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OMNT

- A Closer Approach -

After running VI on the Awareness Levels, do a ZWC on each of the Recognition to Source Awareness Levels in relation to Sources.

- Ex: "Recognition of Sources"  
2. "Communications with Sources"  
19. "Conditions of Sources"  
20. "Existences of Sources"

At #21, "Sources of Sources," <sup>is</sup> ~~are~~ a whole new area of investigation and awareness.

Ex: The Rights of a On were given to all Sources leaving Source State to play Games on D13 down to D1.

And, just as "Rank has its privileges, and also its responsibilities," what were the DUTIES of Sources in Games?

Well, one of them I have found out, was to "COME BACK TO SOURCE,"

Another was to "GRANT BEINGNESS" or to "GIVE OTHERS THEIR RIGHTS of a On."

And to "HAVE FOW." (One of the few words in English that has no plural!)

There is more: Why are there 10X10<sup>40</sup> Sources or Players in the Games?

Can one, from an OMNI State, select randomities for play, such as the number of co-players in Games?

Are there other playing fields and HCC Source to Source cycles?

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