

A

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SOURCE OPERATIONS #6

SOURCE
Processing Program

① Process Q2: VI-S/W on P4
VI-S/W on P3
VI-S/W on P2
VI-S/W on P1

② V/I-SW on "PERSISTENCE"

③ PrPr 10 (Source Conditions)

- 1.) "Tell me a persisting condition."
- 2.) "Tell me how you produced it."

④ V/I-SW on "PERMANENCE"

⑤ PrPr 11 (Source Conditions)

- 1.) "Tell me a permanent condition."
- 2.) "Tell me how you established it."

⑤ Pr Pr 12 (Source Conditions)

- 1.) "What did you accept to COMPROMISE your CVP in the game you are playing?"
- 2.) "How did you handle it?"
- 3.) "What did you reject to MAINTAIN your CVP in the game you are playing?"
- 4.) "How did you handle it?"

⑥ VI-S/W on "FON"

⑦ VI-S/W on "Wires"

⑧ VI-S/W on "ACCEPTANCE"

⑨ VI-S/W (CDU) on "SOURCE STATE"

⑩ Pr Pr 13 (Source Condition in P.T.)

- 1.) "What are you doing as Source?"
 - 2.) "What problem are you solving?"
 - 3.) "What are you withholding as Source?"
 - 4.) "What problem are you solving?"
- # —

The above is the processing program for the Source Operations level. After this program you should be on your own - you are a Source, and you know what you are doing. So have FUN! and make a better GAME! You can now!

OK
To CLK or's,

— With full thanks and appreciation to Frank Gray and his work, without which it would have been impossible to regain the State of Source. *(JSM)*