

SUBJECT: ABDUCTION REPORT I
FILE: UFO2651

PART 1

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THE ENTITIES
Initial Findings of the Abduction Transcription Project

A MUFON Special Report by Dan Wright

In the Spring of 1992, MUFON launched an ambitious project to compile transcripts of audiotaped hypnosis sessions and conscious-recall interviews with claimed abduction experiencers (hereinafter the "subjects").

A year later, the Fund for UFO Research joined the effort. By agreeing to divide the costs with MUFON for a sophisticated computer system, FUFOR underscored the need for comparative analysis of all reported factors in the verbatim transcripts.

With an ever growing number of cases on record and a powerful computer now in place to conduct multi-factor analyses, future updates will begin to address the question "Who does what?" This initial report is limited in scope, presenting data for each descriptive element without factoring by entity type or other variable.

The findings are based on 317 transcripts derived from thirteen abduction researchers.(1) Most of the subjects were hypnotized and/or interviewed on multiple (or even numerous) occasions. Consequently, the 317 documents, each from a single session, comprise 95 separate cases: 27 males, 58 females, and 10 cases with both male and female subjects. It is not the author's intent to imply statistical significance for any of the results that follow.

PREFACE

Abduction cases involve widely varying descriptions of entities,

surroundings, medical and other procedures, communications with the beings, and post-event effects. However, similarities among many accounts are striking.

This, the first of two parts, addresses typical abduction sites; precognition of an episode and familiarity with a being; vehicle types; how subjects are transported and the resulting effects; features of the examining room; odors detected; recognition of other abductees and the appearance of the entities, including their garments and locomotion.

In this report, a "case" includes all abduction-related events in a subject's life. Families or roommates are also considered a single case except wherein an individual had separate CE-4 episodes apart from the shared living arrangement. The data below frequently express the number of "subjects" to which an abduction factor applies. In such tallies, every subject represents a discreet case.

For some factors, the total of all input exceeds 100% of the cases reported, since many individual subjects have encountered more than one type of entity or circumstance. The terms "entity," "being" and "alien" are used interchangeably, as are "vehicle," "ship" and "craft."

ABDUCTION SITE

In a great majority of the 95 cases, the subjects indicated that their own residence (generally the bedroom) was the abduction point. However, 15 subjects have also (or instead) reported some other location. Ten of those were taken from their automobiles and six from a cabin or campsite.

UNSEEN PRESENCE

Whether purposeful or inadvertent, over a fourth (28%) of the subjects in the study have sensed an alien presence other than visually. This often occurred in the hours, minutes or seconds before visual confirmation. In other cases, an unseen presence was felt in the midst

of a cluster of episodes but with no known CE-4 on that night.

The recognition was sometimes obvious -- an electrical tingling, a buzzing or beeping in the person's mind, rappings and other "poltergeist" activity. In a few cases, the subject "just knew" that the intruders were present.

FAMILIARITY

From prior events, presumably, many subjects recognized their abductors -- or one in particular -- a factor which David Jacobs has called the "familiar being." (2)

While common, the initial results of this study suggest it is far from a universal aspect. In the 95 cases thus far recorded, the subject told of recognizing one or more entities in 34.

Relatedly, ten subjects telepathically heard their own names spoken by a being. In 18 other cases, the entity told the subject (s)he was "chosen " "special" or "protected" in some unspecified manner.

Taken together, these three factors (familiar beings, hearing one's name, and selection or protection) account for 44 cases.

VEHICLE SIGHTED

A telling point concerning the study findings to date: Only a small majority (55%) of the subjects had ever sighted an anomalous object (i.e., excluding simple nocturnal lights) -- whether during an abduction scenario or any other time.

Table 1 shows the basic vehicle shapes reported among the 31 cases in which an object of any specific shape was discerned.

SUBJECT TRANSIT

No doubt surprising to some readers, a clear majority of the study's subjects had no recollection of ever going to or returning from a ship. This poses obvious questions for ensuing research.

Of those who did recall the transit, four mentioned a small,

peculiar capsule in which they were placed. Levitation, though, was by far the more frequent mode, cited in 33 cases.

In 17 cases, usually beginning outdoors, the subject was raised bodily into the air by a beam of light. In 20 cases, the person was lifted out of bed and through a closed window (or screen), door, wall or ceiling -- generally without sensing a surrounding light.

DIZZINESS/NAUSEA

Twenty subjects reported feeling either dizzy or nauseous at some point in an episode. This was most often associated with transit via levitation.

EXAMINING ROOM

Very often, the first area viewed onboard the ship was a hallway or tunnel. This feature, which played a part in 35 cases, was sometimes quite lengthy and usually curved. Soon, however, most subjects entered an examining room that was fairly stark in appearance, likened to the office of a doctor or dentist.

The room's shape has been described in 29 cases. In 25 of those, it was said to be either round(ed) or domed. This, together with curving hallways, coincides with the preponderance of discoid vehicles in the study. Notably, nine subjects remarked on an especially large room with either numerous examining tables or amphitheater-type seating.

Coloration of the room was mentioned in 31 cases. White was dominant in 18, while grey (or metallic) was the theme in eleven. Curiously, in three a room with black walls was mentioned.

Thirty-two subjects remarked on the relative luminosity onboard. A very bright room was found in 25 cases, but in 13 there was a dim or dark room. Obviously, then, a few subjects encountered both.

Room furnishings included variations on many built-ins and items of furniture in our daily lives. The centerpiece was nearly always a

table (or tables), specifically mentioned in 52 cases and implied in most of the remainder. Typically it was hard, flat, rather narrow, and supported by a single pedestal. In a few instances, the table was raised, lowered or folded like a living-room recliner. Other furnishings frequently seen were kitchen-type counters and/or cabinets, as well as computer panels and screens. Table 2 details these and other items.

ODORS

In 18 cases, the subject detected some specific aroma other than a basically clean smell. Nothing in particular dominates the data, but a couple bear mention. Four subjects apparently smelled the burning of their own hair or tissue, while six remarked on a foul odor emanating from the beings themselves.

OTHER SUBJECTS

Abduction events are thought by many to be solitary experiences for the human subject. Yet in 30 cases (nearly a third of the total) one or more persons were seen in the vehicle and assumed -- from their state of dress or demeanor -- to be fellow abductees. Usually there was no communication whatsoever among the subjects. Ambiguous but fascinating, a few thought they recognized a certain person from previous episodes.

ENTITY SKIN TONE & QUALITY

"Greys" have gained status as the garden-variety alien in abduction lore. And while 38 subjects in the study have encountered grey (or grey-white) skinned entities, another 19 describe the abductors as absolutely "white" (not to be confused with Caucasian). In one case, the subject was emphatic by stating "Clorox white."

Neither greyish nor whitish aliens dominate the study's files, though. Dark-skinned entities were seen in 18 cases; blue or grey-blue in eight; and green or grey-green in seven. Beings with an aura (or "glow") obscuring the actual exterior were present in 13 cases. And five

subjects reported a "shadow-like" entity that might not even be tangible.

Table 3 is a breakdown of entity skin tones.

Certain qualities associated with an entity's skin have been reported in significant numbers. In six cases, the epidermis was said to be "translucent" or "thin" and the underlying dermis (sometimes described as a grey gel) thereby visible. This might account for some confusion here and there as to whether a given entity was "white" or "grey" toned.

In 17 cases, the subject reported a "smooth," "plastic," "vinyl" or "shiny" skin. This was usually attributed to the diminutive "worker bee" types rather than to the taller one(s) in charge.

Fifteen subjects mentioned seeing one or more entities who were prominently wrinkled. These were sometimes referred to as "old ones" and thought to be important figures.

Thirteen persons mentioned that a being's touch (often as part of examining procedures) was cool or cold thereby prompting questions of whether such types are warm-blooded by our standards.

ENTITY HEIGHT & BUILD

Subjects in 66 cases remarked on the relative height of their captors. Few people are in fact good judges of same, and in many instances the estimate was from a prone position in bed or on a table of unknown elevation onboard.

Nevertheless, in 57 of the 66 cases at least one entity type was depicted as "short," typically between 3 and 4 1/2 feet. Also, in 47 cases there was mention of a "taller" entity -- either taller than another type in the experience or of roughly adult human proportions. And in ten cases there was a "tall one" -- at least 6 feet and more often over 7 feet.

Forty-four subjects remarked on the entities' stature. In

cases, there was a "skinny" or "frail" being. Two subjects indicated someone of normal human build. And ten spoke of a being who was "stocky," "muscular," "wide" or "stout".

FACIAL FEATURES

Oversized eyes, typically almond-shaped and uniformly black, have certainly been the norm in the literature. But that description is not exclusive. In 11 cases within this study, a distinct pupil, iris and/or sclera (whiteness surrounding the iris) was noticed. In three of those, the being was said to have "cat's eyes" (i.e, vertical-slit pupils).

Basic eye color, among the 44 cases reporting, was described as:

- * black (or.dark) - 35
- * green - 4
- * blue - 3
- * brown - 3
- * gold 2

As to the nose, an indistinct rise above two small nostrils was indicated in 30 of the 33 cases reporting on same. One subject said it was pointed. Another five thought that a particular entity type was without a nose of any sort.

Twenty of the 25 subjects who reported a being's mouth indicated either a line (or "slit") with no lips or said simply that the orifice was small. However, in three cases it was described as a "hole" (or the letter "O"), while two subjects believed there was no mouth at all.

There was mention of the entities' ears, or absence thereof, in 25 cases. Eighteen said there was nothing visible. Three noticed a cavity in the side of the being's head, and six others described some manner of ear lobe or protrusion.

ENTITY GARMENTS

Surprisingly, in 24 cases (55 percent of the 44 reporting on the

presence of garments) the subject alluded to a "robe," "cloak" or "cape" on at least one entity. These were nearly always worn by beings seen only onboard a vehicle and perceived as leaders.

Ever popular, however, has been the (loose-fitting) "jumpsuit" or (form-fitting) "wetsuit," one or the other seen in 23 cases.

Disconcerting by our mores, in 14 cases certain entities (always in lesser roles) were said to be naked. This might be a misperception in some instances, in that certain light-colored, tight-fitting suits are apparently almost the same color as the entity's skin.

Basic black (or dark without a color specified) was the garb indicated in 21 cases. Conversely, 18 spoke of a white outfit. Silver (or "shiny") was identified in six, while bluish silver (or bluish grey) and brown were each mentioned in another four.

Insignias and accessories were not uncommon, but neither was any one type predominant. Nine subjects noticed some type of emblem on a jump-suit-type garment, usually identified only by its basic shape. A belt was seen in four cases and a sash in two. Also, two entities displayed a metallic pin at the neck of their robes, while one was adorned with a necklace.

ENTITY MOTION

Certain entity types seem to always walk -- in the subject's home, outdoors, and onboard the ship -- whereas others are seen only in a "gliding" mode or other form of levitation. Many cases involve both walking and levitating -- by the same or separate beings.

In 31 cases a being walked. In 21 of those no other form of locomotion was ever apparent, but in the other ten the same or some other entity levitated at some point. In all, gliding or other levitation by an entity was present in a total of 25 cases.

Three subjects described a being's shuffling motion, not specifying whether this was on or above the floor/ground. And two indicated a "jerky" motion.

SUMMARY

Any one transcript -- stemming from hypnosis or a conscious-recall interview -- is necessarily suspect:

- Fantasies and frauds have haunted legitimate UFO research for more than 40 years.
- A majority of the cases in this study did not involve carte blanche subjects. That is, they had read at least one or two best-selling books related to abductions.
- Some persons are more readily and deeply hypnotized than others, and some hypnotists might be more adept at eliciting factual memories than others.

That said, and within the confines of 95 cases, the author has been impressed by replications of certain details not previously published or even widely discussed. When, for example, an entity is said to have an unpleasant odor -- described by one subject as "musty," by another as "like wet newspapers," and by a third as "like wet cardboard" -- one must sit up and take notice.

The second part of this report will center on the "leader of the pack" as well as various types of entity communications and human-like behaviors; restraining and altering the subject's consciousness; samples taken from and pain felt by the subject, sexual elements; and physical aftereffects.

ENDNOTES

1. The 13 contributors of audiotapes and prepared transcripts include:
Jean Byrne, R.N.; John Carpenter, LCSW; Ann Druffel; Richard Haines, Ph.D.; Richard Hall; David Jacobs, Ph.D.; Raymond Maurer, R.H., John Miller, M.D.; Robert Morgan, R.H., Joseph Nyman; Yvonne Smith, C.H.; Robert Swiatek, and Grey Woodman, M.D.
2. David Jacobs, Secret Life; Simon & Schuster 1992.

Dan Wright is Manager of the MUFON Abduction
 Transcription
 Project. A MUFON member for 17 years, from 1987 to 1992
 he
 served as Deputy Director in charge of investigations.

TABLES

Table 1: Vehicle Shape (from 31 of 95 cases)

Discoid, 47%	##### 22
	#####
Spherical, 17%	##### 8
	#####
Cylindrical, 13%	##### 6
	#####
Rectangular, 6%	### 3
	###
Triangular, 6%	### 3
	###
Oblong, 6%	### 3
	###
Asymmetrical, 2%	# 1
	#
Conical, 2%	# 1
	#

Table 2: Room Furnishings

Table(s), 39%	##### 52
	#####
Screen(s);	##### 17
computer/TV-like, 13%	#####
Computer(s), 12%	##### 16
	#####
Chair(s), 8%	##### 11
	#####
Counter	##### 10
(shelf, ledge), 7%	#####

Cabinet, 7%	##### 10 #####
Bench(s), 4%	##### 6 #####
Divider(s), 2%	### 3 ###
Cart, 2%	### 3 ###
Sofa, 1%	## 2 ##
Gurney, 1%	## 2 ##
Bed, 1%,	## 2 ##

Table 3: Entity Skintone (from 64 of 95 cases)

Grey (to grey-white), 28%	##### 38 #####
White (to cream), 14%	##### 19 #####
Dark, 13%	##### 18 #####
Other (aura/glow), 10%	##### 13 #####
Pale (re flesh tone), 7%	##### 10 #####
Blue (to grey blue), 6%	##### 8 #####
Green (grey-green), 5%	##### 7 #####
Tan, 4%	##### 6 #####
Other (shadow-like), 4%	##### 5 #####
Mottled, 4%	##### 5 #####
Brown (to grey brown), 2%	### 3 ###

Other (stripes), 1%	# 1
	#
Yellow, 1%	# 1
	#
Flesh Color	# 1
(w/ grey), 1%	#

Table 4: Entity Garment Type (from 44 of 95 cases)

Robe/Cloak/Cape, 37%	##### 24
	#####
Jumpsuit	##### 15
Coverall, 23%	#####
None	##### 14
(seems naked), 22%	#####
Wetsuit, 18%	##### 12
	#####

Table 5: Entity Motion (from 47 of 95 cases)

Walking, 51%	##### 31
	#####
Levitation	##### 25
gliding, 41%	#####
Shuffling, 5%	### 3
	###
Jerky, 3%	## 2
	##

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SUBJECT: ABDUCTION REPORT I

FILE: UFO2652

PART 2

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THE ENTITIES

Initial Findings of the Abduction Transcription Project

A MUFON Special Report by Dan Wright
Part II

Part 1 of 5

This is the second of a two-part report summarizing 317 transcripts of hypnosis sessions and interviews, comprising 95 separate cases, garnered from 13 abduction researchers.

Part I addressed abduction sites; precognition of episodes and familiarity with certain beings; vehicle types; transporting the subject; features and odors inside; recognition of other subjects; and descriptions of entity features, their garments and locomotion.

This segment describes subject restraints; alteration of consciousness, mind probes and other observations; the "leader of the pack"; entity voice qualities, communications and human-like behaviors; devices and instruments used, samples taken and resulting pain: sexual and reproductive factors; and physical after-effects.

SUBJECT RESTRAINTS

Of the 95 cases in this study, 61% of the subjects were convinced they were restrained in some manner, especially while lying on a table in the vehicle. Reasonably inferred, most of the reminder felt the same effect, though not expressing it afterward.

Four individuals said they were physically strapped onto a table. In 51 cases an unseen force "paralyzed" the subject. while in 22 there was a "numbing" (or "heavy") effect, either overall or on the extremities. Certainly, there is an overlap among reports of paralysis and numbing, though the force applied might vary.

ALTERED CONSCIOUSNESS

At some point in most abductions scenarios, the subject sensed a change in his/her conscious state.

Sixteen subjects related an out-of-body mindset - not connected to any such artificial state that some hypnotists use to enhance a person's memories. Phrasings such as "aerial view," "away from my body," and "popped out" bring the point home.

Sleep was induced suddenly in 23 cases. Sometimes it was onboard the craft and apparently just prior to a medical procedure. Often it was the subject's last recollection of the event before departure or after being returned to bed.

The most repeated manipulation of human consciousness, however, has been a drugged-like state. Subjects recall having been "dazed," "confused," "catatonic," "stunned" or "in shock" through much or all of an episode. This condition was articulated in 49 cases and probably occurred in far more.

WATCHING & STARING

Intent observation of the subject aboard the craft is a very common factor in abductions. David Jacobs characterized the element of "staring" at the subject from very close range as a "mindscan" procedure. (1)

From a fair reading of the 317 transcripts, it is often difficult to ascertain whether the observation related was "staring" or rather a sentry's watchful gaze from a reasonable distance. Nevertheless, the attempt is made to divide this factor into "watching" and the more intrusive "staring."

Half (47) of all subjects in the study indicated that one or more beings were "watching" him/her intently at some point. This might also have occurred in many more cases wherein the subject was unaware of same.

In 39 cases, the subject felt a close-up "staring" by a particular entity, who was always "the one in charge." In some of these - but only a relative few - the subject conveyed that the purpose was to probe the mind. Regardless of intent, it can be said with assurance that most subjects did not especially enjoy the experience.

Conversely in seven cases the subject was left alone longer than momentarily. None attempted to escape.

THE LEADER

In nearly one third (29) of the study's cases, a particular entity was identified as having a supervising role. On occasion, this status was accorded the one in charge of what might be called an "away team" conducting the actual abduction. More often, it was either a "doctor" onboard the ship who conducted extensive or intricate medical procedures or an "old one" who oversaw the proceedings.

Whatever prompted the subject's conclusion this being was clearly a "boss," And that denotes the basic notion of rank among some - or all - groups of alien visitors. Parenthetically, such entities in charge, likened to many human doctors and executives, were often found to be impatient, humorless or both.

VERBAL COMMUNICATION

Two-thirds of these initial 95 cases included mention of verbalized, entity-to-human communication. Virtually without exception, telepathy was the medium.

Some subjects have related messages which, they are convinced, were conveyed in perfect English. Others have struggled to explain receiving the (perhaps pre-lingual) essence of an entity's thoughts, which the subject filled in with nouns, verbs, adjectives and the like.

In a few prominent cases, the subject recalls having had a long and wide-ranging discourse with a particular being. Apart from those, the content of communications by abductors was quite structured and of three basic types: procedural, nonprocedural but related to the event, and post-event related.

Procedural (or instructional) communications were always brief and directly related to the subject's compliance concerning a medical or other technical matter at hand. Commands such as "calm down," "don't move" and "feed the baby" were typical and associated with 26 cases.

Nonprocedural mentions still concerned the event sequence but

were not directly connected to a specific procedure. Reassurance of the subject (e.g., "it's all right" or "we won't hurt you") was by far the most repetitious, offered in 35 cases. "Come with us," "stay here," "time to go back" and "sleep now" were likewise common. In total, such comments were uttered in 46 cases.

Post-event-related communications were found in 23 cases: "Forget" or "can't tell" (anyone); the opposite, "remember" (the encounter); as well as vague instructions to perform some future "mission".

VOICE QUALITY

A fifth of all subjects in the study remarked on the audible voice of one or more being, always entity-to-entity communication. Reported in six cases each were whisperings and chattering (the latter denoting a language seemingly without vowels). Five other subjects said they heard low-pitched sounds made up of either grunts or mumbles.

Importantly, though suppositions were made on occasion, no subject claimed to understand any remarks made in the entities' own language.

NONVERBAL COMMUNICATION

Nearly two out of five cases (37 in total) indicated receipt of instructions or other information in a nonlingual form. These can be divided into four categories: gestures, images, showings, and symbols.

Gesturing was evident in just four cases. In each, a being held its hands up or motioned to the subject in a self-evident fashion.

Images - variously on a screen, in holographic form, or projected into the subject's mind - were far more regular in the sequence of events, appearing in 28 cases.

In nine of these, animal (e.g., owl or deer) was represented, especially to subjects in their childhood, apparently to disguise an entity's appearance at the outset of the abduction sequence.

While onboard, twelve subjects saw images of the Earth in its past or future, from dinosaurs to earthquakes, devastated rainforests and nuclear wars.

In ten cases the subject was given images of an extraterrestrial world - rocky desert terrains, an oddly colored sky, whole planets or solar systems.

The category "showings," occurring in a third of all cases, denotes one or more tangible things intentionally shown to the subject or, in a few instances, a tour of the ship. The most dramatic of these involved "hybrid" infants - or incubators containing fetuses in gestation - as viewed by 17 subjects. In 12 cases, the subject witnessed hybrid (post-infant) children or adults.

HUMAN-LIKE BEHAVIOR

Alien visitors are usually said to be stone-faced. But, contrary to the widely held idea that they are without feelings, displays of human-like emotions (positive and/or negative) have been conveyed in over half (54%) of the study's cases.

On the negative side, an entity's anger or arguing - with the subject or other entities - was displayed in 12 cases. Fear of the subject was deduced in seven; frustration, sadness, or threatening demeanor in two cases each; and violent behavior in one.

Positive emotions were expressed in large numbers: caring, compassion or love in 25 cases; friendliness in 23; humor (including laughter or joking) in eight, and pleasure in reaction to the subject's behavior in six.

Ten subjects made particular mention that a "leader" maintained a stark detachment, showing no emotion whatsoever.

Table 7 details these and other behaviors.

DEVICES & INSTRUMENTS

For purposes of this study, a "device" is a machine, seemingly

intended for a particular medical procedure t. (e.g., scanning the subject's prone body). It is generally seen attached to a wall, on a mobile cart or lowered from the ceiling. "Instrument," by contrast, denotes a small, hand-held implement such as a syringe with attached needle.

One or more devices were noticed by 46 subjects, while 44 described an instrument. Taken together, devices and/or instruments were present in 61% of all cases.

It can safely be said that, apart from poking the subject's vertebrae or twisting his/her joints as part of a "check-up," nearly all medical procedures involve a machine, instrument or both. Based on only the transcripts, however; attempts to describe such tools or their specific purposes would be highly speculative.

SAMPLES

Twelve subjects recalled that beings collected tissue or other samples. Ankles, arms, feet and the inside of the mouth were scraped; nails and locks of hair were clipped: and incisions or "scoop"-type gouges were employed to remove flesh. While many more subjects may have been unaware of such collections due to altered state of consciousness. it is odd that only this small number had specific memories thereof.

PAIN

Agonizing pain is widely thought to be a standard feature of CE-4 cases. Yet, in 58% of the study's cases, none was ever reported.

Among the 40 cases wherein pain was a factor, no one area of the human anatomy was a standard target. The most frequent were:

- * cranium - 13
- * nose/sinus - 5
- * ear - 5
- * back/kidney - 7
- * vagina/uterus - 12
- * leg/knee - 11

Localized pain may indicate an implant or excision. Moreover, numerous transcripts imply that small objects have been implanted or tissue removed without any discomfort to the subject. Readers are cautioned not to draw unwarranted conclusions.

SEXUAL/REPRODUCTIVE ELEMENT

Nearly half of all subjects recalled, as part of their overall experiences, one or more events related to human reproductive systems and sexuality. These included harvesting sperm from males and ova from females, fetus abortion, and moments of sexual orgasm.

Seven adult and teenage males in the study remembered an apparatus placed over the genitals, followed by immediate erection and discharge. For most, the episode was not recalled as pleasurable. It bears mention that, in 30 other cases involving a male subject, no such procedure was mentioned.

By contrast, among the 68 females in the study, 43 recalled a gynecological or obstetric procedure. Given the subjects' usually altered state at the time, it would not be appropriate to speculate in this report on the purposes for such intrusions.

Orgasm or lesser sexual pleasure, by either men or women, was a reported element in 13 cases.

POST-EVENT EFFECTS

Almost one-third of the subjects reported some type of physical effect as a direct result of one abduction episode or another. Nose bleeds resulted in 13 cases and scars in 12, half of those on a leg or knee. [Note: General reporting of nose bleeds and scars apart from known encounters have been excluded from these totals.]

Curiously, in four cases the subject was either told by an entity or separately concluded that the beings' "reconstructive surgery" had repaired some serious medical problem.

SUMMARY

In this two-part report, an initial attempt has been made to bring the average MUFON UFO Journal reader "up to speed." To the author, one conclusion and some fundamental questions are immediately evident.

Conclusion: Numerous entity types have been visiting our planet with some regularity. What is not very evident from the data herein, but somewhat clearer from the transcripts per se, is that entities are grouped into two or more types working together in the same craft, usually with a strict ranking of duties.

QUESTIONS:

1. Do grey-, white-, tan-, dark-, blue- and green-toned entities, not to mention extremely tall Nordics, have similar agendas?

2. Are differences in evolutionary development suggested by the number and types of digits on entities' hands? By their ability or inability to self-levitate? Between those who use "mindscan" (2) and others who do not (or cannot)?

How does one justify two starkly contrasting impressions that are firmly held by many subjects after multiple CE-4 episodes?

* A considerable number fervently believes the visitors exude love and compassion for them as subjects and all of humanity.

* A smaller but enraged group is equally convinced that the intruders are fundamentally evil.

The new computer purchased jointly by MUFON and the Fund for UFO Research is the most powerful beast on the block. In the days (and particularly the late nights!) ahead, it will be working overtime, assisting the participating researchers to sort through all the data in ways that were never before attempted.

As the first 317 transcripts begin to stretch toward a thousand, and the current 95 separate cases approach 300, we will be in a better

position to answer these nettlesome questions. Let us all cross our fingers that we have enough time left.

Special thanks go to Mark Williams, systems coordinator for the project, who integrated the computer system, customized its software, and created the insightful graphics in this report. And heartfelt praise is due the dozens of dedicated transcriptionists, without whom this information could never have been developed.

END NOTES

1. David Jacobs, _Secret Life_; Simon & Schuster, 1992.
2. Ibid

To broaden the project database, audiotapes are sought from others who are primarily engaged in abduction research. Transcriptions are without charge and the researcher's postal charges reimbursed. And of course the percipients' anonymity is maintained. Contact International Director Walter H. Andrus: 103 Oldtowne Rd., Sequin, Texas 78155; Telephone (210) 379-9216.

Qualified persons experienced in transcription are always invited to join the project. All expenses are reimbursed. Those with a computer should specify the make and the wordprocessing software. Contact Dan Wright, 117 W. South St., Morrice, Michigan 48857; Telephone (517) 625-4880.

Dan Wright is Manager of the MUFON Abduction Transcription project. A MUFON member for 17 years, from 1987 to 1992 he served as Deputy Director in charge of investigations. He has contributed numerous articles to the journal over the years.

TABLES

Table 6: Nonverbal Communications (from 37 of 95 cases)

Showings, 45%	##### 32
	#####
Images, (39%)	##### 28
	#####
Symbols, (10%)	##### 7
	#####
Gestures, (6%)	#### 4
	####

Table 7: Entity Human-like Behavior (from 51 of 95 cases)

Caring, (23%)	##### 25
	#####
Friendliness, (21%)	##### 23
	#####
Anger/Arguing, (11%)	##### 12
	#####
None (detachment), (9%)	##### 10
	#####
Humor-Laughter, (7%)	##### 8
	##### 8
Fear, (6%)	##### 7
	#####
Surprise, (5%)	##### 6
	#####
Pleased, (5%)	##### 5
	#####
Confusion, (3%)	### 3
	###
Threat, (2%)	## 2
	##
Sadness, (2%)	## 2
	##
Frustration, (2%)	## 2
	##
Curiosity, (2%)	## 2
	##
Violence, (1%)	# 1
	#
Patience, (1%)	# 1

	#
Need for	# 1
Acceptance, (1%)	#
Gratitude, (1%)	# 1
	#

Table 8, Post-event Effects, (from 29 of 95 cases)

Nosebleeds, (37%)	##### 13
	#####
Scar	##### 12
(all areas), (34%)	#####
Headache, (17%)	##### 6
	#####
Healing, (11%)	#### 4
	####

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