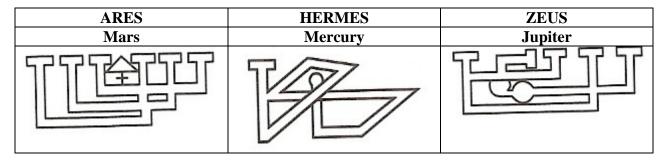
OLYMPUS THE ASSISTANCE OF THE SHINING ONES

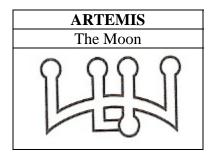
by

Salem Burke

Seven Olympics rule one day of the week, and each day of the week is governed by a Shining One being a Triumph Ruler. The Triumphant Ones rule planets, and the sigils and planets that they rule are:



APHRODITE	CHRONOS	APOLLO
Venus	Saturn	The Sun



THE SUPREME GOVERNMENT

TITLE	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	MONDAY
PRESIDENT	Befafes	Bnaspol	Butmono	Bagonel	Brorges	Befafes	Carmara
GOVERNOR	Butmono	Brorges	Blisdon	Bornogo	Hagonel	Bornogo	Bagonel
RULER		Blisdon			Bralges		Hagonel
PRINCE							Bralges

SEVEN SQUARES RULE EACH DAY BY SEVEN CROWNS

SQUARE OF BABALEL	SQUARE OF CARMARA	SQUARE OF BYNEPOR
Tuesday (Mars)	Wednesday (Mercury)	Jupiter (Thursday)
E I L O M F O	O E S N G L E	B B A R N F L
N E O T P T A	A V Z N I L N	B B A I G A O
S A G A C I Y	Y L L M A F S	B B A L P A E
O N E D P O N	N R S O G O O	B B A N I F G
NOONMAN	N R R C P R N	B B O S N I A
	L A B D G R E	B B A S N O D
SQUARE OF BALIGON	SQUARE OF BNAPSEN	SQUARE OF BOBOGEL
Friday (Venus)	Saturday (Saturn)	Sunday (The Sun)
B A N S S Z E	E L G N S E B	L E E N A R B
B Y A P A R E	N L I N Z V B	L N A N A E B
B N A M G E N	S F A M L L B	R O E M N A B
B N V A G E S	O O G O S R S	L E A O R I B
B L B O P O O	N R P C R R B	N E I C I A B
	E R G D B A B	A O I D I A B
	SQUARE OF BLUMAZA	
	Monday (The Moon)	
	AOAYNNL	
	L B B N A A V	
	I O A E S P M	
	G G L P P S A	
	0 E E O O E Z	
	N L L R L N A	
	II D D II A	

MARDUK: ALL HOURS, ALL DAYS

The only Goddess of the Fifty, and may only be called when all others have been called at least once. She can do anything.



SEVEN SCEPTERS RULE PLANETARY HOURS UNDER THE SQUARE

SQUARE OF BABALEL TUESDAY President Befafes Governor Butmono

E	I	L	0	M	F	0
N	E	0	T	P	T	A
S	A	G	A	C	I	Y
O	N	E	D	P	0	N
N	0	0	N	M	A	N

BABALEL: SATURN DAY MARS NIGHT

Will clean all clothes, jewelry, gifts, foods, and even houses of accursed or hexed items sent by enemies known or not.



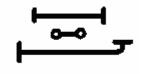
BUTMONO: JUPITER DAY THE SUN NIGHT

Will BANISH elementals sent by magicians, and the astral bodies of those magicians should they intrude on the magician.



BAZPAMA: MARS DAY VENUS NIGHT

Can cause one to contact another.



BLINTOM: THE SUN DAY MERCURY NIGHT

Will end disputes in operator's favor using any means necessary.



BRAGIOP: VENUS DAY THE MOON NIGHT

Will kill the body of any who is Without that attempts to practice and harness Satan's Secrets and Powers.



BERMALE: MERCURY DAY SATURN NIGHT

Seeks out vampires who feed off of the magician, reclaims the power thereof, returns it to the magus, and slays the vampire by rendering its remaining life-force to the operator.



BONEFON: THE MOON DAY JUPITER NIGHT

For physical strength and abilities.



THE SQUARE OF CARMARA WEDNESDAY President Bnaspol Governor Brorges Ruler Blisdon

O	E	S	N	G	L	E
A	V	Z	N	Ι	L	N
Y	L	L	M	A	F	S
N	R	S	O	G	0	0
N	R	R	C	P	R	N
L	A	В	D	G	R	E

BNASPOL: SUN DAY MERCURY NIGHT

Makes the barren woman able to give birth and can imbue a woman who has not had sex with Demi-God Seed.



BRORGES: VENUS DAY THE MOON NIGHT Assists in causing establishments, foundations, organizations, and businesses to flourish if dedicated to Him.



BASPALO: MERCURY DAY SATURN NIGHT

Anything related to agriculture; blessing plants, herbs, barks, resins, and other related agricultural derivatives with His Power will enhance the power thereof.



BINODAB: THE MOON DAY JUPITER NIGHT

Assists in passing written exams, driving tests and in other "left-brained" activities.



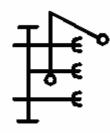
BARIGES: SATURN DAY MARS NIGHT

Cures physical ailments especially pain.



BINOFON: JUPITER DAY THE SUN NIGHT

A multi-purposed Demon: physical vitality, endurance, auric and astral protection. Also anything related to handling many things at once.



BALDAGO: MARS DAY VENUS NIGHT

Self-employment of all kinds.



SQUARE OF BYNEPOR FOR THURSDAY Governor Butmono President Blisdon

В	В	A	R	N	F	L
В	В	A	Ι	G	A	O
В	В	A	L	P	A	E
В	В	A	N	Ι	F	G
В	В	0	S	N	I	A
В	В	A	S	N	O	D

BYNEPOR: THE MOON DAY JUPITER NIGHT

Tortures enemies mercilessly.



BLISDON: SATURN DAY MARS NIGHT

To alter the weather.



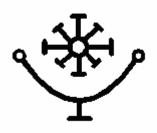
BALCEOR: JUPITER DAY SUN NIGHT

Will detect and destroy all alien intelligence or intelligences or unknown powers for operator; His Power is a Mystery even to the Gods.



BELMARA: MARS DAY VENUS NIGHT

Oversees transition and stages, and can propel one from one level, degree, grade, or job description to another. For promotions.



BENPAGI: SUN DAY MERCURY NIGHT

To enhance artistry; right brain function increase.



BARNAFA: VENUS DAY THE MOON NIGHT

Destroys officers, political officials, organization, and others considered of rank, merit, esteem, or stardom by humility, slander, "foul play", and defamation in a most macabre fashion. Also able to penetrate and kill famous persons with precision and ease.



BMILGES: MERCURY DAY SATURN NIGHT

Courage and power.



SQUARE OF BALIGON FOR FRIDAY President Bnaspol Governor Brorges Ruler Blisdon

В	A	N	S	S	Z	E
В	Y	A	P	A	R	E
В	N	A	\mathbf{M}	G	E	N
В	N	V	A	G	E	S
В	L	В	O	P	0	O
В	A	В	E	P	E	N

BALIGON: DAY MARS NIGHT VENUS

Reveals liars and secret plots of all kinds.



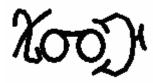
BORNOGO: DAY SUN NIGHT MERCURY

Dismisses "haunted houses" and fortifies against attacks from fire and air elementals that result from hexes thrown.



BAPNIDO: DAY VENUS NIGHT THE MOON

Causes enemies to become friends, and raging persons to be calm.



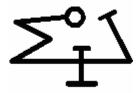
BESGEME: DAY MERCURY NIGHT SATURN

Protection against, and destroyer of unknown hindrances in life, whatsoever, whosoever, and whenever they are; will drop entire organizations or world powers or sciences in a second.



BLUMAPO: DAY THE MOON NIGHT JUPITER

Anything related to fear.



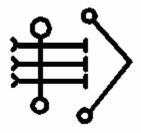
BMAMGAL: DAY SATURN NIGHT MARS

For safety and security.



BASLEDF DAY JUPITER NIGHT THE SUN

To resurrect those defeated by life or others.



SQUARE OF BNAPSEN SATURDAY President Brorges Governor Hagonel Ruler Bralges

E	L	G	N	S	E	В
N	L	Ι	N	Z	V	В
S	F	A	M	L	L	В
O	0	G	O	S	R	S
N	R	P	C	R	R	В
E	R	G	D	В	A	В

BNAPSEN: DAY MERCURY NIGHT SATURN

Can give or reveal all strategies, show how to be militant, and reveal strengths and weaknesses of any situation, person, place, thing, or idea in the universe.



BRALGES: DAY MOON NIGHT JUPITER Prepares and give peace to operators during, and assists them with obtaining physical manifestations of Gods and Goddesses.



BORMILA: DAY SATURN NIGHT MARS

Upholds and defends the law.



BUSCNAB: DAY JUPITER NIGHT THE SUN

Reveals any secret.



BMINPOL: DAY MARS NIGHT VENUS

Can reveal details and secrets of other Gods and Goddesses and give sigils.



BARTIRO: DAY SUN NIGHT MERCURY

Reveals what Satan has done with one who has passed away, or where one will go according to their present lifestyle; also tells one's standing with Satan.



BLIIGON: DAY VENUS NIGHT THE MOON

Binds.



SQUARE OF BOBOGEL SUNDAY President Befafes Governor Bornogo

L	E	E	N	A	R	В
L	N	A	N	A	E	В
R	O	E	\mathbf{M}	N	A	В
T		•		П	т	9
L	\mathbf{E}	A	O	R	I	В
N	E	I	C	I	A	B

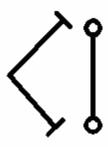
BOBOGEL: DAY JUPITER NIGHT THE SUN

Mental health, the psyche, altered states due to imbalances both by drugs and external stimuli and internal imbalance in the mixtures.



BEFAFES: DAY MARS NIGHT VENUS

Protects all money and monetary investments and assets.



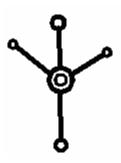
BASMELO: DAY SUN NIGHT MERCURY

Breaks communication blocks, and creates harmony and perfect understanding between magician, Gods, and Goddesses.



BERNOLE: DAY VENUS NIGHT THE MOON

Will find enemies known and unknown, hidden and non, potential, or brooding, collect them, and with one mighty blow kill them instantly.



BRANGLO: DAY MERCURY NIGHT SATURN

Peace between friends who have fought, but don't know how to make up for it. Will also cause the fickle to "make a move" in matters of love.



BRISFLI: DAY MOON NIGHT JUPITER

Can clear up "upcoming" astrological disharmonies and "undo" any negative divination, foresight, or prophecy despite the power and "track record" of the prophet.



BNAGOLE: DAY SATURN NIGHT MARS

Can make anyone as charming as a Demi-God.



SQUARE OF BLUMAZA MONDAY President Carmara Governor Bagonel Ruler Hagonel Prince Bralges

A	0	A	Y	N	N	L
L	В	В	N	A	A	V
Ι	0	A	E	S	P	M
G	G	L	P	P	S	A
O	E	E	0	0	E	Z
N	L	L	R	L	N	A

BLUMAZA: DAY VENUS NIGHT THE MOON

Takes messages to The Gods quickly during emergencies.



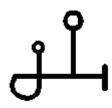
BAGENOL: DAY MERCURY NIGHT SATURN

Tells when anyone will die.



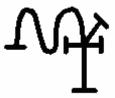
BABLIBO: DAY MOON NIGHT JUPITER

Tells precisely how one may create, consecrate, and use ritual tools, which tools to use, how to set up a personal altar, and how to conduct personal ritual.



BUSDUNA: DAY SATURN NIGHT MARS

Causes violence and war and conversely reverses it and restores peace.



BLINGEF: DAY JUPITER NIGHT THE SUN

Reveals the laws and statues of Satan.



BARFORT: DAY MARS NIGHT VENUS

Anything related to out of body experiences.



BAMNODE: DAY THE SUN NIGHT MERCURY

In charge of appointing representatives and officials and dismissing them from office.



Each God and Goddess above governs two planetary hours for each day. The day hour and the night hour. The day hour of any day is the first hour of the day – sunrise, while the night hour is the first hour of night being sunset. The Olympics are at maximum power during the night hour in the day and the day hour in the night.

The correct hours are listed next to each God above.

ASSISTANCE FROM OLYMPUS, REALM OF APOLLO

Apollo is the King of Olympus, not Zeus. Zeus is the First Born of Apollo, and Apollo and Zeus Rule together.

The Goddess Rules every day of the week. They Rule each day as follows:

Depending on what it is that you desire, choose an Olympic God above. Wait for the day of the week that this God Rules, and prepare to conduct a ritual by prior drawing by hand in BLUE ink the sigil of the Primary Olympic God that Rules the particular day. Now, the Gods of Olympus do not answer according to the traditional astrological associations. For example, Tuesday does not rule warfare, vitality, or magic, it rules money. These attributes are the same as TST (The Satanic Talisman) attributes that will be provided in the next paper.

Here are the Olympic associations:

TUESDAY

Money, employment, and anything related to earth.

WEDNESDAY

To win anything including contests, struggles, debates, and arguments.

THURSDAY

Anything related to love, charm, social life, friends, water, and the weather.

FRIDAY

Protection and defense of all kinds and anything related to fire.

SATURDAY

Homes, pets, belongings, children, families, and the home.

SUNDAY

Magic of every kind.

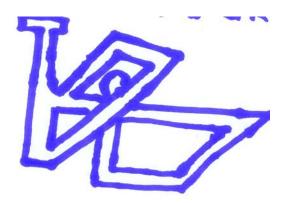
MONDAY

Wars, and offensive maneuvers of any kind as well as anything related to air.

MAKING THE SQUARES

(See also video companion: http://www.youtube.com/watch?v=_IcDTApzgC8)

Having decided upon a desire, let us make an example – to succeed your purpose during a family reunion. Let us say uncle Manny likes to make a fool of you at a bar-b-q. Manny is witty and sharp and knows how to rouse the relatives. You wish to "put him in his place", therefore you choose Wednesday which is ruled by Hermes, and so you draw out on the BOTTOM of a square or so of white paper, the sigil of Hermes, and it is as follows:

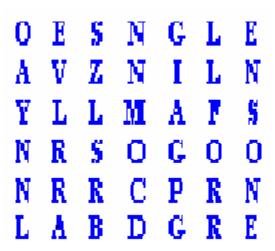


Except you make an extreme effort to draw it better.

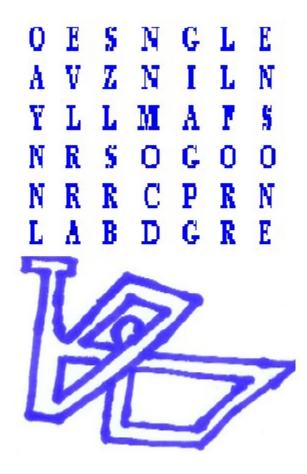
Next, you trace the THREE DIMENSIONAL Sigil in the air, which should be drawn on the BOTTOM of a square of paper and repeat, "Hermes, Hermes, Hermes, Hermes . . ." until you finish.

After this, you say over the Sigil, "In the Name of Satan, I invoke Hermes of Greece that I might harness the powers of the planet Mercury. Hail Hermes! Hail Satan!"

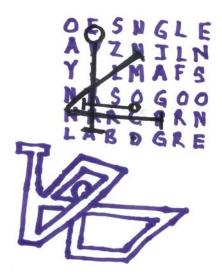
Next, ABOVE the sigil of Hermes, you write out the letters from right to left top to bottom as is tradition – of the Square of The Olympic God that Rules the DAY, and repeat the Name of Carmara or the God if possible as you do. This is done in BLUE ink as well. Since it is Wednesday (in your case), you have chosen Carmara, and her square would be drawn above the Sigil of Hermes:



Again, try not to be so sloppy. The product of the two would make this:



The square is become like a cup, and your desire, a magnificent jeweled grail. Visualize the BACKGROUND OF THE SITUATION that you want your desire to manifest IN. Like the scenery from a play, imagine the SURROUNDINGS of the situation as you would like to see situation manifest. So after this, you draw in BLACK INK, the sigil of *Binodab* in BLACK ink OVER THE SQUARE, reciting the Name as you do. Then tracing the Sigil of *Binodab* in this case, with the middle and index fingers in the air over Him. Thus your paper should appear:



And so it is. Finished.

Now you visualize your DESIRE as strongly as possible at the image of *Binodab* – and if you cannot visualize, then "feel" the relief of it having come to pass; do whatever it is that you do, taste, touch, smell, fear, love – but do it at the image of *Binodab*.

And you have completed your ritual enhancer. A ritual enhancer is used at the opening of any ritual. Put it on your altar, and you do not have to concentrate, or remember, or stick pins in dolls, or put Jesus cookies in the twats of hookers or ANYTHING like that during your ritual so as to wreck the whole thing. All you must do, is JUST prior to the initial invocation to Satan, pierce the enhancer with the sword, and then ignite it aflame as in the Grand Ritual instructions, and then say, "Hail Hermes! Hail Binodab of Greece!"

And then begin.

INVOCATION AND SUMMARY

- 1. Choose a day that fits your desire.
- 2. Have ready: the sigil of the Triumph Ruler, the square ruling the day, the names of the officials ruling that square, and the sigil of the God ready. Also a blue and black pen, marker, or colored pencil.
- 3. Draw the sigil for the Triumph Ruler on the bottom of a square of paper. Do this in the proper day of the week as listed, and in the planetary hour for that day. Make sure the moon is not void of course.
- 4. Trace it in the air with the middle and index finger following; do this with all sigils.
- 5. Point at the sigil, and (insert Triumph Ruler where blank, and day of the week accordingly) say:

	n The Name of Satan Finvoke _ anet Hail	Hail Satan!"
6.	Write out the square and repeat	the name of the square ruler, when you are done, say,
"Iı	n The Names of <u>(INSERT NAM</u>	ES OF OFFICIALS) I invoke (INSERT NAME OF
<u>SQ</u>	<u>OUARE RULER)</u> that I might ap	oproach with success the powers of this day:
(IN	NSERT NAME OF DAY), by the	Powers of (INSERT NAME OF SQUARE

- 7. Visualize the environment you would like to see your desire manifest in on square.
- 8. Having ready the Name of the Beta God, point at the square and say,

RULER) of Greece. Hail (SQUARE RULER)! Hail Satan!"

"By the Powers of <u>(INSERT NAME OF SQUARE RULER)</u> I invoke <u>(INSERT NAME OF BETA GOD)</u>. Hail <u>(SQUARE RULER)!</u> Hail Satan!"

9. Draw Beta God over square, and trace in air as usual. Visualize your desire. Say,

"Hail (Beta God) of Greece! Hail (Name of Triumph Ruler)! Hail Satan!"

10. You are done. Put paper safely away, and do not hire hookers, nor place wafers in pussies so as to wreck ritual work.

Save it for after.

For the One True Kingdom Mightiest of All Blessings for The Kingdom of Satan

DIRE RULES