



*Weaver Of Webs*

# Do-It-Yourself Brain Surgery

What This Book is All About

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*Break the chain that passes dysfunction  
spiraling,  
link-by-link  
forever down the ages.*

We're all part of *some* dysfunctional family.  
*All* families are dysfunctional in some way or another.  
It all depends on who's looking at whose family.  
*(My mommy does it this way!)*

But what if we could do a little brain surgery on ourselves and stop the dysfunction (that we hide from ourselves) from propagating? You might be just in time to help your children, or your grandchildren - or your parents - or even yourself.

- It's up to you to decide how important it is to stop the dysfunction.
- It's up to you to decide when it's time to stop the dysfunction.
- It's up to you to decide the method to stop the dysfunction.

Perhaps you think *your* family isn't dysfunctional?  
Perhaps you think this book is not the right path for you?  
*Perhaps, you're right.*  
*One size does not fit all.*

This book is about doing a little brain surgery on ourselves, so we can see ourselves a little bit more clearly.

When we can see our selves truly,  
we can see others more clearly.  
When we can see others more clearly,  
we can interact with them instead of  
interacting with shadows of ourselves.  
When we can interact more fully with others,  
we can teach them by our being.  
Where we can teach others by our being,  
we can break the chain.

*Break the chain that passes dysfunction  
spiraling,  
link-by-link  
forever down the ages.*

Besides, it's fun to play with the ROTA Keys at parties,  
and they make a great excuse for holding a party.

**This book is a Do-It-Yourself Brain Surgery instruction manual.**

- You will learn how you were programmed by your parents and by your society.
- You will learn how to change your own programming.
- You will learn how to avoid programming your children as the next generation of a perpetuated dysfunctional family.
- You will learn how to change yourself, and therefore how to change the world.

**To accomplish these goals, this book uses an associated Pack of Keys. This pack of symbols represents six dimensions of mind space.**

**Here is a breakdown of what is included in this book and in the Pack of Keys:**

**1. Architecture and Archetypal mapping of the Mind.**

The symbols in the Pack of Keys correspond roughly to traditional tarot cards, but are used quite differently. Some of the traditional tarot Keys have been moved or reassigned to form a coordinate system for navigation in mind space.

This book, *The Book of Fire*, contains instructions for mapping the Mind.

The Pack of Keys is the measuring stick. The Pack of Keys opens the blocks of the mind and winds the clockwork of imagination. The Pack of Keys contains:

- The Four Siblings (Elementary Categorization)
- The Axis of Self (Naiveté to Sophistication)
- The Wheel of Eternity (Parental Archetypes)
- The Wheel of Time (Cycle of Life)
- The Four Families (Dramatis Personae)
- The Wheel of Chaos (Random Chance)
- The Pips (events on the playing field)

**2. Tools for optimizing and reorganizing the Mind.**

- Using the Keys to explore your mind.
- Finding parental and societal programming.
- Reprogramming your control matrix.
- Unlocking and unblocking the mind.
- Winding the clockwork of imagination.

**3. Techniques for using these mind tools, and for dealing with the misuse of these and other mind tools.**

- The dangers of exploring the mind
- Setting alarms and wards around your mind.
- Correcting mistakes in the past.
- How to explore the mind.

4. Lots of general and specific warnings on why you shouldn't attempt do-it-yourself brain surgery.



**DANGER!**

*If you have been physically, sexually, or emotionally abused as a child, or suffer from Dissociative Identity Disorder (DID), Post Traumatic Stress Disorder (PTSD), or other dissociative personality disorders (DD), using the techniques described in this book may trigger an abreaction (sometimes called an age regression), overwhelming memories, or other uncontrollable symptoms.*

*The ROTA Mindgame is a dangerous game. Understanding how you became may cause you to relive the past. There may be serious consequences if you trigger repressed memories in your mind using these techniques.*

*If you are unaware of the boundaries of your own stability, or unable to control it, please do not continue without the assistance of a trained therapist or a ROTA Community.*

*There are inherent risks in do-it-yourself brain surgery.*

## The First Time Ever You Read This Book

Your mental space is a web woven of many strands and knotted at many points. It's huge. It's like a miles-long ocean fishing net or like a circus safety net.

The circus safety net is where the daring young woman on the flying trapeze lands when her partner misses the catch.

Every here and there, the net stretches out to hooks around the edges of your mind. The hooks keep the net stretched.

The Keys and the knowledge contained in this book will help you locate the hooks around the edges of your mind.

The Keys and the knowledge contained in this book will let you make maps from the hooks around the edges of your mind to the knots that hold the web together and the tangles that tear the web asunder.

The Keys and the knowledge contained in this book will let you unravel the knots, reweave the tangles, and repair the web.

When the web is whole, you can escape from the flying trapeze without falling through the holes anymore.

The whole picture doesn't become clear until the web is almost fully formed. The gestalt finally forms when many strands come together from seemingly different directions to form a complete picture.

So suspend disbelief at the beginning while all the strands begin their individual journeys in different directions. Just follow each strand for a while and see where it goes.

Eventually, all the strands weave back together to form a whole tapestry. If you get lost within the weaving, you'll never get to see the emerging picture.

## The Zen of Thinking and Feeling

In order to do its work, this book will make you think and feel.

Some of the strands may stimulate your mind and make you think. Many strands are ambiguous - not to be confusing - but to help you determine what you, yourself, think about the subject.

When you encounter one of these strands, don't fight it. Take the time to think - your mind will wander off anyway. When you notice that you're wandering, you're ready to come back and read some more.

Some of the strands may cause you to personally feel the emotions of some of the characters. If this is painful, remember you will get over it. You'll grow a little bit from the experience, so you will never again be caught in that same way. Once you're past any experience, you can never repeat it exactly, so you don't have to be afraid of it anymore.

Some of the strands take a brutally honest look at contemporary human institutions. You may find some of the things described here offensive - so do I. I find it offensive that a book like this needs to be written.

If you refuse to see how they've done it to you,  
you can't make them stop doing it to others.

If it bothers you that I've looked at family secrets without accepting excuses, keep reading. I've tried to expose everybody's family secrets so all can share the blame.

If you refuse to see how you've done it to yourself,  
others can continue to make you want to do  
whatever those others want you to do.

If you want to break the chains,  
you've got  
to learn  
to see  
the links.

## In Conclusion

There is no way to describe what using these techniques does.

Each reader has a unique experience.

Your experience has already begun.

# Fear is the Gatekeeper

The best place to start is where we keep the forgotten relics of our past-in the Museum. The Museum is a low, round building, shaped like a wheel with twelve spokes. Outside of it, on the steps, you will meet the dreaming Curator. Ask to see Titania, Queen of the World.

## In The Museum

I'm sorry, but I don't go there much anymore. Too much dust and tears.

Well, if you really must, let me tell you what to expect.

The exhibit you want is in the Tenth Corridor. At the entrance there's a large stone block holding up a rotting goat's head. On the goat's forehead, there's an up-side-down, five-pointed star. A stubby black candle burns in its center, dripping hot wax that flows like tears from the goat's eyes. Imbedded in the front of the stone is a huge iron ring with a heavy chain running through it. The ends of the chain hang in loose loops across the shoulders of a naked man and a naked woman. They hold the chains in place. They wear them proudly.

Are you really sure that you want to visit the Museum? I know-my experience counts for nothing. You have to feel it yourself.

There are five rooms on the Tenth Corridor, one for each point on the star. They have names: Fear, Silence, Loneliness, Heartbreak and Despair. The exhibit you want is in the room named Loneliness now, but if you wait, it will be moved to the fourth or fifth room. That might be easier for you. You can avoid looking at the earlier exhibits, but once you've stopped, there's almost a compulsion to see what follows. It's easier to get back out of the Museum if you wait until it's too late.

In the room named Loneliness, you will see a dark cliff. Ocean waves break silver against its base. The waning moon reflects iridescent blue and green across the rippling water. At the top of the cliff, teetering on emptiness, is a glass bubble. It shields two tiny figures.

Inside the bubble, blue and green flashes shimmer on the butterfly-wings of Titania, Queen of the World. She huddles on the ground, her wings folded about her. She weeps. Near her, the winged horse kneels.

Look beyond them-through the bubble-to the moon on the sea. Outside, there are only formless dark shadows, hidden in smoke and mist.

A silver feather falls from the wing of Pegasus. It floats silently to the ground in the still air. His wings lift softly and fall back as he sighs. He is dying. He cannot live and be bound.

Around the base of the bubble there are diamond-cut scratchings: names, and dates, and deeds. One says Mother, another Father: Others say Rape, Brutality, Neglect. Titania, Queen of the World created the bubble to keep them out. Like diamond-cut scratchings, they are graven in everything she does.

Titania holds her head and weeps. She has long-ago given up flying. Her head aches constantly from beating on the glass, trying to escape. Her freedom is a broken dream. Her wings were strong. Crusted salt tears have made them stiff. When they are quite useless, she will move to the next room: Heartbreak. And when at last it is too late, and when she understands why her dreams have died, she will move a final time, to the permanent collection, in the last room: the room named Despair.

She has forgotten why she built the bubble. She has forgotten that she continually creates it. She has forgotten the secret key within herself that will break the bubble, lift the chains, and shatter the stone.

She reaches out, wet with tears, to wash away the dust. Where her tears touch the glass, the salt crystallizes, shutting out still more of the gray moon and the gray sea. I have spent forever, on the outside of the bubble, dying to show her the hidden key. She cannot hear; she does not understand the gray shadows that she sees. Her own name within is the secret key. Freedom so simple, so impossible.

I don't go to the Museum much anymore. My tears have washed away enough dust. It always comes back.

So go, if you must, to the room called Loneliness in the Tenth Corridor. Go and be damned!

But on your way out, stop for a minute. Think of your children and the thing rotting on the stone. The shield she built to keep you out traps Titania within.

Then turn and look back at the stone by the entrance. There is written in blood, the name of the Capricorn Key.

*Preconception*

*The Devil*

*Self-Imposed Bondage*

## Fear is the Gatekeeper



*You have met the Gatekeeper who would chain you outside the gate:*

- Go back now if you are not prepared to drop your chains.
- Go back now if you are not prepared to accept the consequences of the Forbidden Knowledge.
- Go back now if you are not prepared to accept the consequences of freedom.
- Go back now or you will learn things that you really don't want to know.

The Devil's name is Fear.

Fear is the Gatekeeper.