

## **FIVE PREMISES OF APOTHEUM**

### **1. ENERGY (E)**

This is your Life Force (LF). It is a Balance of the EF's.

### **2. FOUR ELEMENTAL FORCES/ENERGY FLOWS (EF's)**

Earth, Water, Air, and Fire (EWAF). The 5<sup>th</sup> Element is Ether.

These are the Natural and Primal Forces (NF & PF) basing all things.

### **3. CAPABILITIES/CAPACITIES (CAP's)**

Pick Up (PU) CAP's, Put Out (PO) CAP's, PU CAP's Pick Up Energy for you, PO CAP's Put Out Energy for you.

They are interrelated, interconnected, interdependant.

### **4. POP**

POP = KNOWN - UNKNOWN : POP = Known Points (KP's) - Unknown Points (UP's).

This is the Equation of your Progression Over Planes (POP).

### **5. HOLDING IT TOGETHER (HIT)**

Maintaining your Balance. In InterActive Gaming™ you encounter others and other things... To Succeed these encounters you must Balance your Energy better than your Opponent (OPP), you have to HIT. Failing is Being Off Balance (OB).

## **INTERACTION**

EF's, ENERGY, CAP's, AF's, (EF + SAF/BAF and M/T/S + SM), Personality.

With these APOTHEUM gives you both Strategic Creative (SC) InterAction™, the attractions of InterActive Gaming™. These are the Channels of Energy between you and the GO's.

APOTHEUM GIVES YOU THE KEYS TO InterActive Gaming™.

