

# THE LIGHTMACHINE



This one is almost as simple as you can get. To make it you will need:

1 six-volt lantern and battery,

1 patch cable with a plug at one end and alligator clips at the other

1 sheet of aluminum foil glued to a piece of posterboard to keep it rigid

1 psionic amplifying helmet.

You put it together like you see in the photo. The lantern is standing on its tail on the foil which is attached to the helmet by the cable.

To use it, put the witness of the target on the lens of the lantern. The six-volt lantern has the advantage of having a lens with a diameter wide enough that you can easily use it as a witness plate. The light shining onto the witness acts as the focusing agent for what you are sending and because the witness is set upon the lens, there is not the usual trouble of aiming and focusing the light onto the witness that we run into with other systems. The flashlight works good as a transmitter and focus unit, but you have to hold it and a light helmet requires you to keep your head steady. You do not have any of those problems with this device.

Once you put the witness in place, simply put on the helmet and turn on the light. Now, think real hard and whatever you send will go blasting through the ether to your target.