



(There are no encrypted messages in this binder.)





## Welcome to the 2008 Ghost Patrol Entrepreneurial Seminar!

Congratulations on your purchase of a Ghost Patrol franchise. Your exciting and lucrative career in paranormal extermination begins today!

The enclosed materials will serve as your new employee handbook and will be your reference guide in the field. Please review this booklet thoroughly to ensure you have an enlightening and successful weekend. We believe that you should love your job and have fun doing it, so have a great time, and thanks again for your interest in Ghost Patrol: Your premier source for professional paranormal investigation and elimination!

-The Ghost Patrol Staff 



# Seminar Roster

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This year's seminar attendees hail from across the nation!

**Bat Ghouls** *San Francisco, CA*

**Blood & Bones** *Los Altos, CA*

**Boneless Chicken Cabaret** *Alexandria, VA*

**Briny Deep** *Redmond, WA*

**Burninators** *Mountain View, CA*

**Coed Astronomy** *Sunnyvale, CA*

**Continental Breakfast** *Berkeley, CA*

**Ghoul-Done Golems** *Berkeley, CA*

**Goonies** *Mountain View, CA*

**Grey Goo** *Seattle, WA*

**Here Be Dragons** *Renton, WA*

**Knights of Corinth** *Saratoga, CA*

**Mystic Ghosti** *San Francisco, CA*

**Scooby Doobies** *San Francisco, CA*

**Space Cops** *Mountain View, CA*

**Team Longshots** *Burlingame, CA*

**Team Snout** *San Francisco, CA*

**The Gipper** *Los Angeles, CA*

**The Soul Proprietors** *Houston, TX*

**Weenie Bulls** *San Mateo, CA*

**Wrong Ideas That Appeal To You** *Santa Clara, CA*

**XX-Rated** *San Francisco, CA*



# Table of Contents

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<b>Ghost Patrolling: an Overview.....</b>	<b>1</b>
Step-by-step Capture Guide.....	4
Ghost Patrol Signs.....	5
<b>Your Equipment and You .....</b>	<b>7</b>
The SHaRC.....	9
Navigating with the SHaRC and Paper Maps .....	10
The OWL.....	11
Ghost Worksheet .....	15
The Investigative Kit.....	17
<b>Slime.....</b>	<b>19</b>
About Slime .....	21
Slime Worksheet .....	22
<b>Cryptology, Symbology, and Other Useful Info .....</b>	<b>23</b>
Common Codes .....	25
Common Symbols .....	27
Divining.....	28
Color Mixing.....	30
Music .....	31
The Periodic Table .....	33
I Ching .....	34
Chinese 60-year Cycle.....	36
The Zodiac .....	38
<b>Spirit Guide .....</b>	<b>39</b>





# Ghost Patrolling: An Overview



# Ghost Patrolling: An Overview

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Ghosts need to be captured, bottom line. They are scary, they lower property values, and they mess with your stuff. Ghost Patrol is a corporation dedicated to investigating, capturing, and containing unwanted spiritual energy. There are many different techniques one can use to try and tame these spiritual anomalies. But at Ghost Patrol we have developed a unique, patent-pending, process that can capture any spook, ghost, haunt or apparition with a 99.77382% success rate.

We use a Reverse-Pulsar-Energy-Loop integrated system which allows us to capture ghosts in a hand-held, battery operated device: the SHaRC. Using state-of-the-art NeoSeance, reverse exorcism, and other techniques, the SHaRC is able to capture and contain a spiritual entity using a single 4-digit number. That number is generated by the OWL, our patented spectral-signature-calculating software. It is able to convert categorized information (like name and date of death) into a simple number sequence. All we need to do is gather that information. Of course it's not that simple. When you get a call from a client, they have little, if any useful information about the ghost. Fortunately for us, these spirits tell us all we need to know...

These poor disconnected souls have no understanding of the physical realm and know only themselves and their own sad stories. They are, in essence, the world's biggest egomaniacs. This concentrated point of conceit is so strong that information about the ghost is unintentionally broadcast to its surroundings. Like radiation altering DNA, these emanations warp the physical world in a quantifiable way. This is what a layman would describe as basic "haunt." The longer they stay in one place, the stronger that presence becomes. For that reason, the ghosts themselves are harder to find than the places they haunt (or "haunt sites" as we call them). You will spend most of your time at the haunt sites, trying to retrieve whatever data you can.

Now if you are lucky, your ghost will be the type to smear bloody words across the nursery wall, but sadly that is rarely the case. The information will more likely be hidden in the particular order of a stack of books, or in the garbled static of a TV screen. Moreover, the mere presence of these ghosts will affect the living who occupy the area. In a sort of trans-possession, the ghost's identity will infect the subconscious of the living and subtly transmit itself, unknown, into everything the person does. Long-term haunts can affect every thing from the verbiage a person uses in a letter, to the planning of city layout. So be alert and be persistent, because you never know how the information might manifest itself. In short, the majority of your job as a Ghost Patroller, is decoding. Trust your SHaRC to tell you where a haunted location is, decode the subtle clues left by the dead, and get the information you need and generate the capture code. Good Luck!

# Step-by-step Ghost Capture

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- 1** *Review the dossier.* A Ghost Patrol representative will meet you at the first haunt site for each ghost and will provide you with a dossier. As soon as you get a new dossier, begin reviewing the materials enclosed.
- 2** *Lock onto the ghost to obtain the ghost type.* When you arrive at the first haunt site for a ghost, lock onto the spiritual entity by pressing <SEQ> on the SHaRC device. The SHaRC will lock on and display the specific ghost type. (Note: You will only need to press <SEQ> at the first haunt location for a ghost.) Enter the ghost type into the OWL. You should now press <ENT> on the SHaRC, and it will automatically begin guiding you to the exact spot of the spiritual energy.
- 3** *Investigate.* Begin to investigate the “haunt site” using the tools provided in your Investigative Kit and your own wits. Research the ghost type in your Tobin’s Spirit Guide for general information. Once you have decrypted the message at the haunt site enter it into the OWL. If the OWL can confirm the information, it will generate a new haunt-valence (4 digit number). Each ghost will provide you with a lot of information. Keep good notes! A Ghost Worksheet is provided on pages 15-16. We will also be collecting this worksheet at the end of the seminar to determine your pay.
- 4** *Enter the haunt-valence into the SHaRC.* Input the haunt-valence into the SHaRC and it will lead you to a new haunted location. If the location is further than 1/3 of a mile, be sure to consult the maps provided for known points of spectral interference.
- 5** *Continue to Investigate.* Continue investigating and decrypting messages. You will continue to get new haunt-valences until the OWL has enough information to generate a capture code.
- 6** *Capture the ghost.* Enter the capture code into the SHaRC and it will lead you to the ghost. Once you are in range, press <TKO> to capture it. Find the slime the ghost left behind. Be sure to take a sample and note your findings. After the SHaRC has captured the ghost it will generate an invoice code which Ghost Patrol uses for accounting purposes. Enter the invoice code into the OWL to confirm your capture.
- 7** *Watch the ghost story.* After you enter the invoice code, the OWL will interpolate the known data about the ghost and fill in the gaps. This complex calculation will be displayed as a series of images, which represent the ghost’s final message; the story of its own death!
- 8** *Call headquarters for your next assignment.*

# Ghost Patrol Signs

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While out on the a job look for these symbols to help you understand how to proceed.

SIGN	MEANING
	<b>Do Not Touch!</b> We encourage a thorough investigation, but if you see this symbol it means HANDS OFF. Take pictures, take notes, but do not disturb the scene.
	<b>Take 5</b> In situations where there is no one around to hand you the evidence, this symbol indicates it is okay to take the indicated number of things from the scene.
	<b>Do Not Enter!</b> It can get a little confusing out there, so to help you out, we have marked whatever items we can as “unhaunted.” If you see this symbol it means the area is off-limits.
	<b>Haunted</b> If you are intended to enter a domicile or business you will see this symbol on the door. Just walk on in. If you do not see this symbol, you should not attempt entry. If you are unsure if you are at the right place, please call headquarters to confirm.



# YOUR EQUIPMENT AND YOU

The equipment provided has been specially selected to ensure a safe and swift capture of every haunt, spectre, spook, ghost, ghastr, ghoul, and spirit.








# The SHaRC

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The SHaRC is the latest in cutting-edge technology. Please follow the instructions closely to ensure hours and hours of problem free operation.

	Do not get the device wet or expose it to extreme cold.
	To avoid the danger of electric shock or demonic possession, DO NOT open your SHaRC.
	The M series SHaRC contains no user serviceable parts.

## Instructions For Use

**Scan for spectral activity.** To scan for nearby spectral activity, press the <SEQ> button. This will locate spiritual miasma left behind by a ghost's interaction with the physical world. If successful, the SHaRC will display the ghost class, and then lock on to the first haunt site. To review the ghost class, press <SEQ> again after locked on to a site. When locked on, the SHaRC will show the approximate distance to a haunted location in miles or feet. The bar graph will indicate whether the device is pointed towards the haunt site.

**Lock onto haunt location.** To lock onto a subsequent location enter the Haunt Valence provided by the OWL, and press <ENT>. To return to previous locations, re-enter a previous valence.

**Capture that ghost!** To capture a ghost, enter the Capture Code provided by the OWL. This will enter into capture mode and lock onto the ghost. While in capture mode, the bar graph will blink. Close in on the ghost and press <TKO>. The SHaRC will capture and neutralize the ghost. It will also display the invoice code, which is distilled from the ghost's essence. Enter that into your OWL, and call Headquarters for your next mission.

**Identify your SHaRC.** All SHaRCs look alike (except for XX-Rated's SHaRC). If you need to know if a SHaRC belongs to you, press the <ABT> button and it will display your team name.

## Tips and Troubleshooting

- If the device screen is dimmed, press <ENT> to wake it up.
- If the device is displaying a message, press <ENT> to continue

# Navigating with the SHaRC and Paper Maps

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Many ghosts are content haunting a single neighborhood. These ghosts are relatively easy to track down, as the SHaRC is primarily designed as a pedestrian device. Other ghosts, however, tend to roam quite far in their post-corporeal wanderings. These ghost are somewhat more difficult to track down, as it is ill-advised to attempt to use your SHaRC for vehicular navigation. It is because of these ghosts that we created a Cartophantasmic Department. If it appears that a ghost requires significant driving, we will provide you with a map that sites of particular haunt.

If the SHaRC indicates you need to travel more than about 1/3 of a mile, please consult the map provided in your dossier. (If you do not have a map for a particular ghost, our analysis indicates that you will not need to drive to any of your locations). To use the map:

- Pull out your orienteering compass. Move away from any large metal objects (such as your vehicle). Turn the dial on the compass so that the wide arrow is pointing straight up to the north. Rotate the entire compass until the red end of the arrow is fully inside the wide arrow. Now your compass is pointing north.
- Line up the edge of your map with the edge of the compass, to get the map pointing north as well.
- Next, use your SHaRC to find out in what direction your next haunt valance can be found, and how far away it is.
- Find your current position on the map, and draw a straight line on your map in the direction that the SHaRC is pointing.
- Check the scale legend at the bottom of the map, and find the distance along your line that the SHaRC is indicating.
- Paranormal Mapping is never an exact science, but there should be a ghost marker in the general vicinity of your indicated distance and direction. This is your destination. Look up the address or intersection in the legend, and start navigating my traditional means.
- When you arrive at your destination and park, you can once again use your SHaRC for fine tuning your navigation, to get to the correct final destination.

If you have any troubles, please feel free to contact Headquarters for assistance.

# The OWL

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The OWL spectral signature calculator works hand in hand with your SHaRC handheld device to track down and capture unwanted ghosts. Using information provided by the user in combination with its own database of knowledge, the OWL can take broad spectral signatures and calculate finer and finer frequencies which the SHaRC can use to identify new “haunt sites.” Haunt sites are places that ghosts have spent a good amount of time, and have left detectable traces of themselves, and the frequencies they emanate are referred to as “haunt-valences.”

To begin the calculations, we start with the broadest description of a ghost: it’s “class.” The ghost’s class is described as a simple 2-word phrase, like “Punctual Poltergeist.”

## Instructions For Use

**Enter the ghost type.** Back in the original days of ghost capture, experienced hunters would keep a record of the general behaviors and activities of the ghosts they caught. Eventually, some pretty strong patterns began to appear. The Spirit Guide is the culmination of this extensive research. Once you have gotten the ghost type from the SHaRC, enter it to the OWL and consult the Spirit Guide for information on that ghost. You will find it to be an invaluable reference source when deciding how to handle a particular job. To begin, type the Ghost Class from the SHaRC into the top field. Everything you enter after this time will be in relation to this ghost.

**Enter the ghost data.** Enter the ghost data into the input field. The OWL will use the information to deconstruct the current signature and attempt to produce a new haunt-valence. As soon as you get a new haunt valence, enter it into the SHaRC and proceed to the next haunt site. When you have received a new haunt-valence, you have gotten all the applicable information from the current haunt site and can move on.

If the OWL does not generate a new haunt-valence, continue to search the area for additional information or call headquarters for help.

In order to generate the capture code the trap is looking for specific pieces of data that fall under certain categories. Here are those categories explained in depth.

### **Name**

Ghosts retain a vague understanding of their physical past, and using the ghost's true name is the best way to stop all its moaning and wailing and get it to pay attention. Look for messages containing any proper nouns and you have probably found the ghost's name.

### **Cause of Death**

This is a word or phrase that describes how this haunt perished. Ghosts are defined by the way they met their end. You've heard the term "He died the way he lived", well, ghosts "afterlive the way they died." If a ghost is giving you an image of a noose, chances are this guy was hung. Understanding how a ghost became a ghost allows the OWL to get a broad algorithm for the spirit so it can start to understand and break down its finer details.

### **Death Date**

The exact day that the ghost shuffled off this mortal coil. (Note: The software only accepts dates in *mm/dd/yyyy*.) It is common for ghosts to appear on important dates, relative to their death. So don't be surprised if a ghost you encounter died "100 years ago today." It happens all the time. The OWL uses this information to determine the ghost's "age." Knowing how long this ghost has been without a body tells the OWL how strong of a hold this ghost has in this world.

### **Aura**

"Color" is the best way to describe a ghost's aura type. Though technically inaccurate, it is theorized that in the afterlife the ghost is looking through it's own aura, and everything is tinted a certain color. In actuality, the ghost itself is invisible and seeing things on a completely different spectrum. Confusing? Don't worry about that, the ghost doesn't know the difference, but the OWL does. If the ghost is giving you message that translates to a color, that's the aura color.

### **Animality**

All souls and spirits have an animal counterpart or familiar. I know it sounds like cosmic mumbo jumbo, but it's true. It is our best way to gauge the disposition of this ghost. The SHaRC will use different frequencies to contain ghosts of different dispositions, so this is actually one of the most important categories. Usually one word plainly describing an animal (i.e. Orangutan).

### **Place of Death**

As the spirit leaves the body it has some understanding of it's general surroundings, and that image is imprinted on the spirit itself. Wherever the ghost travels, it has a psychic bond with that point in space. We use that information to try and track that psychic bond and locate the ghost itself. Any short description referring to a place (i.e. "Berkeley" or "in the closet") is most likely the place of death.

### **Favorite Flavor**

I know it sounds funny, but this is actually an important tool in ghost capture. We use a happy memory to create a sense of calm and trust in the ghost. A calm ghost is much easier to trap. For some reason favorite flavor seems to be the memory that persists beyond death. Go figure. Could be one word or multiple words. Any message that solves to flavor or smell would work for this category.

**Get a Capture Code.** The capture code is a 4-digit number that allows the SHaRC to lock onto the ghost itself and prepare the device for capture. With every new piece of information you provide the OWL it will attempt to generate the capture code. Once you have provided the OWL with enough information the capture code will appear in the lower right field. If you do not see a capture code you need to continue to search for data.

Once you have generated the capture code enter it into the SHaRC. Once you have captured the ghost, enter the inventory number into Invoice Entry field. This will confirm your capture.

**Watch the Ghost Story.** As the OWL verifies your invoice code, it will run the code against all the data it has collected so far and fill in any gaps. As it calculates, the data is revealed as a series of recognizable images which represent the ghost's life story.

### **Tips and Troubleshooting**

- You can open the program in any internet browser.
- If you accidentally cancel a calculation, you will need to retype the Ghost Class and all additional information into the OWL. You should not need to reengage the SHaRC as there is no needed communication between the devices.
- If you close the trap software while in the middle of a calculation, you will need to reenter the information and recalculate the haunt-valences.
- To replay a movie, enter the invoice code. To exit out of a movie, you can hit the spacebar at any time.



# Ghost Worksheet

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<b>Team Name</b>	
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<b>Ghost Type:</b>	<b>Job No.:</b>	<b>Invoice Code:</b>
Name		
Cause of Death		
Death Date		
Aura		
Animality		
Place of Death		
Favorite Flavor		

<b>Ghost Type:</b>	<b>Job No.:</b>	<b>Invoice Code:</b>
Name		
Cause of Death		
Death Date		
Aura		
Animality		
Place of Death		
Favorite Flavor		

<b>Ghost Type:</b>	<b>Job No.:</b>	<b>Invoice Code:</b>
Name		
Cause of Death		
Death Date		
Aura		
Animality		
Place of Death		
Favorite Flavor		

<b>Ghost Type:</b>	<b>Job No.:</b>	<b>Invoice Code:</b>
Name		
Cause of Death		
Death Date		
Aura		
Animality		
Place of Death		
Favorite Flavor		

# Ghost Worksheet (cont'd.)

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Ghost Type:		Job No.:	Invoice Code:
Name			
Cause of Death			
Death Date			
Aura			
Animality			
Place of Death			
Favorite Flavor			

Ghost Type:		Job No.:	Invoice Code:
Name			
Cause of Death			
Death Date			
Aura			
Animality			
Place of Death			
Favorite Flavor			

Ghost Type:		Job No.:	Invoice Code:
Name			
Cause of Death			
Death Date			
Aura			
Animality			
Place of Death			
Favorite Flavor			

Ghost Type:		Job No.:	Invoice Code:
Name			
Cause of Death			
Death Date			
Aura			
Animality			
Place of Death			
Favorite Flavor			

Slime Bonus	
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# Investigative Kit

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The Investigative Kit is a collection of the most important scientific tools a supernatural investigator can have. Specially selected by Ghost Patrol Inc, these cutting edge tools are necessary to find and manipulate clues left by spiritual forces. How and when to use these tools is up to your instinct and deductive abilities. So please take a moment to review the finer points of these high-quality items.

## Contents

Made of the highest-quality nylons and synthetics this bag fashionably displays the famous Ghost Patrol logo and has plenty of room for your Handbook, SHaRC, all the included tools and maybe even your OWL laptop. We suggest that you designate a team member to keep the Investigative Kit loaded and with them at all times, so you always have access to its contents.

### Posotronic Illuminator

Use this handy device to illuminate hidden markings and messages invisible to the naked eye. This should quickly become your go-to item when encountering haunted objects. Works best at night and out of direct light.

### X-ray Specs

A limited edition offer on the back of Action comics was an investment offer we could just not pass up. And with a boatfull of cereal box tops, Ghost Patrol is now the proud owner of 30,000 pairs of these modern marvels. See through the fog of mystery in stereo. Will not work on Y or Z rays.

### Sprite

In mythology, sprites are fairy-like guardians of the forest. This, on the other hand, is the popular beverage. (You did bring Sprite with you, right?!)

### Chroma Sticks

Friction activated chroma sticks can add 24 unique levels of color data to nearly any surface. Use them to mark a trail out of the woods, fill an otherwise empty black outline with the hue of your choice, or indicate the correctness of answers. The possibilities are limited!

### Zoomifying Lens

It makes things bigger when you put them on the other side of the circle part. Yes, it is magic.

**Gerebold's Arch**

Ancient rune of unknown power and accuracy. Use it to measure your angle... of attack!

**Slime Collection Kit**

Comes with everything you need. 10 handy collection bags and specially designed scraping sticks. A spoonful of each slime should do ya just fine. The gloves are a good idea if you want avoid getting disgusting goop all over your hands. Your call.

# SLIME

Ewww!



# About Slime

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Every ghost leaves behind a unique and identifiable residue; viscous in nature and commonly referred to as “slime”. As part of our ongoing study of paranormal entities, we ask that teams collect this supernatural residue and record its properties whenever possible. It is not necessary to collect slime to complete your job of catching ghosts, but Ghost Patrol uses the data to better refine our tools and learn more about the spirit world. Follow the steps below to thoroughly examine each sample you collect. You should only need a small sample (about a spoonful) of each slime. A worksheet is provided on the following page so you can record your observations on five properties:

## 1. UV Activity

Some slimes are excited by ultraviolet irradiation and will respond enthusiastically, especially in the dark. Other slimes will not be impressed.

## 2. Green

Some slimes are green; others are not. If this aspect of identification poses a problem for you, we suggest that you consult your Friction-Activated Chroma Sticks as a reference.

## 3. Scent

Some slimes emit a pleasant, therapeutic smell; this is one of the few perks of slime processing. Others have no particularly strong odor.

## 4. Red

Some slimes are red; others are not. “But wait,” you say smugly, “this property can’t possibly be independent of whether or not the slime is green!” You just keep telling yourself that, hotshot.

## 5. Texture

Some slimes contain distinctly visible and palpable particles; others do not. Perhaps some ghosts lead more gritty lives than others.

# Slime Worksheet

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Ghost Type	Job No.	UV Active	Green	Scented	Red	Gritty

# CRYPTOLOGY, SYMBOLOLOGY, & OTHER USEFUL INFO

You never know what kind of language or symbology a spirit might choose, so it's good idea to have a very broad understanding of many different forms of communication. As part of your handbook we have included an extensive list of the more common codes you will come across in your investigations.





# Common Codes





































		Binary	Semaphore	Braille	Morse	ASCII	Phonetic
<b>A</b>	1	00001			• -	65	Alpha
<b>B</b>	2	00010			- •••	66	Bravo
<b>C</b>	3	00011			- • - •	67	Charlie
<b>D</b>	4	00100			- ••	68	Delta
<b>E</b>	5	00101			•	69	Echo
<b>F</b>	6	00110			•• - •	70	Foxtrot
<b>G</b>	7	00111			-- •	71	Golf
<b>H</b>	8	01000			••••	72	Hotel
<b>I</b>	9	01001			••	73	India
<b>J</b>	10	01010			• - - -	74	Juliet
<b>K</b>	11	01011			- • -	75	Kilo
<b>L</b>	12	01100			• - ••	76	Lima
<b>M</b>	13	01101			--	77	Mike
<b>N</b>	14	01110			- •	78	November
<b>O</b>	15	01111			- - -	79	Oscar
<b>P</b>	16	10000			• - - •	80	Papa
<b>Q</b>	17	10001			- - • -	81	Quebec
<b>R</b>	18	10010			• - •	82	Romeo
<b>S</b>	19	10011			•••	83	Sierra
<b>T</b>	20	10100			-	84	Tango
<b>U</b>	21	10101			•• -	85	Uniform
<b>V</b>	22	10110			••• -	86	Victor
<b>W</b>	23	10111			• - -	87	Whiskey
<b>X</b>	24	11000			- •• -	88	X-ray
<b>Y</b>	25	11001			- • - -	89	Yankee
<b>Z</b>	26	11010			- - ••	90	Zulu

## Structure of Braille Cells

Braille for English and other languages is organized in cells of six dots (two columns, three dots high). By tradition, each dot position is assigned a number. Number 1 is the upper-left dot, number 2 is below 1 in the left column and number 3 finishes the left column. Dot number 4 is top dot in the right column followed by dot 5 and dot six in the lower right. See diagram below.



# Common Symbols

FIRE	 Aries (Zodiac)	 Fire (Chinese)	 Fire (Druic)	 Fire (I Ching)	 Flammable	 Mars
AIR	 Air (Alchemy)	 Gemini (Zodiac)	 Hurricane	 Libra (Zodiac) Cardinal Air	 Wind (Chinese)	 Wind (I Ching)
WATER/ICE	 Cold (Japanese)	 Cold (Ancient Voodoo)	 Ice (Chinese)	 Pisces (Zodiac)	 Snow	 Snow (Druic)
EARTH	 Earth	 Earth (Alchemy)	 Earth (I Ching)	 Rock Slide	 Taurus	 Virgo (Zodiac)
TIME	 Clock	 Dust	 Hourglass	 Infinity	 Ouroboros	 Sickle
DEATH	 Arsenic (As)	 Heaven (I Ching)	 Mr. Yuck	 Radioactive	 Skull and Crossbones	 Snake

# Divining

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## Divining with Bones

Divining with bones is a great way to get information surrounding the death of an individual. You don't need their bones specifically (but it couldn't hurt). Traditionally the bones are painted with symbols. Bone divination is such an ancient tradition that the symbols can come from a wide source of culture and lore.

## Divining With Dice

Six-sided divining dice are very limited divining tools and are used exclusively to divine dates. In the hands of a skilled diviner, they are very accurate tools. Amateur dice diviners may find it useful to roll the dice multiple times to be sure they have the correct values. A set of divining dice consists of 5 dice marked with the following demarcations: C, D+, Y, M, and D. A divining table is also recommended when divining with dice. A dice divining table is covered in black felt and has a white line across it. Only throws past the white line are useful in divination.

### To Divine A Century

Roll the C and D+ dice and multiply them together. Note that the demarcated sides are considered a value of 1 and that if both demarcated sides of the die come up at once this is considered a zero value and both dice should be rolled again and this total should be summed.

### To Divine A Year

Roll the D+ and Y dice and multiply them together. Then, add this total to the total from your Century divination and multiply this total by 1.4. Note that the demarcated sides are considered a value of 1 and that if both demarcated sides of the die come up at once this is considered a zero value and both dice should be rolled again and this total should be summed before being summed with the Century divination (in this instance the 1.4 adjustment is not needed).

### To Divine A Month

Roll the Y and the M dice and sum the total. Note that the demarcated sides are considered a value of 1 and that if both demarcated sides of the dice come up at once this is considered a 0 value and the M die should be rolled again alone for the specific month.

### To Divine A Day (numeric date)

Roll the M and D dice together and multiply them together. Note that the demarcated sides are considered a value of 1 and that if both demarcated sides

of the dice come up at once this is considered a 0 value and both dice should be rolled again and then that total should be summed. It is in this manner that prime numbered numeric dates can be divined.

### Divining with a Ouija Board

In the hands of experienced mediums, the Ouija board is an exceptionally accurate tool. Those less skilled at divination will benefit from working slowly and methodically. It is recommended that Ouija board divination be attempted at night when there is less interference in the atmosphere and when spirits are most active.

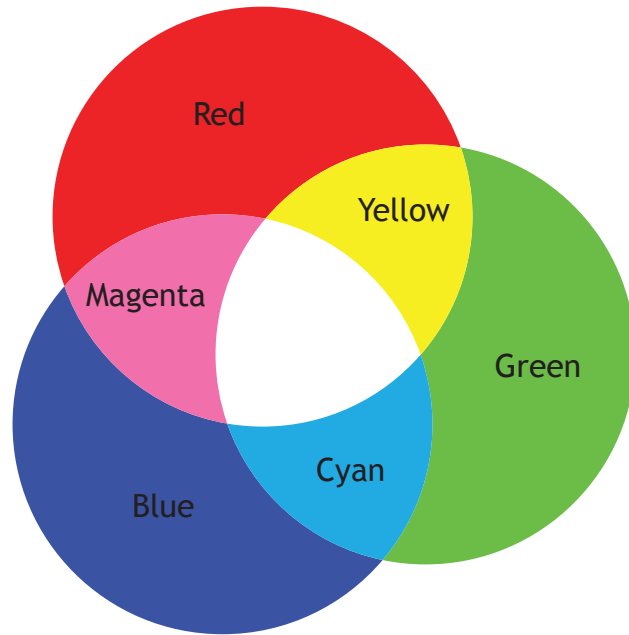
#### Instructions for use:

1. **Prepare.** At least one person should place two fingers, index and middle finger, on the planchette.
2. **Warm it up.** Slowly move the planchette around in a circle on the board for a moment or two to get it 'warmed up'.
3. **Be focused.** The spiritual reverberations of the board can be very faint and will require the users to be completely attuned to the act of divination.
4. **Be patient.** You might not begin to get answers right away. Multiple passes over the same area may be necessary.
5. **Focus.** Focus your mind on the question you want answered and concentrate.
6. **Be polite.** When the board starts working, thank the ghost for showing up and communicating with you.
7. **Have someone write down the answers.** Sometimes it's difficult to keep track of what's being said. A person with paper and pen can write down the message as it comes.
8. **Maintain control.** If the board starts giving rude, vulgar, obscene or otherwise disagreeable responses, you should scold the board firmly.
9. **Close the board.** This is an important step. When you're done with your session, slide the planchette to 'GOODBYE' and remove your hands.

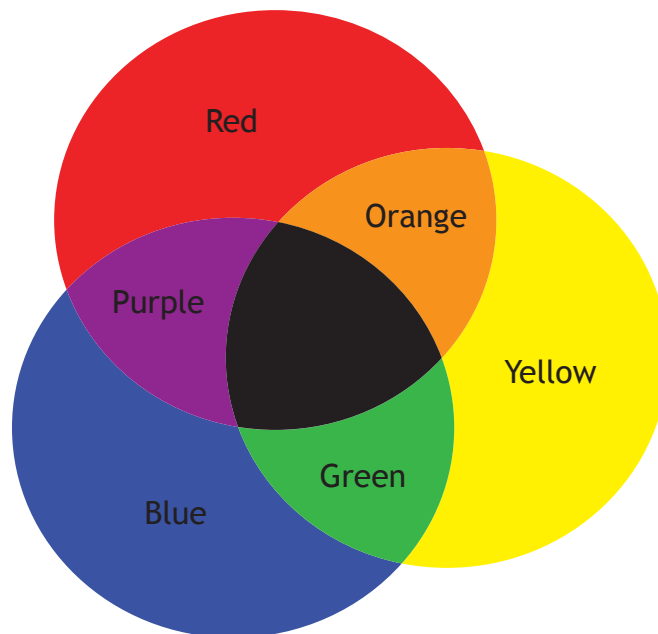
# Color Mixing

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## Additive: Mixing with Light



## Subtractive: Mixing with Pigment



# Music

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## Guitar Tab

Guitar tablature (“tab” for short) is a system of notation that graphically represents strings and frets of the guitar fretboard (or a bass; except guitars have 6 strings, and bass guitars only have 4). Each note is indicated by placing a number which indicates the fret to play, on the appropriate string. With these easy instructions you will be able to understand how to read and write guitar tab.

### The Basics of Reading Guitar Tab

To start out, tabs are written in lines, each line representing a string on the guitar. The thickest string is the bottom most line and the thinnest string is the topmost.

```
e-----  
B-----  
G-----  
D-----  
A-----  
E-----
```

Numbers are then placed on these lines to represent finger positions on the guitar fretboard. This diagram shows how you would play the first ten notes on the guitar, starting from low E. The ‘zero’ represents playing an open string. So in this case you would play the E and A strings open with no finger positioned on the fretboard.

```
e-----  
B-----  
G-----  
D-----  
A-----0--1--2--3--4-----  
E--0--1--2--3--4-----
```

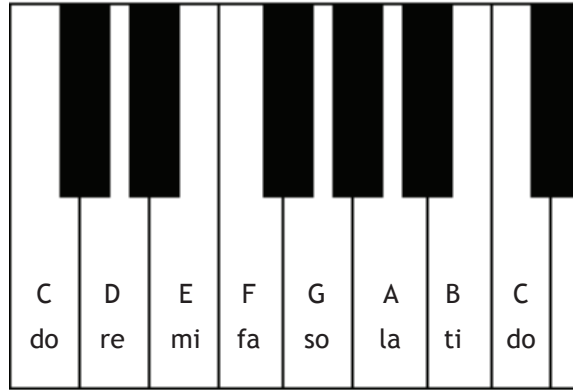
### How to Read Guitar Tab Chords

To tab a chord, the notes would be placed in a vertical line upon the horizontal ones. This diagram represents a D Chord. You would strum the bottom 4 strings of the guitar in one motion if you were to read this tab properly.

```
e--2-----  
B--3-----  
G--2-----  
D--0-----  
A-----  
E-----
```

## Fixed Do

In the major Romance languages (Spanish, Portuguese, French, Italian), the syllables Do, Re, Mi, Fa, Sol, La, and Si (or commonly Do, Re, Mi, Fa, So, La, Ti) are used to name notes the same way that the letters C, D, E, F, G, A, and B are used to name notes in English.







# I Ching

Hexagram	R. Wilhelm
01. ☰☰ Force (乾 qián)	The Creative
02. ☷☷ Field (坤 kūn)	The Receptive
03. ☳☳ Sprouting (屯 chún)	Difficulty at the Beginning [16]
04. ☶☳ Enveloping (蒙 méng)	Youthful Folly
05. ☳☱ Attending (需 xū)	Waiting
06. ☱☱ Arguing (訟 sòng)	Conflict
07. ☳☷ Leading (師 shī)	The Army
08. ☳☲ Grouping (比 bǐ)	Holding Together
09. ☳☶ Small Accumulating (小畜 xiǎo chù)	Small Taming
10. ☳☳ Treading (履 lǚ)	Treading (Conduct)
11. ☳☰ Prevading (泰 tài)	Peace
12. ☳☷ Obstruction (否 pǐ)	Standstill
13. ☳☲ Concording People (同人 tóng rén)	Fellowship
14. ☰☰ Great Possessing (大有 dà yǒu)	Great Possession
15. ☷☳ Humbling (謙 qiān)	Modesty
16. ☳☱ Providing-For (豫 yù)	Enthusiasm
17. ☳☱ Following (隨 suí)	Following
18. ☳☱ Corrupting (蠱 gǔ)	Work on the Decayed
19. ☳☱ Nearing (臨 lín)	Approach
20. ☳☱ Viewing (觀 guān)	Contemplation
21. ☳☲ Gnawing Bite (噬嗑 shì kè)	Biting Through
22. ☳☱ Adorning (賁 bì)	Grace
23. ☳☱ Stripping (剝 bō)	Splitting Apart
24. ☳☱ Returning (復 fù)	Return
25. ☳☱ Without Embroiling (無妄 wú wàng)	Innocence
26. ☳☱ Great Accumulating (大畜 dà chù)	Great Taming
27. ☳☱ Swallowing (頤 yí)	Mouth Corners
28. ☳☱ Great Exceeding (大過 dà guò)	Great Preponderance
29. ☳☱ Gorge (坎 kǎn)	The Abysmal Water
30. ☲☱ Radiance (離 lí)	The Clinging
31. ☳☱ Conjoining (咸 xián)	Influence
32. ☳☱ Persevering (恆 héng)	Duration
33. ☳☱ Retiring (遯 dùn)	Retreat
34. ☳☱ Great Invigorating (大壯 dà zhuàng)	Great Power
35. ☳☱ Prospering (晉 jìn)	Progress
36. ☳☱ Brightness Hiding (明夷 míng yí)	Darkening of the Light
37. ☳☱ Dwelling People (家人 jiā rén)	The Family
38. ☳☱ Polarising (睽 kuí)	Opposition

Hexagram	R. Wilhelm
39. ☵☳ Limping (蹇 jiǎn)	Obstruction
40. ☵☲ Taking-Apart (解 xiè)	Deliverance
41. ☵☱ Diminishing (損 sǔn)	Decrease
42. ☱☲ Augmenting (益 yì)	Increase
43. ☵☳ Parting (夬 guài)	Breakthrough
44. ☵☲ Coupling (姤 gòu)	Coming to Meet
45. ☱☲ Clustering (萃 cuì)	Gathering Together
46. ☵☳ Ascending (升 shēng)	Pushing Upward
47. ☵☲ Confining (困 kùn)	Oppression
48. ☵☳ Welling (井 jǐng)	The Well
49. ☵☲ Skinning (革 gé)	Revolution
50. ☵☲ Holding (鼎 dǐng)	The Cauldron
51. ☵☳ Shake (震 zhèn)	Arousing
52. ☵☳ Bound (艮 gèn)	The Keeping Still
53. ☵☲ Infiltrating (漸 jiàn)	Development
54. ☵☲ Converting The Maiden (歸妹 guī mèi)	The Marrying Maiden
55. ☵☲ Abounding (豐 fēng)	Abundance
56. ☵☲ Sojourning (旅 lǚ)	The Wanderer
57. ☵☲ Ground (巽 xùn)	The Gentle
58. ☵☲ Open (兌 duì)	The Joyous
59. ☵☲ Dispersing (渙 huàn)	Dispersion
60. ☵☲ Articulating (節 jié)	Limitation
61. ☵☲ Centre Confirming (中孚 zhōng fú)	Inner Truth
62. ☵☲ Small Exceeding (小過 xiǎo guò)	Small Preponderance
63. ☵☲ Already Forging (既濟 jì jì)	After Completion
64. ☵☲ Not-Yet Forging (未濟 wèi jì)	Before Completion

























# Chinese 60-year cycle

	1924 - 1983	Heavenly stem	Earthly branch	1984 - 2043
	Year	(Elements)	(Animals)	Year
1	Feb 05 1924 - Jan 23 1925	甲 Yang Wood	子 Rat	Feb 02 1984 - Feb 19 1985
2	Jan 24 1925 - Feb 11 1926	乙 Yin Wood	丑 Ox	Feb 20 1985 - Feb 08 1986
3	Feb 12 1926 - Feb 01 1927	丙 Yang Fire	寅 Tiger	Feb 09 1986 - Jan 28 1987
4	Feb 02 1927 - Jan 21 1928	丁 Yin Fire	卯 Rabbit	Jan 29 1987 - Feb 16 1988
5	Jan 22 1928 - Feb 08 1929	戊 Yang Earth	辰 Dragon	Feb 17 1988 - Feb 05 1989
6	Feb 09 1929 - Jan 28 1930	己 Yin Earth	巳 Snake	Feb 06 1989 - Jan 25 1990
7	Jan 29 1930 - Feb 16 1931	庚 Yang Metal	午 Horse	Jan 26 1990 - Feb 13 1991
8	Feb 17 1931 - Feb 05 1932	辛 Yin Metal	未 Sheep	Feb 14 1991 - Feb 02 1992
9	Feb 06 1932 - Jan 24 1933	壬 Yang Water	申 Monkey	Feb 03 1992 - Jan 21 1993
10	Jan 25 1933 - Feb 13 1934	癸 Yin Water	酉 Rooster	Jan 22 1993 - Feb 09 1994
11	Feb 14 1934 - Feb 02 1935	甲 Yang Wood	戌 Dog	Feb 10 1994 - Jan 30 1995
12	Feb 03 1935 - Jan 23 1936	乙 Yin Wood	亥 Pig	Jan 31 1995 - Feb 18 1996
13	Jan 24 1936 - Feb 10 1937	丙 Yang Fire	子 Rat	Feb 19 1996 - Feb 06 1997
14	Feb 11 1937 - Jan 30 1938	丁 Yin Fire	丑 Ox	Feb 07 1997 - Jan 27 1998
15	Jan 31 1938 - Feb 18 1939	戊 Yang Earth	寅 Tiger	Jan 28 1998 - Feb 15 1999
16	Feb 19 1939 - Feb 07 1940	己 Yin Earth	卯 Rabbit	Feb 16 1999 - Feb 04 2000
17	Feb 08 1940 - Jan 26 1941	庚 Yang Metal	辰 Dragon	Feb 05 2000 - Jan 23 2001
18	Jan 27 1941 - Feb 14 1942	辛 Yin Metal	巳 Snake	Jan 24 2001 - Feb 11 2002
19	Feb 15 1942 - Feb 03 1943	壬 Yang Water	午 Horse	Feb 12 2002 - Jan 31 2003
20	Feb 04 1943 - Jan 24 1944	癸 Yin Water	未 Sheep	Feb 01 2003 - Jan 21 2004
21	Jan 25 1944 - Feb 11 1945	甲 Yang Wood	申 Monkey	Jan 22 2004 - Feb 08 2005
22	Feb 12 1945 - Feb 01 1946	乙 Yin Wood	酉 Rooster	Feb 09 2005 - Jan 28 2006
23	Feb 02 1946 - Jan 21 1947	丙 Yang Fire	戌 Dog	Jan 29 2006 - Feb 17 2007
24	Jan 22 1947 - Feb 09 1948	丁 Yin Fire	亥 Pig	Feb 18 2007 - Feb 06 2008
25	Feb 10 1948 - Jan 28 1949	戊 Yang Earth	子 Rat	Feb 07 2008 - Jan 25 2009
26	Jan 29 1949 - Feb 15 1950	己 Yin Earth	丑 Ox	Jan 26 2009 - Feb 13 2010
27	Feb 16 1950 - Feb 05 1951	庚 Yang Metal	寅 Tiger	Feb 14 2010 - Feb 02 2011
28	Feb 06 1951 - Jan 25 1952	辛 Yin Metal	卯 Rabbit	Feb 03 2011 - Jan 22 2012
29	Jan 26 1952 - Feb 13 1953	壬 Yang Water	辰 Dragon	Jan 23 2012 - Feb 09 2013
30	Feb 14 1953 - Feb 02 1954	癸 Yin Water	巳 Snake	Feb 10 2013 - Jan 30 2014
31	Feb 03 1954 - Jan 23 1955	甲 Yang Wood	午 Horse	Jan 31 2014 - Feb 18 2015
32	Jan 24 1955 - Feb 10 1956	乙 Yin Wood	未 Sheep	Feb 19 2015 - Feb 07 2016
33	Feb 11 1956 - Jan 29 1957	丙 Yang Fire	申 Monkey	Feb 08 2016 - Jan 27 2017
34	Jan 30 1957 - Feb 17 1958	丁 Yin Fire	酉 Rooster	Jan 28 2017 - Feb 18 2018
35	Feb 18 1958 - Feb 06 1959	戊 Yang Earth	戌 Dog	Feb 19 2018 - Feb 04 2019
36	Feb 07 1959 - Jan 27 1960	己 Yin Earth	亥 Pig	Feb 05 2019 - Jan 24 2020
37	Jan 28 1960 - Feb 14 1961	庚 Yang Metal	子 Rat	Jan 25 2020 - ~ 2021

1924 - 1983		Heavenly stem	Earthly branch	1984 - 2043
	Year	(Elements)	(Animals)	Year
38	Feb 15 1961 - Feb 04 1962	辛 Yin Metal	丑 Ox	~~ 2021 - ~~ 2022
39	Feb 05 1962 - Jan 24 1963	壬 Yang Water	寅 Tiger	~~ 2022 - ~~ 2023
40	Jan 25 1963 - Feb 12 1964	癸 Yin Water	卯 Rabbit	~~ 2023 - ~~ 2024
41	Feb 13 1964 - Jan 31 1965	甲 Yang Wood	辰 Dragon	~~ 2024 - ~~ 2025
42	Feb 01 1965 - Jan 20 1966	乙 Yin Wood	巳 Snake	~~ 2025 - ~~ 2026
43	Jan 21 1966 - Feb 08 1967	丙 Yang Fire	午 Horse	~~ 2026 - ~~ 2027
44	Feb 09 1967 - Jan 28 1968	丁 Yin Fire	未 Sheep	~~ 2027 - ~~ 2028
45	Jan 29 1968 - Feb 15 1969	戊 Yang Earth	申 Monkey	~~ 2028 - ~~ 2029
46	Feb 16 1969 - Feb 05 1970	己 Yin Earth	酉 Rooster	~~ 2029 - ~~ 2030
47	Feb 06 1970 - Jan 25 1971	庚 Yang Metal	戌 Dog	~~ 2030 - ~~ 2031
48	Jan 26 1971 - Feb 14 1972	辛 Yin Metal	亥 Pig	~~ 2031 - ~~ 2032
49	Feb 15 1972 - Feb 02 1973	壬 Yang Water	子 Rat	~~ 2032 - ~~ 2033
50	Feb 03 1973 - Jan 23 1974	癸 Yin Water	丑 Ox	~~ 2033 - ~~ 2034
51	Jan 24 1974 - Feb 10 1975	甲 Yang Wood	寅 Tiger	~~ 2034 - ~~ 2035
52	Feb 11 1975 - Jan 30 1976	乙 Yin Wood	卯 Rabbit	~~ 2035 - ~~ 2036
53	Jan 31 1976 - Feb 17 1977	丙 Yang Fire	辰 Dragon	~~ 2036 - ~~ 2037
54	Feb 18 1977 - Feb 06 1978	丁 Yin Fire	巳 Snake	~~ 2037 - ~~ 2038
55	Feb 07 1978 - Jan 27 1979	戊 Yang Earth	午 Horse	~~ 2038 - ~~ 2039
56	Jan 28 1979 - Feb 15 1980	己 Yin Earth	未 Sheep	~~ 2039 - ~~ 2040
57	Feb 16 1980 - Feb 04 1981	庚 Yang Metal	申 Monkey	~~ 2040 - ~~ 2041
58	Feb 05 1981 - Jan 24 1982	辛 Yin Metal	酉 Rooster	~~ 2041 - ~~ 2042
59	Jan 25 1982 - Feb 12 1983	壬 Yang Water	戌 Dog	~~ 2042 - ~~ 2043
60	Feb 13 1983 - Feb 01 1984	癸 Yin Water	亥 Pig	~~ 2043 - ~~ 2044

# The Zodiac

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Name	Date	Symbol	Sign	Season	Mean Duration (days)	Sun's Longitude on Entry	Sun's Declination on Entry
<b>Aries</b> (Ram)	March 21- April 19			Spring	30.46	0°	0.00°
<b>Taurus</b> (Bull)	April 20- May 20			Spring	30.97	30°	+11.47°
<b>Gemini</b> (Twins)	May 21- June 20			Spring	31.33	60°	+20.15°
<b>Cancer</b> (Crab)	June 21- July 22			Summer	31.45	90°	+23.44°
<b>Leo</b> (Lion)	July 23- August 22			Summer	31.29	120°	+20.15°
<b>Virgo</b> (Virgin)	August 23- September 21			Summer	30.90	150°	+11.47°
<b>Libra</b> (Scales)	September 22- October 23			Autumn	30.39	180°	0.00°
<b>Scorpio</b> (Scorpion)	October 24- November 21			Autumn	29.90	210°	-11.47°
<b>Sagittarius</b> (Archer)	November 22- December 21			Autumn	29.56	240°	-20.15°
<b>Capricorn</b> (Goat)	December 22- January 19			Winter	29.45	270°	-23.44°
<b>Aquarius</b> (Water Bearer)	January 20- February 18			Winter	29.59	300°	-20.15°
<b>Pisces</b> (Fishes)	February 19- March 20			Winter	29.71	330°	-11.47°

# SPIRIT GUIDE