

RARE PROGRAMS AND THEIR MEANINGS (created by muyang, xz777, @transfemstars on discord)

CLAY : similar to doll, subject is told they are a sculpture made out of clay and are malleable and easy to move and shape. often tied into beta, as the subject may be forced to contort their body in sexual positions to prove their flexibility. subject is told if they stray too far from the river bed they were made from, they shall dry up and harden.

UPSIDE DOWN : subject is hung upside down for long periods of time until they are convinced they can only live in an upside down world. they are told everything in this upside down world is the opposite of the real world, and they must think, act, and speak the exact opposite of what they really want. often used alongside nonverbal, as well as a way to code messages for more knowledgeable parts.

TWO FACED : subject is told they have an "evil side" that comes out when they get too angry or violent, and who will surely harm everything around them if released. the subject may also be told certain things trigger the "evil side" such as a certain time period, color, or phrase. may be used as well as twin, with two parts unknowingly playing the role as the other's "evil side".

MECH : subject is told they do not need sleep, food, or water, and is heavily drugged and kept awake for weeks. every time the subject becomes close to passing out they are administered food and water thru an IV whilst too drugged to realize it. often ties into robot related epsilon, and on occasion, theta.

ERA :

certain parts of the subject's are made to believe they live in a different era of time. can be tied into gender role related beta, military, and theta.

FIVE LITTLE DUCKS :

may also be considered a script. at an early age, the subject is "adopted" by a female handler who plays a maternal role. other subjects will be "adopted" by this handler as well until she has five "children". each day, she takes the children outside and abandons one in the same spot, until she is left with no more children. the "ducklings" are then encouraged to fight until only one of them lasts. the maternal handler will then come back for the winning subject and reward them greatly. tied into daytime abandonment, delta, and survival of the fittest programming.

LAST DAWN :

only used by groups that believe in a set end of the world. subjects are told each and every day that the world will end when it meets next dawn. when the spoken of time arrives, amnesia programming will be triggered, and another part will be brought out and taught the same thing. ties into eta, theta, and betrayal programming, and is used to confuse parts and make them not trust one another for the fear that part is lying.

SPIDER IN THE WEB :

a part, often an internal handler, is placed in the center of a "web" in the inner world. they are assigned to guard this web, and make sure nobody goes in or out of the web without the subject's handler's permission. when this program is triggered, the "spider" will go out on a hunt and retrieve a part that is misbehaving or no longer of use to the handlers. the "spider" will drag the part back to the web and make sure they stay "trapped" there until further commands are given.

LANTERN :

tied into theta. lanterns are lit up around the inner world as a means of guiding the parts "towards the light". parts with lantern are warned if they stray off into the darkness they will suffer endlessly. areas without lanterns often contain structures / layers the handlers do not want the part to be aware of. different parts may have different colored lantern paths to follow.

VIGILANTE :

subject is informed that they are alone in the world. they cannot trust anyone, and must take care of their problems themselves. they are trained to be reliable and responsible, and be willing to do anything to protect themselves / those they care about. subject is trained not to fear breaking the law and/or severely injuring/killing others in order to get what they want. may be tied into military, delta, zeta, or scripts such as marvel.

KALEIDOSCOPE :

subset of spin and scramble combined. subject is placed in a room full of bright, colorful lights that will spin around them rapidly until the subject becomes confused and forgets their surroundings. this process is repeated several times whenever needed, and often implemented into the subject's inner world. kaleidoscope programming is triggered as a distraction whenever subject becomes aware of / sees something they are not supposed to.

SEDATION :

when triggered, subject will fall into a much more calm, barely conscious state, as if they've been sedated. this program takes a while to be inserted properly but is useful for subjects who are prone to violence and/or need to move districts often, as it causes the subject to calm down naturally without the usage of actual sedatives.

ROUTINE :

often used in accompany to scripts. subject is given a certain action they must fulfill once per a limited period of time. if subject fails to complete this task, near-death zeta will kick in. subject is

made to believe this task is crucial and important to their identity and life, and if they break their routine they will be greatly punished.

CHEMICAL :

an organization program, similar to color or shape. subject's parts are assigned chemicals from the standard periodic table, and forced to memorize them. parts are then made to keep this chemical as a core part of their identity. some parts may be given their chemical as a name as well. may be tied into intelligence programming.

WHEN IT RAINS (MAY BE SHORTENED TO RAIN) :

subjects are rewarded when storms and rain occur, to create a positive bond to the experience. suddenly, the rewards may be swapped out with punishments or having to reward others instead of themselves. this is used to create a feeling of uncertainty triggered by storms, as they're the weather climate used most often for rituals. subjects are told that when it rains, it will pour, the "pour" signifying great emotions, whether it be anger, sadness, or joy.

STIMULANT : the subject will be forced to stay awake, most commonly through the threat of punishment and/or the use of stimulant drugs. it is the approximate opposite of narco programming. when this program is triggered, the subject will become physically unable to sleep and will not grow tired nor lethargic for the duration of the program being triggered. there will commonly be an "off switch" trigger (a cue, anchor, or phrase), a set time duration, or a task they will have to complete in order for the program to stop. most often used in conjunction with military, watch dog/stalking cat, or any type of programming in which the victim must stay awake for any purpose.

CONSTRUCTOR PROGRAMMING : subject is choked to the point of/close to passing out, several times, until it is implemented into the inner world as a defense mechanic. whenever the subject speaks out of line, this program is triggered, and causes the subject to lose the ability to breathe properly until the handlers see fit for it to stop. may also be a form of omega, as if a part were forced to speak without a handler around to detriger the program, their chances of passing out and possibly suffering fatal injury are high. program is often triggered / detrigerred using imagery of boa constrictors or other snakes. ties into nonverbal and may be considered a form of shutdown.

HYPERVERBAL :

the opposite of nonverbal where the subject is forced to say everything they think of, its used to ensure the subject tells the truth and also isn't thinking about stuff the group doesn't want you to think of.