

Peter Pan Programming

U.W. Ozian

Peter Pan is a common movie script used in TBMC. The script has a map, characters that can be programmed as parts/alters in a system, and quotes.

Quotes/Trigger Phrases

- "To die will be an awfully big adventure."
- "Never say goodbye because goodbye means going away and going away means forgetting."
- "Odd things happen to all of us on our way through life without our noticing for a time that they have happened."
- "Come Away, Come Away!"

Some Internal Locations:

- Belch Mountain
- Blind Man's Bluff
- Crocodile Creek
- Gardens
- Marooners' Rock
- Never Peak

Some of the symbols used in Peter Pan programming are:

- Shadows
- Leaves
- Feathers
- Flutes
- Hooks
- Clocks
- Infinity loops

Alters/Parts

Captain Hook: Assists with keeping the system balanced. Peter's opposite.

Crocodile: System hunter.

Nana: System protector.

Lost Boys Parts-They live in treehouses and caves. There are six Lost Boys:

- Curly
- Nibs
- Slightly
- Tootles-
- Twins- (twinning)

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Peter: (with shadow) System helper, he will know

Peter: (without shadow) Will be a system monitor. He will know the other alters, where they are supposed to be in Neverland, and will punish the alters who try to break their programming. He can be an internal programmer.

Peter's Shadow: Ghost alters.

Piccaninny Tribe: Cult loyal alters.

- Tiger Lily
- Great Big Little Panther
- Chief Tiger Bamboo
- Panther
- Lean Wolf
- Hard-to-Hit

Tinker Bell: Reporting alter to Peter, they are a young alter. Fairy dust will be used to dissociate and forget.

Wendy: Strong front alter who assists with navigating day to day life. She will respond to call backs one time a year. Internal caregiver.

Internal Programmes

There will be script specific programmes within a system. These programmes can be linked to other programming methods i.e. twin programming. Some examples of Peter Pan Programming are:

Never Grow Up Programming-Parts are programmed to remain young and not age as the body ages. (Peter Pan Programming)

Tinker Bell Programming-Programming makes alters think they are like Tinker Bell in that they will never grow up or age. (Peter Pan Programming)

- **Type 2 Tinker Bell Programming-**Due to her size she can only feel one feeling at a time. This can lead to this part being vindictive, jealous, or appearing happy with no balancing emotion. (Peter Pan Programming)
- **Type 3 Tinker Bell Programming-**Death programming, if the part leaves the group they will die. As they will be taught the group will 'forget them.' (Peter Pan Programming)