

*Periods Are For Painters*

**September.**

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# Chapter 1

*"If it's hard for them to commit, then they're probably not the one! The next will know due to their intellect and experience : Open Minded"*

**T**o Break The Soul, you must know the enemy. You smile and gain their trust, because that is the key to vulnerability. Nobody likes to ask questions, because no one wants to come off to another 'Their Ignorant'. This leads to studies. Once the reader begins, you'll know they're not serious. They're ready to break and gain control 'Their Ignorance'. The Open Minded : This one doesn't ask questions, they simply understand. In the mind there is a series of 'Perception'. They see the road and are in denial of visions and ones knowledge. 'The Wanderer', but once they believe in the future, it's hallow and control 'Commitment'. Now Be Careful, all is not what it seems. How do you know if they're serious or not? Listen : " This Leads To Studies " & " ,The Wanderer' ", the Speed! The speed and Times are the colors [Painters]. Speed dictates maturity and time dictates commitment. Question : Why does it takes a long time for someone to propose? - Their thinking "This Leads To Studies". The Wanderer is the Intellect & Experience. SMILE. "Now Be Careful" Will the Wanderer be the Light or the Dark? You see, parties, love,

games, art etc. is the book. It's the force to a lost soul, dead end, and pain. It's 'Law Of Attractions' there's no ending once the Wanderer seeks or attracts "This Leads To Studies", unless the Wanderer sees the other is informed on his or her soul.



### *Breaking "This Leads To Studies"*

Sugar, Is the number one thing that's addictive. Being kind is a work of art and life has a way of making it sweet and/or giving a sugar rush - it's okay! It's the attention and attraction to speed and what one can do. "This Leads To Studies", it's about being poise, smiling, and Studies. Sugar cubs Is what you are, the one who gives placements, meaning, information. Remember, you asked & 'Law Of Attraction' - the ignorant. The ignorant is sweet like candy and must remain poise but when overloaded, it becomes a sugar rush. Clowns, comedies, class clowns etc. We think it's funny but really it's our job to bring in the 'Sugar Cubs'. You break the Studies by gaining their trust, smiling and being careful. Keep in mind, they do not play fair and are not willing to go down with a fight - literally. "This Leads To Studies" are true to the course, they learn to be as still as much as possible - "Stay In Character. Their obsession of people, places, and knowledge is just a character to them. It's choosing "what character would you like to be?" - Like A Game. This is the difference between the Wanderer and "This Leads To Studies". Studies are infatuated with colors 'How It's Made' & Wanders crave awakenings. They need to copy and NOT try as much. Focus on the amount - Times - of the manifestation and

speed. Speed & Times will open realms to the possible change.. for you. If the Studies color themselves enough and recognize the classic and/or connect, - they automatically Attract the Wanderer ( Not Always) - there is a possibility of a change. The con to this, is a lack of understanding to the 'Wanderer'. Intellect & Experience is based on Law of Attraction - another example of Times and Speed. Remember, after the conclusion of their Character, they're just a game. The Wanderer knows more than the Studies. Control and Commitment. "The Wanderer Visions".



### *Why Does The Wanderer Knows So Much ?*

The Wanderer is the key to true awakening. They see life in ways "This Leads To Studies" can't, because not validating the visions are better than discovering the Sugar Rushes and The Colors. Words, the brain, their cognitive states are amusing to the Wanderer. It's the equivalent to an amusement park - when a child goes in and asked for an Ice Cream Cone, and wonders how much of a sugar rush will they receive - but never mind that " I love this strawberry Ice Cream! & This Cone..is amazing. Mommy can I go on a ride?" Wanderer's can't stand the thought and stench of characters. It's full of ignorants, sweet candies, and sugar rushes. They feel the need to help due to a lack of respect. Not respecting situations moral and/or values but only their classic and/or connects. It's an itch to understand (Who, What, When, Where, Why, and WARNING). "This Leads To Studies" sacrifice a part of their soul to be examine. When tapping into Studies,

Speed and Times manifest at a rate where Wanderers can detect Rushes & Colors. It's like opening a vortex expect with living things moving and creating - the character [ Game ]. The Wanderer's can control where it goes and simply how it comes alive - It's the gamer of the eye. The laws are simple, the Intellect & Experience 'Law of Attraction' is the reason why the Wanderer is so informed. "The Wanderer Visions". "This Leads To Studies" & the Wanderer share one thing in common, The both want to Live. Easy Going.



*When Activation Occurs-Emotions-*  
*(Studies @ Wanderer)*

When going through the emotions, it's the body choosing who or what's the character. The body goes in and out of being the Studies and Wanderer but in the end, what's your intent! You have to be very careful to not channel the wrong energy - the wrong intent or character ('The Wanderer' or "This Leads To Studies). Acknowledge Time and Speed. When you're happy, do you feel an evil happiness or a relax or joy happiness? The reasons for this is due to the Studies and Wanderer. Make sure to analyze this and to conclude. Find a way to always be clean. If not, the apocalypse will form due to a Super Rush. I'm sure we would all like to not work anymore and get revenge on the individuals who crossed us, but trust me, not all is what it seems - as I said in the beginning. "Now Be Careful, all is not what it seems. How do you know if they're serious or not? Listen : " This Leads To Studies " & " ,The

Wanderer' “, the Speed! The speed and Times are the colors [Painters]. Speed dictates maturity and time dictates commitment.”

# About T.G.L.E.

Thoughts, (G)Information, Location, (E)Change

Thoughts : Are the inside of something or someones manifestations.

(G) : We need helpers to create the 'Game' due to a lack of Emotions - precision is key to creating and you can never be too perfect. For now, the "Help" is for information and in the end, choosing to take the chosen one. No one is first nor last, it's simply what we need in the moment and/or in the future

Information : Is the puzzles to the game "For now, the "Help" is for information and in the end, choosing to take the chosen one". Information is simply knowledge, not for Power as we use it for today. Creating a world and seeing the completion is the Information. It's important to see.. what do you want to see? Worlds mean so much but information is what we lack - how about bringing everyone on board, since it was ALL that created worlds. : Generations. Everyone Wins. Be careful...

Locations : Are Places Where Things Need To Be Put In Place. Think about all the places you can go and create new locations, not worlds, just places. Explanation, locations doesn't mean anything. It doesn't make any sense. It's the emotions & information., it gives it meaning.



# INFATUATION

Things Are Not Always What It Seems

*It's One Look & -*

Infatuation

Places are places and history is key to these places - Who, What, Where, When, Why, and Warning, did people and/or things use/did : PLACES

(E) : " Who, What, Where, When, Why, and Warning, did people and/or things use/did " Airy  
(TGLE's 44)

Change : Is just change. Changing places and grounds is to change the temperature or ounces.