

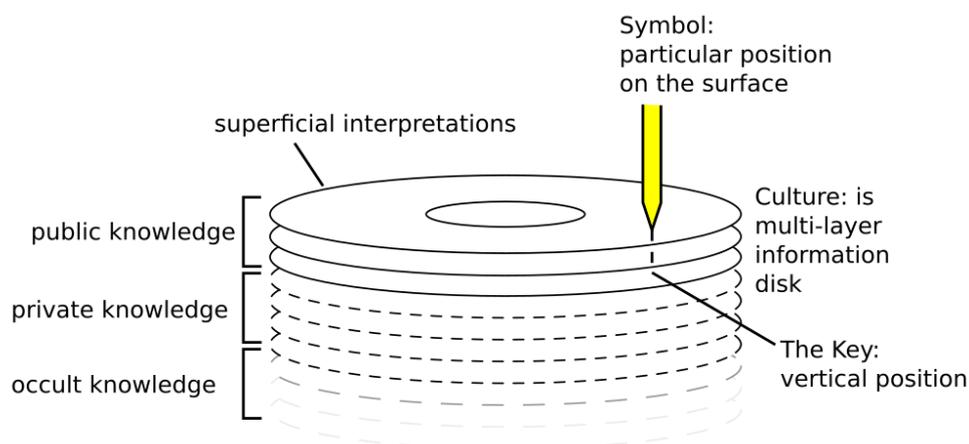


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# The Magical Symbol

All religions of the world use some kind of visual, acoustic or ritual representation of their content. This work is devoted to understanding the phenomenon of the mystical symbol used in magic.

When referring to a symbol, a complex perceptual entity is understood, which nevertheless, serves only as an address to content to be communicated.



If we remain with the optical disc analogy for a moment, the symbol is a position on a disc and the content to be retrieved is a binary information. Discs can be accessed at different levels. A dual layer DVD drive focuses the laser to the first or second layer of the disc and by this retrieves an independent stream of binary data.

The same is true with the cultural disc but it contains several more layers of systems of knowledge making use of that "position", i.e. symbol.

The surface knowledge of the cultural disc is common knowledge. It is used to control all the productive operations of society that relies on it. As it is easy to understand, their functional binding makes private communication over public networks very difficult, if not impossible. Bringing these symbols in a different arrangement than functionally necessary will quickly result in detection of the manipulation and punishment of the manipulators.

The topmost disc is displayed with a solid line. It shows the strength of the upper interpretation of a given symbol. Its strength roots in the established, directly enjoyable everyday experience. However, when culture evolves, some of the symbols go out of use and new ones are created. This means that a society will not operate on the whole surface of possible symbology.

Why is this important? This model is important to understand in order to comprehend the mechanics of a subchannel communication inside private groups over public channels. In particular criminal (to varying degree) trickster groups are involved in organizing their covert action in the public. These groups are using signs, symbols and procedures, which are not understood by the public. The knowledge how to prevent things from appearing in the consciousness of their victims was the result of the criminal underworld learning the vedic principles of the mind and shamanic art of magic. No matter how magic got into hands of criminals, it is essentially a military-style covert action technique and should be treated with the same suspicion like any other form of military action.

However, by its very nature, it is invisible to most members of society. When somebody suspicious asks involved people to resolve the irritation about their doing, they always receive a lofty ad-hoc explanation for it. The victims of the planned scam recognize the anomaly but are used (or better: trained) to accept lofty explanations. Once such explanations start circulation, the activities and associated symbology becomes a cultural element of the victims. Once this process kicks in, the criminal entities attain additional opportunities to manipulate and to harvest their victims. They can portray themselves as their legitimate religious and secular leaders despite that their criminal nature has never changed.

The technique of magic is very robust and applicable to many kinds of groups and societies except to ones in which the placement or double-use of symbology is not permitted. This means that traditional, socially coalescent societies are usually only very difficult to attack. Such societies have their own firm traditions passed from parents to children and such societies are usually warriorous - i.e.

they will defend their way and their location of life. In criminal slang, such people are said to have a direct connection to God.

If a mafiotic organization wants to capture this kind of society, it can do it barely ever directly. A subjugation through military action is not breaking the intact communication channels between the individuals of the society who remain capable of organizing an effective opposition. This raises the cost of "holding" the captured group above rentability. For this reason, any slave keeper must disturb and prevent communication. When captives are held, they must keep their heads down and any kind of speaking is punished. At this point, if no hidden channel communication was trained, none can be established and the group remains passive.

However, keeping a camp of passive captives is not rentable. The work they will do without communication will never pay the costs of keeping them captured. The only way to expand a mafia beyond the original provenance is to lead a higher-level war against the victims, which they do not see and do not understand. However, this kind of war cannot be organized by warlords, who need a very direct and reactive way of thinking. This kind of campaign is planned, prepared and executed by people, who understand the principles of communication, the workings of human attention and the principles of the mind. Such people are the mages.

The goal of an attacking mage will be to first inject some poison in order to desintegrate the victim society. In systems language, the system is dissolved or relaxed. Its function is comparable to a venom of the snake. It renders the victim passive. Parts of the body do not obey control signals. Natural defensive behaviors are slow down or disabled.

The attacking mages implement the following basic routine:

- question the functional necessity of the culture
- virtualize groups and individuals → This is generally achieved by introducing incompatible and artificial symbol/sign systems
- Install a system in which the greedy are portrayed as noble. Achieve this through flashy gadgets, for example.
- Prepare the acceptance of foreigners who would work with foreign symbols and do strange things. These groups prepare underground operations.

Humans are experts in terms of natural occurrences but have little experience with artificial and abstract environments (e.g. legal

systems). Mages will push artificiality and indirectness in all areas of society in order to subvert the "direct connection to God". If people cannot ensure things by themselves then they must rely on authorities to grant them a particular access right. At the same time a large amount of ambiguity and contradiction is created, which prevents intelligent use of the abstractions and permits to ruin an opponent if he ever wants to attack the mage through the inside of the "tower", i.e. the system that the mage created. The "tower" is also called "the spiral castle" or "Babel".

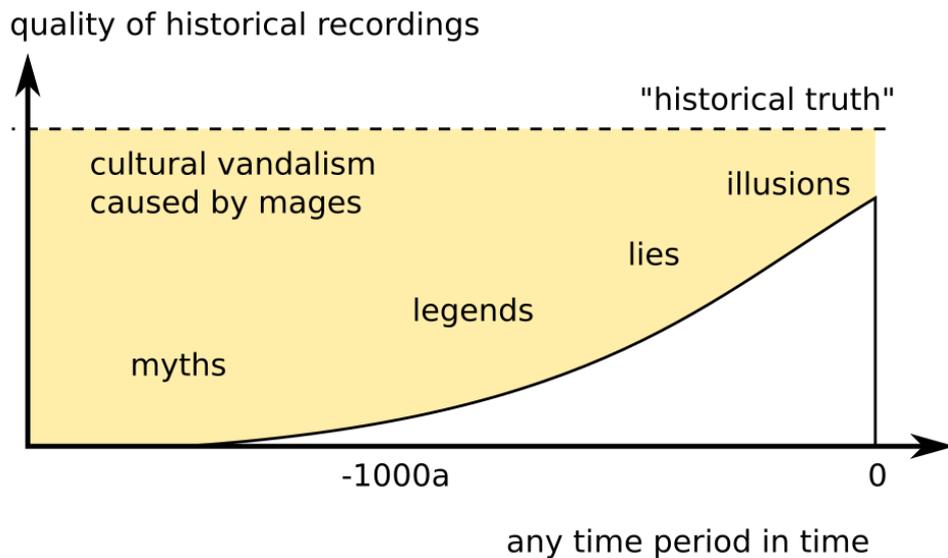
Basically, an enchanted person believes that there is a way inside the system to change the system but it is a costly illusion. At worst, it will cost the contender's life. The mage creates a path that he carefully watches. If somebody marches it with sufficient resources to reach his goal, the mage tears down the illusion and erects a new one. All the way gained is lost and the attacker is reset and confused. This makes the spiral castle very robust. Victory over one mage places another mage in his place. The life in a spiral castle is characterized by the permanent change. If the parliament is making dozens of new laws every year, it is a sign that mages are working in the spiral castle. If technology invalidates your investments all the time, it is a sign that mages are working in the spiral castle.

Before diving deep into the structure of magical symbols, some conclusions should be drawn about the type of people acting as mages. High-ranking mages are not born from warlord families, but old families with shaman and priestly roots. These families have been always in charge - and always above layers of society, which are responsible for exerting physical force. Modern society is no exception to this rule: Politicians are servants to the mages and the state is the visible middle layer of a pyramid whose tip remains invisible among the mist of the clouds. The war between clans of mages is a war among the figurative clouds.

The dark mages are mages who recede from the path to nobility and get addicted to accumulation of power and material wealth through trickstery and illusionism. And so the world is mainly controlled by the white mages and the black mages. Both use the instrument of deception and illusion but try to achieve other types of goals. Since the white mages are interested in raising the individual level of consciousness and to inspire nobility, they often appear as wise teachers. They do not strive and do not need gigantic resources to achieve their goals because the reality of the world is usually on their side. Every social illusion implemented by the black mages has a sufficient amount of cracks that the white mages simply need to draw attention to. He still must carefully analyze his student and

assess the potential harm of waking him up a little. A white mage will seek to wake up people with a natural inclination towards nobility but who are naive only due to black mage's influence. In a step by step relationship-building, the white mage will disclose the true nature of reality to potential leaders and to the extent that he needs. Waking up a poor student will produce a lower level manipulator and opportunist.

The black mages cannot build a static lie because the white mages and other challenging black mages deteriorate or transform the lie into something new that he does not understand. If a black master mage finds himself captured in a false belief, he will fall victim of another mage and lose his power and wealth. Therefore, black mages work meticulously to concentrate all the resources into his or her hands mainly to avoid others from gaining enough resources to pull off a better scam. This process of spinning illusions, the spinning of lies and the destruction of all physical counter-proof, which is dangerous to the illusions in place, curbs an effect that is called the "hands of God" or "cultural vandalism".



The mages rake society to the degree that everything that people believe or think to know is false. Modern society is no exception to this and science is heavily corrupted by black magic, I am convinced. Humanity would live so without memory if not for the white mages, who create fairy tales and spread fantastic myths encoded with truth.

The black mage's magical control of a population reaches from the very near things to the very far things, from the very small to the

very large. A mage-led mafia will shroud itself in layers of illusions and lies to the point in which they can clearly see, who is waking up to which degree of knowledge but the victims never see who is in real control. Power always lies in the darkness, never in the light of day. Very true.

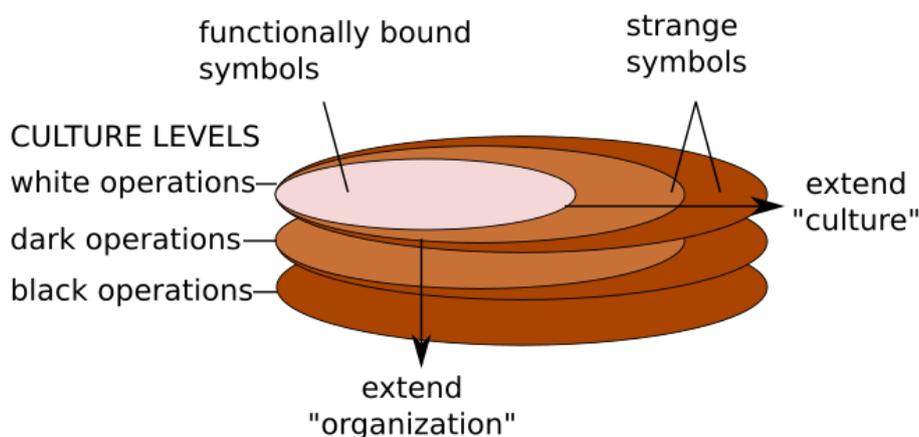
This underworld is the magical parallel world we know of from popular entertainment. In it incredible, unbelievable and truly magical stuff is going on. The people and the roles that they take in this world are strictly isolated from the surface understanding of the normal people, the muggles. Organization in secret societies and a "deeper disc" communication is an essential element to their invisibility.

Because the function of the "deep discs" is so important, some explanation of their working is required before the function of the magical symbols on them is explained but the purpose of this paper is to disclose the technique of symbol building, the abstract principle of trickstery it's involved in and why symbols are so full of occult meanings.

As already noted, the goal of the mafia is to capture control over the white operations. The mafia is a group of people, lazy but intelligent, gamers, tricksters, entertainers. They are addicts to shiny and artificial things themselves. They want to enjoy the fruit of the work of others and want to manipulate them into dependency. They use their intelligence in order to establish themselves as parasites and trick the victim society into the presumption that they are the most essential part of their society, safety, biological and psychological health. This type of intelligence is "parasitic" and the moon symbol characterizes the "parasitic" type of intelligence, whilst the sun symbolizes the opposite - it is called the "divine" intelligence.

Let us consider the following picture. In it the pink circle represents the set of signs and signals which are associated with genuine functions of technology, society and the mind. People violating established procedures (values, morales) will be "corrected". Let us further assume that this system has proven very stable over thousands of years.

In that case, people are very trusting because signals are integer. The lack of higher level communication channel modulations attracts tricksters with talents in creating illusions and the ability to game play (incl. acting). For them it is very easy to establish the orange system of harvest but the group of attackers needs additional means of communication. It creates communication extensions that exist simultaneously on the white and the dark operations layer.



While it is clear for the tricksters what the symbols mean on the layer of the dark operations, they cannot be introduced without a general acceptance at the white level. In order to gain tolerance of the symbols at the white level, a phantastic tale is invented to fill the semantic deficit. But what story to come up? Tricksters are not so creative, it seems. Their stories tell the scum, essentially, but encoded inside a fantasy world, the meaning of the tale remains incomprehensible. The rational people turn away from nonsense and weak and naive minds fall into pathetic dependency on the colorful fantasy. In any case, the goal of the tricksters is achieved. The potential defenders turn away with disregard and desinterest whilst an army of naive defenders of the scum is growing.

However, it is very interesting to testify the following observation:

- The criminals have extended culture two two levels
- The criminals have increased the complexity of social organization at the same time.

As we will see, tricksters try to trick other tricksters as well. The brown sphere represents the black operations, operations in which the normal population and the dark criminals are harvested or used to serve the black ops' purpose. Creating such construct requires the extension of observable symbols. This yields two layers in which the black mages organizing the black ops must explain the "halo" or "aura" of their activities: The lie in the white ops layer is extended. The brown layer is extended by a lie, as well. In both cases the criminals like to tell what they do. If the scum is "electrocuted" (pogrom, Perun's lightning strikes) then the con artists can claim that they had been trying to warn the people from the scum all along but could not speak about it openly. Eventually

people blame themselves for not havin been smart enough and that they were told. However, this works for the small scum, not for the large one, in which the lives of the children were taken in wars, in which material wealth of people was stolen to the point that they have lost their ability to survive. Trickery at this level is difficult to punish but it is bloody when it occurs.

So long the Kur (the bird, the rooster) does not scream, so long the trickstery, treachery, stealing and stealthy murdering goes on.

The process of tricking people over and over again leads to a process of building very sophisticated civilizations. These civilizations hold lie, greed and abuse at their inner core. The people who believe to be at the bottom-most level of this inverse pyramid call themselves gods, the enlightened ones and what else. In fact, they implement themselves as memorable creatures in people's mythologies.

Before a mage is this powerful he must start small. Black mages obey a certain scheme and professional ethos for black mages. This ethos is stemming from a theater culture in which the mage receives his public, announces what he will do and then, despite the preparation, the public is surprised and does not understand what has occurred to it.

A black mage is performing his shows to harvest financial resources from his guests. The guests will pay directly (in terms of entry fees) or indirectly for the illusionist's master piece. The more problematic payment is the indirect one: In this show the tricked person is the victim. It is so successfully bestolen that it cannot develop successful anti-measures. A victim can be held in a trickster's loop a whole life and be harvested all the time. It will never develop wealth, will spend its health and loose all mental integrity in a space where nothing is true.