

Hi Guys, This is chapter 2 from the section 'Mental Offence'

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If you would like to read the entire book, you can purchase it at www.tameyourparents.com for 20\$

Chapter 2: **Keys to Offense.**

Keys 1:

Before I start, I want to give my sincere thanks to Sun Tzu and Mushashi Miyamoto for their contributions to my creating the offense section.

Remember, this stuff is powerful and there will be no going back.

If you are having second thoughts about challenging your current reality, stick to the earlier chapters.

This Chapter will explain several aspects of what offense actually is and is vital before going through the other chapters.

This chapter will become a key in using Deception and Blackmail.

So is there no doubt in you? Go on then! May the force be with you!

Just remember not to try anything until you also read the chapter ahead: Keys 2

Exercise 1: Baiting.

Fishing? Isn't it incredibly funny how a fish sacrifices its life for a worm?

A lot of us do so too.

Like, Parent: Do you want the PSP? A Grades and it's yours.

Parent: Do you want a motorbike? Drop your current friends and it's yours.

Now we are going to be the ones doing the fishing.

Of course, there are two ways to look about it; bait is also giving something only to lure your target in.

Here, I want you to be very observant and make a note of the things precious to your targets.

It is easy to tell by the excitement in the voice when talking about such things, I mean do you guys go like: oh hi... I just had a threesome... it was okay...

Isn't it more like: WOAH!!! I JUST HAD AN AWESOME THREESOME! YEAH!

It shows the value of the threesome to you.

Of course, you do not possess the financial capabilities to use material value to do baiting.

But of course there are several other important factors for baiting.

For example:

For your father, it is very important that your grandmother thinks of him as a religious person.

You can do the baiting here by something like: Hey, I will tell grandma about how you never drink, smoke, swear, etc. and make her think you are the coolest ever if you buy me the PSP.

Remember, for every person there is something very important.

It could be in the form of pride, relationship, etc. You have to understand what makes your target tick and use it as leverage.

Chances are more likely when a boss is visiting or something.

Baiting 2: False lure.

This is a much more brutal form of baiting as it gives you some very important information: 'form of action'

How do you achieve false baiting?

This can be done much more cleanly in a group effort.

Whenever you get into an argument, do a blame game or attribute your aggression to a third party.

Of course, it is always better if someone else does that for you.

For example:

Argument with mom

You: I want to hang out late because Mona and me could freak out, she says only dorks stay home and that you are making me dorky.

I know, bad example but I hope you got the point

Here, there is a good enough possibility that the mom will show how she reacts to things in a possible confrontation with Mona.

Note down how the confrontation goes so you are well informed about her way of taking action, you can note down exactly what could work on her and what couldn't.

Make sure Mona is either a friend who will be informed of what your intentions and hence will record the details for you or an enemy who will get screwed for no reason.

If you know how the conversation went, write it down and decode it... see how you could work around it.

Co-op use:

Get into arguments, have an ally who is related to a friend of your target.

For example: A cousin or the child of your dad's friend.

Make the ally accuse someone for the arguments, for the anger, make the ally tell her relative about a scapegoat who is responsible for your aggression.

Of course, the relative being the good citizen will carry the word to your target.

The relative will tell your target 'The kids are behaving strangely off late because of the influence the new teacher has on them'

This screws the teacher you hate, gives you an idea of how your parent will respond as well get your parents in some trouble because of the protest they will face for blaming an innocent teacher.

This is definitely more reliable than the earlier method.

After noting down the reaction caused by the parent, spread it to your allies in the commune.

It is very important to know how your society specifically functions since every culture has a different thought process and different limitations, you have to know exactly about the type of situation you guys are in.

After all, this book is written from the observation of someone living in Bombay, India and hence it is vital that you use your own input.

Exercise 2:

Going Opposite.

This is very important to entirely annoy your targets.

Remember, it is not what you are saying or what you are doing that has to be opposite to annoy your targets.

It is how you are saying it and how you are doing it that makes the opposite thing work.

So why annoy the targets?

Imagine this scenario:

Vice Principal of school: *in cold serious voice* this is entirely unacceptable; such behavior will not be tolerated at all.

You: *in warm happy voice* I completely understand, you are super right and I am super wrong.

Vice Principal of school: *in cold serious voice* Understand the severity of your actions.

You: *in warm chirpy voice* I do I do I do

Vice Principal of school: I WILL NOT TOLERATE THIS ANYMORE *pissed off*

You tooted the vice principal here and this works to your advantage in a very powerful fashion.

The Vice Principal has almost entirely lost his authority because a 15 yr. old pissed him off, he is no longer feared, he is no longer high and mighty because he took a 15 yr. old so seriously that he lost his cool and screamed, he is very much just another bloke now.

And it has left this mark on him, if you want to manipulate his anger thereof, it is very easy.

Some random pointers:

Target is calm: Shout at him, insult him, don't be angry... just be very loud.

Target is threatening: Be unserious, take his threats for nothing.

Target is angry: Calmly retort.

On any situation, you can of course laugh at your target which is another way to totally annoy your enemy.

Exercise 3: To become the parent.

One of the most important parts of offence is to think as the enemy.

There is really no way to example this but I can explain it somehow.

Like say there is an attack of terrorism, if you want to determine the core of the attack, you have to think like the terrorist and several questions will ride in your mind.

Similarly, you have to think like your enemy.

His point of view could be like:

'He has insulted me; I should take him to the shrink'

'I will have to cut his pocket money'

'I will have to go to his school'

'Next time he threatens me, I will have to hide some of the things he likes, like his PSP'

How was the above analogy helpful?

You will save up money in case he cuts you off; you will hide your PSP appropriately, this way he doesn't get leverage over you.

Truth be told, even united you are up against people who run your society, you are up against people who provide food, clothing and shelter for you, your enemies are like the USA army, they have all the weapons and as ruthlessness as you can think of.

So their actions can cost you big time, especially in terms of finance and comfort.

And I am sure that as united as you are, a lot of people will not agree with you and perhaps even entirely shun all of you for 'being in the group of weirdos who follow the lunatic author and torture their families and neighbours'

I am not trying to disappoint you but it is my duty to keep you noted about the facts too.

My point being, you just have to be very stealth, you can't go head on against such a huge army.

So you have to minimize room for mistakes once you go the offense way.

If you noticed, the defense way was still not too out of ordinary for you to get into much trouble, in fact it was mostly removing social conditioning and clearing your head.

But offense like I mentioned is declaring war and you have to be VERY observant to sustain it.

Exercise 4: Surprise.

This element is very crucial, I discussed this in quite a bit of detail in the defense section, and however the application of surprise is another story when used in offense.

To actually get the surprise in, it is very important to mislead first, like baiting but it needs a quick stealth followup causing major damage.

This however is not a technique I recommend for parents but more for schools, societies and religious stuff, the factor of surprise takes more effort and deals primarily as a large scale shock.

However, I cannot give you any example for this.

Just ponder over what would shock your targets the most and apply it while being deceptive.

The part that I love about surprise the most is that for quite a fair bit of timing, it leaves almost all the targets speechless and vulnerable.

It is very important for your targets to find themselves vulnerable to you every now and then, that is the key to generate fear.

Have you noted in all the horror movies, the ghost is never just walking towards and victim and going 'hey'

It comes from behind doors in a flash, it drops from the ceiling in a flash, it rains blood suddenly, you get me?

And have you yourself not been in such a situation EVER? Where you get scared and shocked to such an extent that you are completely vulnerable?

And when you generate fear, no one will want to fuck with you because when these vulnerable moments are created, the victim gets this very crippling habit of imagining worse and worse scenarios, getting him paranoid and tense.

Press on your fear, more on which later.

Exercise 5: attack the source.

This is an EXTREMELY important exercise.

This deals with crushing someone's reasons for whatever reasons you are against him.

It is like instead of dealing with each and every mormon fanatic, you kind of challenge the religion itself.

This exercise requires you to be extremely observant.

Remember this, your targets are not restricting your freedom for the heck of it, your targets did not abuse you for the heck of it, your pocket money is not low for the heck of it, you are not told to stay away from your friends for the heck of it, etc.

Let's say you are not allowed to hang out with your girlfriend

You have to decode the entire thing.

Ask yourself and ask your target.

'Why?'

Target: Because I detest you being a lesbian

'Why do you think is that?'

Target: Because homosexuals are unnatural, etc etc.

You also have to be clever enough to know that he will not reveal it is because of his strong religious beliefs.

But you have to make him lie at least, the uneasiness he gets will make his beliefs easier to crush.

From here on, you can go on completely destroying his religious beliefs, like:

'I just cannot take the word of people who are so stubborn to admit they were wrong about evolution'

'Some of the stories just seem plain nonsense'

'Priests bone kids'

He will probably not drop his religion altogether for just a single argument but his beliefs will be challenged enough for him to not be so much of a prick with your personal issues.

Remember, this was just a single example, no matter what you are dealing with, you have to damage the source and the entire system loses its stability, its doubtless confidence is killed when its source is sufficiently challenged.

This can be used in schools to challenge things like quality of education, beliefs, reasons of behavior, etc.

I know you have to be very ballsy to carry out such things but it will help you big time in weakening the pillar of beliefs on which your targets rest.

At the same time, I would like you to challenge your own set of beliefs too, keep asking yourself 'why' and 'for what'

Like I told you, you are not the only one with insight, so for what you are delivering, be prepared to take.

I suggest you write down stuff regarding your belief system too, it might take an hour of sitting with a paper and scratching your head but it is pretty important, I guess the reasons you can understand in the chapter 'know yourself'

Those zombie movies?

The zombies just keep on coming and coming (in no way sexual)

You can't use your shotgun and floor ALL of them!

You have to find the evil scientist who has the key to deactivating all the zombies! You have to attack the source.

And to not become a zombie yourself, you must know yourself as an iron rule.

Remember, to spread the sources you have to attack with your allies for the added effect.

If possible, try attacking sources of beliefs in seminars, group meetings and such to gain more allies.

Exercise 6: Discard the weapons.

So far, all of the chapters have inclined towards weaknesses but this one is dealing with someone's strengths.

Everyone has something or the other which they can use against you; they can threaten you with, the one thing that makes them breath easy?

For example, a bully has strength, something he entirely secures his position with. Now for all the troubles you have got into against family, society and school, remind yourself what kept you at bay.

'We will call your parents'

'You will be in school extra hours'

You know, whatever that can be used against you, you have to make it seem ineffective.

Whatever that can be done to you, face it or atleast pretend as if it doesn't matter.

What is the objective?

It will blow away your target's confidence.

Most people have the nasty habit of relying on a few things entirely, a parent may entirely rely on threatening to hurt you or cut off your pocket money or anything which you may hear frequently.

I am assuming you are atleast 14 years of age.

So your parent has the habit and depends on the things you have been hearing for the past 4-5 years.

Atleast 80% of the time, the parent will lose confidence if you show immunity to the things he says.

It will entirely damage his composure, his clarity and primarily his confidence in controlling you.

I think this was covered in the reactions chapter, it's pretty basic really; I am just summing up stuff for you.

And the offence part of it is that you can use other methods than just showing immunity to discard weapons.

A simple method is by counter threat, if he uses one of the threats he is dependant on, threaten him back by stuff that would be really precious for him, this by the way includes you and you can threaten him for suicide (Remember, only threatening, only Goths actually hurt themselves)

The methods you use entirely depends on the circumstance you are in, only that your objective should be to discard your parent's weapons.

Exercise 7: Spies

A. Getting Spies:

Why do you need spies?

One of the most important elements to any battle is preparation.

For preparation, it is necessary to have information to devise a powerful enough counter.

Remember, it is vital to have a fair amount of friends who support you before you think of spy games.

So go through the co-operation chapter if you want to use spies.

Spying should come under deception because the nature of this element is entirely betrayal but since it's a 'key' of warfare, it is used in this chapter.

The idea is very simple, in your current group, you need to pick a person who has considerable repute or admiration among parents (or atleast isn't thoroughly despised)

This would be a very natural spy if he has gone through this much of this book and still has a good reputation, which would make him a natural in deception.

It is extremely important for your primary spy to never get caught because of the following reasons:

- The elders would examine this book
- Your targets will be more cautious which can be harmful for co-op activities
- If you are found out as a committee which is messing around as much, the whole lot would be punished which would lead to people losing faith in the idea and hence decreasing new recruits.

Rules of the spy:

- Should rehearse atleast two weeks with his allies before spying
- Should have read all the chapters
- Should risk/give something of value to his allies as insurance
- Should have evidence of being in good repute with the targets concerned
- Should not be a recruiter

Spies, to tell the truth are really hard to come by as most people by this time must have already recruited, openly opposed or atleast lost repute as being 'the good kid'

The work of the spy is to be an active member socially and make an act of opposing anyone who seems rebellious to gain trust.

After a week of gaining trust, comes gaining information.

Gaining information can be EXTREMELY helpful.

For example:

Spy with a lot of parents who are meeting to discuss what to do about this rebellious behavior:

Parent 1: The needs are really getting out of control

Spy: These guys just want to blame their families for everything

Parent 2: We should punish them to stop this behavior

Parent 3: Let's ground them for three days, show them who is the boss

Parents: Yeah Yeah

Spy: Excellent but you guys are all talk, when do you plan to actually do this?

Parent 4: Hey, we walk the talk and tomorrow, when they come from school, they don't go out for the whole weekend.

Now the spy spreads the information and no one comes home after school, effectively screwing up the intended plan.

It would be preferable if there are more kids the age of the spy.

The spy has to start an anti-movement with some of the 'good kids', you know the guys who already oppose the movement, and the spy has to align himself with them for the following reason:

If there is a single teenager, he can be caught as the one who snitched but if there are even just 3 of them, it's hard to point fingers.

The primary role of the spy is to get information across.

The reason of insurance:

It is necessary to ensure that there is absolutely no betrayal as the spy is a member and would be informed of your activities.

I mean information is extremely important either ways.

This can be exploited in a very clever fashion.

If you have understood the Observation chapter in the Defence section, you will be able to know those guys who think they are fooling you when they ask you about your plans.

The more iconic member of the commune will be approached by people who would act all friendly and try to gain information, even elders.

Don't counter them; let them think they have you convinced.

Just provide them with false information every now and then, good information is vital and bad information is lethal.

One of the best parts of giving out false information is that your targets will be securing something while you strike at something else.

For example:

False report: We plan to find the test papers and leak them.

At this point, a lot of attention has been diverted to the test papers.

This leaves a hell lot of other things weak to manipulate.

When you take up matters in this fashion, it is very likely that your opponents will not have any faith in each other because:

This frustration causes internal tension and weakens the unity of your targets.

Just look at history and you will understand how some of the greatest conquests happened

The Mongols:

The Mongols were many but not enough to take on entire kingdoms just by brute force.

The Mongols would raid and escape time and time, they would attack small portions many times.

They would damage the trade causing internal tension and damage in unity hence making it easy to overcome entire kingdoms.

The British Conquest of India:

They divided Indians on the basis of religion, causing Hindus and Muslims to fight each other, weakening both sides enough to easily conquer over the exhausted remains.

They also turned kingdoms against each other, most of the soldiers in the British army were Indians, and they made Indians kill Indians while working for the Brits.

Remember, a handful of men can entirely change history with good warfare and here we are just trying to breakdown mental tyranny and social norms.

If some lunatic Mongols can conquer half the world, we can surely pull this off if we don't lose faith and keep going.

A very nice question was asked to me.

'Wouldn't people be wary of spies and false information once this book is made famous by the recruits?'

Yes. Of Course.

But simply the tension of a spy, the tension of a false report, etc is going to be taxing on them.

I admit it will be harder for you guys to easily pull out missions once this gets famous.

But look at the bright side, just knowing about the amount of stuff we have here is a huge bother in itself.

I mean imagine if your parents were the ones using this stuff against you, huge pain in the neck, huh?

I mean you would be watching out like an idiot 'is he using blackmail, is he using values, has he seen through my purpose, does he have a spy around?'

And for the right reasons of being careful too.

Major headache, isn't it?

And if your targets are smart, they are more likely to call a truce once they go through the book and you guys can negotiate demands.

I mean, just imagine if you are reading this and this is what your enemy has mastered, wouldn't it be less stressing to just make some adjustments rather than go war full frontal?

In fact, I personally believe that if parents read the initial chapters, they are likely to understand that this is simply countering injustice and will likely back down on their own.

Unless, they are the idiots who just look for techniques which can be used against them, such a thing would effectively screw them too.

It's a win-win situation if you are only doing what you feel like.

Remember, it's your life... don't be all that much concerned about anything else.

Exercise 8: Attack where the enemy is unprepared.

For this exercise again, the vital is observation but not necessarily teamwork.

If you have noticed, everyone is always prepared for something.

You may be preparing in your mind, imagining different situations of you and the girl or guy you like, you may be preparing a perfect response for when you bump into her or him.

Or like a perfect reply for when you encounter the smartass bully or local asshole.

Everyone does that, parents do that too, they make mental notes of countering certain situations you may present to them.

For this reason, the first thing you have to do is:

Find a paper and write down all the demands/basis of arguments/etc you have had with your targets, you will notice that much of it is repetitive, much of it is the same situation at the bottom of it.

It could be like:

'I want to hang out late'

'I want more pocket money'

'I want to hang out with those guys'

Speaking of which, something hilarious happened. A friend of mine, she approaches her mom:

'Mom, I am gay'

'No, dear. You are not'

'uhhh...'

Remember, when you present the likely situation, it has already been prepared for.

You know, like when you get told off by a friend, you might be like

'I should've said this, I should've said that'

You visualize the scenario in your mind.

So the next time you encounter such a likely scenario, you are more ready, with more prepared material.

Your targets have the same mindset so it is very important to take them by surprise as much as possible.

The power of surprise is more when there is no preparation.

You know, if you see a snake all of the sudden, what happens?

You move back instinctively and freeze for a few seconds.

Remember, the pranks we used to play as kids with the toy lizards and rats? Remember the reaction the girls gave?

'Eek!' and she is nearly out of control, no state of mind, she is hysteric.

Or remember when we came across those much bigger guys when we were young, remember the shock we felt if they came out of nowhere.

Did we have any state to apply strategy, take advantage or really do anything in those moments of shock?

It is very important to apply those moments to your targets, the moments where they entirely freeze up.

The primary reason, it leaves them very vulnerable to further stuff, the defenses are nil when someone is surprised, in a lot of cases people entirely get paralyzed, if in front of them there is like a huge dog or a snake or something.

To get your demands or aims, try your best to start off with surprise, which would pin the target to a lot of stress, making him give in ultimately.

A vital factor of surprise is that if your target will always remember the vulnerable position he was at when you got him unprepared.

And that will keep destroying the image of dominance he has of himself in his mind.

Everyone has an idea he sets to himself 'this is possible, this can be done'

And it is that idea that gives them the ability to carry out the stuff they want to.

Just like I always tell you 'you need to be doubtlessly sure you can pull this off'

In a reverse of which, your targets have to be doubtlessly unsure that they cannot pull that off. You need to completely distort the 'possible' nature of taming you from their mindset.

That will largely make him understand that you are strong enough and he just has to step down from dominating your decisions.

I mentioned the value of shock in a few chapters, the application in offense is just that you don't defend yourself but rather attack them using shock value.

Sun Tzu said:

*'Appear at points which the enemy must hasten to defend;
March swiftly to places where you are not expected.'*

Exercise 9: Put Yourself in Risk

Swear yourself as the enemy.

This is called assuring to yourself that your reality is going to change, that you have ventured into the point of no return.

Remember, no one takes cowards seriously; you may just go for the self defense section and see gradual compromises.

But if you are going offence, it is more like taking revenge; it is more like declaring war complete with treaties and demands.

And you cannot go offence without being the enemy.

And really speaking, if you try some of the stuff here you will end up being sworn as the enemy whether you like it or not.

For every time you see your target, remind yourself of what you want, what you deserve and capitalize every opportunity possible.

How far you want to go in terms of 'every opportunity' depends on your personality; you could be the type capitalizing deaths and sad events or the one who doesn't want to involve anything other than the target.

Ultimately you have to be the enemy at the level you are comfortable with but to use offence; you just have to be the enemy.

Put Yourself In Risk:

There is a natural law, the more you risk, and the more you gain or lose.

Which is why it is essential to not risk much, however it is equally idiotic to risk very little because that way you gain very little.

You know, those guys who will try approaching women very directly and with full intent, they are risking getting slapped, thrown out of the club or atleast get brutally insulted but if it works out (which is a high probability just you should know), its going to be an awesome night for them.

Comparatively, those guys who approach women in a very 'opinion' fashion while being very safe may get to chat a few minutes but ultimately gain nothing of value other than those few minutes.

Similarly, if you want your parents to concede to your demands, if you want your school to mend the rules for you, you should be risking stuff.

By risking stuff, I am talking about stuff as much as suspension, getting expelled, getting grounded, getting cut off, etc.

I know its talking big time for some of you but you will notice that to get expelled you have to get caught while trying to mess up BIG time.

And if that mess up works, it could benefit you big time too.

That's life.

So take calculated risks.

Calculating risks:

Remember, there are some situations where you just can't afford to be in any fucking cost, you have to understand what could cost that situation and avoid it.

I am not teaching you to be a coward but simply someone who avoids getting in situations where he loses his calm and ends up all hysteric and stuff.

You are no good as a hysteric frightened kid.

And throughout history, people have made calculated risks when overcoming a larger force but at the same time, remember this:

There is always scope for improvement, however if you only calculate and don't act, it's purely stupid.

I can give a very personal example for this.

When I was 16, I was fat and I liked this chick.

This chick told me she likes lean guys.

Me: ok, I'll get lean as hell

And really, I did... I lost about 35 KGs in the following 10 months, looked lean (and skinny too) afterwards.

And because I had already put so much effort into it, I didn't want all that to go to waste, so I was constantly improving on the stupidest things like facial muscles, forearms... and the fear of losing all the effort I put in, all the time I put in... I ended up behaving like a pussy and lost all chance with her.

Only because I was lost in calculation, otherwise just who can resist me?

I am sure a lot of you have been in the 'lost in calculation' situation, don't be.

Give yourself a deadline to carry out your plan, follow it.

Exercise 10: Timing!

1. To let it be or not.

Remember, you have to make sure you are getting anything out of your plans.

I mean, you don't necessarily have to counter arguments if it isn't to your benefit.

For any battle, there is always purpose, there is always a benefit.

You should either really feel like countering or you should be getting something out of it to get in any sort of a confrontation.

Don't waste your time is what I am trying to say.

The reason for constraint is simple:

The targets are likely to get used to the method in which you counter and they will get used to it or atleast be careful enough to keep avoiding certain scenarios.

Remember, if you use the same thing even just twice, the affectivity is largely reduced so you kind of have a limitation to the amount of time you can pull on their weaknesses.

So make sure you are getting something for every chance you are sacrificing to your opponent's experience.

So that was the chapter 'Keys'

The next chapter is 'Keys 2', I want you to go through and understand both of them before you move on to applying them.

If you think this was intense, this chapter is not even the tip of the iceberg.

The book is over 200 pages long complete with all the information you can ask for.

To purchase the ebook, go to www.tameyourparents.com , it is available at only 20\$!

Don't have the money? Steal your parents' credit card for a few mins! Start making changes NOW!

You can email me with your thoughts at vinesh@tameyourparents.com

Kudos,

Vinesh Panditpotra