Wikimedia Checklist Target tasked by Anita Ikonen - WC7 Remote viewed by Anita Ikonen - Method EEC Target no target number Today June 3, 2019 Start 10:17 AM

Wikimedia Judge Matching Target 7 Today June 3, 2019 Start 10:17 AM

Go to target site by finding a reliable element from target signal, then probe for the floor: These black cubes at an angle are like black crystals growing out from a cave wall, it is all black and dark here. I search for floor. There is a long drop down and still no floor found, so these black cubes are attached to a tall wall. Locate the cube at an angle again from target signal and probe at the wall it is attached to: There is a huge cavity that drops down below this wall-cube. Locate the cavity reliably from target signal, or by jumping to it as a secondary element from a reliable initial element from target signal, then probe the cavity that drops down: There is something blue down below, and white as being lit not dark, and some green possibly trees, a landscape there and smooth brown rock surfaces down below, it is diffuse and not focused and it is far below. Automatic drawing tells me not to draw the landscape that is below, and I realize (logic) that yes the main target site is within this dark space.

I find the cube from target signal, and see there is a lot of that turquoise blue also above the black room.

Probe for significance of this target, what it means to people, how it would be interpreted and understood: It is a very cold place, a human would feel cold here. Is it natural landscape or is it a manmade constructed place: The smooth perfect surfaces suggest to me that it feels like it would be manmade, nature cannot look or feel that way. So it is manmade, what is the reason why humans constructed this place, what is its function and meaning for people: It is so cold here. Does it serve a function or is it for show or artistic value: It is neither of those two things. But all of these surfaces feel thin like sheets but they are light-weight they are not as heavy as they should be considering that they should be materials such as stone or metal, they weigh less than that for their size and dimensions.

When I do the shook method on the entire target landscape that I have constructed so far, a red warm mass which is either a lava or an energy emerges and slowly seeps up from everywhere, as if it becomes disturbed and rises up and makes its appearance. Probe that red mass: I cannot, because it has already dissipated, it is like a slime that holds this place together but can only be revealed during a shook method procedure, could be an abstract physics thing that I do not understand what I am looking at, something with thermal heat or energy or such.

11:04 AM End RV. This is not a good target for RV, whatever it is - provided it is as I have described. There aren't any things that make for good elements for a remote viewer to probe at and to describe. I do not recognize an identity or a meaning of any of the things that I have found here. I

will now do the checklist.

11:22 AM Checklist is done so now I can look at what the target was.

Black and white images sometimes give me trouble. I am not even sure if I was remote viewing this target. The target signal might have been weird. Should I include black and white images into the judge matching?

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11:25 AM End session.

## **ELEMENTS**

- IE. There is a black box with thin walls. Something can fall down into the box. It is a large box and it feels to be set on the ground, and things can fall down into it to below ground level. It feels rickety and ready to fall apart but it seems to be working alright.
- IE. Black hard surfaces smooth surfaces, some at an angle.
- 2. IE. Motion/activity: The black box is bouncing up and down with small displacement, also like a tremor, like if it were an active machine or motor. The element that does this activity "is alive". T. This element feels very cold to the touch.
- IE. Black box with sharp edge facing forward hangs above the machine, a person could easily bump their forehead against it because it is at that level and would hurt the head on this sharp hard object.
- T. Cold and dead, very still and lifeless.
- P. There are beautiful blue wavy patterns along its surface, see drawing. Above this cube that sits above, is one large brown smooth rock-like surface (before any turquoise).
- IE. Cold air brushes by in the near background.
- IE. We are in a closed space but there are irregular sharp blocks at an angle there so it is crammed, not spacious. This is a dangerous place where a person could get injured by walking around and falling into the sharp edges. Everything looks black and dark. Elevation is close to ground, not sky and not high up in the sky. There is a mess of things within the target space, a disorder of black blocks that have sharp edges and are not organized neatly. The ceiling on the right side of this black room-space is slanted so that it touches down on the floor on the right side and is diagonal all the way up, this setup by the way feels same as the sharp element that hangs above the box. This room is a place where we aren't supposed to be, a human isn't supposed to be in here.
- P. On the other side of the right-side ceiling-wall piece is blue, could be water but not confirmed.
- SI. This room-space IS NOT NATURE, it has such perfect smooth surfaces and angles that it is something manmade. A dark construction that is surprisingly light-weight materials.
- SE. Green color such as spruce tree forest tops but far down below as seen through some sort of

crevice on the floor.

- SE. Turquoise blue on the other side of the right-side wall, and also the same turquoise blue above the black cavity above.
- T. This turquoise feels very cold.
- D. We can go inside this turquoise on the right, it is not a solid mass.
- SE. Large brown smooth sort of flat sort of oval kind of like stone, that is above the cube that hangs above, this brown "rock" is before any turquoise.
- P. People can walk up above on this rock surface, and the other things and the dark room are adjacent in a different space. Wow, up here it is daylight white sky and from here I could fall down backwards into the area that has the scenery I saw before from inside the room-space.