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## Voice Programmed Remedies Maker Mk2

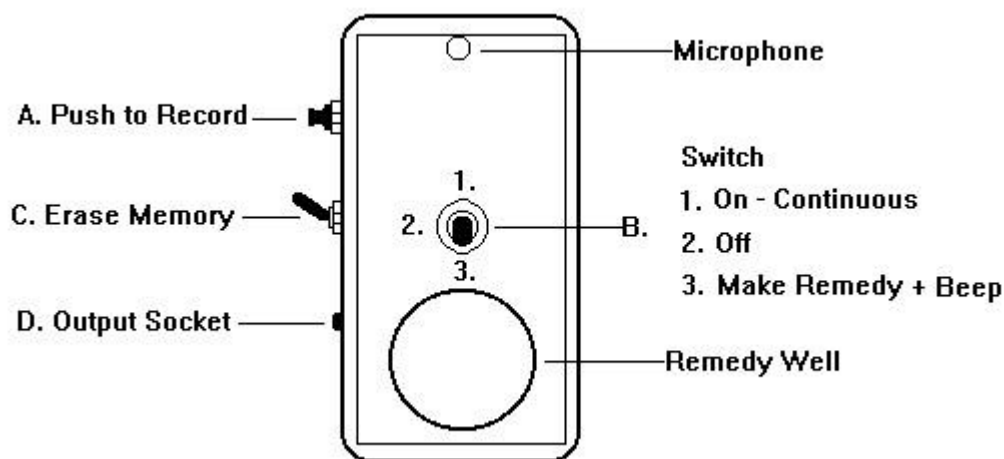
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### Instructions for Use

Voice Programmed Remedy Maker has been supplied already fitted with two Lithium batteries and consequently it is immediately ready for use.

The device is designed to make remedies from the words spoken into it, the name of a remedy plus the potency or the description of an illness.

**To use** you should first formulate exactly which remedy is required. It can be beneficial to practice speaking the name of the remedy plus potency so that you have it clear in your mind exactly what you are going to say.



Push the **Record button A.**, and speak the name of the remedy immediately followed by the potency into the Microphone, then release the button. The device beeps to let you know that the information you inputted has been recorded and stored. If required you can then add further remedies by repeating the same process, until you have stored the entire remedy combination you require. If you prefer to input a Rate, no problem, speak your series of numbers. If you make a mistake, you will have to erase what you inputted by pressing down **Erase Switch C.**, and holding it down for approx 3 seconds before allowing it to spring back to the off position.

When you have stored the remedy information you wish to use, you should then place the device on a table or flat surface, and place in the Remedy Well a small bottle of blank unpotentised tablets, or just a few pills, or a bottle of water, and then push **Make Remedy Switch B.** towards the well (Position 3) and hold it there for approx 3 seconds, before allowing it to spring back to the center off position (Position 2) the device beeps to let you know your remedy has been made.

Should you then wish to make more of the same remedy, simply place more tablets in the well, and again operate the Make Remedy Switch exactly as above. This can be repeated as many times as required, or alternatively the output lead and clip supplied can be plugged into **Output Socket D.** and the remedies can then be fed to a larger receptacle, such as a metal dish, simply by clipping onto it. When you are finished with that remedy, you should then clear the internal memory, by pressing down **Erase Switch C.**, and holding it down for approx 3 seconds before allowing it to spring back to the off position. You can now go ahead and record and make another remedy.

The device can be used to make therapeutic programs and these can be very useful if you don't know a suitable remedy for a problem and haven't got the time to look it up. Simply describe the symptoms into the device as clearly as you can. In emergency situations the finger of the person requiring that remedy can then be placed in the Remedy Well and the Make Remedy Switch B operated, to transfer that remedy directly into the patient.

**Continuous Treatment:** When the Make Remedy Switch B is placed in Position 1, remedies are outputted continuously to the well and the output socket until you switch the device off. This can be used for transmission of remedies to a patient who could be many miles away, in fact an unlimited distance. To use this feature, make your remedy by following the directions above, then place the device flat on a table and place in the little well of the device a hair sample from the patient, or a photograph.

**Remote Copying.** Although the device is not fitted with a Copy well the special nature of the device makes Copying possible. For example, place a bottle of the tablets you want to copy in your left hand and simultaneously record this program: "I copy the remedies of the tablets I hold in my left hand". Then place the tablets you want to potentise in the well of the device (or your finger) and transfer the remedy by operating the Make switch.

**Potency Range:** The device can make any potency from X to LM and also unconventional potencies like the German D or "Squared". The concept of squared potencies was introduced by White Mountain to provide something even higher than LM. Where X to MM potencies might be thought of as a linear progression, squared makes possible potencies with "area". There is also no reason not to experiment with "Cubed" potencies, which make potencies with volume possible.

An additional feature of the device is the automatic Lock function. Each time a remedy is made, the remedies are immediately automatically locked into the carrier material, so that they cannot fade even if the tablets are then touched by the hand, dropped on the floor, or stored next to strong smelling substances.

The device is supplied fitted with two CR2016 Lithium Batteries. These have a long lifespan, and should last approx. 5,000 remedies. However, if the batteries should fail; to change the batteries, open the case by undoing the four corner screws and very carefully remove the batteries out of the holder. If there is any difficulty, it might be possible to have this done by an electronic shop or a watchmaker. When replacing new batteries take care to ensure that

the positive side of both the batteries is facing up, and that none of the other circuitry is interfered with.

This device will accept information in any presently used language. The device also incorporates a facility which makes it possible to use it in noisy environments, such as amongst a crowd of people. In these circumstances, only the voice of the user (the person who presses the record button) will be inputted.

Note: Due to variations in manufacture the internal beeper may sound different in each device.