

PROJECT: 8702 Approved For Release 2001/03/07 : CIA-RDP96-00789R000300140002-2 1038

DATE: 5 FEB 87

SANCTUARY: _____

SESSION: 01

TARGET: ~~1010~~

SOURCE: 021

FINISH: _____

SG1A

COORDINATE: _____

FRONTLOAD:

"THIS IS A NEW TARGET. Given the complexity, in all likelihood you will be making repeated visits. I tell you this so you will know that it is not necessary to solve all the problem in just one session. As you approach the target try to move from the general to the specific by reporting first on the area and then narrow your focus to the target. I'll be guiding you as we progress. You have made reference to a "sanctuary" of beach and mountains. Use this reference, since it appeals to you, as your sanctuary and use this place as a jumping off point and a place where you can leave your day to day cares while we are in session."

* Loud noises from other room caused source to stop relaxation and begin again at 1046 - NEW TARGET TIME O/A 1052

NOTES:

- ① WEATHER clear, chilly, 40°+ - changing
- ② NO KNOWN OR STATED inclemencies

DRAFT: _____

TYPING: _____

PROOF: _____

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OPS: _____

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SG1A

→ [REDACTED] (PAUSE)

★ COLD, FLOATING FEELING, DARK, (PAUSE).

→ TELL ME ABOUT THIS AREA

★ CLUSTER OF COLORED BUILDINGS, SQUARE, INTERSECTING LINES, AOL CENTRAL PARK IN NY CITY - BUILDINGS AROUND PARK BUT MORE OF A COMPLEX THAN A CITY. A LONG BUILDING TO LEFT. REMINDS ME OF JIG SAW BECAUSE IT HAS LONG NARROW COMPONENTS LIKE WINGS. BUILDING TO UPPER CENTER "H" CONFIGURED.

→ I NEED MORE DATA ON THESE BUILDINGS

★ I'M VIEWING FROM THE TOP DOWN. BUILDING AT ONE END IS SQUARE AOL LIKE HQS WHERE THE WHITE COLLORED WORKERS WOULD BE

→ BUILDING "C"

★ THERE IS ROUND SHAPE, RIDGES LIKE A BEEHIVE

→ STAY OUTSIDE

★ TALL, CURVED SIDES, ROUND COMPONENT, THICK WALLS

→ TELL ME ABOUT THE WALLS

★ BLOCKS, ROUGH TO THE TOUCH, Rippley LIKE FIELD STONE, NOT SMOOTH, INDENTED ENTRYWAY, DARK, HEAVY DOOR, FUNNY ODOR

→ FUNNY ODOR RAW DATA

★ SORT OF SOUR, SHARP, BITING, oily smell, fumes, makes my mouth ^{draw}

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- ★ STILL ON THE OUTSIDE
- CONTINUE TO DESCRIBE THE OUTSIDE OF THE BUILDING
- ★ THERE'S LANDSCAPING AROUND IT, BARREN, GRASS THERE HAS BEEN GROUND OFF LIKE WOOD KILLER HAS BEEN APPLIED, NOT NATURAL, CAUSED), GET THE IMPRESSION ITS NOT ALL ABOVE GROUND AND THAT UNDERGROUND PORTION RADIATES OUT UNDERGROUND... INSIDE A FAULTY CEILING, I FEEL VERY SMALL
- PAUSE JUST INSIDE AND DESCRIBE THE AREA,
- ★ IT SEEMS TO BE BOUNCING BACK AND FORTH FROM A DARK AREA WITH A ROUND PLATFORM AND ANOTHER AREA LIKE A CLOSED EMPTY AREA WITH A CEILING, LIKE A WAREHOUSE, WHIRRING SOUNDS, GEARS MOVING, LIKE I'VE WALKED INTO A DESCENDING ELEVATOR, ROUND, RED LIGHTS INSIDE, AUTOMATIC DOOR - NO DOORS TO OPEN
- FOCUS ON THE ROUND PLATFORM AREA
- ★ GETTING AN IMPRESSION OF A PERSON ~~IN~~ IN WHITE WITH A CLIPBOARD, WALKING AROUND MAKING NOTES,
- DESCRIBE THAT AREA
- ★ NARROW, THIS ROOM HAS A GUARDRAIL AROUND IT - A GOOD DISTANCE FROM ONE SIDE TO THE OTHER - LIKE A CATWALK AROUND IT - LOOKING DOWN AOL UNDERGROUND ROCKET LAUNCH PAD
- TELL ME ABOUT THIS UNDERGROUND ROCKET LAUNCH PAD
- ★ PEOPLE MOVING BOXES, TALL CYLINDRICAL OBJECT IN THE CENTER, THERE'S LIKE A BRACE OR SUPER-STRUCTURE HOLDING IT UPRIGHT - IT LOOKS A DOME INSIDE

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- ★ A JUTTING OFF THE WALL LIKE A LOADING PLATFORM
- TELL ME ABOUT THE CYLINDRICAL OBJECT
- ★ I JUST LOST IT
- DESCRIBE THE ROOM
- ★ ROUND, TALL, LIKE BEING INSIDE A SKELETON AND SEEING THE BONES AND SKIN, PASSAGES LEADING OFF AWAY FROM IT - WHIRRING SOUND IN BACKGROUND, HIGH PITCH WHINE, DENTIST DRILL
- TELL ME ABOUT THE OTHER ROOM, LARGE LIKE A WAREHOUSE,
- ★ LARGE FLOOR AREA, DOOR, PARTIALLY GLASS, WEBBING, DIAMOND PATTERN BETWEEN PANES, ALONG THE TOP OF THE WALLS, THEY SEEM TO HAVE BEEN COATED SO THAT LIGHT COMES THROUGH BUT YOU CAN'T SEE OUT, LIKE AN AIRPLANE HANGAR, PEOPLE IN BRIGHT YELLOW VISIONS, PROTECTIVE CLOTHING, YOU CAN'T SEE THROUGH THE VISIONS, REMINDS ME OF A WORKSHOP, LIKE WELDING TORCHES, BRIGHT LIGHT, BLUE MIXED IN, BURNING GASSY SMELL
- CONTINUE TO DESCRIBE THE AREA
- ★ THE TEMPERATURE IS VERY LOW, REFRIGERATED SPACE, I CAN'T SEE ANY FEATURES ON THE PEOPLE BECAUSE OF THE CLOTHING
- DESCRIBE THE AREA, FORGET THE PEOPLE
- ★ THIS AREA IS LONGER THAN IT IS WIDE, UNCOMFORTABLY COLD -
- CONTINUE TO MOVE AROUND BUILDING "C" INSIDE, DESCRIBE THOSE THINGS OF INTEREST TO ME.

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★ NOT GETTING ANYTHING, DOORS JUST SLID OPEN, LIKE A WALL OPENING, BRIGHT LIGHT BEHIND IT - CAN'T SEE THE LIGHT -

→ DESCRIBE THE INSIDE OF THIS AREA (PAUSE)

★ NOT GETTING ANYTHING

→ LARGE ROOM WITH PLATFORM - CONTINUE TO DESCRIBE THAT AREA

★ IMPRESSION OF TALL CYLINDRICAL OBJECT - BLACK ON TOP - ITS A VERY COLD FEELING LIKE A MIST - AOL ROCKET BEING FIRED

→ DESCRIBED YOUR IMPRESSION OF ROCKET BEING FIRED

★ RUMBLINGS, FIRE, PIECES DRIPPING AWAY, MIST, THRUSTING, COLD WET, DRY ICE, HEAT, LIKE ABOVE SOMETHING - THAT HAD INTERLOCKING SEEMS GOING UP AND THEN FLATTENING BACK, LIKE WHEN ITS CLOSED THE GROUND WOULD BE CAMEOFLAGED WITH LANDSCAPE, NOT DISCERNIBLE UNLESS YOU WERE LOOKING FOR IT - SCIENCE FICTION MOVIE

→ NOW CONTINUE TO DESCRIBE THE ROOM

★ WHEN YOU SAY THAT I GO BACK TO OTHER ROOM, TALL GLAZED WINDOWS, PEOPLE IN VISIONS, ITS LIKE A SCIENCE FICTION MOVIE, ITS LIKE WHEN THAT DOOR OPENS THERE IS AN UNHOLY LIGHT, BRILLIANTLY, CLEAN, LIGHT, IT COMES OUT IT BANDS - I CAN'T GET THROUGH IT

→ DESCRIBE THE EFFECT OF THIS LIGHT

★ PEACEFUL, CALM, SERENE, NOTHING FRIGHTENING, IT BECKONS,

→ DESCRIBE THE OUTCOME IF THE LIGHT WERE NOT THERE

★ A SENSE OF ABANDONMENT, PENETRATING COLD, MUSTY ODORS, DECAY, DERELICT, SEEMS TO BE A ROOM, SHORT TOWN, BEING

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→ TELL ME ABOUT THE PEOPLE / ACTIVITY INSIDE

★ A SENSE OF HAVING TO ACCOMPLISH SOMETHING - MOVING TOWARDS A GOAL AND GOAL IS TO LEAVE THIS IN ABANDONED CONDITION - WILL THEY BE CONSTRUCTING OR REPAIRING SOMETHING, LIKE NECESSARY PIECE, CRITICAL -

→ DESCRIBE THIS CONSTRUCTION ACTIVITY

★ COMING BACK --- COME BACK AGAIN -

→ MOVE NOW TO YOUR BEACH AND MOUNTAINS -

First impression was a complex of buildings around a square of land with walkways or sidewalks leading from one to another.

The building was across one end of the square and was "H" shaped.

A second building was down the side and was shaped like a piece of a jigsaw puzzle i.e., long & narrow, then a wing jutting out, then long & narrow, and then another wing.

Third structure or building was round, curved and tall with thick walls and a recessed door. Impression that not all of structure was above ground.

On entering, impression of sliding door and a whirring sound (like the one in elevator). Also detected a round red light to the upper left of door (facing).

Next impression was a narrow cat-walk like platform and a person in white clothing with a clipboard. When standing on the platform it was like looking down into a pit. People and objects were far away. Impression of a ~~large~~ loading platform jutting out from wall (located below catwalk and above "ground" level).

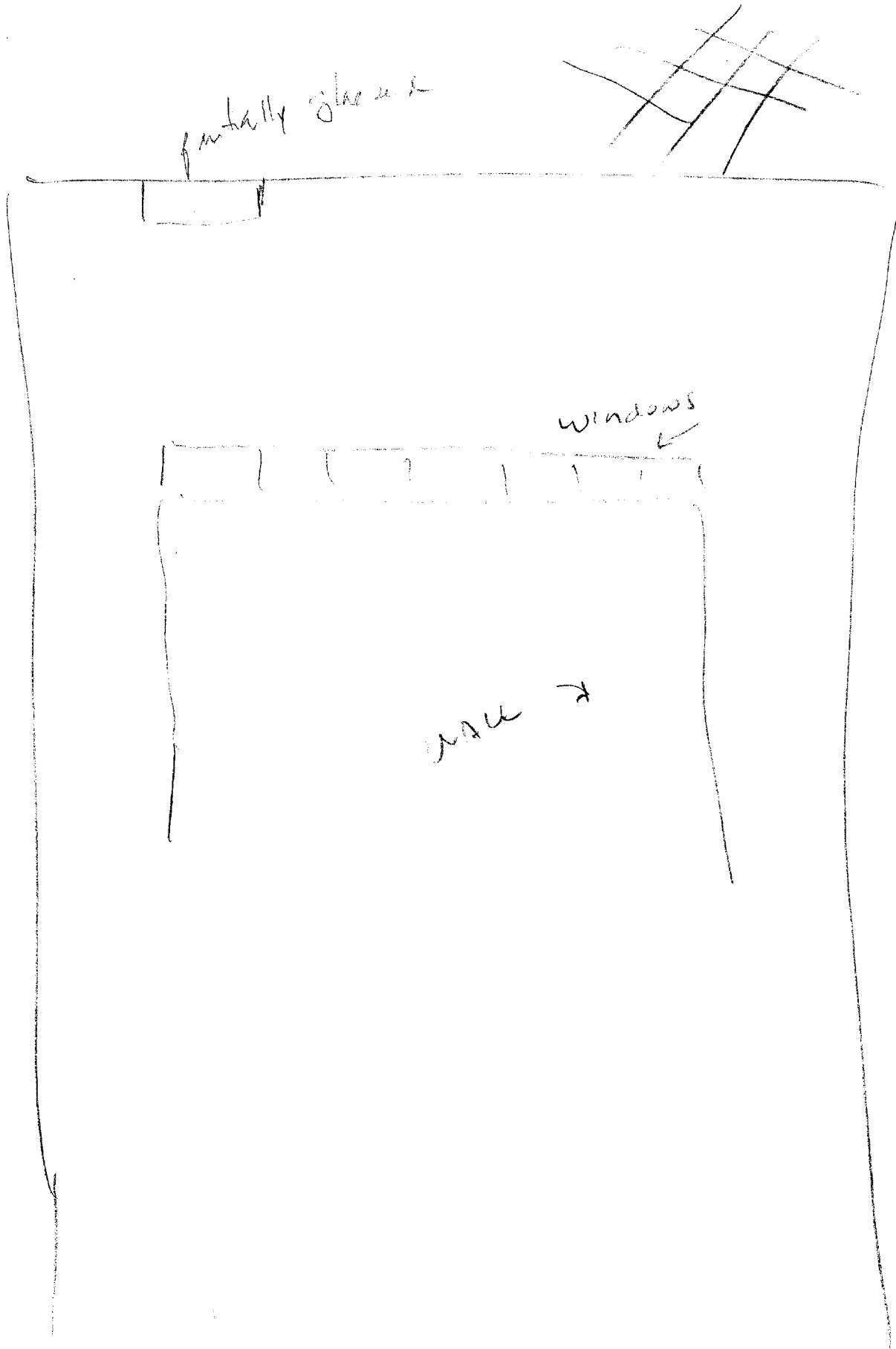
There was a tall cylindrical object with supports in the middle of the "ground level". Standing on the "ground" the roof appeared to be a network of pipes that would be open and fold back. Impression that when closed would be flush with surrounding landscape and would be camouflaged.

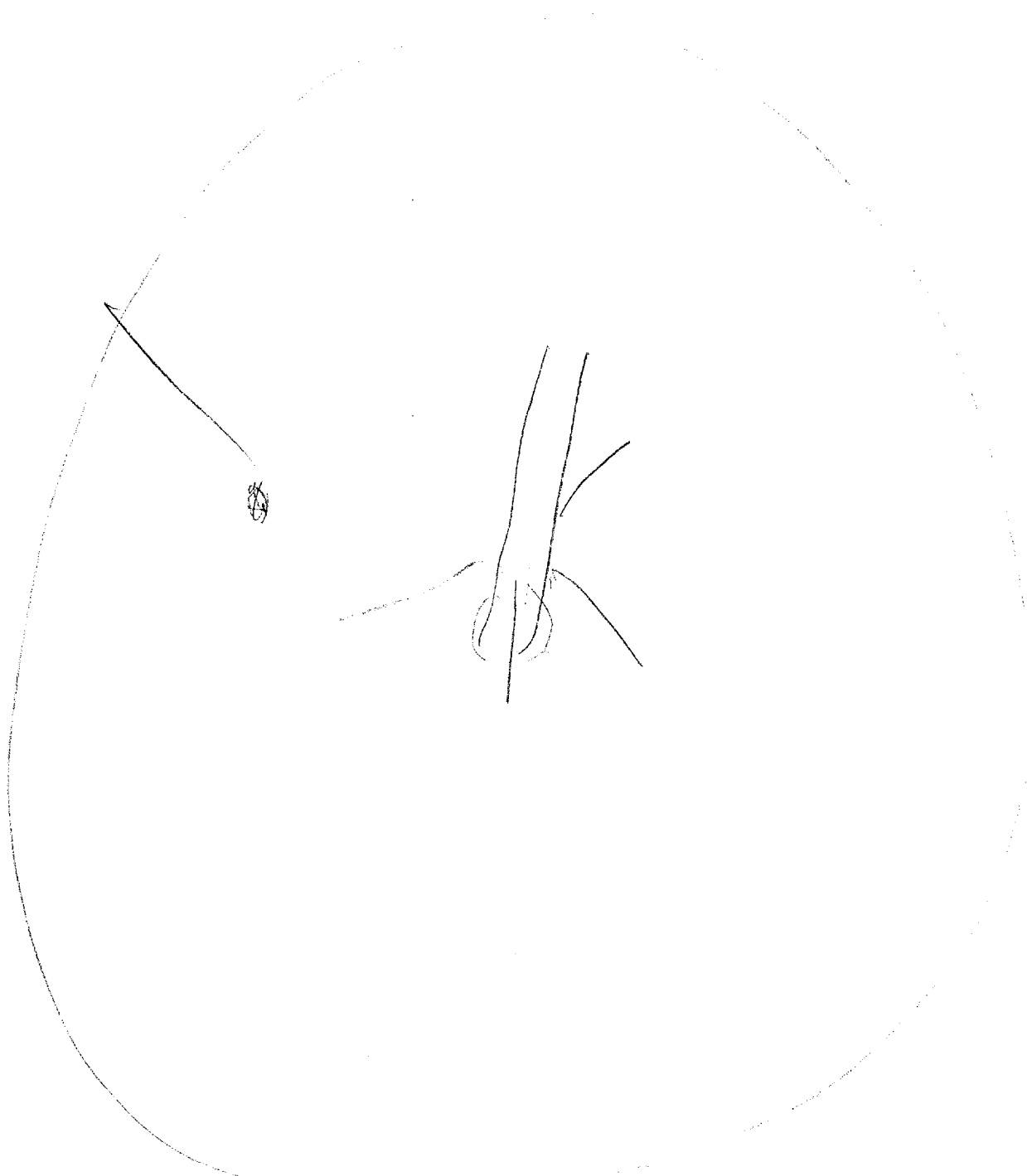
Warehouse-type structure at front was wide open and deserted. Tall walls with square or fishtail windows and a partially open door.

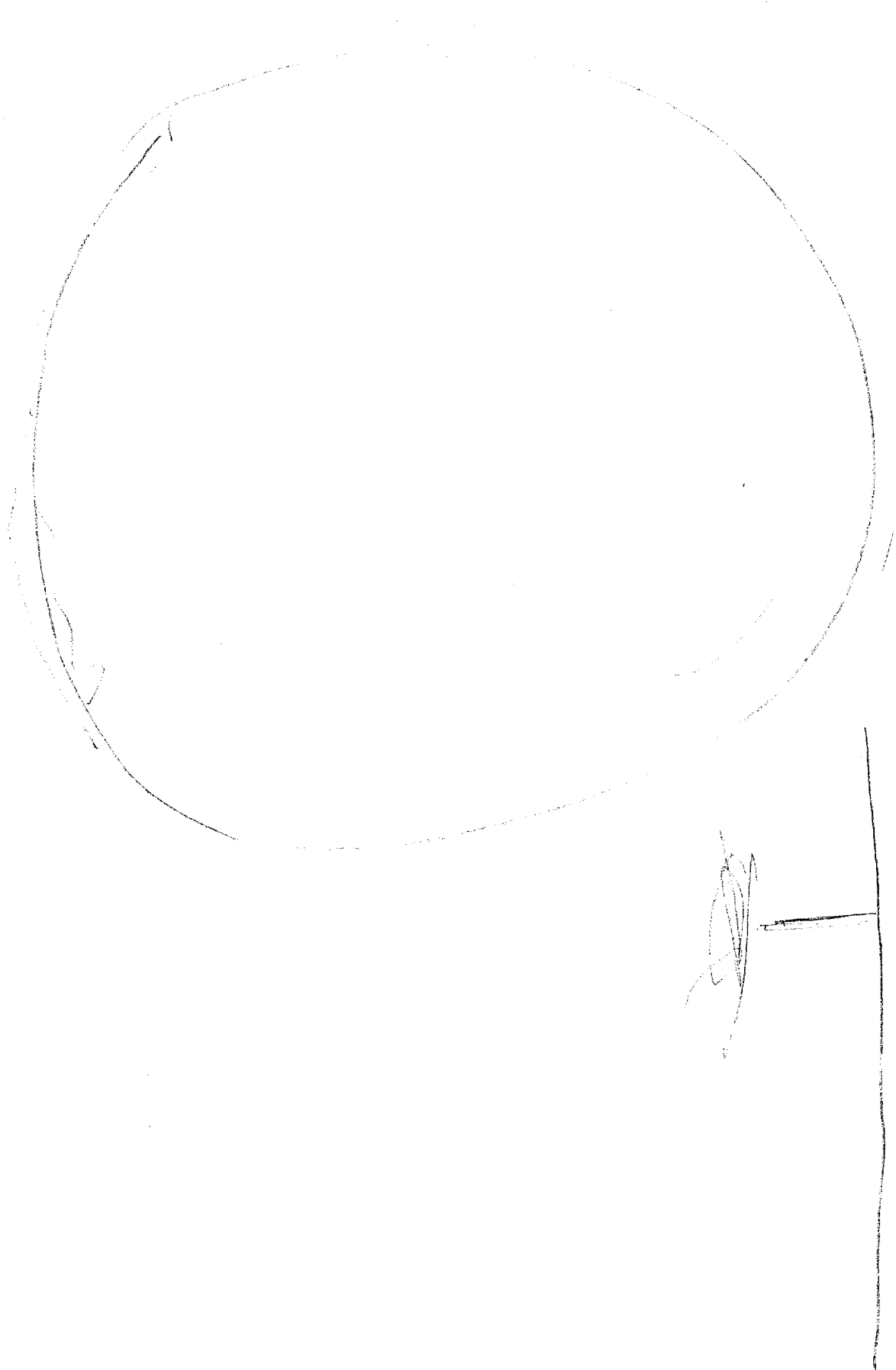
More like a hub structure than gate.

The there was an impression of standing
 next to a person wearing bright yellow clothing
 with a dark (black, shiny) reflective visor.
 Could not make out features. Person was handling
 a tool (for lack of better words) that produced
 heat and a flashing (not blinking) light
 containing some blue. Not like a welding
 torch.

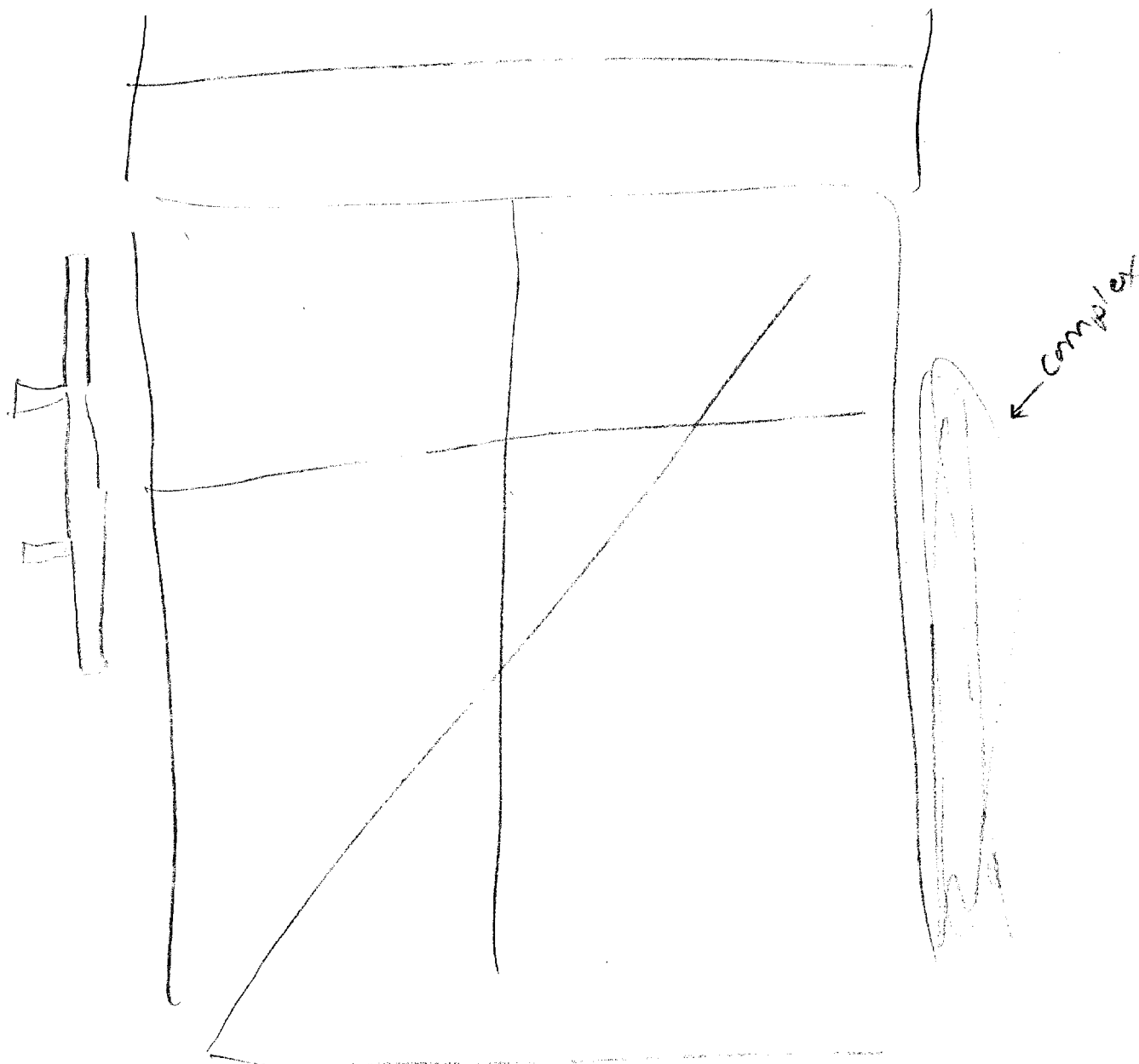
Then had an impression of a door (perhaps)
 sliding open to reveal a blindingly brilliant,
 penetrating light. Could not go into light,
 but it gave me a peaceful sense,
 comforting feeling. When the door closed
 and the light was cut off. ~~At~~ there was
 a feeling of absolute abandonment.











5² D AI EI T I ADL A/S

fuel
road

hooked

thick

range

scratched perimeter

released door

sliding door



mark not light

descending footing

S[~] D AC EI T I ADL ALS

Sharp roads

Ende

deaf

ADL/mud - like
a pit

