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Art Bell



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"THE ENVELOPE PLEASE..."

After Dark presents Awards for the Year's Worst News Reporting

Prover since the November election, all sorts of pronouncements have been made about talk radio's supposedly powerful influence on the electorate. While it is true that satellite technology and the proliferation of talk stations have contributed to radio's higher profile, there is another far more compelling reason for talk radio's emergence as a preferred information source: The so-called "mainstream" news media have lost touch with the average American. In fact, the Wall Street Journal reports public trust in the media at an incredibly low 21%.

To shed some light on this growing problem, *After Dark* would like to highlight some of the recent "reporting" efforts that have inspired today's historic mistrust of the news media.

Since 1987 the Media Research Center in Alexandria, Virginia has closely scrutinized the major electronic and print media. Every week, the MRC strikes a blow against current media outrages with the most devastating, penetrating, and ruthless weapons possible: the media's own words, faithfully transcribed and widely distributed.

Here, courtesy of the Media Research Center, are selected excerpts from their Seventh Annual Awards for the Year's Worst Reporting. And now, the envelope please...

Rodney Dangerfield Award (for demanding Bill Clinton get respect)

"Well, it may seem the sheerest act of heresy to say so, but far from being pathologically dishonest, Bill Clinton has been more faithful to his word than any other chief executive in recent memory. He may have skirted the truth about the draft, Gennifer Flowers, Paula Jones, and so on. But Clinton has kept his contract with voters. On policy issues, he has done almost exactly what he said he was going to do, despite setbacks and enormous obstacles. And by so doing, he has made himself an excellent President." —Former Newsweek reporter Jacob Weisberg in New York magazine, September 5 issue

Politics of Meaninglessness Award (for the silliest analysis)

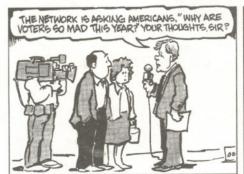
"One standard conservative argument against antipoverty policies is their cost: Taxes burden the affluent and thus, by lowering work incentive, reduce economic output. But if one goal of the policy is to bolster monogamy, then making the affluent less so would help. Monogamy is threatened not just by poverty in an absolute sense, but also by the relative wealth of the rich. This is what lures a young woman to a wealthy married or formerly married man. It is also what makes the man who attracts her feel too good for just one wife. As for the economic consequences, the costs of

soaking the rich might well be outweighed by the benefits, financial and otherwise, of more stable marriages, fewer divorces, fewer abused children and less loneliness and depression." —From August 15 Time cover story on infidelity, by New Republic Senior Editor Robert Wright

You're No Anita Hill Award (for hypocrisy in sexual harassment reporting)

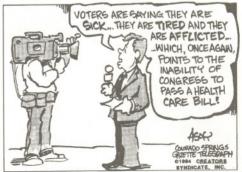
"Yes, the case is being fomented by right-wing nuts, and yes, she is not a very credible witness, and it's really not a law case at all... some sleazy woman with big hair coming out of the trailer parks... I think she's a dubious witness, I really do."—
Newsweek Washington Bureau Chief Evan Thomas on Paula Jones case, May 7 "Inside Washington"

("The Envelope Please" continued on page 15)









Letters From Listeners ART-ICULATIONS

What's next?

Thumbs up for your newsletter. Page 5 [a listing of 183 different firearms banned by the Crime Bill, January, 1995] was a real shocker. What's next to ban—air rifles, b.b. guns?

With all the banning, they forgot about ammo. Your newsletter provided that on page 10, under "Affiliate Update."

Please know that I just fired off a bullet of a letter to station KTRH in Houston, asking that they carry "Dreamland."

Keep up the effort, brother.

David Lett Three Rivers, Texas

Anatomy of a liberal

Charlie the Liberal [a regular caller to Art's show] is so predictable that it's pitiful. He resorts to the same formula every time, and here it is for your reading pleasure. Charlie's formula for liberal arguments:

1. Poison the well. Start off by saying, "Wet me just say that you conservatives [insert appropriate insults here], and you

conservatives blah-blah-blah..."

- 2. Rattle on for a while, spitting venom and childish hate toward anyone with an opposing opinion (i.e., conservatives). Call them names and attack them personally instead of arguing the issues.
- 3. Raise your voice when you begin to lose the argument. Shout over your opponent and interrupt him/her with immature outbursts and insults, completely avoiding the issue at hand.
 - 4. Scream some more.
- 5. When you have lost the argument, call your opponent a bigot, racist, or other appropriate name.

Barry Mesa, Arizona

One Pyramid Mystery Solved

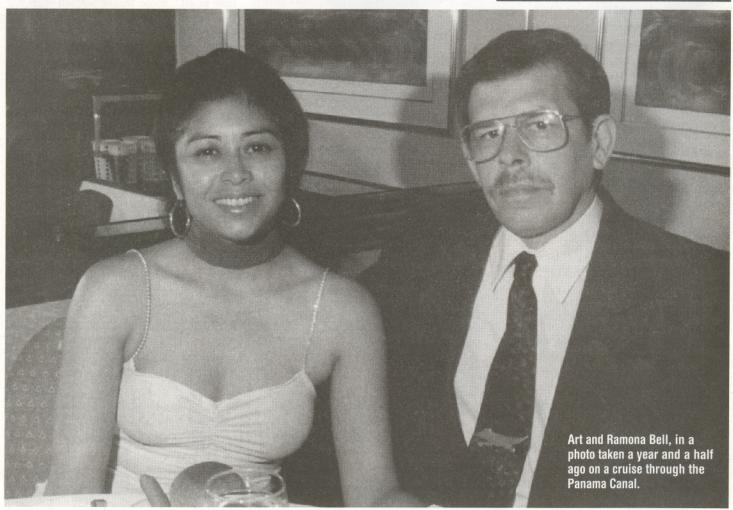
I really enjoyed the article on the Great Pyramid [Part 1, Feb., 1995 After Dark]. What I don't understand is why there were two dimensions given for the height measurement on page 10. One is 5,812.98 inches and the other is 5,449

inches. How can there be two values for the same thing?

Lyle Tubbs Portland, Oregon

Thanks for your letter. Here is author and physicist John Zajac's response: "There are, indeed, two different measurements for the height of the Great Pyramid. One (5,449) is the actual height as measured. The other (5,812.98) is the projected height that the Pyramid would be if the topstone were not missing. In other words, if you project the side walls up to where they would intersect—even though there is no longer a stone at the apex—you get the higher value."

AFTER DARK welcomes your comments and communications. Send letters to AFTER DARK, c/o Chancellor Broadcasting Co., 744 E. Pine Street, Central Point, Oregon 97502, or you may FAX them to 503-664-8261.



By Art Bell

ven though the courts may overturn it, California's Prop. 187 has become a major national issue. So much so that Hispanic activists from across the country are already planning a protest "March on Washington" in 1996. But why the political firestorm over illegal immigration? The answer is that there's a power struggle going on behind the scenes that could affect not only the next presidential election, but America's political landscape well into the next century.

It's strange that right before California's crucial vote last Fall, Republican heavyweights like William Bennett and Jack Kemp would come out aggressively against 187, an act bound to embarrass Governor Pete Wilson, a fellow Republican, who had made "illegals" a linchpin of his candidacy. It's all the more strange since who could argue against the basic principle of Prop. 187? Why on earth should hardworking middle-class Americans pay for people who have entered this country illegally?

I supported 187 for the principle involved—and to get Washington's attention. But 187 is not the real answer. The only way America can really control the flow of illegals is to control our border as Newt Gingrich and others have suggested. Obviously it won't be easy to do, and it will ruffle some feathers, but the job must be done whether popular or not. A nation must be able to protect its perimeter.

But there's a much larger dimension to the 187 debate than just what's right or wrong about it. The real issue for party strategists is: Which party will ultimately capture the "immigrant vote?" Bennett and Kemp took a stand against 187, putting themselves in conflict with fellow conservatives, but hoping to send a message to the immigrant community that, despite media headlines, Republicans are actually pro-immigration. Bennett and Kemp do not want 187 to cause Republicans to be further labeled by the media as "anti-immigrant."

Of course, it's unfair to label Republicans as anti-immigrant since 187 has to do with *illegal* immigration. But here's the prob-

lem: The Republicans, now in control of Congress, have been planning all along to reform the *legal* immigration system, and many people, including some Democrats, feel that reform is essential. But since 187 has already labeled conservative Republicans as "anti-immigrant" in the media, the planned reform might render that ugly label permanent and give Democrats a huge advantage in capturing the immigrant vote. "The Republican Party has no chance of being a majority party in this country," Bennett warned recently, "without being the party of immigrants."

It may come as a surprise to most Americans, but Republicans actually do have a chance of capturing the immigrant vote. We've come to assume that

There's a power struggle behind the scenes that could affect not only the next presidential election, but America's political landscape well into the next century.

minorities are liberal, but this is not necessarily the case. Immigrants, both Hispanic and Asian (who make up about 85% of current American immigrants), have two opposing tendencies:

First, they tend to be "conservative Republican" in their personal values—work oriented, devoted to family values, and appreciative of the freedom they've found here in America. But second, minority politics in general tend to be "liberal Democrat," influenced by the "minority rights/multicultural" movement which believes minorities should identify with their ethnicity first, and America second.

So immigrants could be influenced either way—toward a liberal ethnocentric Democratic Party or toward a traditional conservative Republican Party. That creates great political tension. It also becomes the cutting-edge political dynamic of the nation's future because, if it goes far enough, Eurocentric (white) America could join the racial/ethnic identity movement, and the traditional

Judeo-Christian ethic of the American melting pot will disappear into a kind of multicultural chaos. The original spirit of America would be gone, perhaps forever.

Over the next few years, as the clamps are tightened on immigration, both legal and illegal, the tension will be palpable. People like Louis Farakahn, Jesse Jackson, and Kwiesi Mfume (of the Congressional Black Caucus) will be in their element. The accusations of racism and "ethnic cleansing" will become even more shrill than they are now, if that's possible.

Here's how the logical flow of events could go: First the borders will have to be "sealed," to use Speaker Gingrich's term. After that the federal government will start to limit the number of legal immigrants. Once the quantity is controlled, the debate will shift more intensely to the *quality* of immigrants: making sure that new residents have good sponsors, that they can take care of themselves and eventually become productive citizens. Race and ethnicity will quickly become part of the debate; we saw that happen with Haiti.

As America seeks to establish standards for 21st century immigration, we will face the inevitable question of "whose standards?" What defines a good immigrant? And can race, ethnicity, and religion be included in the criteria? A classic struggle could develop between differing forces as the nation seeks to define its culture. How will this dangerous national debate be resolved? Stay tuned—and keep your fingers crossed.

President Reagan once said in a speech that you can go to France and not be French, or to Japan and not be considered Japanese by the citizens there; but if you go to America, you can become a true American. America is not a nation of bloodlines, but a nation of principles. I wonder whether, in a few years, that statement will still be true. Or will those who make their living defining us racially and ethnically cause the Eurocentric American majority to become suspicious of the loyalty and national character of all non-white immigrants? A sad day indeed, but one that may be coming.

By David Kupelian

CAT Tirtual Reality is destined to be the drug of the year 2000 and beyond." When Art Bell's guest, California computer consultant Russ Wagner reached that seemingly radical conclusion on "Coast to Coast AM" there was no escaping his point. During 1992 and part of 1993 Wagner was involved in some of the most startling VR research imaginable at a major California university. The shocking results of those explorations were the focus of Art's show. Wagner's insights leave little question, not just concerning the positive benefits of this futuristic technology, but also its less obvious but awesome negative potential.

"YOUR BRAIN WON'T KNOW THE DIFFERENCE"

"Now let me see. The basic Mars package will run you 899 credits," said the salesman for RECALL, the futuristic Virtual Reality fantasy vacation company in the Arnold Schwartzenegger blockbuster 'Total Recall.' "Now that's for two full weeks of memories, complete in every detail. If you want a longer trip that'll cost you a little more, because it's a deeper implant."

"What's in the two-week package?" asks Doug Quaid, played by Schwartzenegger.

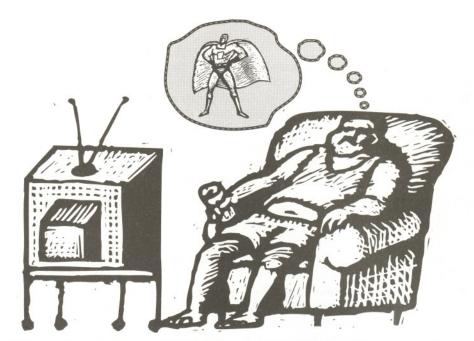
RECALL: "First of all, Doug, let me tell you. When you go RECALL you get nothing but first class memories. Private cabin on the Shuttle, Deluxe suite at the Hilton, plus all the major sights—Mount Pyramid, the Grand Canals, and of course, Venusville!"

Quaid: "But how real does it seem?

RECALL: "As real as any memory in your head."

Quaid: "C'mon, don't b-s- me."

RECALL: "No, I'm telling you, Doug, your brain will not know the difference. And that's guaranteed, or your money back....Look, a real holiday is a pain in the butt. You've got lost luggage, lousy weather, crooked taxi drivers...When you travel with RECALL, everything is perfect. So what do you say?"



our brain will not know the difference." And that, without a doubt, is simultaneously the blessing and the curse of Virtual Reality. To be totally immersed in a computergenerated 3-D environment which results in the suspension of one's normal sensibilities is perhaps the technological two-edged

"The people who have experienced this have the most vivid dreams imaginable."

sword of the future.

Schwartzenegger opted to take RECALL's Virtual Reality fantasy trip to Mars and ended up saving the Red Planet. In real life, VR is still in its infancy, best known by the masses for its entertainment applications, offering thrill-seekers a few minutes (or hours, days, or years) of totally absorbing, computer-generated fantasy. Indeed, every week seems to bring news of something new in VR: home video game accessories, arcade machines...even Virtual Reality theme parks.

There are more serious uses for Virtual Reality. Because it provides such a realistic environment, people training for highrisk jobs can use VR to gain experience without risk. The best known such application is the flight simulator. For instance,

the U.S. Defense Department is now using a Virtual Reality training program called SIMNET to train helicopter pilots. In use at military installations nationwide, it simulates a variety of battles including the Persian Gulf War.

The potential for education is enormous. Using VR, architects can walk a client through a virtual building. Surgeons can practice operations on virtual bodies. The Boston Computer Museum has a Virtual Reality exhibit on cellular biology, and there is now a high school math program that uses Virtual Reality for visual representation of calculus equations.

By 2001, Virtual Reality is projected to be a \$4.5 billion industry, and \$200 million of that is expected to be directed toward helping people with disabilities.

A recent NBC News story (Dec. 7, 1994) showcased disabled children learning to operate motorized wheelchairs safely, without running into things, thanks to VR simulations. "This helmet puts Joel into the realm of VR, simulated worlds created by computers projecting 3-D images in front of his eyes, giving him the illusion of driving the wheelchair," explains correspondent George Lewis. As the training advances, kids learn to pilot their chairs across a "virtual" intersection with cars whizzing by. The piece ends showing children graduating from Virtual Reality to real reality after only a few hours of training in the simulation.

What's next? Although both cost and technology prohibit the use of the most sophisticated forms of VR in the home, we may soon be seeing such applications as teleconferencing in Virtual Reality. So, although a corporation's board of directors

may be scattered across the globe, they will be able to sit at a table in one place, look at each other and discuss things, thanks to VR. And that's only the beginning; as we said, VR is still in its infancy. The technology and its applications sound incredible, but there's another, more ominous, side to Virtual Reality that was the focus of Art's recent show with guest Russ Wagner...

"WE DISCOVERED THAT V.R. IS HYPNOSIS"

Virtual Reality on "Coast to Coast" by describing vividly one of the most dramatic uses to which VR is currently being put.

Russ Wagner: In one of the first projects we did, a very outstanding programmer who did a lot of work on the software thought he wouldn't be able to participate because he is a paraplegic and confined to a wheelchair. We were able to write a simulation for him to actually walk about. For the first time in his life he was able—in his mind, once he was in a hypnotized state—to actually *feel* what it was like to have legs under him. The man was so convinced that he had tears in his eyes, he was so in love with the idea of being able to walk. He never wanted to get out of the simulation.

Basically, in Virtual Reality you can fix anything that's wrong with your life. If you think you're fat, you can put yourself in a scenario where you have the body of Arnold Schwartzenegger; if you look down at your arms, you see Arnie's arms. Anything you've ever wanted to be or do, you can.

Art: How good is VR, at the outside limits?

Wagner: It's truly fantastic.

Art: What about the darker side of VR? What about people being able to carry out fantasies of violence, to be a "natural born killer" for a while? Is there a danger that that kind of VR would have an even greater potential than today's film offerings to promote copycat behavior—acting out the fantasy in real life?

Wagner: Yes. Once systems are developed for commercial use in a basic entertainment-center environment, there are going to be little mini-rooms in which you will be able to walk around in your virtual environment and be a part of any program

you want to play. The potential for its being used for dark simulation is incredible. Just look at the way the rest of our media has gone.

VR is what we call "hyper-media:" combining sound, music, sights, motion, the ability to have live and animated characters, the ability to "project" you into another medium, say, into a movie. We say "project" because once the trance is induced, it's very much like a form of astral projection.

Art: I watched a network news story on Virtual Reality in which the people involved with it made this comment: "Virtual Reality is going to make crack cocaine seem like candy."

Wagner: They were absolutely 100% correct. Virtual Reality is destined to be the drug of the year 2000 and beyond. After all, if someone experiments with hallucinogenic drugs, they have no idea what kind of a "trip" they will have. But with VR you have the ability to create a scenario of almost anything you could ever want to do in your lifetime, and then live it.

Art: Have you made up your mind as to whether VR is a good thing or an evil thing?

Wagner: It has been shown that some people have a serious problem realizing that their "virtual reality" is not reality. VR is a form of hypnosis that is so all-convincing that some people, once the stimulus is removed, will actually continue on in the artificial environment; they'll still be in the scenario. That's what is so frightening.

For instance, we put one of the hardware designers into a simulation. After about 20 minutes, one of the computers malfunctioned and shut down, cutting the audio portion of the simulation completely off. But he didn't realize the audio was off; in his mind he was still hearing the sounds of the simulation. We were pretty scared by this—it was like seeing a ghost—so we decided to shut everything down. But he continued on through the simulation even though we had now turned the visual off, as well as the audio.

We finally had to go out there and physically pull the helmet off of him. And guess what; his eyes were shut. He had become so accustomed to the images and sounds in the helmet that he no longer needed them. This was a very telling incident.

What we discovered is that VR is hypnosis. You are hypnotized, with the aid of



"Science estimates that 10% of the people walking the face of the Earth absolutely cannot be hypnotized, and there are approximately 30% of us that can be so deeply hypnotized that we are in danger of never returning."

hardware, into a trance, and you need to be brought out of it. If you are not brought out of it in a certain manner, just like someone put under traditional hypnosis, the results can be disastrous.

Art: That's fascinating. It seems like a big problem for VR in general.

Wagner: This happens every single time, by the way; there is no way around it. It happens, unless you program yourself to think, "When I hear something that does not sound correct for the simulation, then I know the simulation has ended." Otherwise, when the sound shuts down, you'll keep right on hearing things.

By the way, the people who have experienced this have the most vivid dreams imaginable. You basically return to the entranced state when you sleep, and when you dream. It makes your dream so realistic, because you are now used to controlling your dreams. After all, the VR is effectively a dream you are walking through. Once you are used to controlling your dreams, you control your actions in the dream from then on.

"HE'S NOT GOING TO WANT TO COME BACK"

RECALL doctor: "How do you like your women? Blonde, brunette, redhead?"

Ouaid: "Brunette."

RECALL doctor: "Slim, athletic, voluptuous?"

Quaid: "Athletic."

RECALL doctor: "Demure, aggressive, sleazy?"

Quaid: "Sleazy... and demure."

RECALL doctor to technician: "41A, Ernie."

Ernie: "Oh boy, is he going to have a wild time. He's not gonna want to come back!"

BACK TO REALITY ON COAST TO COAST...

Art: You quit this project over the subject of virtual sex. Are we going to have VR sex parlors?

Wagner: That's actually possible, but very frightening. I really hope not.

Art: I don't even know how to ask about this... To the person experiencing this, is it in every meaningful respect the same as having sex.

Wagner: Indeed it is. From stimulation of glandular functions and certain secretions in the male or the female, all the way through climax, everything is achieved through nervous stimuli.

risk. I don't mean that offensively, but some

This is where the weak-minded are at

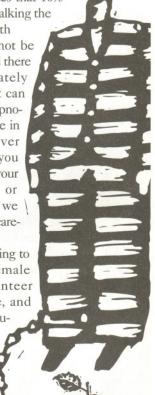
people are more susceptible to hypnotism than others. Science estimates that 10% of the people walking the face of the Earth absolutely cannot be hypnotized, and there are approximately 30% of us that can be so deeply hypno-

tized that we are in danger of never returning. So you have to screen your participants, or "test pilots" as we call them, very care-

We were trying to stimulate a female student volunteer with hardware, and you can just visualize that set-

up in your mind...

fully.



THE ULTIMATE HYPNOSIS

Is Virtual Reality as dangerous as Russ Wagner claims? *After Dark* has looked into this with the help of several experts, including a professional hypnotist. We were very surprised at what we found.

INSTANT TRANCE: Wagner explained the VR trance by alluding to the popular phenomenon of spectral photographs (featured in *three* recent *New York Times* bestsellers). "It takes a while to learn to lose focus in the optic nerves, and then finally you see a picture. But after you've seen one of these pictures, you don't have to sit there and concentrate a second time. In fact, you can't 'unsee' it. The same thing occurs with VR; the trance process the second time around is almost instant."

He's right. Once a person enters an induced trance, whether by conventional hypnotism or VR, the next time the trance is reached instantaneously. What's more, each successive trance is deeper. So, while it may be true that 30% of the population is easily hypnotizable on the first try, with 10% supposedly immune, the remaining 60% can be hypnotized progressively deeper through subsequent hypnotic experiences with VR.

MORAL INHIBITIONS?: "You know this business about putting someone under hypnosis," said Wagner, "and telling them to do something that is basically against their moral judgment, and them being able to resist it? It works like this: If they've ever even *considered* doing something like it—if they've seen a horror movie and wondered, 'Hmm, I wonder what it's like

to hack somebody apart'—you could probably get them to do that. You could get them to do *anything* that they have ever thought about in a pleasurable context."

Right again. A hypnotist (or VR simulation) could probably tap into a person's private fascination or preoccupation with violence or other antisocial behaviors, even if it was against the subject's better judgment.

COPYCAT CRIMES: Both Wagner and Art called "dark simulations" such as virtual sex "frightening" in their implications. Let's explore why:

Suppose you are a man who experiences virtual sex. If you should later walk down the street and see an attractive woman wearing the same color dress as the fantasy girl in the simulation, that woman immediately triggers a hypnotic state. The whole dream starts to recur. It's an instant psychosis, just as with the traumatized Vietnam vet who, hearing a bus backfire (simulating a gunshot) is instantly transported mentally back to Vietnam. Don't scoff; it would happen to you. It's just a question of degree.

The dangers of the virtual sex (or violence) participant's acting out his fantasies in real life are obvious. But suppose you are the typical VR player of the future—a hardworking, taxpaying, law-abiding, responsible citizentype. Not inclined to engage in "dark" simulations, you're just heading down to the local VR entertainment center for a couple hours of good, clean fun playing "Kill the Demons" or whatever suits your fancy. You do this several times a week. What effect would this activity be likely to have on you?

SURRENDERING DEFENSES: Remember, you are about to temporarily

What we found was the same thing that happened when the gentleman continued to walk through the simulation after the audio and visual had both been cut off. She didn't realize when it was over. When the stimulus was removed, she didn't respond. She was essentially making love to an imaginary person.

Since that time she has been undergoing rehabilitation, because she wasn't properly brought out of the trance state. It was kind of cold turkey and her mind didn't catch the subtle change; it was a sharp change in her mind. So rather than give up the sensation of pleasure and what she felt was love, rather than give that up, she let her mind take over control of the virtual system...

Art: That's really frightening. That's really frightening.

Wagner: Any hypnotist who is willing to take enough time to set up a scenario can do this without any hardware.

She let her mind take over the simulation, and there was nobody who could convince her that it was over. And she went until she had reached climax, and when she kind of gained a sense of who was around her, she wondered why all of these people were around her while she was having sex with her boyfriend. She didn't know why she

was in the lab, she didn't really know where she was.

She still has regular sex with her invisible friend because she 100% thinks he's real. This person interacts with her on a daily basis. She walks around the ward where she's currently confined and converses with the per-

"With VR you have the ability to create a scenario of almost anything you could ever want to do in your lifetime, and then live it. VR is a form of hypnosis that is so all-convincing that some people, once the stimulus is removed, will actually continue on in the artificial environment."

son. They found her in her bed, being...I can't find a proper way to say it, it's indescribable. Nothing like it has ever really happened before. It's really baffling the psychological world.

Art: Boy, what a frightening, frightening technology. I do see the possible advantages and the uses. But I guess it's like everything else that comes along that's new technologically. It's a two-edged sword, and boy, this one's got a sharp edge

on the other side.

I can see how, if through VR an individual would always have his or her way sexually, it could turn into a very self-centered sort of thing. If you always have your way and to hell with the partner—you're going to have your pleasure the way you want it—it seems to me that somebody involved in this virtual world would totally lose track of how to relate to somebody of the opposite sex in the real world.

We really are talking about the ultimate mind control trip without drugs, aren't we?

Wagner: That's it, and it's to be watched. Let me put it really simply: We have a way of hypnotizing people that has just come of age and has never been on the face of the Earth before. It is a way of hypnotizing people so deeply that you really have no defense against it once you're in.

TO FIND OUT MORE:

You can have your own audiocassette copy of Art Bell's entire interview with Russ Wagner (2 tapes, Program #940912C) for only \$13.50 postpaid. For VISA and MasterCard orders call 1-503-664-8829. Or mail your check or money order to Chancellor Broadcasting Co., 744 E. Pine St., Central Point, OR 97502.

surrender your discernment of what reality is, and to believe in and interact with a fantasy reality—someone else's dream world—with great focus and concentration. So what, you say, echoing the sentiments of Frank Boosman, Vice President of Virtus Corporation which develops visualization software. "Virtual Reality is the suspension of disbelief in an unreal environment," concedes Boosman. "This may sound intimidating, but it really isn't. If you have lost yourself staring into a painting, or forgotten you were in a cinema in the midst of a film, you have suspended your disbelief of an environment that doesn't exist..."

Here's the problem. Watching a compelling movie can indeed be somewhat hypnotic, but the effect is generally harmless because hypnotic suggestions tend to wear off. They wear off precisely because you are not required to interact; your involvement is passive. You walk out of the theater, and though a few strong impressions may linger, before long even they are gone.

Virtual Reality is much more hypnotically powerful than movies because VR creates scenes that the subject actually steps into and believes in. Furthermore, he is required to respond to and act out a multitude of suggestions.

To the hypnotist, the first stage of control is to create a command. For the more gullible subject, the command alone is sufficient. But the less suggestible subject is resistant; although he feels the compulsion to act out the suggestion, he also feels conflict about it. He needs to be persuaded that the suggestion is *necessary*. (A recent example is the Swiss cult murders, during which a woman killed her own child after it was suggested to her

that her child was the antichrist. An abhorrent action became, in her mind, necessary and noble. During W.W.II, thousands of Germans committed horrible acts, having first accepted the enabling suggestion that Jews were subhuman vermin.)

If the final stage of hypnotic control is getting people actually to carry out the suggestion, then VR is the champ. In a Virtual Reality simulation you are constantly acting out suggestions that are given to you. It doesn't matter that it's all happening in a dream world; the conditioning taking place in your mind is very real.

CONDITIONING? WHAT CONDITIONING? Over time, repeated experiences will make you progressively more gullible and suggestible, especially to lower or unwholesome suggestions. Why? Because your natural moral resistance is always being overridden by the rush of illusion. In the end, your better judgment will be overpowered by your conditioning.

As a habitual VR "user," you are literally surrendering your natural defense mechanism against outside pressure and suggestion. If the simulation is "dark," VR subtly conditions your mind to do the same thing in reality. But even if the virtual reality simulation seems innocent, the process itself still sensitizes your mind to outside suggestion. And that is the real problem.

There is a side to all of us that likes to escape from life's problems and suffering, and Virtual Reality seems like such a great escape. The problem, just as with drugs, comes when the escape experience is over—and we find that life is just that much harder to deal with.

DREAMLAND REPORT

In depth explorations of subjects and guests featured on Art Bell's weekly radio program "Dreamland"

INSIDE THE GREAT PYRAMID OF GIZA

Our guided tour leads to an astonishing conclusion

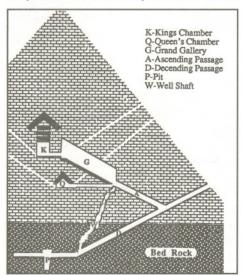
By John Zajac

A few years ago, the Japanese reportedly tried to duplicate the 4,600-year-old Great Pyramid of Giza at 1/4 scale, employing today's technology and knowledge. They couldn't do it. Indeed, the Great Pyramid seems to resist all efforts to comprehend how it was built, by whom, and for what purpose.

Last month, with physicist John Zajac at our side, we explored the outside of this amazing and ancient structure. In this issue of After Dark we conclude our examination by venturing inside the Pyramid for a fascinating guided tour through its mysterious chambers and passageways. What lies within leads to an otherworldly conclusion about the Pyramid's origin, purpose, and meaning.

RAIDERS OF THE LOST ARK

Well aware of the fabulous treasures found in other Egyptian Pyramids, the Arab Al Manun, in 820 A.D., forced his way into the Great Pyramid of Giza.



PYRAMID INTERIOR: The inside of the Great Pyramid has two main passages and three main rooms.

Finding chisels to be of little value against such a large mass of limestone, his men used the heat of fires and the thermal shock of pouring vinegar over the rock to fracture the stones. Large battering rams were used to break the fractured stones into removable pieces.

Al Manun started his tunneling at the approximate center of the North face, where legend said a passage was hidden. To keep his workers motivated, Al Manun

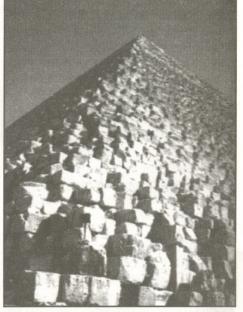
The Pyramid's designer could also see and, more likely, control the future.

told stories of treasure, but his real interest was the legend claiming that the Pyramid contained the past and future history of the world.

As they slowly battered into the Pyramid, a stone was heard to fall to the left of their forced tunnel. They dug to the source of the sound, which led them to a descending passage and the entrance door on its far end. What did they find on the other side of that door?

ENTERING THE KING'S CHAMBER

The entrance to the Great Pyramid is at one end of a 3-1/2-foot-wide, 4-foot-high Descending Passage (see illustration). At the lower end of the passageway is what has been called the Bottomless Pit. The falling rock that the Arabs heard was a stone of concealment; had it not fallen, they would never have located the hidden Ascending Passage. The Ascending Passage rises at the same angle, 26.3 degrees, as the angle of decline of the Descending Passage. Fascinating, but what does it mean? Let's keep going.

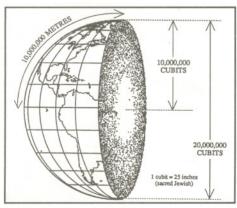


THE GREAT PYRAMID OF GIZA as it appears today, since the removal during the Middle Ages of its protective layer of tight-fitting, highly polished, 20-ton casing stones.

The Ascending Passage departs from the Descending Passage and joins with the Grand Gallery at the entrance of a room finished in unblemished limestone with gabled ceiling called the Queen's Chamber. The Grand Gallery also connects with a much larger room finished in highly polished granite having a flat ceiling known as the King's Chamber. The King's Chamber, 17 by 34 feet by about 19 feet high, is covered by five layers of large, 70-ton stone beams, each one the equivalent weight of a modern railroad locomotive! These beams hold the Pyramid up above the King's Chamber. Amazingly, air ducts in the main chambers keep the year-round temperature comfortable at precisely 68 degrees Fahrenheit

A crude, steep, twisting crawl space called the Well Shaft connects the lower Grand Gallery with the lower Descending Passage.

A three-stone plug, wedged in place at the entrance to the Ascending Passage



MEASUREMENT OF THE EARTH: The meter was science's attempt to establish a standard unit of length using the Earth as a reference. The meter is 1/10,000,000 of the distance from the equator to the North Pole. The ancient Jewish cubit (25 sacred Jewish inches) has now been found to be 1/10,000,000 of the distance from the center of the Earth to the Pole.

during the building of the Pyramid, is composed of a rare type of red granite identical with that of Mt. Horeb—the mountain on which Moses is alleged to have received the stone tablets with the Ten Commandments. The only way to go beyond the plug was to cut through the softer limestone and bypass the plug.

For those on our tour who are hyperventilating from excitement, let's stop and sit down as we consider the significance of these structures.

The Descending Passage lines up with the Pole Star. With the door opening so small and the length of the passage 344 feet long, the angle of view is only + or - 1/3 of a degree. Because of the slow motion of the stars, the passage lines up precisely to a Pole Star only once every several thousand years. Stars move, and the Pole Star, Alpha Draconis (Dragon Star) has not been in direct alignment with the Descending Passage for thousands of years. However, a new Pole Star will finally become aligned within the next few years; this heavenly body is known as the North Star, or "Polaris."

Each year the North Star shines further down the Descending Passage. It will illuminate the entrance to the Well Shaft (sometimes called the Point of Last Escape) in 1997. The North Star will shine on the floor of the Subterranean Passage seven years later in 2004. What is the significance of these events? (Some people

CHRONOLOGICAL MEASUREMENTS: When years are substituted for inches, the Great Pyramid becomes a prophetic calendar. Dates shown include the alignment of the last Pole Star Draconis (Dragon Star) in 2141 B.C., the start of the Pyramid's construction in 2623 B.C., the Exodus of the Israelites from Egypt in 1453 B.C., the death of Christ in 33 A.D., and the start of World War I in 1914.

speculate they may be related to "the signs in the stars" that the Bible mentions with regard to the Second Coming of Christ.)

DECIPHERING THE CODE

The sacred Jewish inch (explained in Part I, Feb. 1995 *After Dark*) has meaning beyond measurement of distances. The Bible often employs substitutions, such as days for years. If we consider the representation of years by inches, the Pyramid takes on an entirely new meaning. As a means to record time, the Pyramid used stone inches to measure time in years, where one inch equals one year.

The only scribings in the Pyramid, which are in the Descending Passage, depict the year 2141 B.C., the year that the last Pole Star was aligned with the Descending Passage. The Pyramid was built 4,617 years ago in 2623 B.C. (Since

The King's Chamber, 17 by 34 feet by about 19 feet high, is covered by five layers of large, 70-ton stone beams, each one the equivalent weight of a modern railroad locomotive!

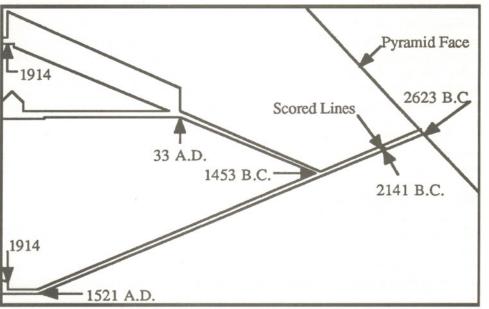
there was never a year zero, an additional year must be subtracted.) From the point representing the building of the Pyramid to the point where the Descending Passage meets the Ascending Passage is 1,170 inches, which exactly marks the year of the Jewish exodus from Egypt in 1453 B.C. (See illustration below)

From the beginning of the Ascending Passage to the beginning of the Main Gallery is 1,485 inches. If 1,584 is added to the date of the exodus of the Jews from Egypt (start of the Ascending Passage), the result (if fractions of an inch are taken into account) is April 3, 33 A.D., the crucifixion of Christ and the start of the Main Gallery.

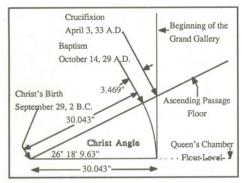
The intersection of the Queen's Chamber floor with the floor of the Ascending Passage at its opening into the Grand Gallery creates a triangle. The triangle's length along the Ascending Passage of 33.512 Jewish inches places the intersection of the Queen's Chamber floor and the Ascending Passage at September 29, 2 B.C., the date of the birth of Christ. (Our calendar contains a two-year error. When historians originally attempted to count backward to the birth of Christ, they did so by accounting for the Reign of Kings. One of the kings counted was actually ruler of his country twice, the second time under a different name for a period of two years. When the years of rule were counted, this king's reign was mistakenly counted twice.)

Coincidentally, the horizontal base of the triangle in the Pyramid is 30.043 inches, or 3.469 inches short of the crucifixion, which corresponds to the date of October 14, 29 A.D., the date of Christ's baptism.

Over 4,600 years ago and over 1,000 years before the first book of the Bible was written, the Ascending Passage exactly depicted in inches (years) and fractions of an inch the exodus of the Jews, and the birth, baptism, and crucifixion of Christ. All that was stored in a stone structure with no written message on it.



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CHRIST ANGLE: The intersection of the Queen's Chamber floor with the floor of the Ascending Passage as it opens to the Grand Gallery creates a triangle depicting the life of Christ in terms of sacred Jewish inches.

O little town of Bethlehem

In fact, the angle of the Ascending Passage above the horizontal (26 degrees 18 minutes 9.63 seconds) can be applied to a map of the area so that a line is drawn 26 degrees 18 minutes 9.63 seconds above the horizontal (east-west) line that bisects the Pyramid. That line then depicts the beginning and the end of the exodus of the Jews from where they were delivered from the Egyptians at the Red Sea to the crossing of the Iordan River into the Promised Land. This line also passes directly through the town of Bethlehem, the birthplace of Christ. As incredibly precise as this may seem, the Pyramid actually pinpoints Christ's birthplace along this line, which could pass through many different villages.

As shown earlier, the Pyramid has an astronomically fixed date, which corresponds to the only past alignment of a Pole Star to the Descending Passage. This alignment occurred in 2141 B.C. As shown in the Ascending Passage, Christ was born in the year 2 BC.—an event 2,139 years in the future of the Pole Star alignment. If we continue to recognize the interrelationship of time and distance, and we measure 2,139 furlongs from the Pyramid along the great arc, we would again come to Bethlehem. Thus the birthplace of Christ is not just a place depicted by a line, but a precise location pinpointed by the intersection of a direction line and a time line that were cast in stone 2,139 years before the event.

SOLVING A PROPHETIC RIDDLE

There is strong evidence that Isaiah spoke of the Pyramid: "In that day there shall be an altar to the Lord in the midst of the Land of Egypt, and a monument at the border thereof to the Lord, and it shall

be for a sign, and for a witness unto the Lord of Hosts in the Land of Egypt" (Isaiah 19:19-20). In the Hebrew language, each of the original 30 words has a numerical value because each Hebrew letter is also a number. When the 30 words are added up, the total is 5,449, which is one of the most significant and dominant numbers of the Pyramid. It is the exact height of the Pyramid in sacred Jewish inches.

Although the first books of the Old Testament were written at least 1,000 years after the Pyramid was built, the height of the Pyramid could not have been measured when the book of Isaiah was written, because the geometry required to make such a measurement had not yet been developed. Also, the base of the Pyramid was obscured by shifting sand.

Of course, being located both "in the midst" of Egypt and at the same time "at the border" seems to be a logical impossi-

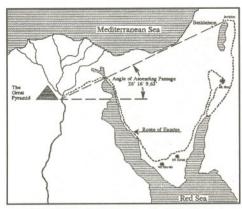
Over 1,000 years before the first book of the Bible was written, the Ascending Passage exactly depicted in inches (years) and fractions of an inch the exodus of the Jews, and the birth, baptism, and crucifixion of Christ.

bility. However, in ancient times before the unification of the country, there was lower Egypt (north) and upper Egypt (south). The borderline between the two Egypts goes right through the Pyramid, thus placing the Pyramid both in the center and at the border of Egypt.

THE GREAT DESIGNER

The Great Pyramid of Giza lives up to its name well. The word Pyramid does not define a three-dimensional triangle, nor is its root even Egyptian. The word pyramid is composed of the Greek word "pyra" meaning fire, light, or visible and the Greek word "midos" meaning measures. So, although we have just started to understand the measurements and messages contained within this structure, the Great Pyramid of Giza has been called "the center of measurement and enlightenment (knowledge)" for centuries.

Suppose we ask the question posed initially: Who built the Pyramid? We have to conclude that it was somebody who was very knowledgeable about the



PYRAMID AND BETHLEHEM: When the Christ Angle is superimposed over a map of the Great Pyramid and the Holy Land, the birthplace of Jesus can be identified.

Earth and who had technology beyond what we possess today. The Pyramid's designer could also see, and more likely, control, the future. The builder knew when and where the most significant person in history was going to be born and when he was going to die and what impact that would have on the people of the Earth.

Could the builder of the Great Pyramid be a space visitor from another planet? Possibly, if we focus on his advanced knowledge. However, being able to see and/or control the future precisely is what we would recognize as supernatural. Dedication of the interior of the Pyramid to the history of the Jews, prophecy, and especially to the life and death of Christ indicates that the Pyramid must have been designed and built with Supernatural help, as a prophetic monument able to endure through the ages, despite millennia of natural and manmade assaults against it.

TO FIND OUT MORE:

Order your own audiocassette copy of Art Bell's entire interview with John Zajac (3 tapes, Program #940724D) for only \$19.50 postpaid. For VISA and MasterCard orders call 1-503-664-8829. Or mail your check or money order to Chancellor Broadcasting Co., 744 E. Pine St., Central Point, OR 97502.

You can obtain John Zajac's eye-opening book, The Delicate Balance (including 31 pages on the Great Pyramid) from Cornerstone Books for only \$13.00 postpaid. VISA, MasterCard or check. Call 1-800-888-1857. We apologize to those who had trouble ordering the book last month. It is now available.

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WI	Janesville	WCLO	1230
WY	Green River	KUGR	1490

^{*} Dreamland Only

AFFILIATE UPDATE

Now is the time to ask you all to write to your local Art Bell affiliates and thank them for carrying Art, with one big addition: If your affiliate carries only "Dreamland," ask it to carry "Coast to Coast" as well.

Many of our affiliates are carrying Art seven days a week, including "Dreamland," and these stations need to be thanked. However, some of our affiliates only broadcast "Dreamland" on Sunday evenings. A few well chosen words in letter form on the subject of overnight radio and Art's "other" show might help to bring him to your area every night of the week.

(Continued on page 14)

BEHIND THE SCENES...

THE ART BELL SAGA: Vanquishing the phone company dragon!

By Alan Corbeth, President, CBC

or those of you just joining us in the "Saga of How Art Bell Ended Up as the Biggest Thing in Overnight Radio Since Sleep"—congratulations. You've missed the very humorous, laugh-a-minute engineering debacle. You've missed the horror stories we faced, the discouragement, the risks, the sleepless nights (mainly because we were listening to Art), the eating binges of pizza, the twenty-five pound weight gain. You get the picture; it was ugly. But wait—I bring you Chapter Three of the Art Bell Saga. Ugly begets ugly.

First of all, Art was doing his show from KDWN in Las Vegas. When the new Chancellor took over, the show was being fed from "K-DAWN" to The Business Radio Network's Las Vegas studio. It was sent across town via an 8 khz equalized telephone line. This is a rather old-fashioned analog telephone service that was once the backbone of the system by which networks fed their affiliates all over this country. From there, the signal went to the BRN technical center in Colorado, where it was uplinked to a satellite. That situation was okay.

It was something as simple as a clock that started a domino effect of frustration and garment rending. Art and I were going stark raving bonkers trying to deal with the complicated and seemingly nonsensical way the commercial breaks were set up on Business Radio Network's hourly clock. If you don't know what a network clock is, it indicates where commercial breaks are designated to be taken. There is an allotted amount of commercial time for the network, and there are allotted timeslots designated for the local stations for their own commercials, station identifications, and promotional announcements. Obviously, these breaks must fall within carefully designated timeframes, or the local stations would never know when to leave the network, and even worse, when to return without joining in the middle of something.

Anyway, back to the BRN clock. It was totally obtrusive, and allowed for the attention span of a gerbil. In a word, ugly. By the time Art said two sentences,

it was time for a commercial break. The clock, which was dominating and ruining the show, was the last straw that pushed us over the edge. I remember the night when Art and I both screamed, practically in unison, "We've got to get out of here!" And get out of there we did.

Along with our affiliate company, Talk Radio Network, we decided to establish our own distribution network, set up our own sensible network clocks, and generally get everything under our control. I'm

Then Art gets on my favorite subject and he's carrying on with, "OK, you've asked for it and here it is. The name of my cat is... SCHEEEEEEEE, WOOOOOOSH..."

laughing to myself as I write this because it's another one of those things that looks so simple on paper and translates into one headache after another in real life. Chuckle-chuckle, oh what a headache it was. Read on.

The very first problem we faced was how to get Art's signal from Nevada to Oregon, where our Technical Operations Center is located. Simple solution. We decided to use a digital telephone line. At that time, the "state-of-the-art" system was known as "switch 56 service." We ordered the line and necessary encoding and decoding equipment. It's a tried and true technology, it's been around, they've worked the bugs out and we thought that our problems were over. Were they? Not on your life. We forgot one important point. The telephone company was involved. No, worse. Several phone companies were involved.

For all of you who have waited all day for the phone man to come, multiply your frustration by a few hundred and you are walking a mile in our shoes. In the old days you used to fight with one telephone carrier; that was a fact of life, but a bit more even on the playing field. Now, you get to deal with four different telephone companies between Las Vegas and our location! Each of them is convinced that whatever you ask of

them, it's not their job. It's the other guy's problem.

Picture this, I'm lying in bed at, say, 3:20am. It's pitch dark and I'm listening to Art. The show sounds great. Art sounds great. I've long since switched from listening as a director to listening because I'm really enjoying the show. Then Art gets on my favorite subject and he's carrying on with, "OK, you've asked for it and here it is. The name of my cat is... SCHEEEEEEEE, WOOOOOSH," etc. Not only did I not learn the name of his cat (which is ABBEY) but the screeching from the loudspeaker of my radio hurt me. No, not my ear but a sharp pain in my side. It's my wife, waking suddenly after this rude invasion of her blissful sleep, who pokes me and sends a set of ten claws penetrating my leg-not her claws of course, but the unmistakable grip of Irving (our cat) who was annoyed at my wife's sudden movement. Next, the bed lurches up and down as "Bobby," the other feline member of the family, who was startled by the sudden movements, leaps off the bed to some place, any place where he might get back to his very important job of sleep-

Meanwhile, back at the network ranch, our chief engineer Brian Saylor went through what was quickly to become his daily ritual of phoning the digital carrier to complain. The digital carrier quickly and without missing a beat referred him to telephone company number one, who was obviously the guilty party. Company number one immediately knew what the problem was. It was a fault within company number two! With this news, Saylor was elated and thought the problem was finally under control. He contacted telephone company num-

ber two who immediately discovered that the problem was with telephone company number three.

Company number three revealed that the problem was unquestionably with the local company in Medford, Oregon. When contacted, Medford, with the full force of their engineering staff, discovered that the problem was in Las Vegas. The phone company in Las Vegas learned that the problem was within the internal equipment at the Plaza Hotel. When all hotel equipment was isolated, and the nasty little problem persisted, telephone company number one made an incredible discovery. They determined that the problem really was with telephone company number two!!! This is not a joke.

Do any of you remember those cute little episodes of "white noise?" You know something, the problem was never resolved. You want to know something else? It never would have been resolved. Had we stayed with that system, civilizations would have risen and fallen, but the "white noise problem" would have endured. The only solution was to curse the divestiture and figure out a way to bypass using any phone company at all, if that was possible.

As many of you know, Art left the studios of KDWN and we built a special studio at his home in Pahrump, Nevada.

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We decided to go that route because we were positively assured that brand new digital telephone lines could be installed in Pahrump. Well, several days before the commencement of his first show from home, the digital folks informed us of a little mistake. The digital service promised was not actually due to be installed until the year 2003! But just for us they said we could have the local telephone company install what amounted to about two city blocks of what was actually very cheap wires known as a "twisted pair." This seemed like the way to go. We were happy. Our problems were finally about to be resolved.

Then the phone company dropped what was to become their "last bombshell." The cost of installing this "twisted pair of cables" would run us a mere \$18,000.00!!! This was a classic "Maalox Moment." An Excedrin headache #18,000. It's times like these that always lead you to the question, why didn't I go into selling louver doors? Being between the proverbial rock and a hard place, we did the only thing possible. We used two regular telephone lines and ran them through a double line Comrex. A Comrex unit is basically a frequency extender system. Without getting technical, it's a way of making the regular telephone lines sound like the special high fidelity lines we wanted.

Just when everything seemed to be okay, the solid waste matter hit. Normal telephone lines are not intended to operate for five hour periods without interruption. They are prone to up and disconnect from time to time. And disconnect they did! They also tend to distort the signal. Nevertheless, with all the problems we had with the Comrex, it did keep the show on the air and bought us the valuable time we needed to bypass using the phone lines at all. Yes, we were able to do it. We installed a state-of-the-art digital satellite uplink. With the advent of the backhaul satellite systems, at last our technical problems were addressed. Thus, we were liberated from the cruel grip of Ma Bell and all her ugly offspring.

Join us next month for the next installment of the Saga of Art Bell. Save these valuable history lessons for your grand-children, or, if you prefer, you may use them to help get the old fireplace going during these last weeks of winter.

AFTER DARK

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930619C	Al Bielik I/Philadelphia Experiment	06/19/93	5 hours	\$25.00	940227D	Raymond Moody	02/27/94	3 hours	\$19.50	
930904C	John Lear, UFOs	09/04/93	5 hours	\$26.50	940306D	Linda Howe	03/06/94	3 hours	\$19.50	
931030C	Annual Ghost Show	10/30/93	5 hours	\$26.50	940313D	Professor McDaniels	03/13/94	3 hours	\$19.50	
931123C	Linda Thompson/Waco I	11/23/93	3 hours	\$19.50	940320D	Michael Linderman	03/20/94	3 hours	\$19.50	
931208C	Richard Hoagland/ Mars Observer	12/08/93	4 hours	\$25.50	940327D	Dr. Richard Goldberg	03/27/94	3 hours	\$19.50	
940108C	Linda Thompson/ Waco II	01/08/94		\$26.50	940403D	Bud Hopkins/ Alien abductions	04/03/94	3 hours	\$19.50	
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940318C	Linda Thompson/ Waco III	03/18/94	5 hours	\$26.50	940417D	Mark McCandlish	04/17/94	3 hours	\$19.50	
940408C	Charles Duke/ Sovereignty Measure	04/08/94	2 hours	\$13.50	940424D	Richard Hoagland	04/24/94	3 hours	\$19.50	
940415C	Laurie Toy/ Prophesies & New Age	04/15/94	3 hours	\$19.50	940501D	Phil Class & Stan Freedman	05/01/94	3 hours	\$19.50	
940427C	L. Thompson & Agent X/ Waco IV			\$26.50	940508D	John Ronner/ Guardian angels	05/08/94	3 hours	\$19.50	
940429C	Mark McCandlish/ UFOs	04/29/94		\$26.50	940515D	Mike Rigby/Near death experien.	05/15/94	3 hours	\$19.50	
940502C	L Thompson/Waco V (Revolution)	05/02/94	2 hours	\$13.50	940522D	Sally Rail/ UFOs	05/22/94	3 hours	\$19.50	
940506C	Ron Engleman/ Waco	05/06/94	3 hours	\$19.50	940529D	Tom van Flanderer/Astronomy	05/29/94	3 hours	\$19.50	
940511C	Wally Kennit/ Branch Davidian	05/11/94	3 hours	\$19.50	940605D	R.W. Whitfield/ Polar Shift	06/05/94	3 hours	\$19.50	
940520C		05/20/94	3 hours	\$19.50	940612D	Richard Hall/ UFOs	06/12/94	3 hours	\$19.50	
940527C	Preston Nickels/ Mauntok Project	05/27/94	3 hours	\$19.50	940619D	Dr Chet Snow/ Out of body	06/19/94	3 hours	\$19.50	
940607C	Richard Hoagland/ Mars	06/07/94	5 hours	\$26.50	940626D	Dr. Bruce Macabee/ UFOs	06/26/94	3 hours	\$19.50	
940608C	Vance Davis, GI/Ouija Predictions	06/08/94	2 hours	\$13.50	940703D	Michael Linderman/ Aliens	07/03/94	3 hours	\$19.50	
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940715C	Robert Pappalardo/Jupiter collision			\$19.50	940807D	Shawn Morton/ UFOs	08/07/94	3 hours	\$19.50	
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940907C	Larry Pratt/Gun Owners of America	09/07/94	2 hours	\$13.50	940904D	Dr Goldburg/Past life regressions	09/04/94	3 hours	\$19.50	
940909C	Don Schmitt/The truth about Roswel			\$13.50	940911D	Robt Whitfield/ Planetary physics	09/11/94	3 hours	\$19.50	
940912C	Russ Wagner/ Virtual Reality	09/12/94		\$13.50	940918D	David Scott/ Life after death	09/18/94	3 hours	\$19.50	
940913C	Dr Duceburg/HIV not cause of AIDS			\$19.50	940925D	Rich. Boylan/ Alien abductions	09/25/94	3 hours	\$19.50	
	J Wilkerson, J Vasquez/KGTV, UFC			\$13.50		Mark Davenport/ Time travel	10/02/94	3 hours	\$19.50	
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	George Flint/Nevada Brothels	12/14/94		\$19.50	941204D	Randolph Winters/ The Pleidians	12/04/94		\$19.50	
,412140	osongo i min/ i tortada brontola	. =// / -	- 110010			Dr. Chet Snow/Life after death	12/11/94		\$19.50	

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(Continued from page 11)

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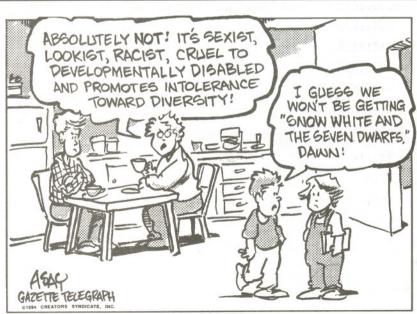
KNRY: 651 Cannery Rd., Monterey, CA 93940

KSUB: Box 818, Cedar City, UT 84721

KVSF: 1311 Calle Nava, Sante Fe, NM 87501

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Thanks to all who helped us get onto KTRH in Houston and KFON in Austin; and also to the many on the West Coast who have seen their efforts finally rewarded with the move to one of the top ten markets in the country, KSFO in San Francisco. Thanks to your efforts, we are on a roll.



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"THE ENVELOPE PLEASE..."

More Awards for the Year's Worst News Reporting

"Which Way Is It?" Award

"Stocks had their best performance in months this week on news of sustained growth with negligible inflation, and the job picture is good as well. But does the President get credit? No."—ABC reporter Jack Smith, August 28 "This Week with David Brinkley"

Or Perhaps...

"The recovery of the 1990s does not seem to be translating into better living standards. Wages are generally flat, job creation last month slowed, and the new jobs are often low-pay, dead-end service jobs, roughly one-fifth of them with temporary agencies." —Jack Smith, same show, one week later

Damn Those Conservatives Award

"I hope his wife feeds him lots of eggs and butter and he dies early like many black men do, of heart disease... He is an absolutely reprehensible person." —USA Today columnist and Pacifica Radio talk show

host Julianne Malveaux on Justice Clarence Thomas, November 4 PBS "To the Contrary"

Flatliner Award (for brain-dead health reporting)

"Everyone is applauding, I think, in the health care community, the emphasis on universal access, because they know that unless they're going to let some people just die in the streets, it makes sense to get medical care early, when it's going to be more effective and less costly... The insurance companies are the focal point for the dynamics of denial that are part of our present for-profit system."

—ABC Medical Editor Dr. Tim Johnson, January 26 "World News Tonight"

Honey, I Shrunk the Democratic Party Award (for Hillary Rodham worshipping)

"Hillary Clinton, like Eleanor Roosevelt, had already done a great ser-

vice. Unlike Barbara Bush, she got involved. She has taken stands. She has been a leader. It's too bad, of course, that there is not health care legislation this year, but that is Congress' failure, not Hillary Clinton's. Her role has been a success. She awakened the nation. She educated the nation. She enlightened the nation... For when a nation gets two leaders for the price of one-a Franklin and Eleanor, a Bill and Hillary—it can tackle twice as many problems, find twice as many solutions, make twice as much progress." -Former NBC News President Michael Gartner in his USA Today column, September 27

Dumbest Quote of the Year

"Around the global village, women cheered and grown men wept. At his press conference, [Gold medal-winning speed skater Dan] Jansen paused to take a call from the President, the man who's made America safe again for tears." —Newsweek Senior Writer David A. Kaplan, February 28 news story

Sore Losers Award (for midterm election reporting)

"Some thoughts on those angry voters. Ask parents of any two-year-old and they can tell you about those temper tantrums: the stomping feet, the rolling eyes, the screaming. It's clear that the anger controls the child and not the other way around. It's the job of the parent to teach the child to control the anger and channel it in a positive way. Imagine a nation full of uncontrolled two-year-old rage. The voters had a temper tantrum last week... Parenting and governing don't have to be dirty words: the nation can't be run by an angry two-year-old."

—Peter Jennings in his daily ABC Radio commentary, November 14

You heard it right. You voters are just a bunch of frustrated two-year-olds in need of a diaper change! No wonder public trust of the establishment press is so low.

We hope you have enjoyed this year's award ceremony. We'll have lots more for you next year. Until then, as one CBS reporter always signs off, "See you on the radio."

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