ObjectName: Room ObjectNumber: 23

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Taming 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-19-2021

Label: Room 23

Title: Taming 0

Details: Taming…

Principle: Taming.

Agenda: Taming.

Action: Taming.

Information: Taming.

Room 14: Taming 0

 Taming…

Principle 0.0: Internet

 The Internet is like 50 years old or something like that. However, it is fair to say that every 10 years a new Version of the Internet exists. In that case we are on something like, Internet Version 5.

Principle 0.0: Internet Version

 Internet Version 5 is only a few years old.

Principle 0.0: Tamed

 It takes 20 years for new Technology to be Tamed.

Principle 0.0: Taming

 Before the 20 years are up, it is destructive. Its usually bugged Technology, and Humans are not Adapted to it either. Along with other negative reasons.

Principle 0.0: Taming

 The bigger the Technology, the more destructive it is, when it is not 20. The Internet Version 5, is big Technology.

Principle 0.0: Taming

 The Internet being finally Tamed, might happen after it is 70 years old. It happens when every part of the Internet is 20 years old.

Principle 0.0: Taming

 Taming can take time. An Item can be Tamed, a Spell can be Tamed. If you have Tamed something, you have unlocked an Achievement on that something.

Principle 0.0: Taming

 Some things are easy to Tame, some things hard. Some things impossible.

Principle 0.0: Taming

 Charms need to be Tamed some, before they are useful. When you can say you have fully Tamed it, you get more out of it.

Principle 0.0: Personal Connection Level

 People have a Personal Connection Level with all of their Items. Growing your Personal Connection Level with your Items is called Taming the Items.

Principle 0.0: Taming

 People have a Personal Connection Level with all of their Spells. Growing your Personal Connection Level with your Spells is called Taming the Spells.

 Principle 0.0: General Taming Level

 Everyone has a General Taming Level.

Principle 0.0: Taming

 People have Specific category Taming Levels. If you’re an Expert Chess player, you have a higher Chess Item Taming Level. You would also have higher Chess Book Taming Level. Meaning you will understand a Chess book easier.

Principle 0.0: Taming

 It is an ultimate Achievement to have Tamed an object. You no longer need to train the Connection to the object. You get to instead use the object.

Principle 0.0: Taming

 Before you have Tamed an object, for you, the object is like a wild animal. Its hard to get it to obey your commands.

Principle 0.0: Charm Manuals

 Charms should come with Instruction Manuals on Taming the Charm. It could use Spells that tons of people use. Like Cleaning things. Instruction Manual could say 1-Wash hands 2-Clean Charm 3-polish Charm. 4- Rub Charm with hand. 5-Then make up some large Ritual for the specific Charm. A unique Chant like….”Charm, Chess Charm.” If everyone uses it. The Global Level of the Spell goes up big time. And having it printed in the Manual, this Mini Spell book. For all kinds of reasons, Charms should come with Manuals.

Principle 0.0: Taming

 I like “Charm, Chess Charm”, because they all start with a “C”. And it sounds right. Whenever object is a “C” Word, is good one to use “Charm “C” Charm”.

Principle 0.0: Wielding

 Until you have Tamed an object, you usually cannot Wield the object well.

Principle 0.0: Taming

 Everyone has a General Wielding Level. And Specific Item Wielding Levels. Like Pen Wielding Level 4. People with Pen Wielding Level 4, don’t have to Tame a Pen, to make huge use of it. A person with Pen Wielding Level 4 is likely to quick Tame a pen, when they interact with it. It is something worth doing for people Training Pen Wielding, and Expert Pen Wielders, to Tame the Pen. This can be done in a short 1 minute of time for Expert. And 5 minutes for less than Expert. And even then, the Expert has a greater Taming Level on it.

Principle 0.0: Taming

 Experts can do more quick, ultimate, instant Tame, and less than Experts have to work at it a lot.

Principle 0.0: Taming

 To quick Tame a Pen, if you are an Expert, you can Rub it for 1 minute. If you are less than Expert with Pen, you should rub Pen for 5 minutes. If your real good drawing with a Pen, you are Expert. If you have used Pens a huge amount, all your life, you have high Levels on Pen Use, and can quick Tame with 1 minute of Rubbing.

Principle 0.0: Rubbing

 There are Secrets to everything. With the magical Genie Lamp Movies(over the years), one Secret, is the Rubbing. You always have to “Rub”, the magic Genie Lamp. Rubbing is one of the more ultimate powers. Rubbing two things together, creates a huge Connection between those two things. Rubbing with your hand(no gloves), creates huge Connections to things. Rubbing two things together is a Fusion event. The scraping against the two objects also causes a Fission event, pieces being pulled off each object.

Principle 0.0: Fusion

 Fusion is a major thing. When you Fuse two things together, you get something else. When you Fuse Education Expert, and Wizardry Expert, you get Education Wizardry. When you Fuse Chess Expert and Education Expert, you become ultimate Teacher of Chess, some title like “Chess Educator”.

Principle 0.0: Fusion

 Somethings can be Fused together, somethings cannot.

Principle 0.0: Fusion

 When you lean up against a wall, with bare hands, your hands go into the wall, a tiny, tiny, Bit.

Principle 0.0: Fusion

 When a piece of paper is held in your bare hand, you go into the paper a tiny, tiny, Bit. The paper into you, a tiny, tiny, Bit.

Principle 0.0: Fusion

 When two Items touch, they go into each other, at least a tiny, tiny, Bit.

Principle 0.0: Fusion

 It is possible that Computer Science, might Fuse with Particle Physics very well. You often can Fuse an Area of Science with another Area of Science. You can do ultimate “Chess/War” metaphors, when you Fuse Chess and Military Science.

Principle 0.0: Fusion

 You can often Fuse things, that you would never have thought of, like Gardening and Particle Physics. Just get to Expert on both, and then notice the coincidences.

Principle 0.0: Fusion

 Often there are Fusion’s that amount to things like “Gardener Particle Physicist “. Hybrid Scientist’s.

Principle 0.0: Cleaning Tool Kits

 If I were selling stuff on Internet, I would definitely want to sell Cleaning Tool Kits.

Principle 0.0: Taming

 Most Charms will take 200 years to get above a Level 4. A Charm can get to Level 4 in 5 years.

Principle 0.0: Taming

 A Charm can get to Level 2 in a very short time.

Principle 0.0: Taming

 The best people can create is Level 4 Chess Charms, and it takes time.

Principle 0.0: Education Wizardry

 Current theory is to think of Level 4 as an Expert at something. A Bachelor’s Degree would count as Expert. Level 5 a Master’s Degree. Level 6, a Doctorate.

Principle 0.0: Taming

 Taming a Level 4 Item is a huge feat and is not easy.

Principle 0.0: Taming

 Taming a Level 5 Item is harder than a Level 4 Item. A Level 6 Item is harder than a Level 5 Item.

Principle 0.0: Taming

 When you Tame an Item, you can Wield an Item, in a greater way.

Principle 0.0: Wielding

 Wielding is a keyword In Sorcery.

Principle 0.0: Taming

 First you train Meditation, by Meditating. Once you have trained up Meditating, you Meditate as a Power. When you Meditate it is this great Power. First you Tame Meditating, then you Wield it.

Principle 0.0: Taming

 Exercises can look like they are great Exercises. And people do them, and they are great Exercises. But then they develop into Powers. Where doing them is not a great Exercise at all, instead it is this great Power, and great Exercise. Things you could do as ultimate “Warm Up” and more. You can now do the Exercise, and it is this more Powerful Spell Cast, not Spell Training.

Principle 0.0: Exercises

 Often when you max out on a Exercise, doing it doesn’t do as much Training, and it is good to rotate to other Exercises. These Exercises that you max out on, are still awesome, however you stop doing them as much. You still want to do, just not as much.

Principle 0.0: Exercises

 Exercises is a big, and complex part of Science, and this is the story, when you Fuse with Wizardry.

Principle 0.0: Taming

 Taming a better Football Water and Football Charms… I like get big Containers, fill them with Footballs, then fill the Container with Water, Seal the Container. Now Age the Water, then use Water to Age Mini-Football Charms, by Cleaning the Charms with the Water.

Principle 0.0: Taming

 Taming a better Football Water and Football Charms is done better when you add a bunch of things, on top of Cleaning. Honestly, if you did a flawless like job….the place would start to look like Willy Wonka’s Chocolate Factory. With complex Ageing on the Football Water, and Mini-Football Charms. Big machines that do strange things. The great thing is anyone can make up a bunch of what looks like nonsense machines. Just have a little imagination on things. Make Footballs get launched by launchers, in the rooms. Have Speakers, saying “Football Gnome”. Put some ceramic gnomes, holding Mini Footballs, around the rooms.

Principle 0.0: Taming

 The Internet not Tamed. The capital hill rioters… they appeared, in a large way, because of the Internet. That’s the Aura of the Internet, felt in Washington DC, the Internet comes with many sacrifices, because Version 2021 Internet is still new. Eventually the Internet ends up Ultra Tamed.

Principle 0.0: Taming

 Many things need 20 years to Age Properly.

Principle 0.0: Sorcery

 It would seem there is Short Period Sorcery, Medium Period Sorcery, and Long Period Sorcery. This is about how much time it takes to do the Sorcery. In Numerology we call the Short Period, the 1,2,3. The Medium Period, 4,5,6. And the Long Period 7,8,9.

Principle 0.0: Taming

 Once you have Tamed an Item, you no longer have to do try and Tame it. “Items” in this book is almost always referring to “Physical” Items. Like a Pen, or a Table.

Principle 0.0: Taming

 Items with a higher Level than 6, are more than Rare. No matter how old the Item is, the odds are it is not higher Level than 6.

Principle 0.0: Holy Items

 Some Items have a Spirit Level of 7 or more. These are Holy Items. They have a Holy Enchantment.

Principle 0.0: Holy Places

 Some places have a Spirit Level of 7 or more. These places are Holy Places. They have a Holy Enchantment.

Principle 0.0: Taming

 Who ever comes up with the biggest non sense, Mini-Football Charm, Ageing Room, wins the prize. Though it does have to look like it Ages the Items well. I like Gnomes. Football Gnomes would work, throughout the room.

Principle 0.0: Taming

 Think “Willy Wonka’s Chocolate Factory”… and you can figure out an ultimate Ageing Room. Take some milk from the cow, turn it into whipped cream, whip the cream with whips, and you can call it Improved Whipped Cream. 1 more non sense step added to the whip cream process, Improves it, a Bit more.

Principle 0.0: Taming

 Ageing Waters, Ageing Cleaning Tool Kits, and selling those Items, would be the Internet Site I would want to do. Make Sorcery Charms, Age, and Sell them.

Principle 0.0: Taming

 Some Items are a Level 1-4 Item. However they are Blank. They have no Specialties. These Items can easily be turned into nice Charms. Like a Football Charm, or Chess Charm.

Principle 0.0: Taming

 Charms can probably be Drained of a Battery they have in them. A Battery that will recharge after 24 hours. I would try squeeze, and think Word “Drain, Drain, Drain” for 30 seconds. As usual you have to train this up, or its possible it will do the opposite, and Drain you. Also you may need to Tame the Item first. Draining Batteries would be something you have to train. Lets call it Charm Draining, and have the General Charm Draining Level. You might also have to train up the Specific type of Charm. Football Charms Draining, Chess Charms Draining.

Principle 0.0: Oneness

 People can Achieve a Oneness with things. Like a Oneness with Math. Where you are an Expert at Math, or better. You are One, with Math.

Principle 0.0: Taming

 A person can Meditate in a certain way, that they end up in a Oneness Trance with things. Even if your not a Math Expert, you can, for a short time, create a Oneness with Math.

Principle 0.0: Taming

 In a Chess Meditation, you would try and think only about Chess. Picture a Chessboard in your Mind, picture Chess Pieces, remember past Chess match’s, do other Chess thoughts. You can also do these things intentionally and get yourself into a Oneness Trance.

Principle 0.0: Taming

 In one Meditation we have… think in your Mind “Feel the Chess, flowing through me.”, and try to feel the Chess Side of Reality, flowing through you. Try and picture in your Mind, the Chess Side of Reality, flowing through you. Concentrate on Feeling the Chess, flow through you. You should write down on paper…”Feel the Chess, flow though me.” Then keep your eyes on that sentence. And not Chant it. But do think it, while your trying to make it happen. This Meditation can be done, sitting in a recliner. Or at a Computer Desk. The ultimate Agenda is to feel the Chess Side of Reality flowing through you. Often, think about Chess a bunch is something you have to do, to get Feel the Chess Side of Reality in a big way. Do that while thinking every so often….”Feel the Chess, flowing through me.”(slowly think the words, should take 5 or 6 seconds). The experience changes for every individual. I just tried on Chess. First thing I saw in my mind was a Chess board. A white and black squares, one. There were no pieces in my Mind, just the board.

Principle 0.0: Taming

 One of the most disappointing facts of Spells, is that if you don’t train them up, they can do the opposite of what you want to accomplish. Get a Personal Trainer to start training you, and the Actions, until you have put in the work, are destructive. A short stage, I would bet with a Personal Trainer.

Principle 0.0: Taming

 Of course all Actions are Spells, so when you don’t train up Actions, they can go Negative, until you have trained them.

Principle 0.0: Taming

 In Gaming, the Words are… “Let the Gaming, flow through me.”. It is not a Chant so much. Its something you think, and let happen, while you think the Words. 5-6 Seconds, not fast. “Let the gaming”….then do a slight pause, and then “flow through me”. Think it slowly. First write on paper, so you have a place to look at it too. Or be able to see on a screen.

Principle 0.0: Gaming

 Through the Gaming, many things will you see. Past games, past gaming, many games, all long gone.

Principle 0.0: Taming

 What happens when you hit the Oneness, changes from person to person, and moment to moment. You never know for sure what the experience will be like. However it is a great way to build Levels. And eventually becomes more of a Power I expect. I picture a person doing this, and then thinking “I love Chess”. That is the Oneness, as a start.

Principle 0.0: Taming

 The higher your Chess Level, the bigger you can do this Oneness exercise. The easier and bigger experience is your story. Level 4 is Expert. This is more than enough. Seeing it on a screen at the same time your doing it, helps it flow through you.

 “Let the gaming, flow through you.”.—Gaming Connects to this, then you Connect to this.