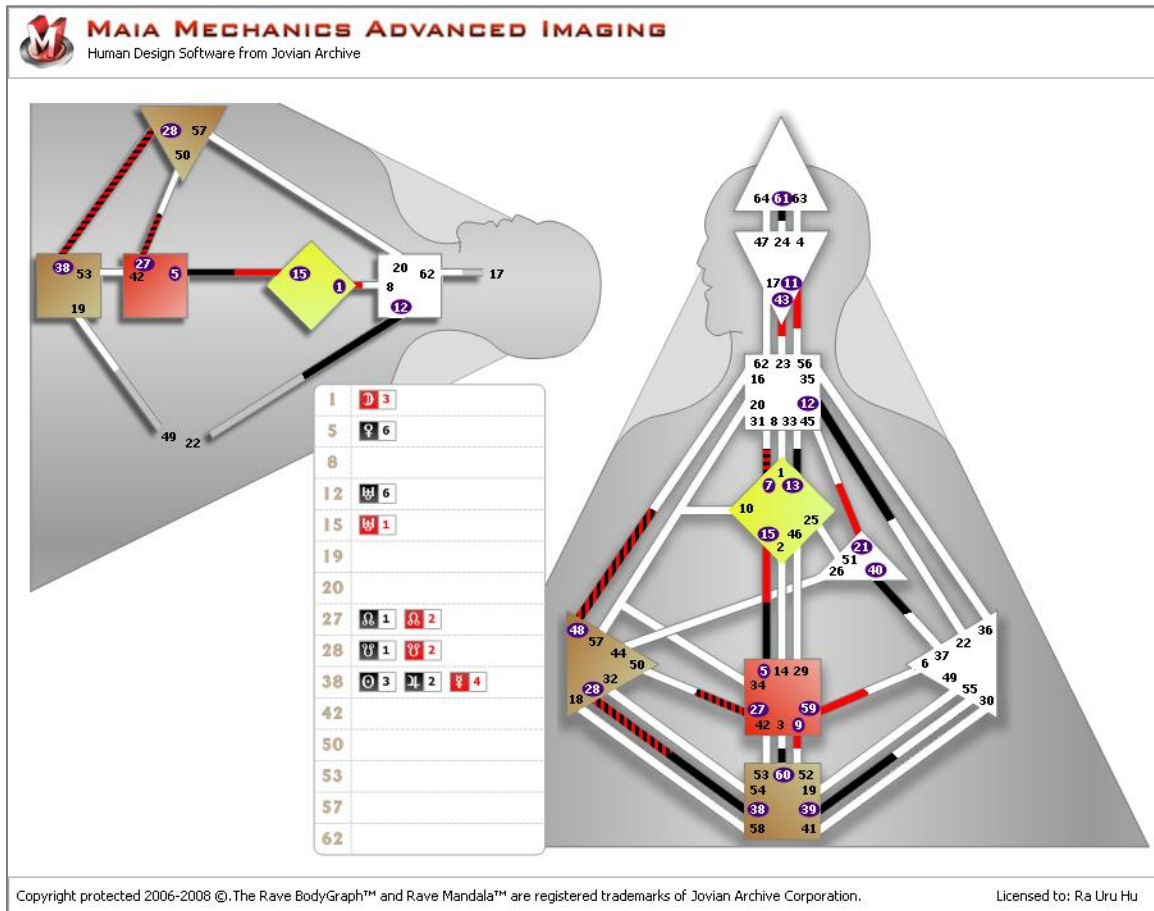
Example Chart 1



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Example Chart 2

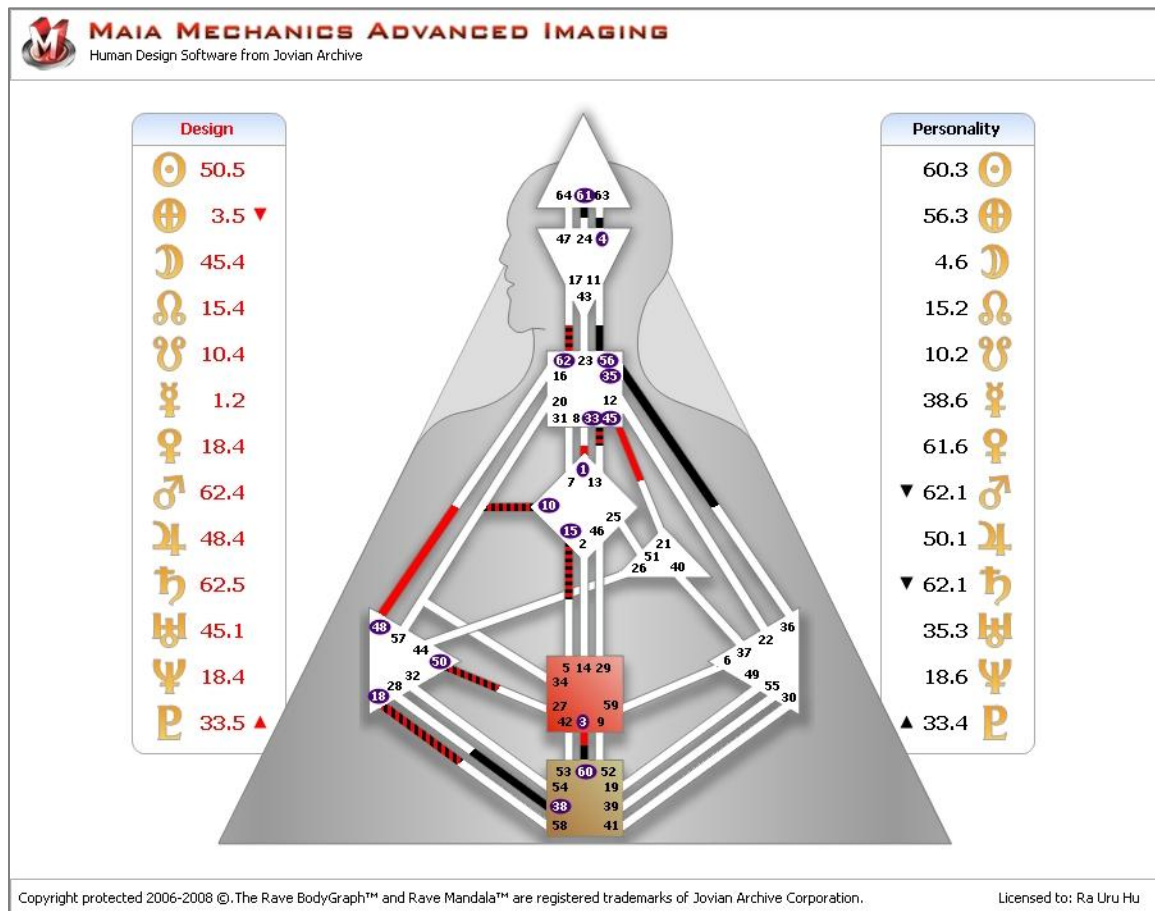


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Lesson Two

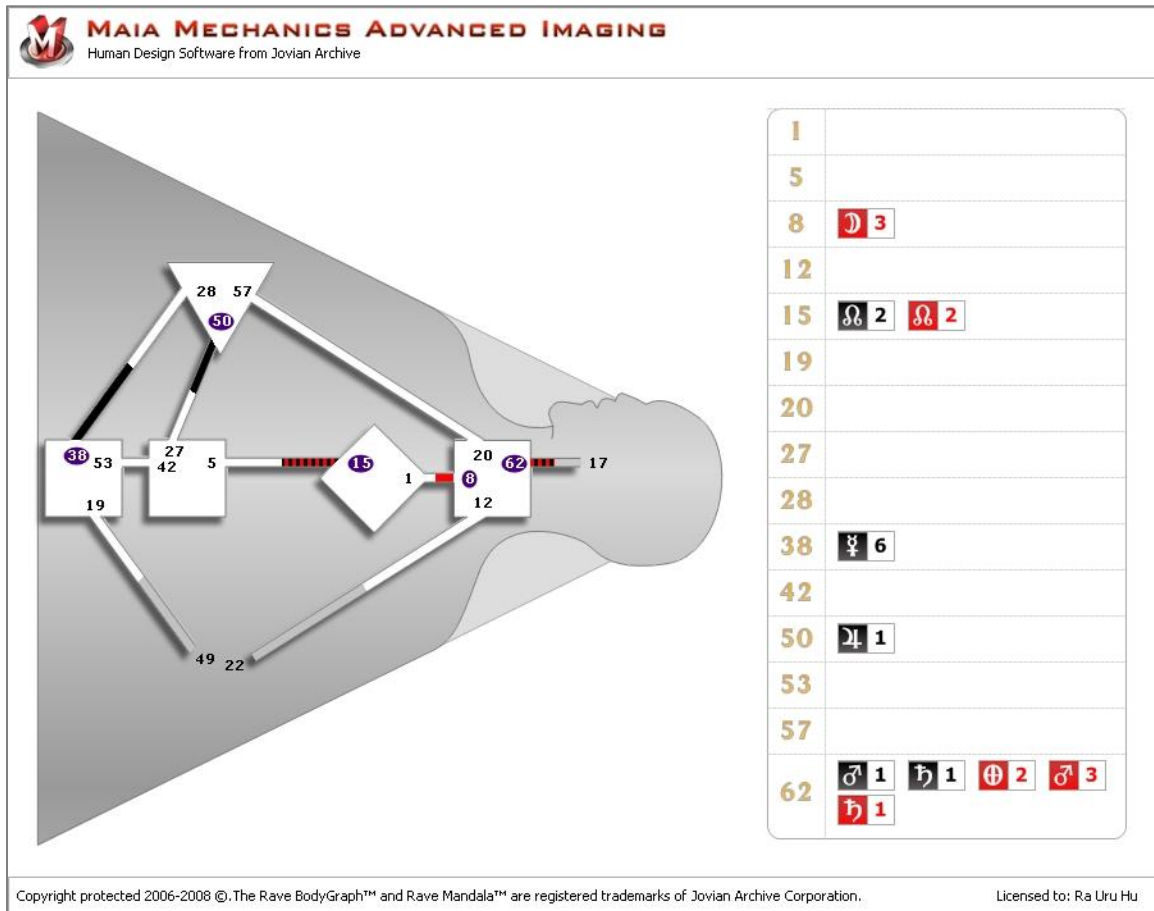
Example 1 Waking Rave Chart



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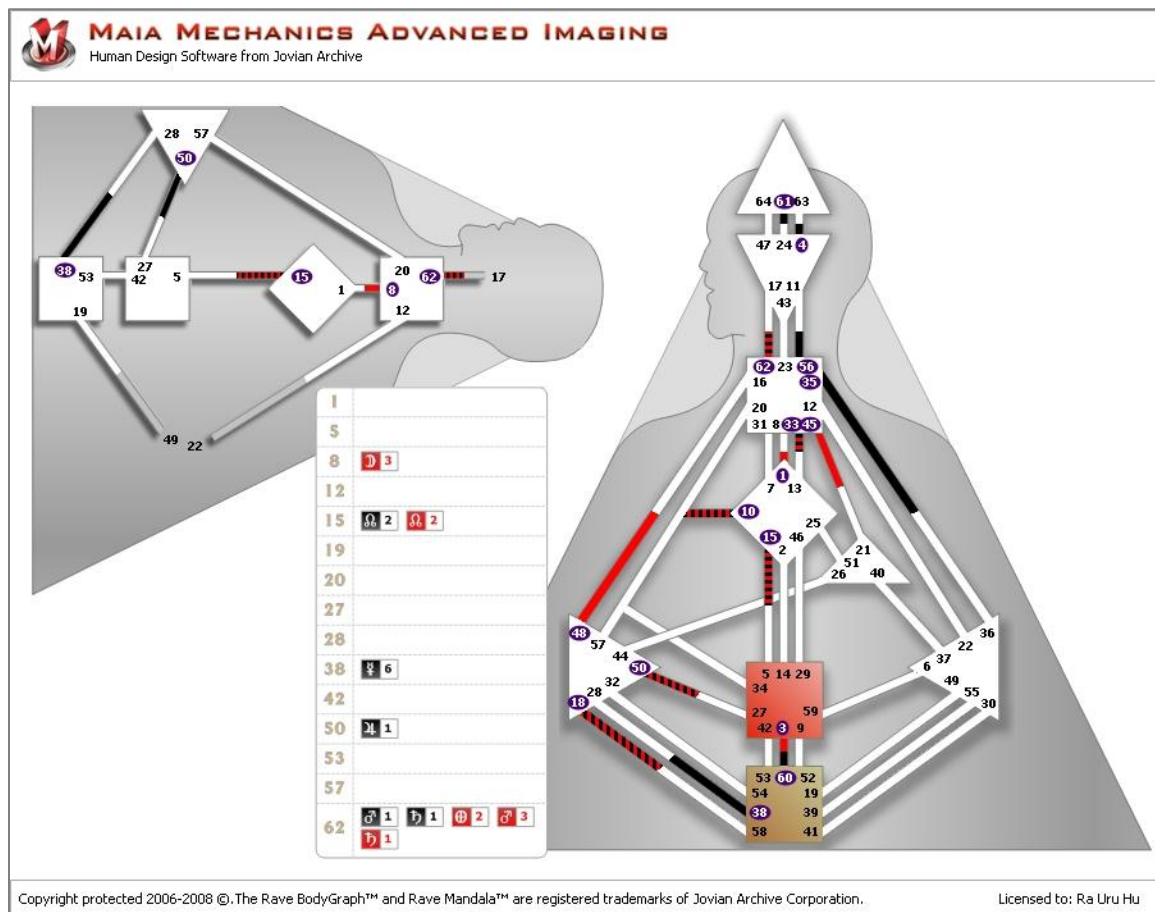
Example 1 DreamRave Chart



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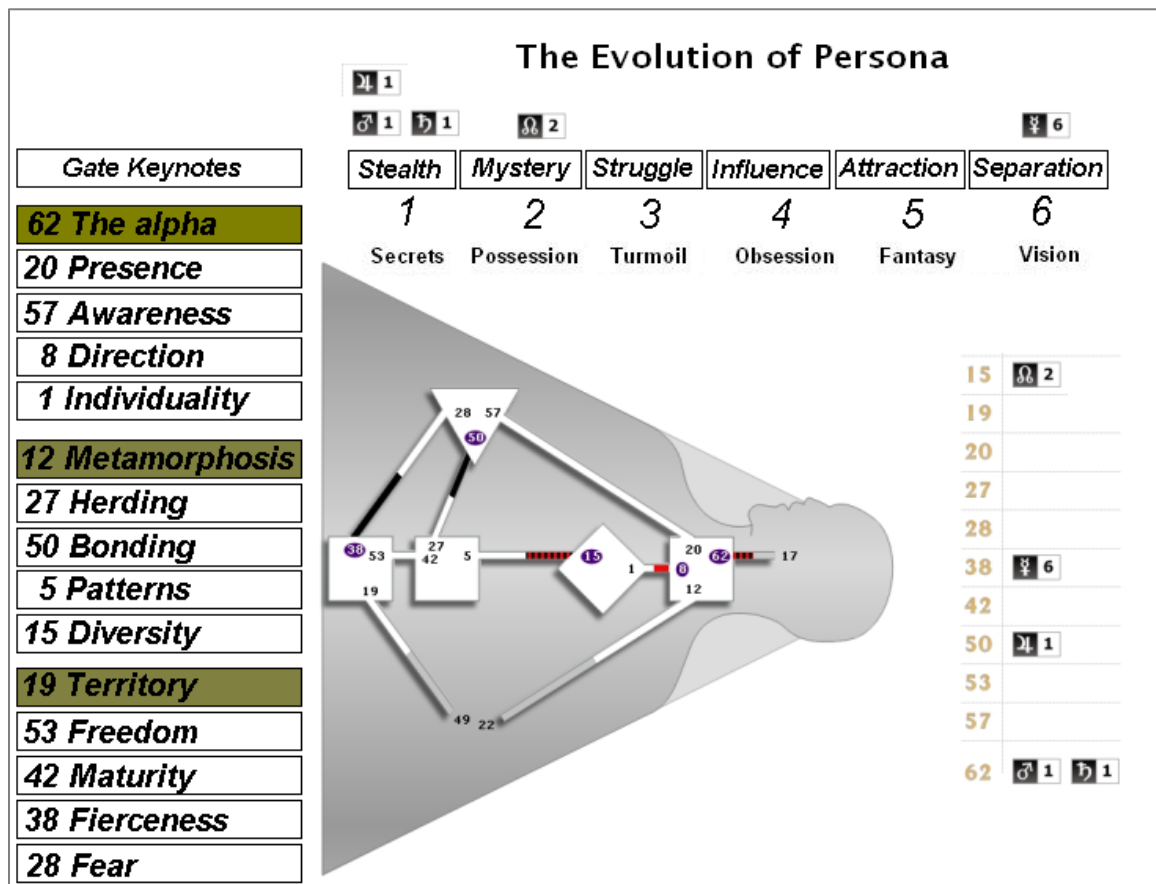
Example 1 Composite Chart



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The Evolution of Persona

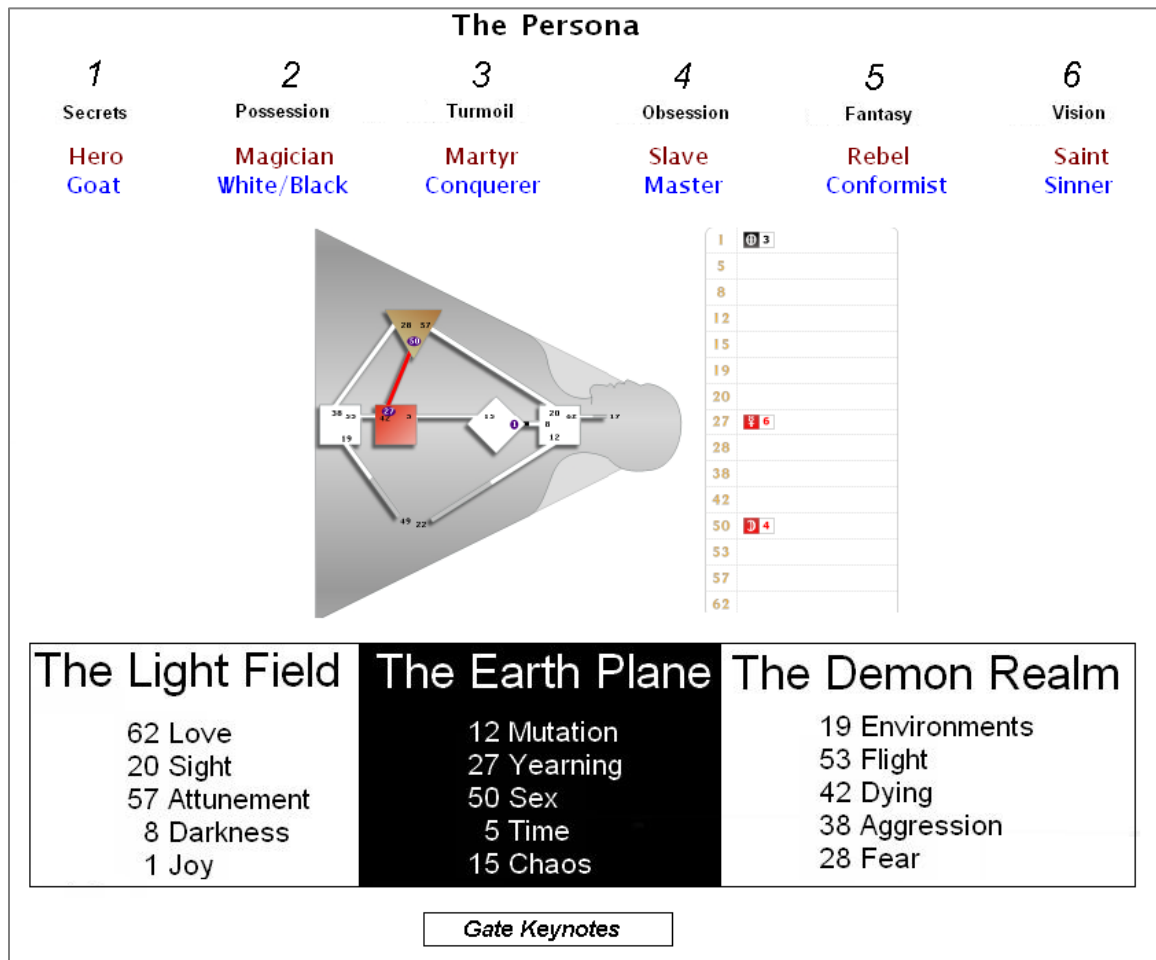


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Lesson Three

Example Chart 1

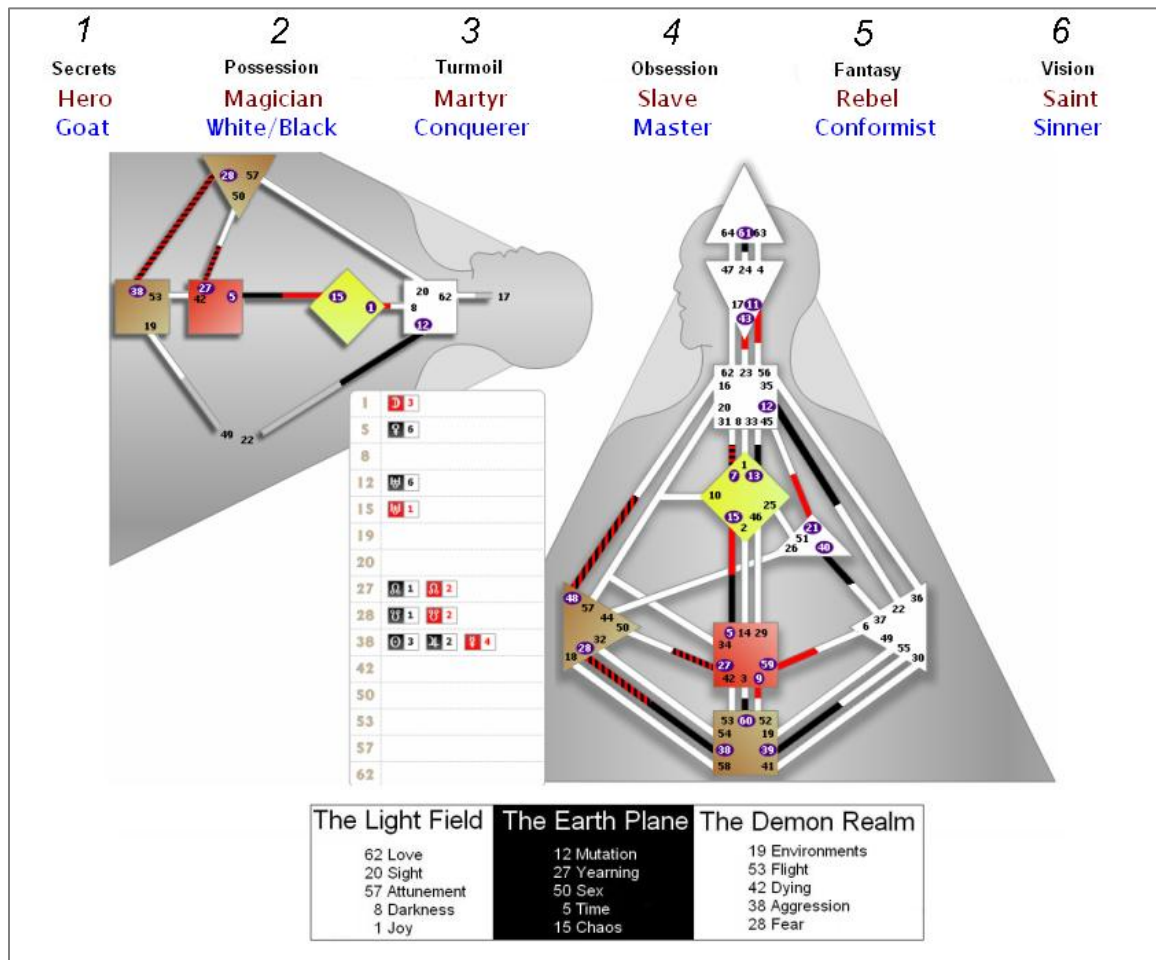


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Lesson Four

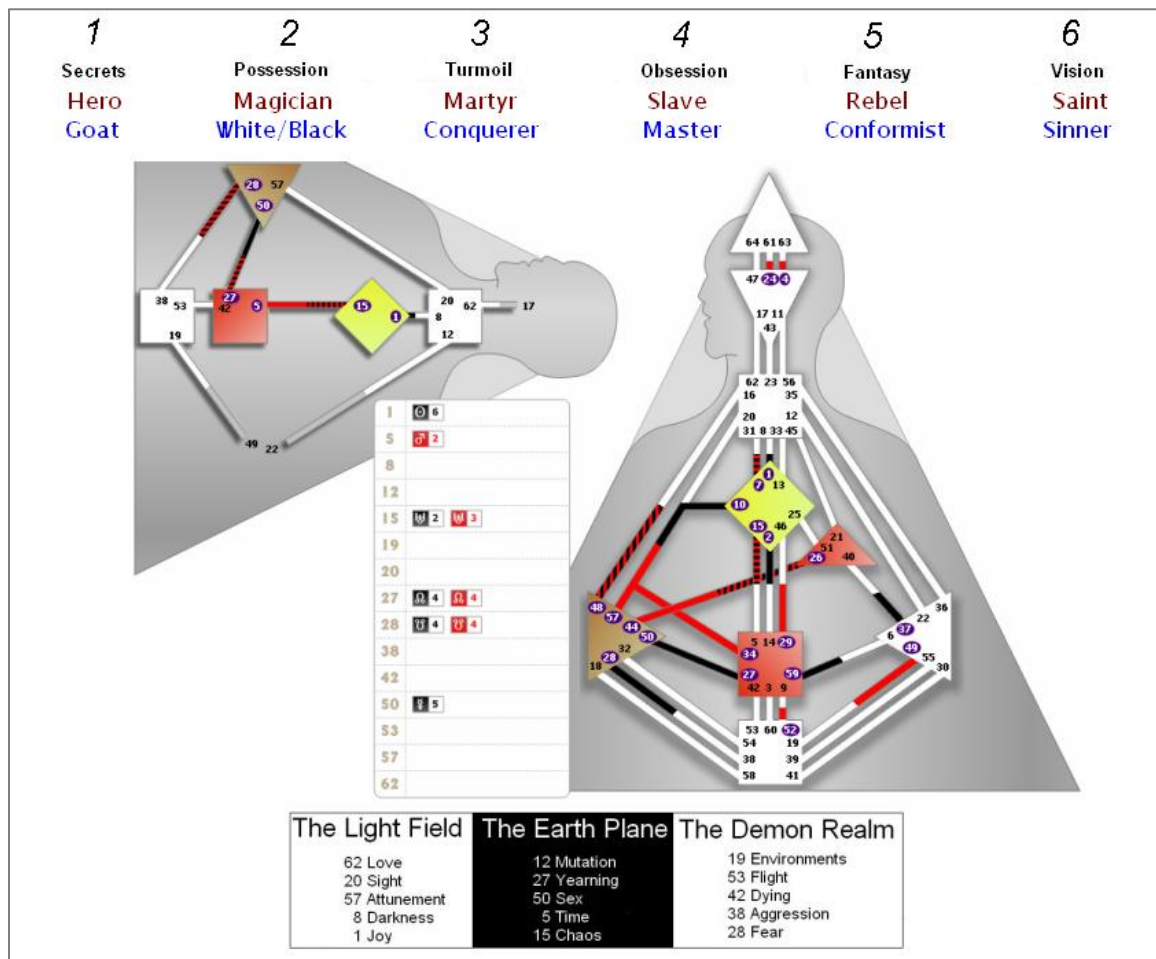
Example Chart 1



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Example Chart 2

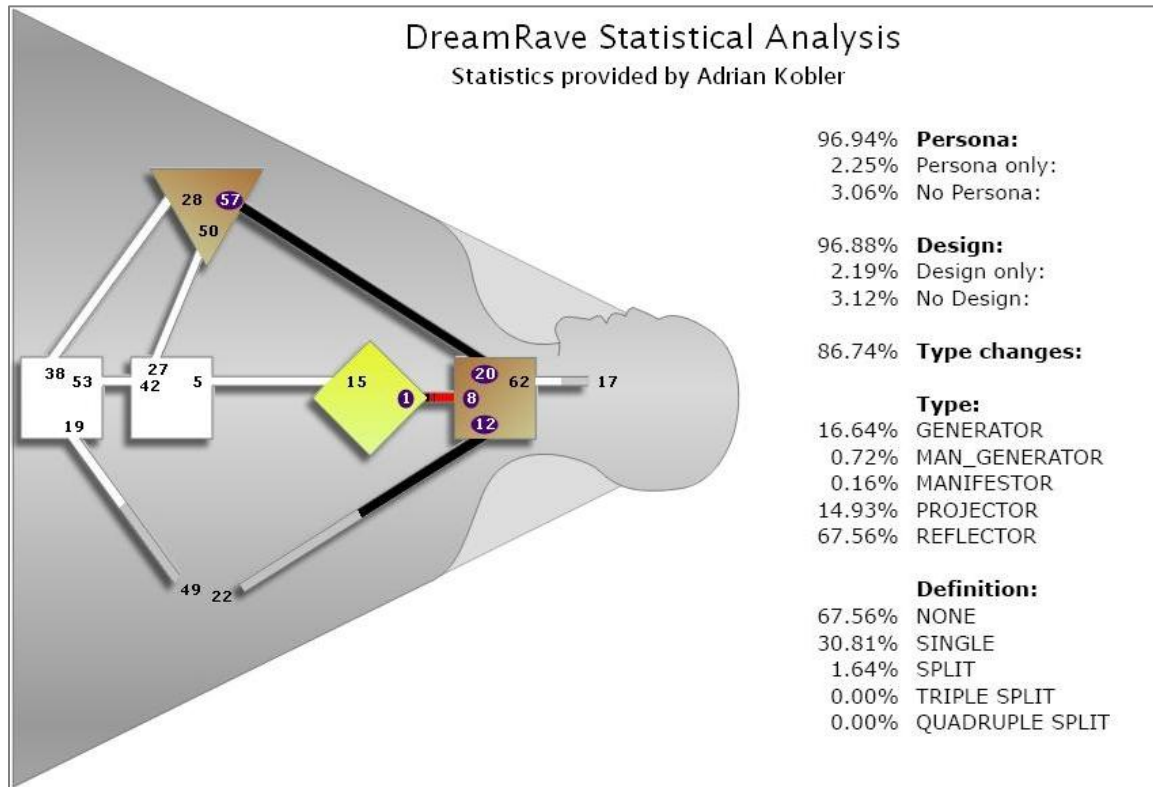


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Lesson Five

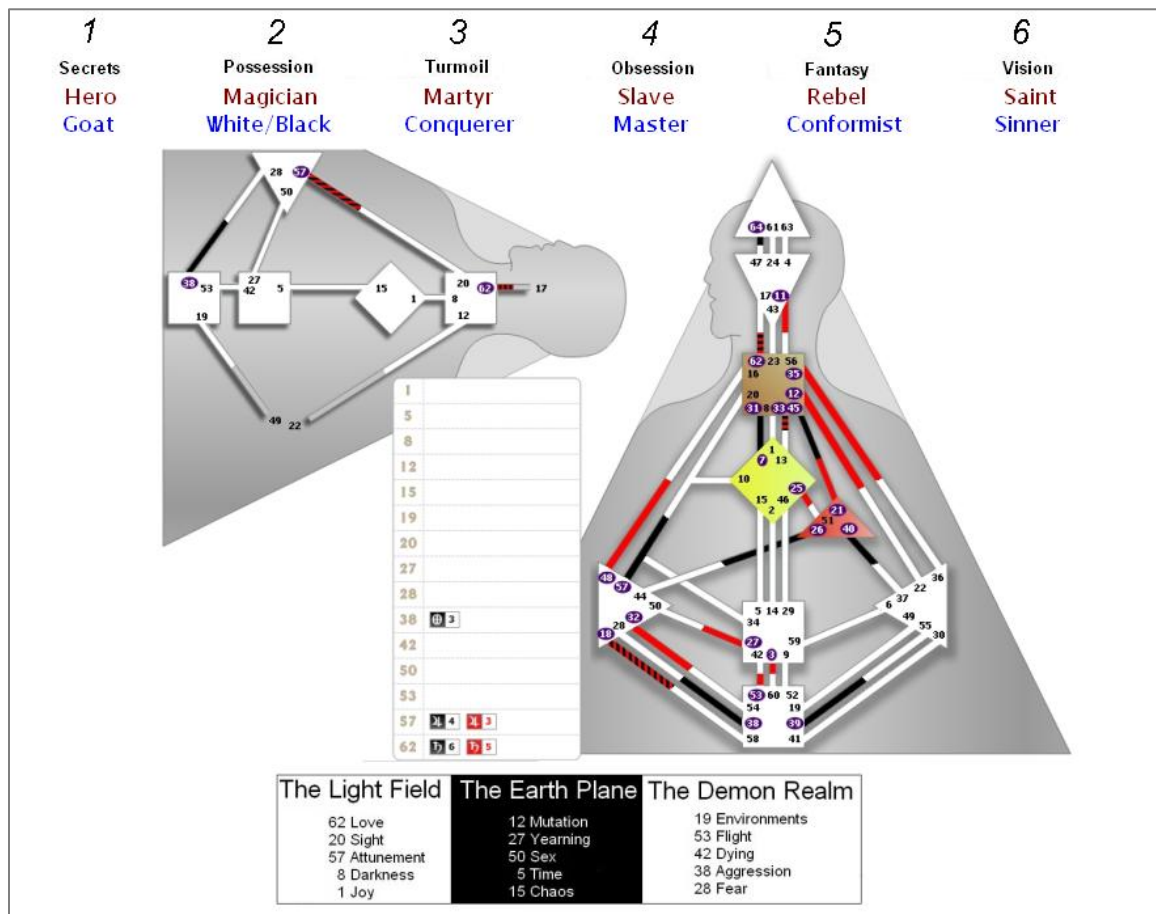
DreamRave Statistical Analysis 1



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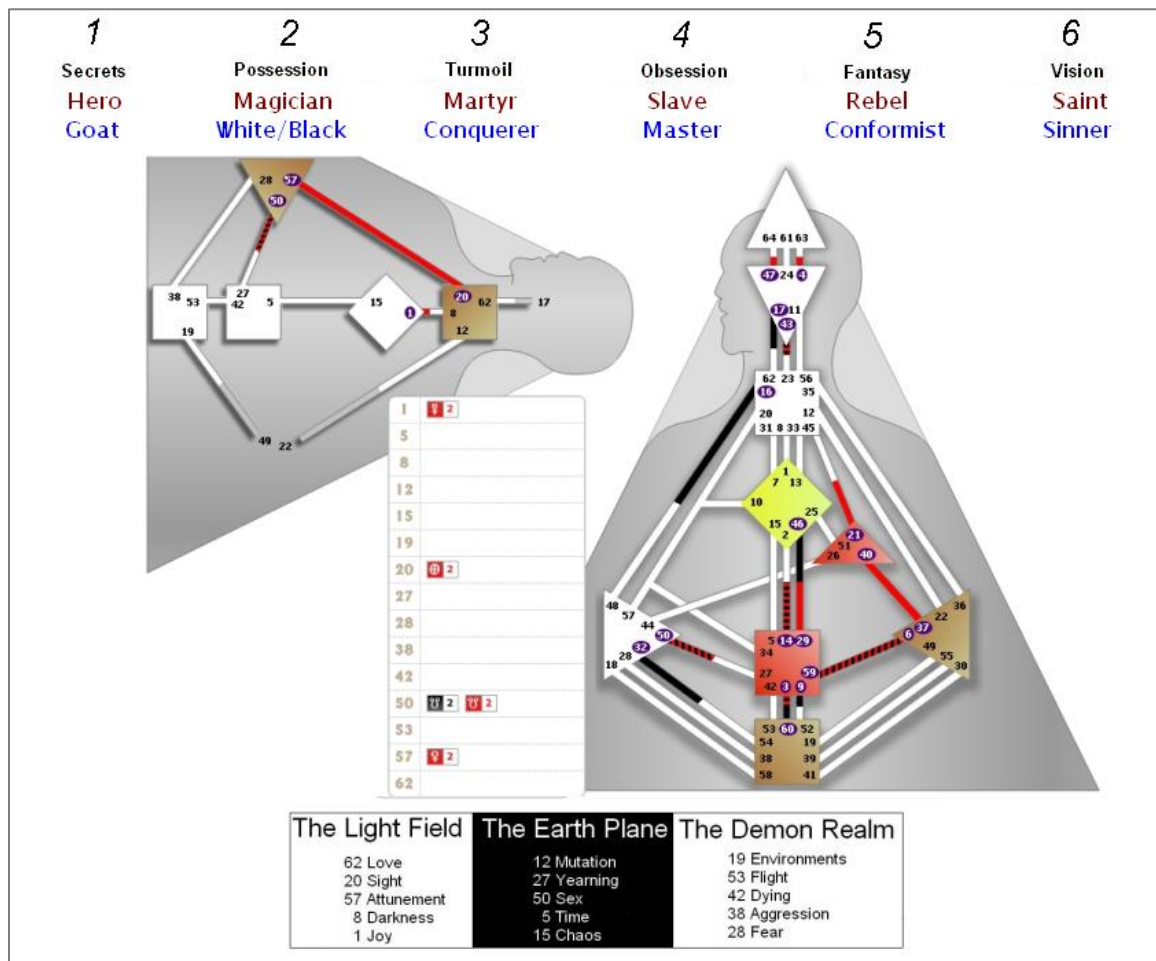
Example Chart 1



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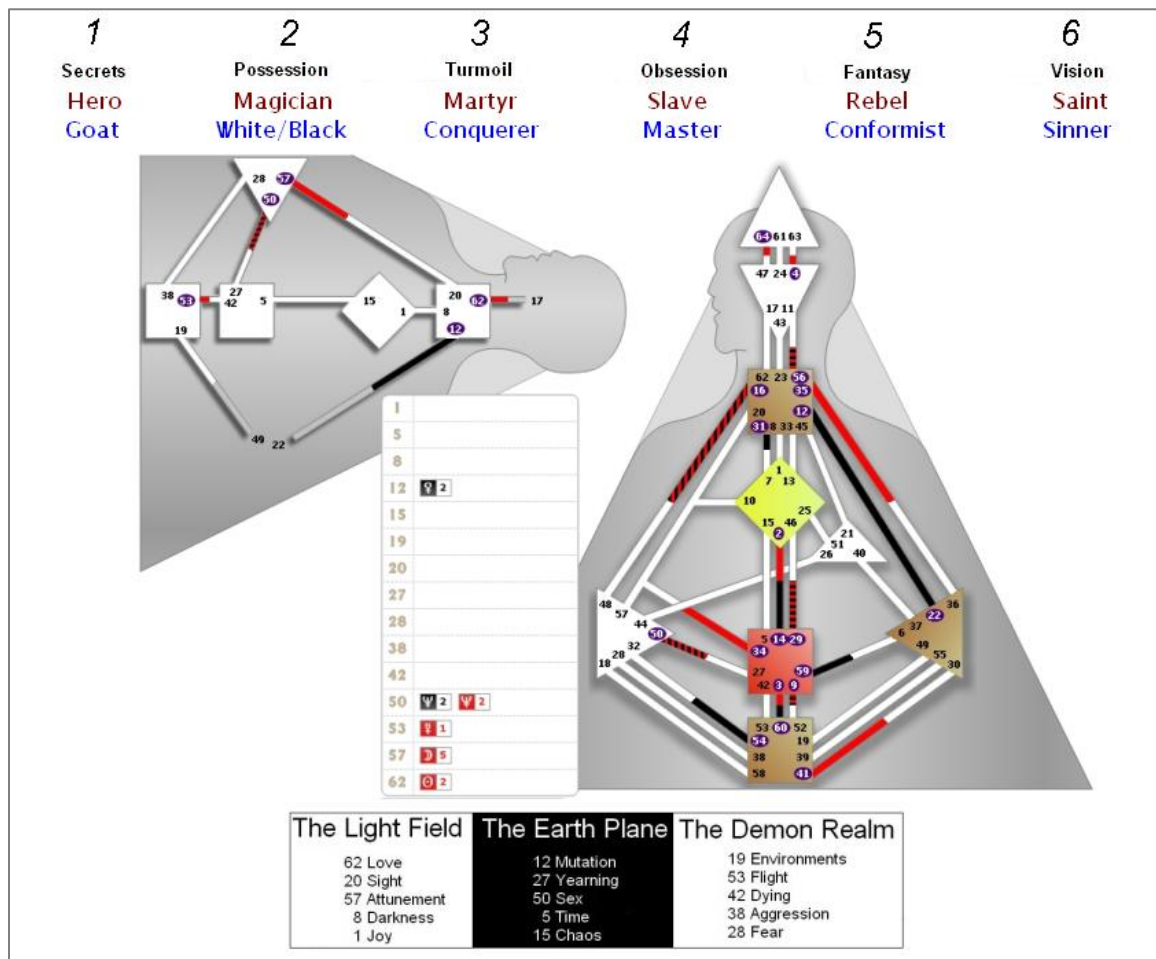
Example Chart 2



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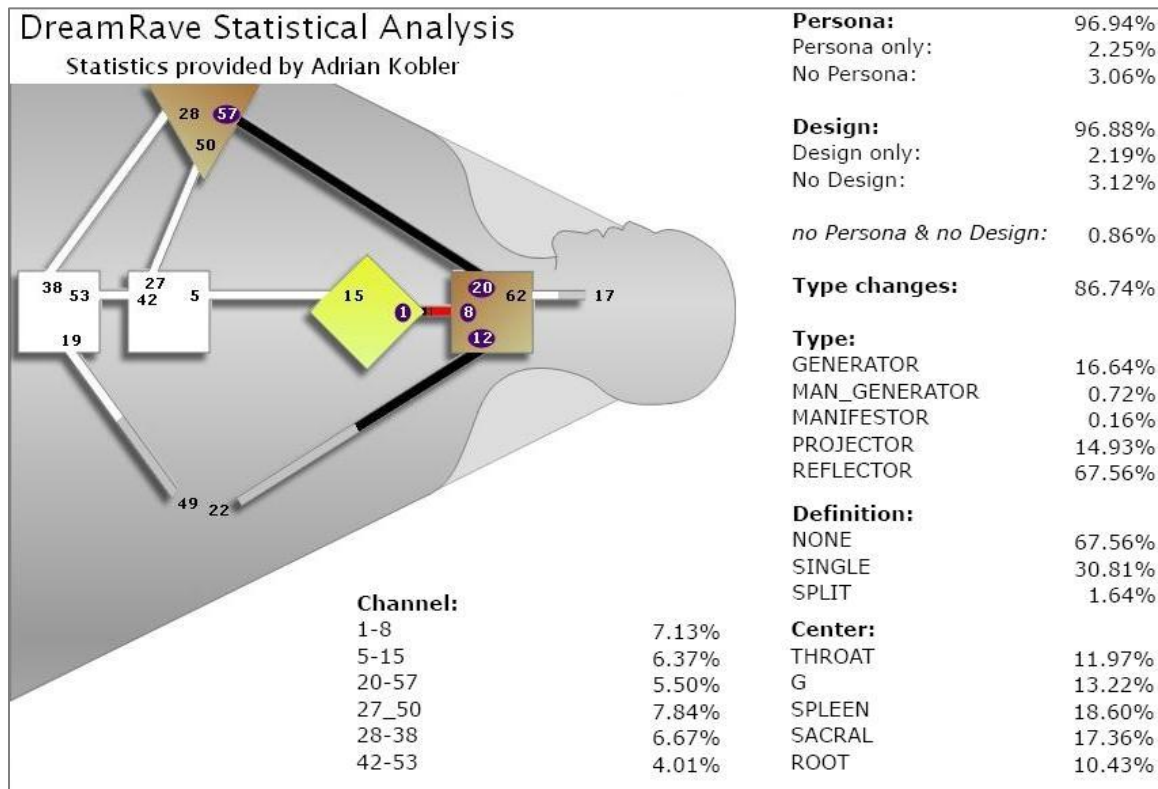
Example Chart 3





Lesson Six

Statistical Analysis 2



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MAIA MECHANICS ADVANCED IMAGING

Human Design Software from Jovian Archive

The diagram illustrates the Maia Mechanics Advanced Imaging system, which maps human energy patterns. It features a human profile on the left with a network of lines and numbers (1, 5, 8, 12, 15, 19, 20, 27, 28, 38, 42, 49, 50, 53, 57, 62) representing energy flow. A central pyramid structure on the right contains a complex network of lines and numbers, with some numbers highlighted in red (e.g., 1, 13, 25, 26, 36, 37, 46, 48, 49, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100). A list of numbers is provided below the profile:

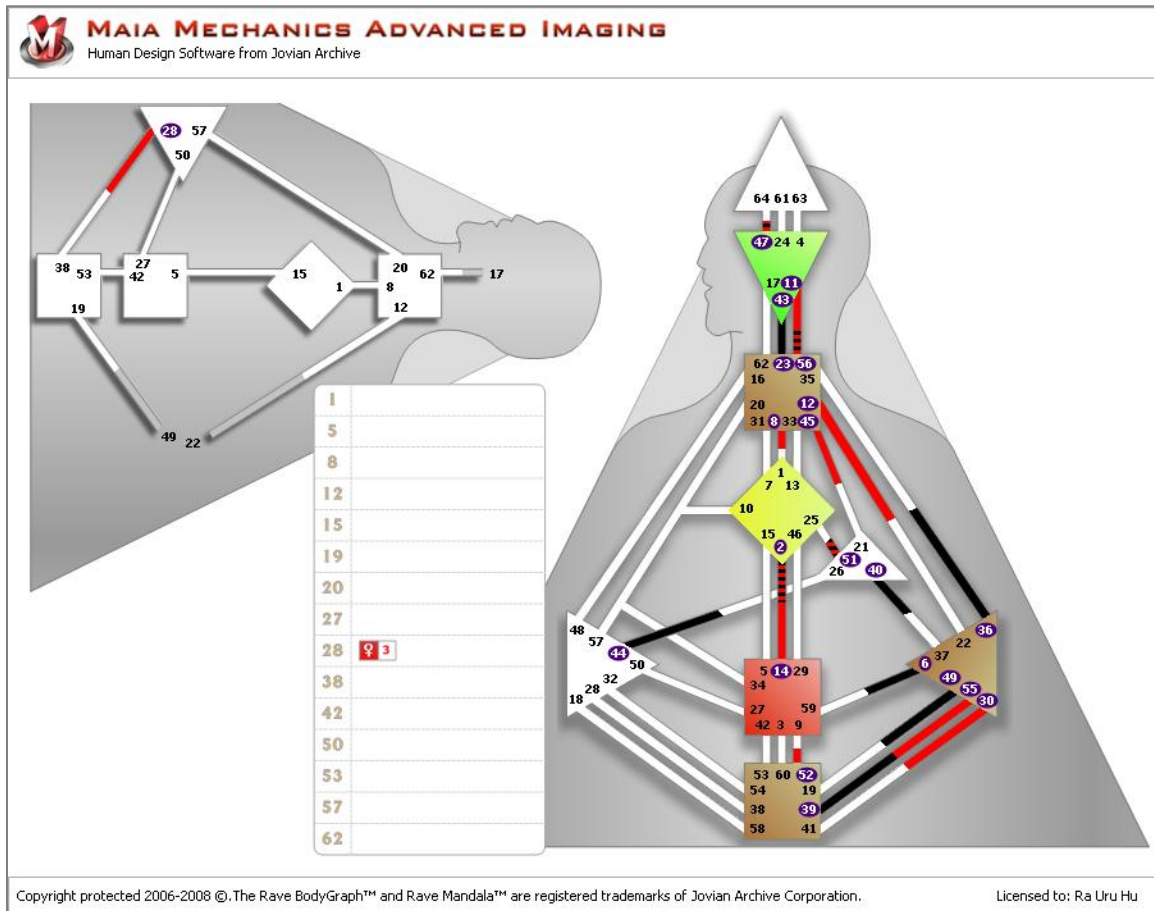
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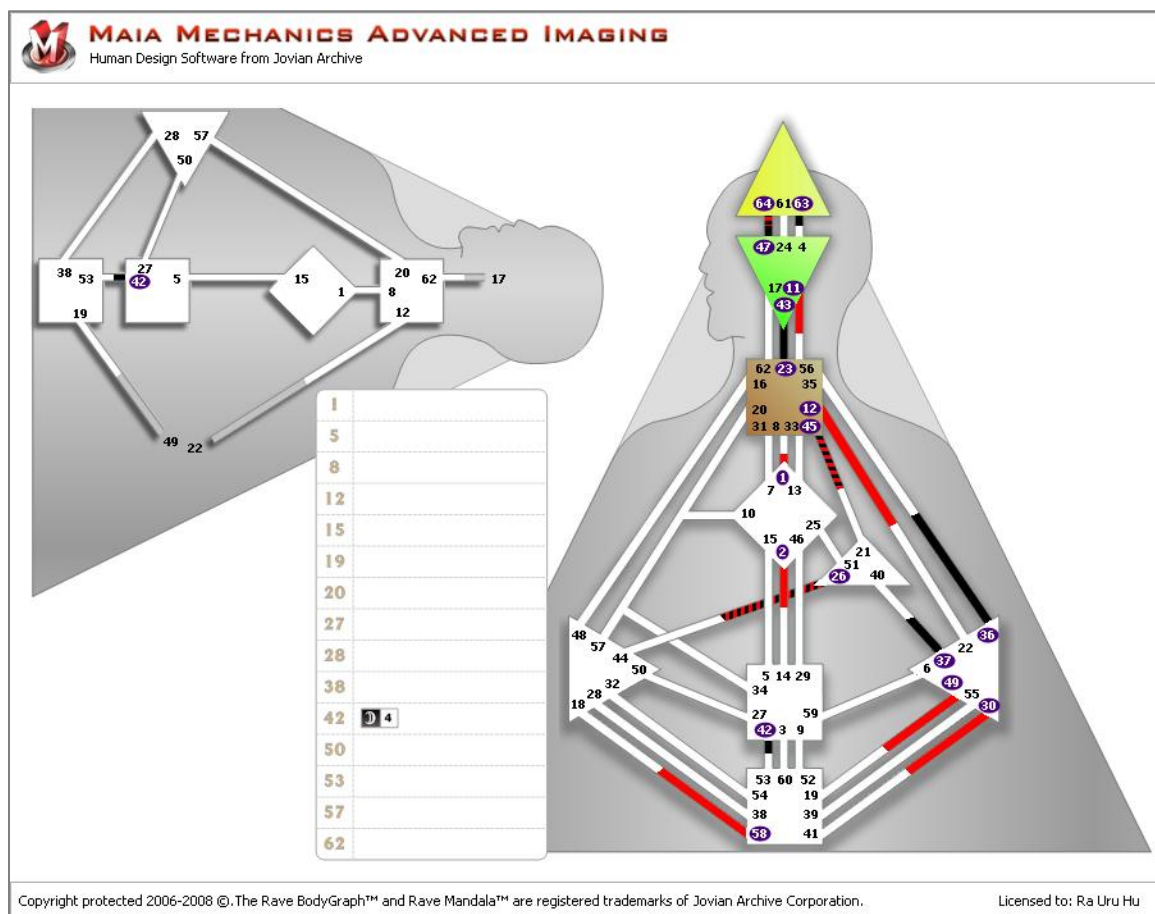
Example Chart 2



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Example Chart 3



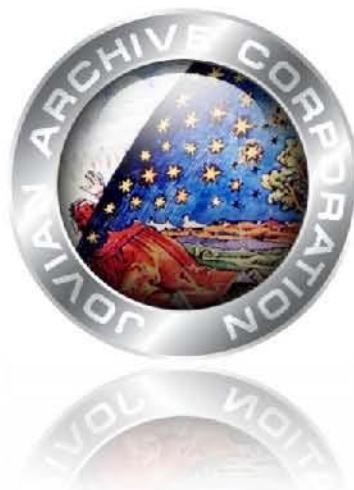
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Combined Keynotes for Mammalian, DreamRave and Waking Gates & Lines

GATES	MAMMALIAN	DREAMRAVE	WAKING
LIGHT FIELD	62 THE ALPHA 20 Presence 57 Awareness 8 Direction 1 Individuality	62 LOVE 20 Sight 57 Attunement 8 Darkness 1 Joy	62 DETAIL 20 The Now 57 Intuition 8 Contribution 1 Self-Expression
EARTH PLANE	12 METAMORPHOSIS 27 Herding 50 Bonding 5 Patterns 15 Diversity	12 MUTATION 27 Yearning 50 Sex 5 Time 15 Chaos	12 CAUTION 27 Caring 50 Values 5 Fixed Rhythms 15 Extremes
DEMON REALM	19 TERRITORY 53 Freedom 42 Maturity 38 Fierceness 28 Fear	19 ENVIRONMENTS 53 Flight 42 Dying 38 Aggression 28 Fear	19 WANTING 53 Beginnings 42 Growth 38 The Fighter 28 The Game Player
Characteristics	6 Separation	6 Vision	6 Role Model
	5 Attraction	5 Fantasy	5 Heretic
	4 Influence	4 Obsession	4 Opportunist
	3 Struggle	3 Turmoil	3 Martyr
	2 Mystery	2 Possession	2 Hermit
	1 Stealth	1 Secrets	1 Investigator

~ The End of the Illustration Library
And DreamRave III: Advanced Analysis ~



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