

## **What is Trauma Based Mind Control (TBMC)?**

One of the most researched subjects of MK ULTRA was the utilisation of trauma-based mind control techniques. The goal was to create programmable individuals who could be manipulated to carry out specific tasks without their conscious awareness. Trauma was considered a key element in achieving this control.

The concept behind trauma-based mind control is to inflict severe physical, emotional, and psychological trauma, often through torture methods such as electroshock, sensory deprivation, and drugs, drug-induced hypnosis. The trauma overwhelms the individual's ability to cope leading to the development of dissociated states or alters/parts. These parts can then be 'programmed' by trained individuals.

TBMC is deliberately creating DID in an individual to control the alters/parts without the system being detected by outsiders and members of the system being unaware of one another. DID is the mechanism by which complete control is accomplished. Once an individual learns to dissociate as a coping mechanism, he/she can then be programmed by his/her programmers and/or handlers.

In order for trauma-based mind control to be fully completed and established in an individual, programming must begin with a child before the age of 8. Programmers prefer to begin programming from birth. This allows the handler to have both absolute control over the child, secrecy and time to implement programming. A programmed individual can be made to work as a spy, assassin, drug runner, sexual slave, uphold the beliefs of the group, and many other tasks.

Trauma based mind control can be performed on children in ritual abuse settings. Those methods involve torture, near death experiences, and making individuals feel responsible for the death of others. The traumatised child is made to feel completely powerless and dependent on the handler for their survival.

Trauma based mind control is also known as; Monarch programming, Torture based mind control, and Designer programming.