

Time Cross  
Aug. - Sept. ①

## Advanced SRV® Target Directional

**Conscious Mind Instructions:** Print out this Advanced SRV session template. Fill out this page completely. This page will be page 1 of your session. Put this directional page in front of the rest of your session when you are done. Choose your own target coordinates and enter them in the space provided.

**Subspace Mind Instructions:** Your perception of this target corresponds only with the explicit contents of the target definition for this session as given to the viewer for closing this session. Perceive the target only as it exists as defined by the closed system of the viewer closing this session.

Target coordinates: 5433/7461

Session Number: 1

Experiment Number: N/A

DATA TYPE: 3

PS- OK

NAME: Aziz Brown

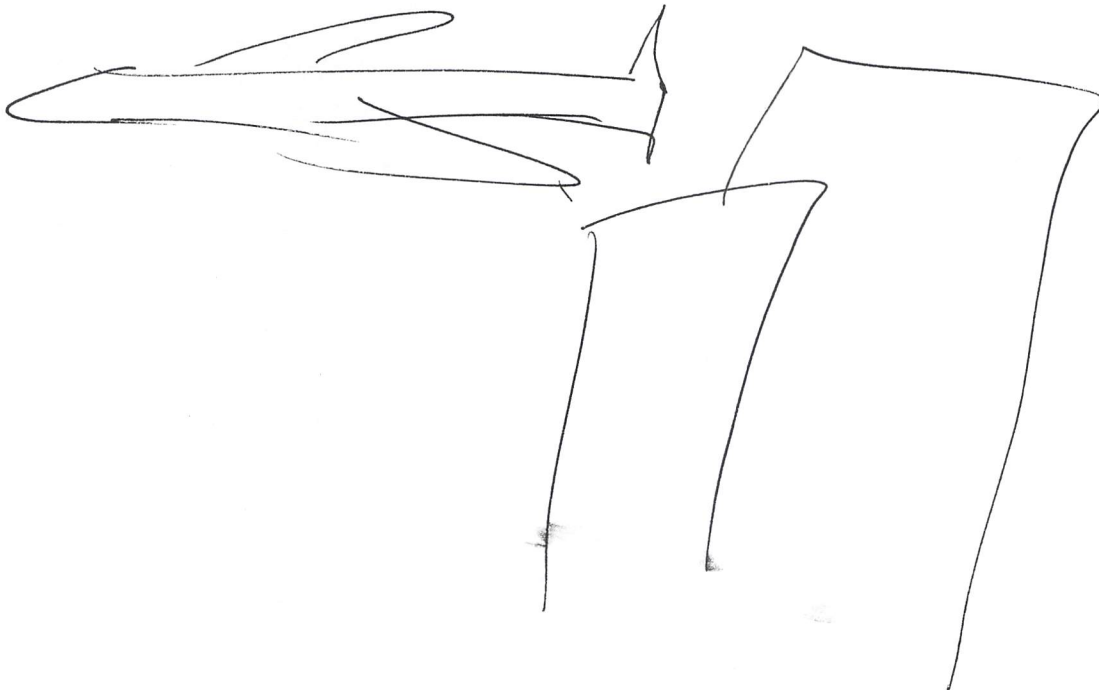
ES- OK

DATE: 23 August 2016

MONITORING  
LEVEL: 50%

AP- None

TIME: 1:25 pm



5 4 3 3  
7 4 6 1

IL: Energetics, Structure

A: Vertical Upwards, Angle, Curving Downwards,  
Curving Under, Angle, hook downwards, Angle,  
Erratic, Angular <sup>Down &</sup> Across + up  
hard  
~~man-made~~ man-made D-plane  
crash

B: No - B

5 4 3 3  
7 4 6 1

IL: Structure

A: Vertical Upwards, Angle, Horizontal  
Across  
Hard  
Man made

B: Structure

5 4 3 3  
7 4 6 1

IL: Structure

A: Vertical Upwards, Angle, Horizontal Across  
Hard  
Man made / Artificial

B: Structure

5 4 3 3  
7 4 6 1

5433  
7461



IL: Structure

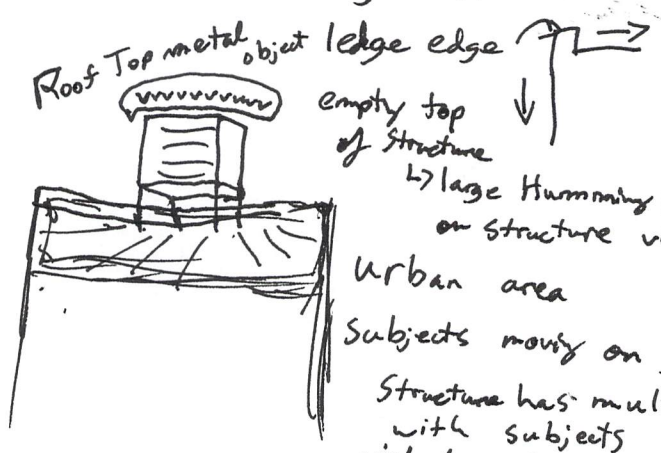
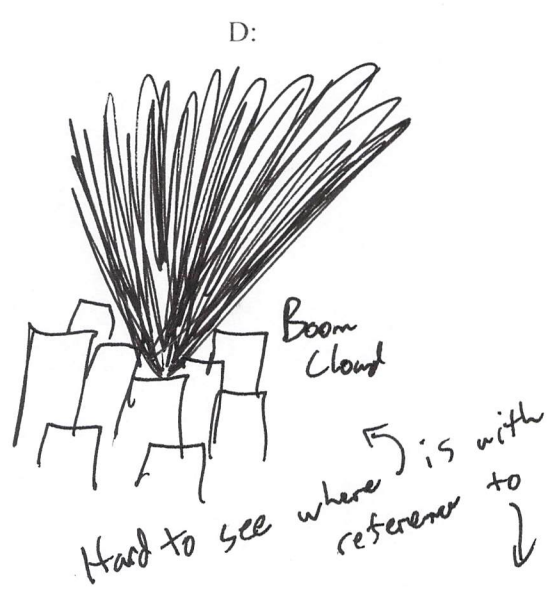
A: Vertical Upwards, Angle,  
Horizontal Across

- |                |              |
|----------------|--------------|
| 1. Hard, rough | D-Concrete   |
| 2. manmade     | D-Air Strike |
| 3. d-          | D-Aircraft   |
| 4. C+          |              |

B: Structure

C: hard  
rough  
Angular structure

D-WW2  
D-Dang



D-HVAC unit

Urban area  
Subjects moving on ground  
Structure has multiple floors with subjects  
violent puffs of blackish D-Bomb  
grey shoots upwards in an upside-down triangle shape  
Structure in sky  
Many angular/IT-shaped buildings  
Spotted puffs of white and grey in sky with spotty rapid popsounds vehicles in sky, but one large bang major one closer to urban area  
After-shock  
Shaking, rumbling  
D-Gun shots  
D-Airplane  
D-B-52 Bomber



Structure rooftop

FS

Clouds



Clouds



D-Explosions  
D-Paratroopers

Not

Clouds

Large Clanging  
and rapid popping  
sounds

D-Air Plane  
evacuation

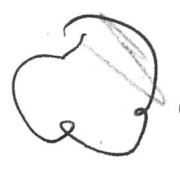
D-North Korean  
Futurewar

D-SEAL  
TEAM 6

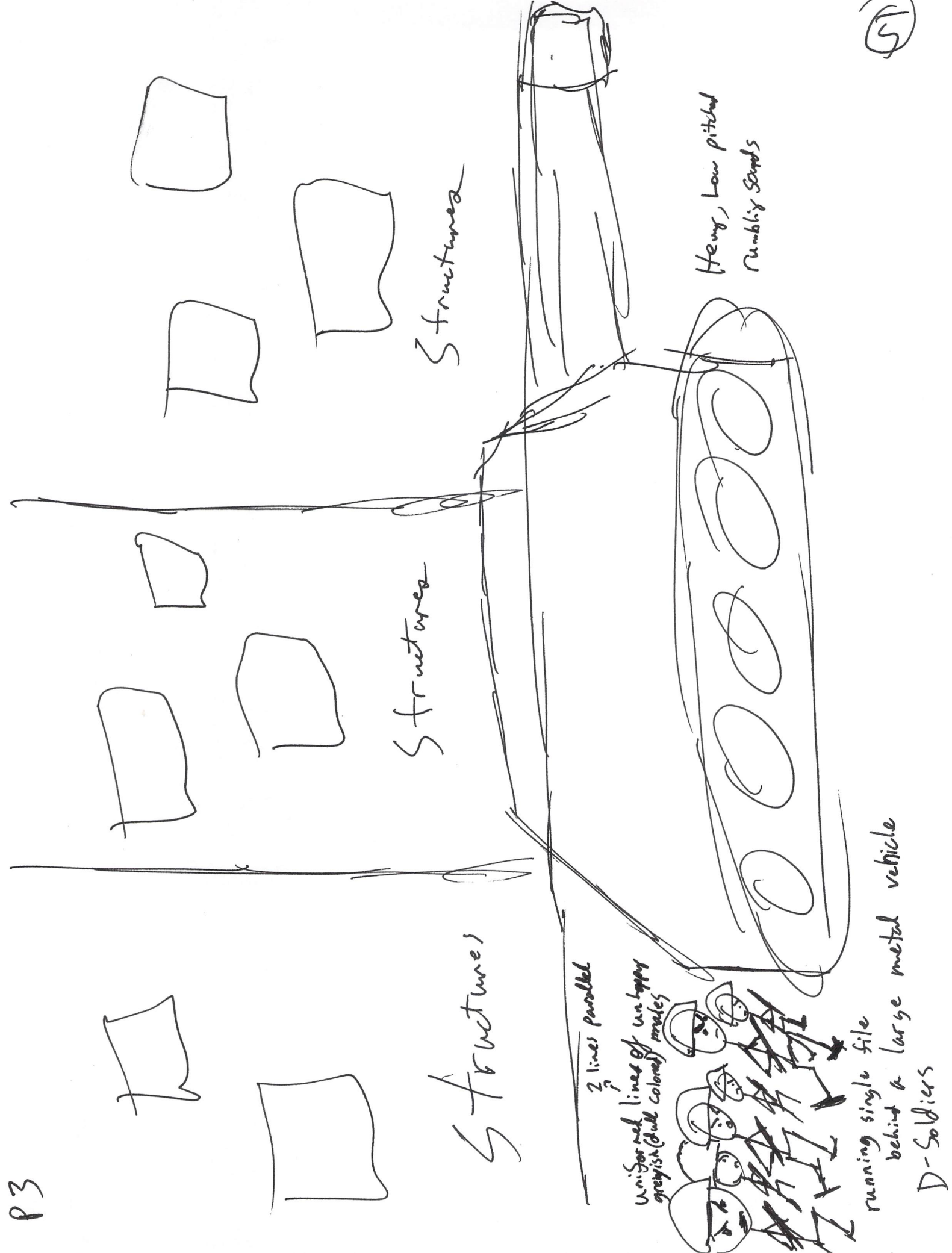
D-ARMY RANGERS

D-PARA Troopers

Long roads  
between  
buildings







PA

ALL THREE are scared, crying, Look Asian, Black hair that is a little room w/ dark large & reddish squashed  
Huddled together in a greyish/dull colored  
ALL THREE are  
Squashed.  
Poro tail  
Hoplessness and sadness  
Shaking

Thinking of Death

Incredible  
Huddles  
and fear

Terrified  
Not able to focus

Shaking

Shaking

6



p2

STRUCTURES

STRUCTURES

Seems dead....  
Lots of Bleeding

Does not Look like military

Older male

Looks civilian

Asian Look

dark grey pants

Dirty white shirt

Side walk

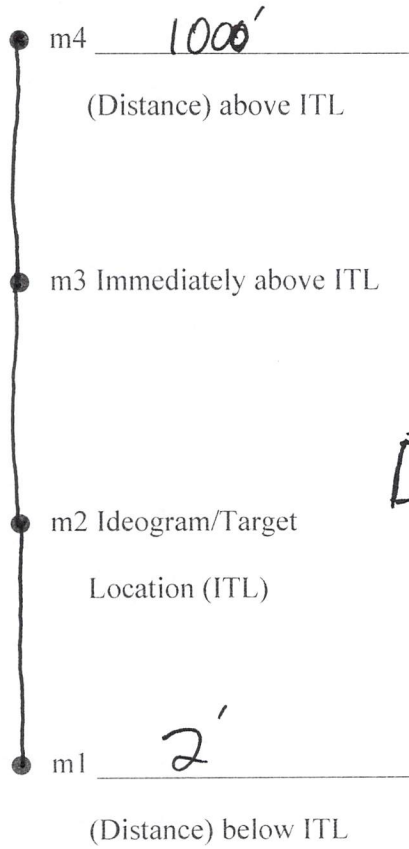
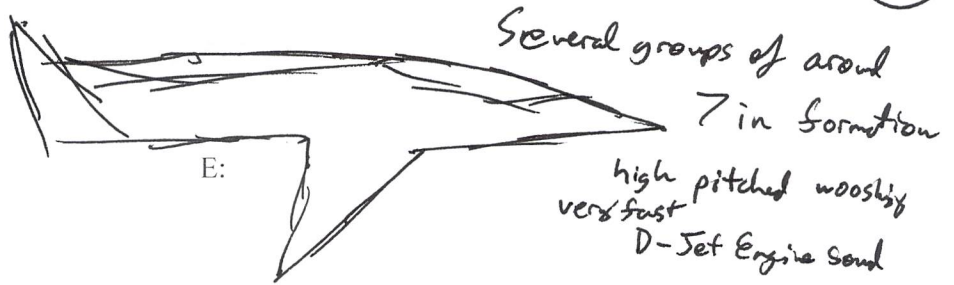
Maybe ↑  
This shoe is gone too  
dark/blackish/dirty foot soles

One shoe Missing

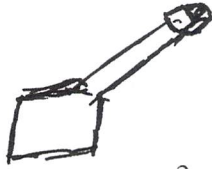
Road

2





m4: several air vehicles in diamond formation, lots of cloud dynamics blocky surface view



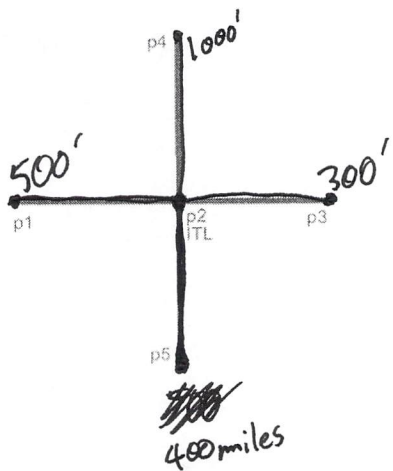
m3: Metal Flying through the air at the sky w/ Large Boom Sounds

← Large pill sized gold/darkgreen  
gold → Very fast blackish object  
darkgreen/black

m2: Booming and Banging sounds everywhere Puffs of gray/white/black shapes appear on land at sky, single airborne low-flying vehicle present.

m1: Dark, Muffled bang sounds, Solid Earthy

F:



p1: Empty Alley of narrower streets and buildings

p2: ~~Subjects~~ Subjects, sounds of intense screeching, bangs, and nissing and popping, one seemingly dead male on sidewalk

p3: Large Road, Large metal vehicles clonkily similar to a slow clunking train-metal/heavy D-Tank D-Armoured

p4: scared looking subjects (female) inside a vehicle structure (low) with ~~no~~ no visible subjects outside

p5: Cold Tundra like forest high elevation, a little snow, No subjects or violence



t 2

(9)



t1 ————— t2 ————— t3

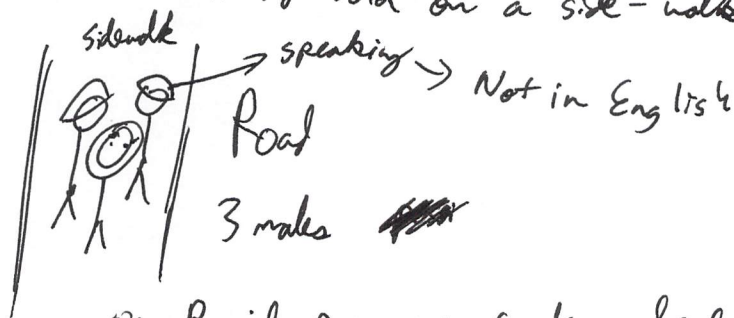
ITL 24 hrs  
before Target Time

ITL at  
Target Time

ITL 24 hrs  
after Target Time

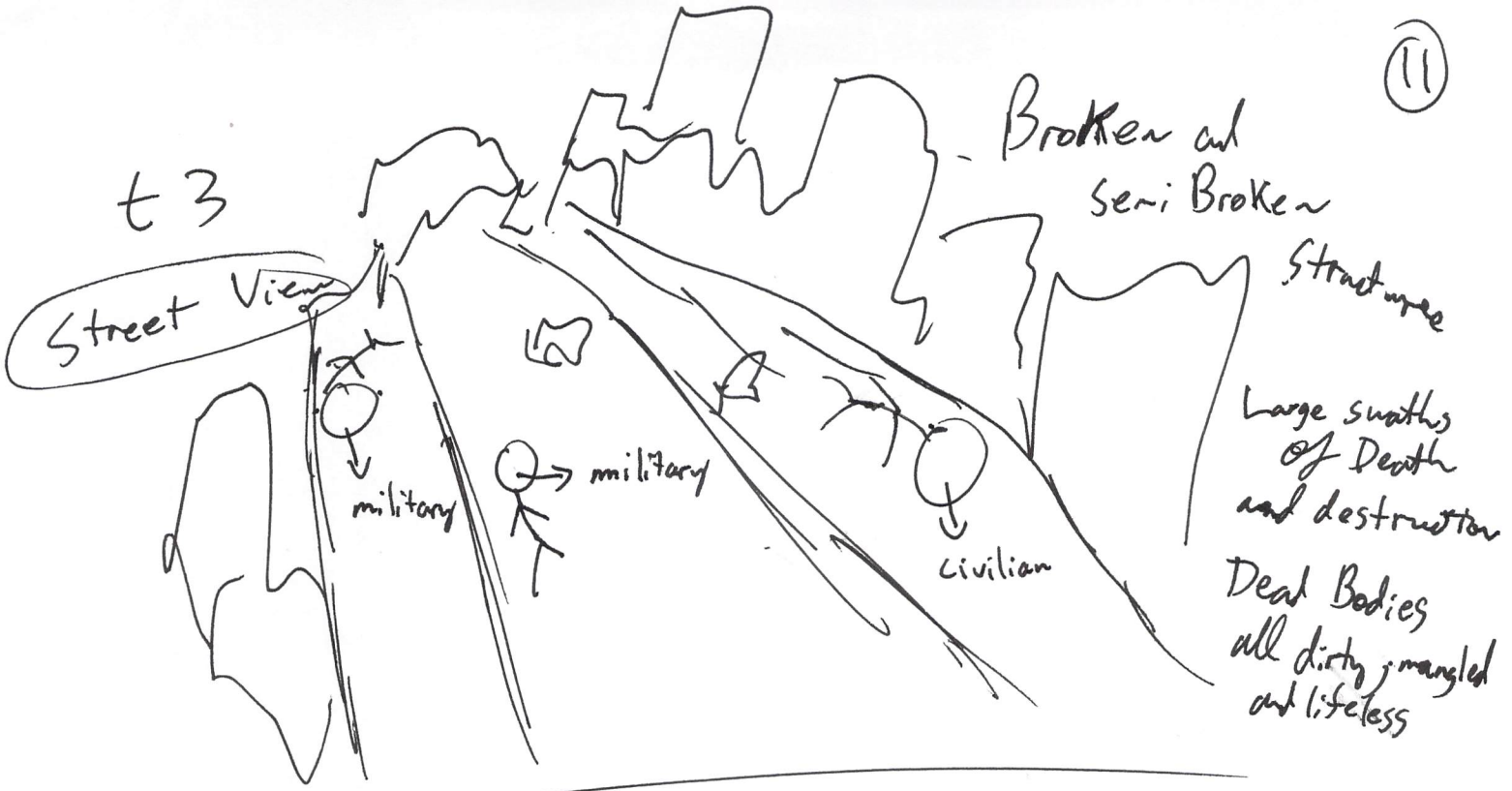
G:

t1: No such chaos as t2, but it is eerily still  
and there is a casual group of uniformed possibly  
military folk on a side-walk. No head guy across the street  
like in t2 at P2.



t2: Rapid poppy sounds, dead guy, ~~the~~ subject  
Looks like he is shooting in the sky

t3: heavy damage to structures, not as chaotic as t2  
still ~~as chaotic~~ No large air presence, but a minor one  
is possible. heavy destruction and streets spotted  
with death and rubble





(VIOLENT)

POOF OF BLACKISH

URBAN ANGULAR STRUCTURES

SPOTTED POOFS OF  
White & Grey

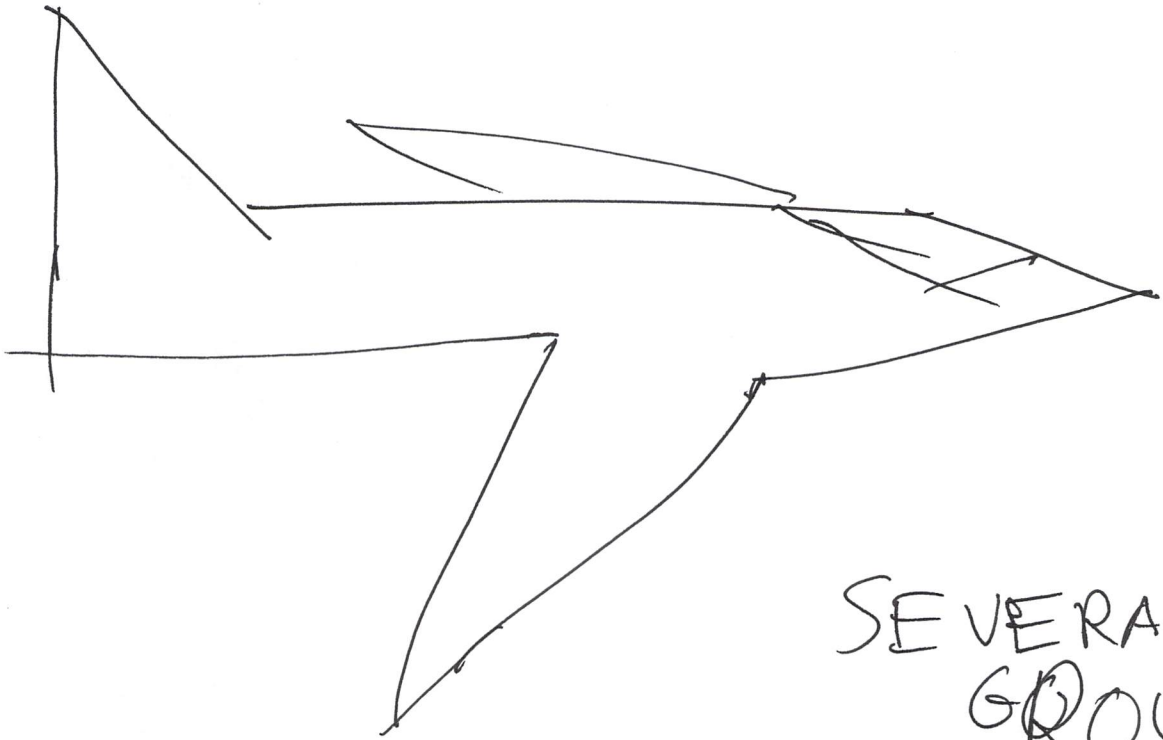
RAPID POPPING SOUNDS

AIR VEHICLES

AFTER SHOCKS / SHOCKwave  
SHAKING / RUMBLING

ASIAN / MIDDLE EASTERN Subjects





SEVERAL  
GROUPS

Z-FORMATION

JET SOUND

BOOM SOUNDS



Gold

Dark

Large Caliber  
Gold  
Very FAST

t1

NO  
Chaos

side-  
ROAD  
Quietly  
Conversing  
Military  
Figures

t2

War Zone

t3

HEAVY  
STRUCTURAL  
DAMAGE

STREETS  
SPOTTED  
w/ Death  
+  
Destruction