

ProjectX Target tasked by ProjectX - PX27
Remote viewed by Anita Ikonen - Method EEC
Target 7240-1372
Today February 20, 2019
Start 4:37 PM

ProjectX Target 27
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Relax. Close past and future targets.

There is a surface that we can climb up to, but it is not very high, like a step up on the left side. And once we are up on that step, we can see blue water behind it on a large landscape of water. Some several thin not very long vertically aligned black spikes exist on our inside side of the step up, the spikes seem to be nailed into the floor in front of the step up, or the spikes are just slightly above the floor, the spikes have some downward attention and direction, if the spikes had eyes then they would be only looking straight directly down to beneath them. There are more than eight individual spikes.

There is an elevation also to the right north (north means toward the back in the drawing), but elevation is taller than the step up on the left side and this one is further back and to this one we cannot go on top of it nor do we want to. This one is far away and it also sends us toward the floor that has the step up and the spikes. There is a rounded curve shaped deterring region in front of the taller mountain on the right. We cannot go there to the right side elevation. There is something red and messy on the floor in the foreground.

The spikes are significant. We cannot breathe at the spikes there is no air there to inhale. But we stand up on the step up on the left side. This target is about going to places.

We get up on the step up and we look over to the other side where there is a large open landscape. We do not want to go to the right side elevation which is taller and which does not want us there.

The ground in the foreground is significant.

SECONDARY STAGE (I do not feel that initial stage is completed but I want to get to secondary stage now early, if additional elements want to appear, they still can)

Red floor: It is bouncy, it rises up. Like a cat sitting there with four paws and back upright. Red floor: It rises up it is moving it is alive. Probe red floor reach downward from the top: We don't want to go there. Go there anyway: It rises up so that it can look around. It is surrounded by a landscape. And one can very easily fall off its top by losing balance. It does not buckle inward if stood on. We can quite easily step off from it and hop down from it.

Step up: This one is heavy and does not let itself slide forwards. It hasn't been moved in years. On its

outer side it slopes upward like a hill slope shape. Step up: Very solid and very heavy massive block of material. There are steps so that we can get up to stand on top of it.

Spikes: The spikes want to move upward, but they don't. They are being pushed downward. The spikes are sharp on the bottom of them but not sharp on their top. These spikes are definitely traveling, they are moving up or down or both in their vertical positions. Spikes: There is NO AIR to breathe at the spikes! The spikes are moving upward, they rise.

Elevated element on right side: It doesn't want us anywhere near it, there is a force barrier preventing our approach. It likes to watch the red floor rising from where it stands. It is rubbery or plastic, it is not what we would think it to be, highly unusual!

Cat: It rises up and it likes to be there right at where it is. It can keep its balance quite neatly.

Barrier: It feels like a thick plastic, like when items are encased in a rubbery clear plastic to protect them from damage or scrapes or injury.

Staircase at the step up: Something about a nose here, because we could not breathe at the spikes but we can breathe at the steps and there was a nose of something a cute little nose.

Probe freely and look at elements from other elements and investigate physical connections.

I want to sit or stand on the red floor ground. It is alive it is a living being there is motion here. It rises up! I lean on it. It rises up because it wants to look over the distance to the left north of the drawing as we did when we were on the step up. We are not in a hurry to get anywhere. THE SPIKES ARE ON THE RED FLOOR!!! The spikes rise up! There is no yellow light or sunshine here. The red floor rises up and becomes that mound hill shape.

I saw a speedboat racing across the water with a person in it. This element did not come as an initial element, rather I was standing at the repelling elevated shape on the right side and it told me to look inward toward the red rising mound that had the black spikes all around it this time and I saw the speedboat, saw it not felt it, this kind of element impression is highly unusual in how it comes to be, as it was purely visual, not initial element, and simply happened to pass on by as I was looking at something else and I was doing the "look at from" method.

The black spikes are attached to the rising red mound.

It is clear that the target is no land, it is by no means flat land.

Elevation, rising up. There is an electrical barrier keeping us from approaching the tall wall mountain that is on the right side. The target is a place with rising sloping edges.

I will sit on the red floor. Oh the slopes are horrendous downward, I start to lose my balance! Very steep and unbalanced up here on the red floor when it has risen! The elevation though is not very high on the red hill mound. When I touch the red floor, the red floor rises up and becomes the hill mound.

I did this a few targets back - or just in the previous target or something like that - that I pretend that this is a Daz Smith target because maybe that enables the signal and my ability to get to what I have with Daz's targets. I wish these target numbers spoke to me like Daz's targets. What I see from this target landscape is a strange space in a very confined box where I don't see the walls, I cannot see the sky, I do not feel the natural landscape, I cannot walk around. It is like I am in a display case made out of super thick black rubber walls and black rubber ceiling, all the materials do not speak of their textures, everything is rubber and strange colors. Like a Salvador Dali painting, everything rubber and strange. But I do try. So let's keep trying.

I pretend the target was by Daz, I want to feel that same kind of connection and to a target landscape that is alive and vibrant and full of textures! I tell myself that these ProjectX targets are good for practice in any case.

We go high up on the top of a mountain. I press my hands on the top of the mountain and things get pretty wobbly and out of balance for me. I cannot see the landscape we are like in a black rubber box.

Elevation, mountains, repellant from the right side mountain. Difficulty breathing at the repelling mountain and coughing for me there.

We are climbing up to the top of the mound, we are moving in the upward direction.

Put fingertips on target number on source page (imagined): The hill mound. We are rising up on it.

The target is like everything made from rubber and inside a black box. The target number does not come alive. I find the dense block step up stone again, I had forgotten all about it, it was my first initial element. We are rising up. And almost falling down because of lack of balance. I am not allowed to go to the right side mountain!

Probe the spikes: The spikes ARE MOVING UP. They are rising up. Someone loses their balance here at the step up. There is a big rock here and it is the step up.

The target cannot be a manmade structure. There is water here on the floor level.

There are stairs leading up to the tall mound. Ok I am having trouble connecting with the target signal, but I do keep getting the two or three tall mounds: step up, floor that rises up to become the mound, and the off-limits mountain in the far distance.

Notes: Start 4:37 PM

5:59 PM End session.

Choice: Mountain

Dense block that I call a "step up", stairs lead up so people can stand on it. The floor in front of it rises up to become a mound. Black spikes around the floor mound also rise up when the mound rises. Water surrounds a vast landscape on the floor level. A huge mountain in the far distance

which is off limits to us. Seen was a cat sitting on the mound keeping its balance and a speedboat racing through the water. We can breathe at the stairs but we cannot breathe at the spikes, and we have trouble keeping our balance on the step up and on the risen mound.

1. mountain
2. water
3. lifeform
4. structure
5. energy
6. land

Feedback: The target was the Colosseum. Interestingly I find the step up on the ground in the foreground on the left side, it looks EXACTLY like how I experienced the step up stone! The Colosseum does seem off limits by at least what looks like a fence. There is no water but there is grass. Poor connection to the target.

What could I have done differently or done better? Nothing, since the problems arise from a target scene which looks like it is in a black box with thick rubber walls and the elements do not speak to me and do not lend well to being investigated. I struggled with the session, regardless of the outcome, this one was hard to investigate. There are spikes going around the path and the grounds as part of the fencing. Not my proudest session, not a good target signal. I just hope I am not "unlearning" how to RV by doing these flat signal targets. Targets made by people have a stronger signal, or at least I think that is why. Oh well I live to see another day.

The wrong I did was to assume that the shapes I was sensing were mountains simply because I had a tall shape.

I am watching a video minutes after ending this session and a speedboat drawing is on the video, somehow that grabbed my attention. Could sessions get contaminated from what we do after a session? The speedboat is by no means the topic of the video and only appeared briefly, but I thought I would note that. I should have investigated the tall elements better but I was unable to because the signal from them was too weak to lend themselves to being touched or investigated or looked at.

PS. I should have investigated the elements better. I did see that the spikes go all around the mound element and that the step up stone block was next to that, this is all consistent with the target. Maybe I just got lazy, however, I was struggling with connecting with the target and with the elements, but still, upon closer inspection I see that there was potential that I could have evolved further.

7240 - 1372

ELEMENTS LISTING

IE. Step up.

SE. Left back side slopes so that it is wider on the base. Has steps leading up to it on the right side.

IE. Landscape possibly water in the background behind the step up

IE. Several spikes in front of the step up.

SE. They are sharp on their bottom but not sharp on their top. The spikes are moving up or down or both in their vertical positions. There is no air to breathe at the spikes.

IE. Taller elevation structure in the background right side which does not want us there

IE. Barrier deterrent in a curve shape (drawn in light purple) in front of the right side elevation which does not want us there

IE. Red floor in front of step up

SE. Red floor rises up like something living and makes standing on it difficult to keep the balance

SE. A cat with four paws sitting on the floor when the floor had risen up, the cat stands with back upright and manages to keep the balance as the floor rises up

SE. Steps on the right side of the step up so that we can get on top of it to stand on it.

SE. A cute little nose was seen at the stairs that lead to the step up, and breathing here was possible. (Tertiary element? Found from a secondary element!)

SE. I saw a speedboat racing across the water with a person in it.