

THE TIME TRAVELERS

COMPENDIUM

STEVEN L. GIBBS

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So what is Ecktoplasma? Some scientists describe it as being a gummy, sticky, gummy jell which permeates and connects all things in the Universe. However, this only holds true in its concentrated form. In its expanded state, it becomes like a fine mist or Vapor which is similar, if not identical, to that of a cloud which forms in the sky.

Back in the 1950's, William Reich was the first person to actually make use of Ecktoplasma on a scientific scale. However, instead of calling it Ecktoplasma, he named it Orgone Energy. He said that Orgone Energy was divided into 2 Categories, one having good and the other one having bad effects upon the Aura and Physical Body. His discovery of Orgone Energy had such an impact on the governments of the world, that he was considered a threat to National Security. So if you still want to know what Ecktoplasma is, I will tell you. Its belief! However, what people don't realize is the fact, that belief can be divided into 144 different Vectors, which can also be combined or mixed with one another, in 20736 different ways. So in other words, there exists 20736 different types of Ecktoplasmas.

To explain how each of these Vectors can be related to 3-dimensional space, 4 charts have been erected on pages 2, 3, 4, and 5. For easy reference, I have labeled the first chart as (Vector 1), the second chart (Vector 2), the third chart (Vector 3), and the fourth chart as (Vector 4). It should also be noted, that each of the smaller Vectors can be related to both Paramagnetic and Diamagnetic properties.



INTRODUCTION

THIS FIRST SECTION DEALS WITH "WHAT ECKTOPLASM IS, AND HOW TO USE IT. MANY OF THE DEVICES WHICH ARE MENTIONED IN THE FIRST SECTION, ARE STILL SOMEWHAT IN THE EXPERIMENTAL STAGES. IN OTHER WORDS, THEY HAVEN'T BEEN FULLY TESTED OUT AS YET. AS FAR AS MY THEORY'S ARE CONCERNED, THIS REMAINS TO BE SEEN. THEREFORE IF YOU HAVE ANY QUESTIONS, PLEASE CALL OR WRITE.

[MY ADDRESS AND PHONE NUMBER IS GIVEN BELOW]

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(X)	(Y)	(Z)
<u>(+) RED</u>	<u>(-) RED</u>	<u>(o) RED</u>
<u>(+) ORANGE</u>	<u>(-) ORANGE</u>	<u>(o) ORANGE</u>
<u>(+) YELLOW</u>	<u>(-) YELLOW</u>	<u>(o) YELLOW</u>
<u>(+) GREEN</u>	<u>(-) GREEN</u>	<u>(o) GREEN</u>
<u>(+) BLUE</u>	<u>(-) BLUE</u>	<u>(o) BLUE</u>
<u>(+) INDIGO</u>	<u>(-) INDIGO</u>	<u>(o) INDIGO</u>
<u>(+) VIOLET</u>	<u>(-) VIOLET</u>	<u>(o) VIOLET</u>
<u>(+) ULTRAVIOLET</u>	<u>(-) ULTRAVIOLET</u>	<u>(o) ULTRAVIOLET</u>
<u>(+) X-RAYS</u>	<u>(-) X-RAYS</u>	<u>(o) X-RAYS</u>
<u>(+) GAMMA-RAYS</u>	<u>(-) GAMMA-RAYS</u>	<u>(o) GAMMA-RAYS</u>
<u>(+) COSMIC-RAYS</u>	<u>(-) COSMIC-RAYS</u>	<u>(o) COSMIC-RAYS</u>
<u>(+) ALPHA-RAYS</u>	<u>(-) ALPHA-RAYS</u>	<u>(o) ALPHA-RAYS</u>

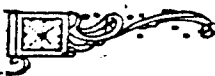


(X)	(Y)	(Z)
<u>(+) RED</u>	<u>(+) RED</u>	<u>(+) RED</u>
<u>(+) ORANGE</u>	<u>(+) ORANGE</u>	<u>(+) ORANGE</u>
<u>(+) YELLOW</u>	<u>(+) YELLOW</u>	<u>(+) YELLOW</u>
<u>(+) GREEN</u>	<u>(+) GREEN</u>	<u>(+) GREEN</u>
<u>(+) BLUE</u>	<u>(+) BLUE</u>	<u>(+) BLUE</u>
<u>(+) INDIGO</u>	<u>(+) INDIGO</u>	<u>(+) INDIGO</u>
<u>(+) VIOLET</u>	<u>(+) VIOLET</u>	<u>(+) VIOLET</u>
<u>(+) ULTRAVIOLET</u>	<u>(+) ULTRAVIOLET</u>	<u>(+) ULTRAVIOLET</u>
<u>(+) X-RAYS</u>	<u>(+) X-RAYS</u>	<u>(+) X-RAYS</u>
<u>(+) GAMMA-RAYS</u>	<u>(+) GAMMA-RAYS</u>	<u>(+) GAMMA-RAYS</u>
<u>(+) COSMIC-RAYS</u>	<u>(+) COSMIC-RAYS</u>	<u>(+) COSMIC-RAYS</u>
<u>(+) ALPHA-RAYS</u>	<u>(+) ALPHA-RAYS</u>	<u>(+) ALPHA-RAYS</u>



(X)	(Y)	(Z)
<u>(-) RED</u>	<u>(-) RED</u>	<u>(-) RED</u>
<u>(-) ORANGE</u>	<u>(-) ORANGE</u>	<u>(-) ORANGE</u>
<u>(-) YELLOW</u>	<u>(-) YELLOW</u>	<u>(-) YELLOW</u>
<u>(-) GREEN</u>	<u>(-) GREEN</u>	<u>(-) GREEN</u>
<u>(-) BLUE</u>	<u>(-) BLUE</u>	<u>(-) BLUE</u>
<u>(-) INDIGO</u>	<u>(-) INDIGO</u>	<u>(-) INDIGO</u>
<u>(-) VIOLET</u>	<u>(-) VIOLET</u>	<u>(-) VIOLET</u>
<u>(-) ULTRAVIOLET</u>	<u>(-) ULTRAVIOLET</u>	<u>(-) ULTRAVIOLET</u>
<u>(-) X-RAYS</u>	<u>(-) X-RAYS</u>	<u>(-) X-RAYS</u>
<u>(-) GAMMA-RAYS</u>	<u>(-) GAMMA-RAYS</u>	<u>(-) GAMMA-RAYS</u>
<u>(-) COSMIC-RAYS</u>	<u>(-) COSMIC-RAYS</u>	<u>(-) COSMIC-RAYS</u>
<u>(-) ALPHA-RAYS</u>	<u>(-) ALPHA-RAYS</u>	<u>(-) ALPHA-RAYS</u>





(X)

(Y)

(Z)

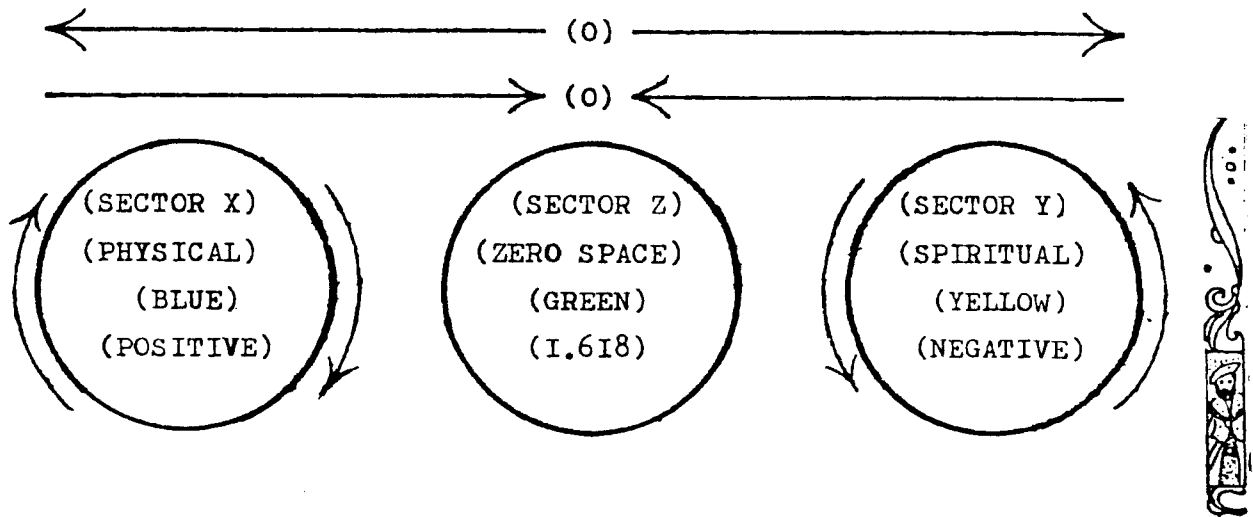
(o) RED(o) RED(o) RED(o) ORANGE(o) ORANGE(o) ORANGE(o) YELLOW(o) YELLOW(o) YELLOW(o) GREEN(o) GREEN(o) GREEN(o) BLUE(o) BLUE(o) BLUE(o) INDIGO(o) INDIGO(o) INDIGO(o) VIOLET(o) VIOLET(o) VIOLET(o) ULTRAVIOLET(o) ULTRAVIOLET(o) ULTRAVIOLET(o) X-RAYS(o) X-RAYS(o) X-RAYS(o) GAMMA-RAYS(o) GAMMA-RAYS(o) GAMMA-RAYS(o) COSMIC-RAYS(o) COSMIC-RAYS(o) COSMIC-RAYS(o) ALPHA-RAYS(o) ALPHA-RAYS(o) ALPHA-RAYS

By examining the Vectors on pages 2, 3, 4, and 5, we will find that each of these Columns have been divided into 3 Major Sectors, such as, (Sector X), (Sector Y), and (Sector Z). Each of these Sectors can be related to one another, at right angles to that of the first. It should also be stated, that each of these Sectors gives off its own type of Ecktoplasm, whenever the 12 smaller Vectors in each Column, have been combined together. As for example: (Sector X), gives off Blue Ecktoplasm, (Sector Y), gives off Yellow Ecktoplasm, and (Sector Z), gives off Green Ecktoplasm. If we examine this further, we can also determine, that (Sector X), can be directly related to the Physical, (Sector Y), to the Spiritual, and (Sector Z), to that of Zero Space. Each of these Sectors contract and expand at a rate of 7.853975 Hz. c.p.s. (See page 7). It is this particular Frequency which gives us our awareness of Time. In other words, whenever a Spiritual World comes into contact with a Physical World, an Event is created. If enough of these events are created, we get what is known as a Time Line. By traveling through the Zero Vector, we can by pass one Time Line, and enter into another Time Line. This is how Time Travel becomes possible. However, there are few people who know about this, and the ones who do know, usually keep their mouth shut.

Another thing which I would like to discuss, is the fact, that before Physical Time Travel can be accomplished, an instrument must be developed, which can lock onto the (Green Level) in (Sector Z). If this is not built correctly, all that will happen, is that you will just simply, Bi-Locate. Later on in this Report, I will show you how to build one of these instruments for Physical Time Travel.



The Physical and Spiritual Worlds Contract
and Expand at a rate of 7.853975 Hz. c.p.s.



Note: I have discovered in my own Research, that certain levels in Sector Z, are inhabited by Evil Spirits, Demons, and Entitys. This creates a problem. Does the individual run the risk of getting himself possessed, when he travels through the Zero Space Vector? The answer to this would be, yes he does, but only if he doesn't have a simple faith in Jesus Christ. Without this faith, the person who desires to travel through time, is destined to doom.

I have also discovered, that there does not exist any more than 3 dimensions. I have mathimatically proved, that the higher dimensions do not exist. What I am trying to say is, that in this Universe there only exists different levels of 3-dimensional Consciousness. So if you think that Time is a product of the 4th dimension, you better think again. For Time is merely a staged event. However, just because Time is staged by both the Physical and Spiritual Worlds, doesn't mean that Time Travel cannot be acheived. It merely states, that Time is a product of mans dis-obedience towards God.

So if you decide to travel Physically through Time, and do not have a simple faith in Jesus Christ, this sin will be held against you. Therefore, my best advice to you is, be careful.

THIS SECTION WILL TELL YOU HOW TO
CONSTRUCT AN "EXTREME LOW FREQUENCY OSCILLATOR"
WHICH CAN ACTUALLY BE USED FOR ACCOMPLISHING
TIME TRAVEL. LET US BEGIN FIRST BY
FINDING OUT WHAT PARTS ARE NEEDED IN ORDER
TO BUILD THIS DEVICE.

PARTS

8 ohm Audio Coil
2009 NPN Transistor
Pushbutton Switch
Yellow LED
100 uf 35v Capacitor (Axial Cap)
9 volt Battery
100K ohm Potentiometer
5K ohm Potentiometer
15K ohm Resistor
Two one by one inch Copper Plates
One 7 inch long Phone Cord
4 Enclosed Phone Jacks
2 Calibrated dials numbered from 1 to 100
4 Phone Plugs
One Perf Board to mount the Components on
24 or 26 gage wire to connect the items in the circuit
One Plastic Project Box

CONSTRUCTION

To begin with, all of these parts can easily be obtained at your local Radio Shack Store. However, the Copper Plates you will have to build yourself. As far as the Components are concerned, these should be mounted on a one by four inch Perf Board, although if you are just starting out in Electronics, you may want to use a larger Perf Board. It really doesn't

matter to much as to what size you should use, just so long as it is large enough to hold all of the Components.

As for the Time Coils which are represented by the Symbol (A-1) in Blueprint #1, these should be connected to the terminals (A-1) in the circuit diagram. You will probably want to use some Enclosed Phone Jacks and Phone Plugs for hooking up the Time Coils to the circuit. This is so that you can disconnect the Headband at will in case something goes wrong or if you end up having a bad experience.

When you work with the Copper Plates, these should be hooked up to the terminals marked (A-2). If you use the Copper Plates in order to have a Time Travel Experience, don't under any circumstances place them over the BRAIN REGION. If you do this, it could prove fatal, which could cause some serious health problems or possibly even death. If you do use the Copper Plates, these should be placed over the Solar Plexus which is positioned directly over the Navel Area. Sometimes this method works, and sometimes it doesn't.

If your wondering about the 5K ohm Potentiometer, this bit circuitry varys the voltage being fed to the Copper Plates. This is so that you can find the appropriate voltage in order to have a Time Travel Experience. If you haven't guess it by now, Astral Projection is Time Travel in the truest sense. So if you have an Out of the Body Experience, your going to

be traveling through Time. However, you must not confuse the experience you have with this unit, to the experience other people have as far as Out of the Body travel is concerned. There is a big difference!!! In other words, you can control your own Time Frame with this unit, whereas with ordinary Out of the Body travel you can't.

In the areas of Physical Time Travel, this can be achieved at times when you least expect it. In other words, you will probably be traveling Spiritually most of the time, but once in a great while depending on how much you use it, your Physical Body has a habit of getting caught up in the action. As I have said before, this usually occurs at times when you least expect it.

OPERATION PROCEDURES

To operate the unit, you must first connect the Time Coils to the (A-1) terminals. Next, position the Headband around your head so that the Time Coils are positioned directly above the eyebrows. Turn the unit on, and while you are holding a Pendulum over the unit, turn the frequency dial slowly while concentrating on the following question: (What is the frequency which will teleport my Aura or Physical Body to the DATE)? As soon as the Pendulum starts to gyrate, then this will mean that you have hit the frequency which will teleport your Physical or Spiritual Body.

After you have done all of this, and while the unit is activated, find a comfortable place to relax in order for the energies to take effect. Make sure that when you do this, that the Time Coils remain around your head. If you have done everything correctly, you should have an Out of the Body Experience in less than 45 minutes.

At this point, if you wish to increase the potential of this unit, you now have the option of using the Copper Plates while the Time Coils are positioned around your head. If you decide to take this route, you proceed to tune the Voltage Control Dial in exactly the same way you would the Frequency Control Dial. After this dial has been tuned to the correct setting, and also while the Copper Plates are connected to the terminals (A-2), you now tape the Copper Plates to your Solar Plexus. When you do this, make sure that the Copper Plates do not touch one another, otherwise you could damage your Time Travel Machine. Remember!!! the effects will be doubled if you use this procedure.

If you will note, in (Blueprint #2) you will find that the 8 Hz. c.p.s. Frequency also activates the Time Travel Mode or 4th dimension. This is because at this range you are in between (Normally Asleep) and (Normally Awake). However, the only drawback that comes when using this frequency, is, that the only way that you can hit it, is if you hook-up the (A-2) terminals to a Frequency Counter, and these things run

into a lot of money, especially if you want to get a good one. But for those who cannot afford a Frequency Counter, I suggest that you take it to your Local TV Repair Shop to get it calibrated. These places pretty much all stock a Frequency Counter. Just make sure that you tell them where to hook-up the wires, otherwise it could blow something.

In getting back to the operation procedures, in (Blueprint #3), is a close-up view of the Time Coils or Headband. As you can see, the Phone Plugs are hooked up to the Enclosed Phone Jackets or sockets. Also in (Blueprint #4), shows you how to hook-up the Time Coils and Copper Plates to your Physical Body. As I have mentioned before, don't under any circumstances hook-up the Copper Plates to the Brain Area! If you do, you will regret it!!! And this is nothing to joke about!!!

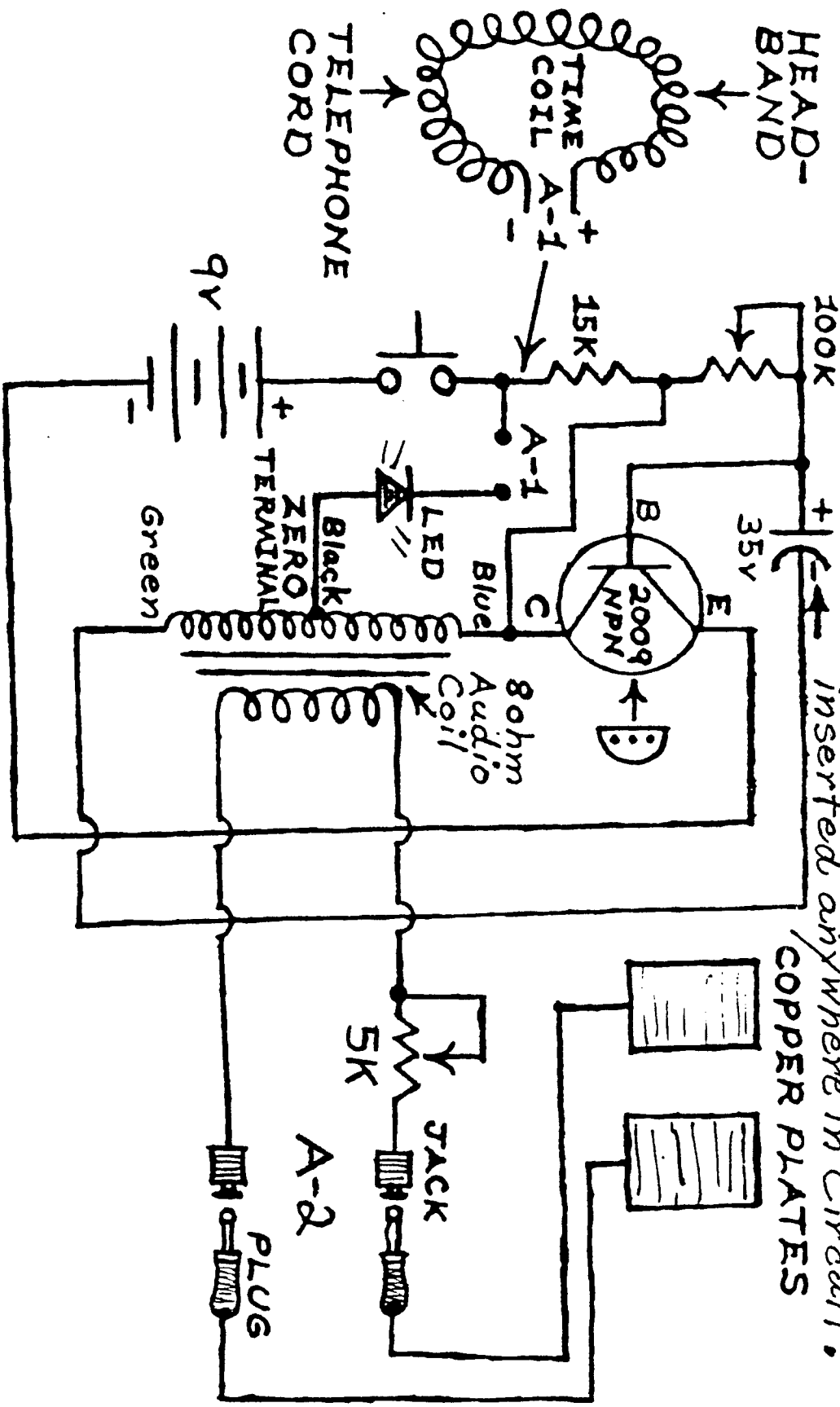
Another thing that I would like to talk about is, if you do decide to use the 8 Hz. frequency, then the only other dial that you will have to tune is the Voltage Control dial. This is because you already have a fixed frequency. When you tune this dial, you use the same procedure which was given on page 4. Remember, this device works just like a Radionics Machine with a distinct improvement, it can be used for Time Travel!!

TIME TRAVEL UNIT

12/14/85

Blueprint #1

*Note: Double Terminated
Quartz Crystal may be
inserted anywhere in Circuit.



BRAINWAVE CHART

12/14/85

Blueprint #2



4th Dimension

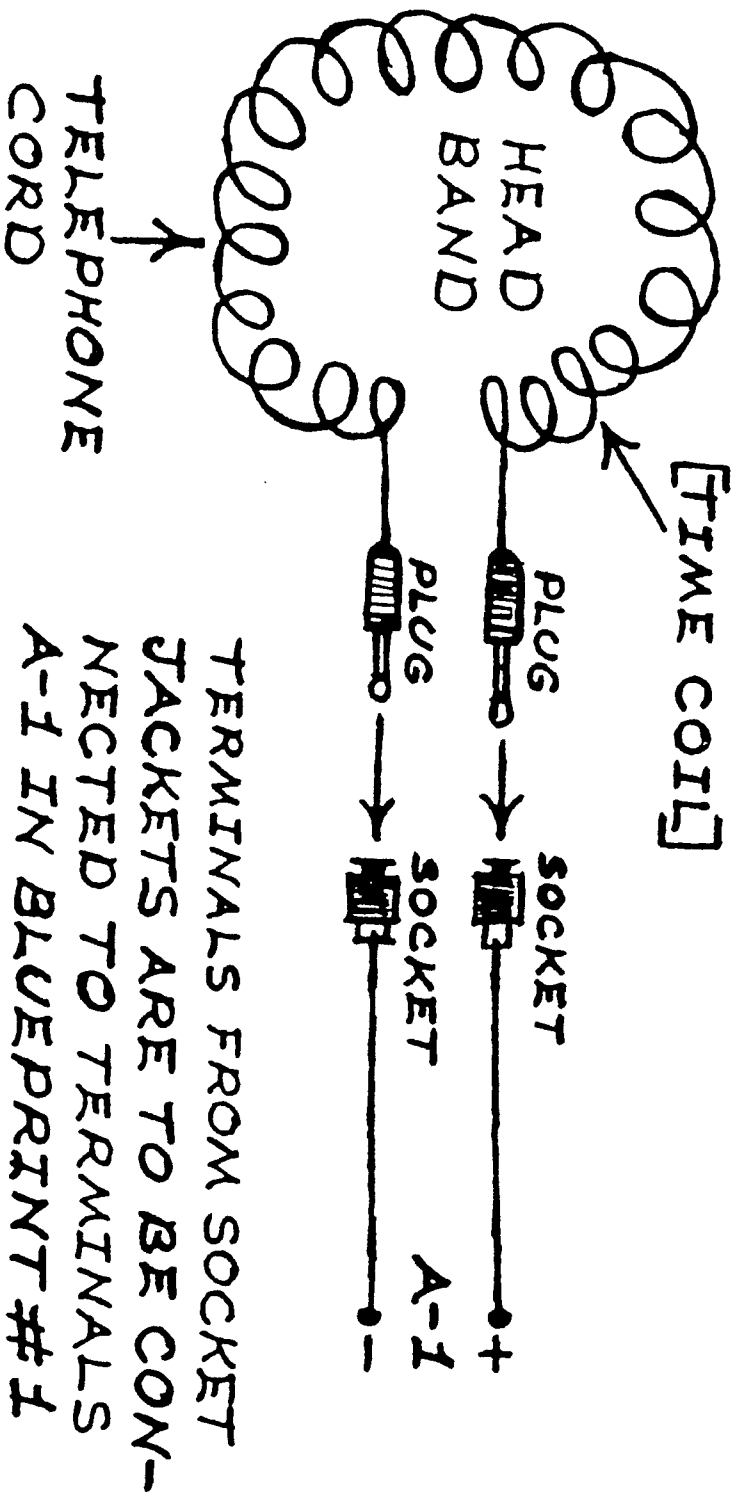
0

NORMALLY ASLEEP		NORMALLY AWAKE	
DELTA	THETA	ALPHA	BETA
4	8	13	26
HERTZ (CYCLES PER SECOND)			
8 HZ. C.P.S. ACTIVATES THE TIME TRAVEL MODE OR 4th DIMENSION			

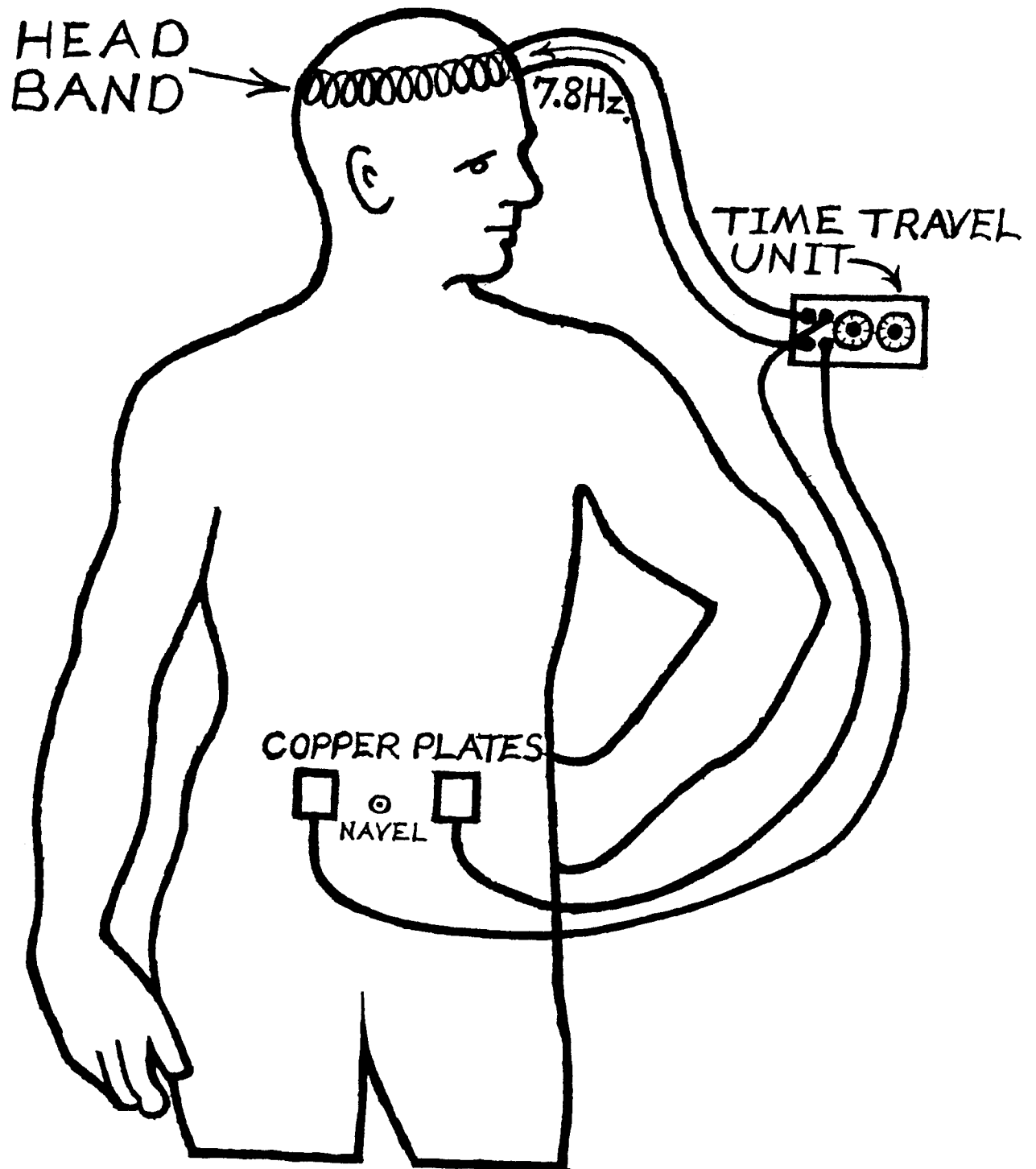
CLOSE-UP VIEW OF HEADBAND

12/15/85

Blueprint #3



BLUEPRINT #4



THIS NEXT SECTION WILL TELL YOU HOW TO
CONSTRUCT A UNIQUE DEVICE CALLED THE
(STB-60). REMEMBER! THE PHYSICAL ASPECT OF
TIME TRAVEL IS STILL SOMEWHAT IN THE
EXPERIMENTAL STAGES. SO NOT EVERYONE WHO USES
THIS DEVICE, WILL BE ABLE TO
ACCOMPLISH PHYSICAL TIME TRAVEL.

The Sonic Time Blaster or (STB-60), is truly a unique instrument. As a matter of fact, if it came right down to physical Time Travel, then this is the unit to do it with.



As you can see on page 3, the (STB-60) is a variation of the Sonic Resonator, with additional improvements. For those who do not know what a Sonic Resonator is, this was mentioned in my Report titled: (HOW TO CONSTRUCT THE PHILADELPHIA EXPERIMENT ON A SIMPLIFIED SCALE). If you don't have this Report, I suggest that you get it, otherwise you will be missing out on some extremely valuable information.

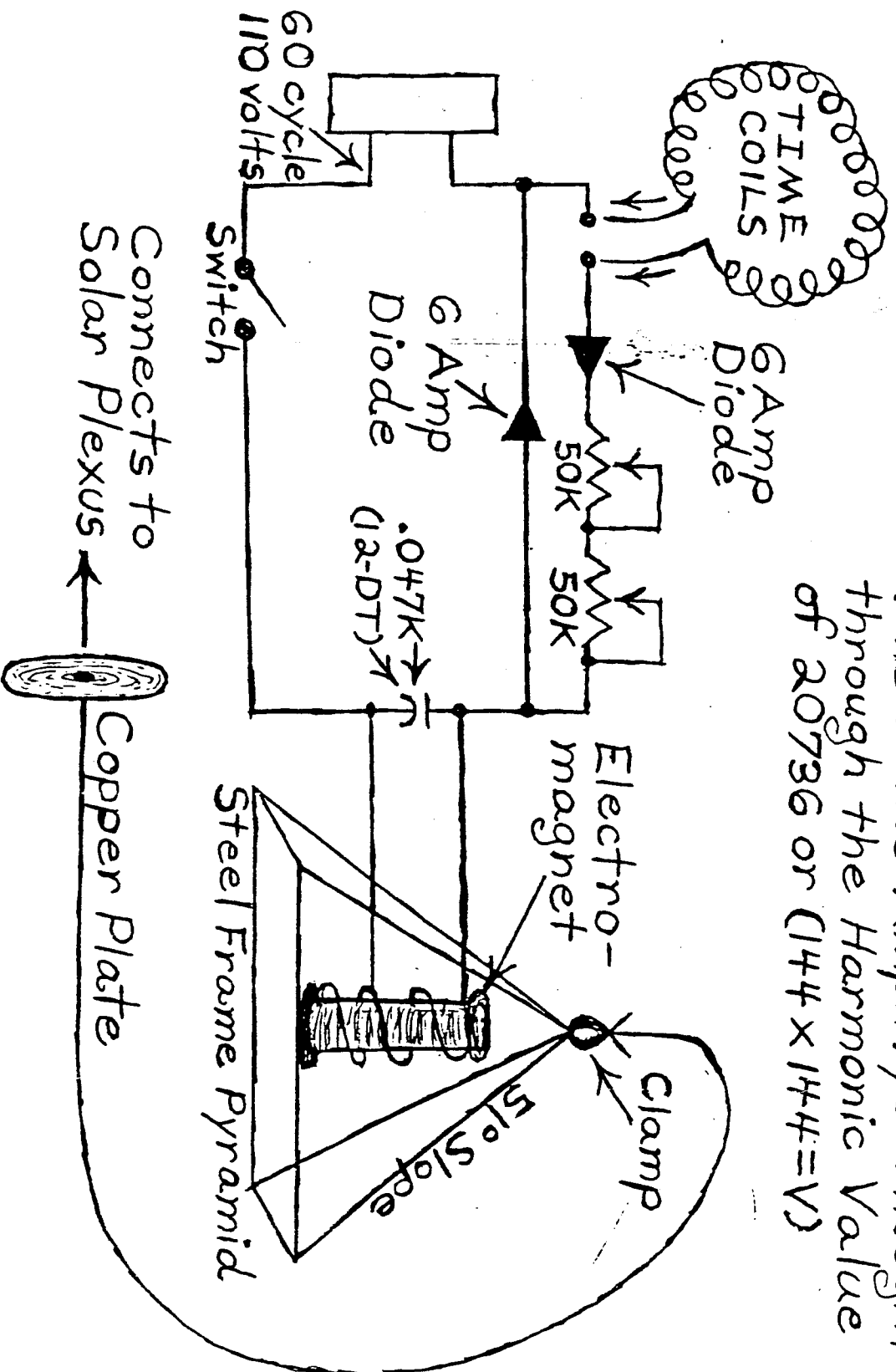
When constructing the (STB-60), the diodes and Capacitor should be assembled onto a 2 by 4 inch piece of Perf Board. Also allow some space on the Perf Board, so that you can tape the Panel to the bottom of the Control Box. You should also put some Heat Resistant Tape over the underneath side of the Perf Board, below the components. The reason for this, is because the diodes get hot, and you may burn a hole in your box.

As for the Electromagnet, you should use over 400 ft. of 21 gage magnet wire. This type of wire can be obtained at a place where they repair Electric motors. When dealing with the Core of the Electromagnet, Soft Iron should be used, however, steel will probably work just as good. The outer part of the Core should also be wrapped with Heat resistant Tape, (i.e. before you wrap the core with wire). After you have finished wrapping the core with 21 gage magnet wire, also wrap the outer part of the Coils with Heat Resistant Tape. Remember! these coils get hot!!

★ THE SUB-60 ★

10-20-87

This device Amplify's Thought
through the Harmonic Value
of 20736 or $(144 \times 144 = V)$



As you can see on page 3, the (STB-60) Amplify's Thought through the Harmonic Value of 20736 which can also be expressed as $(X, X=V)$, or $(I44 \times I44 = V)$.

So now you are probably wondering how I arrived at the Harmonic Value of 20736. Its simple, whenever the 60 cycle Electric Current is passed through the Vacuum Space within a diode, 2 Electrical Vortices are created, one positive, one negative. Each of these Vortices are I2-dimensional, therefore if you multiply $I2 \times I2$, you would get the number I44 which is the Harmonic of the speed of Light. Sense a diode creates this tone, it is logical to assume, that a Pyramid also produces the same tone. And sense this is the case, $I44 \times I44$ will give you the Harmonic Value of 20736.

If we study this further, we will find, that whatever thought is being projected through the diodes and Pyramid, is being both raised and lowered in tone. In other words, sense we desire to travel into the Past or Future, the thought being projected, is being raised towards the 4th dimension and then lowered back down to the 3rd dimension, where it then effects the physical body. If we were thinking of something else other than Time Travel, then the thought being projected, would then be raised to a different dimension which corresponds to that particular thought. But no matter what the case may be, the thought being projected through the diode and Pyramid, is being raised and lowered 2 times before it enters into the Solar Plexus. On the return cycle, the Energy travels out of the Solar Plexus, where it is again raised and lowered 2 times before entering into the 3rd eye.



When dealing with the current which powers the (STB-60), it is interesting to note, that whenever the 60 cycle pulse combines with the 7.853975 Hz. Frequency which is given off by the Pyramid, the results obtained by combining these Frequencies together, strengthens the vortex action in both the diodes and the Pyramid. In other words, if you subtract 7.853975 from 60, you would get the number 52.146025, which is razor close to the slope angle of the Pyramid. I also believe that the slope angle of each vortex, created within each diode, is close to this figure. If not, then there is something wrong with this universe. And God dosen't make mistakes.

Even though the (STB-60) is one of the most powerful instruments ever developed, there is still an infinite number of ways to increase its power. However, I am not going to reveal this information as yet. If and when I do reveal this knowledge, the Report will be titled: (HOW TO CONSTRUCT THE UTB-6I). UTB stands for the Ultimate Time Blaster. I am strongly debating, whether or not this information should be revealed to the public, for the simple reason, it could fall into the wrong hands. Whatever the case may be, this could very well be my final Report.

For those of you who are still interested in Time Travel, there is a diagram on page 6, which fully illustrates what Time really is.

WARNING!: Under no circumstances what so ever, should this information be mis-used. It is one thing to have knowledge, but to use it to serve Satan is another. For there is Hell Fire to pay for such actions.





$$(60 \times 12 \times 1.618 = V)$$

+ (PAST)

1-D

2-D

3-D

4-D

5-D

6-D

7-D

8-D

9-D

10-D

11-D

12-D

Φ

12-D

11-D

10-D

9-D

8-D

7-D

6-D

5-D

4-D

3-D

2-D

1-D

- (FUTURE) -

(1.618)

Expands

Contracts

∞

Contracts

Expands

(Belief)

5/10

5/10

A-1: The primary purpose of the (STB-60), is to Amplify and direct (Belief Fields) which are given off by the 7 basic Chakra Points.

A-2: High Frequency used in conjunction with the (STB-60), can greatly Amplify the results through the Dynamic Power of Resonance.

A-3: If we multiply the 60 c.p.s. pulse times 12 times the PHI Value, we will get the number 1164.96 which is razor close to the Harmonic Value of the Pyramid, which is 12-dimensional.

A-4: Also if we take the number 60, and divide it by 12, we would get the number 5. If we take this 5, and multiply it times 1.618, we would get the figure 8.09. If we now take the number 8.09 and multiply it times 144 which is the Harmonic of the Speed of light, we would get the number 1164.96. Interesting isn't it.

A-5: The key to understanding Harmonic Mathematics, lies in Hebrew Numerology. Its Value is infinite.

A-6: If the (STB-60) was hooked up to an Alternating Generator which pulse at the rate of 52.146025 c.p.s.. It would greatly improve the qualities for Amplifying Belief.

A-7: Everything in the Universe is composed of (Belief Fields). By combining certain types of Belief Fields together, we get a reality. This is the purpose of the (STB-60), to create a Belief Field which is so powerful, that it can alter the very fabric of Space Time itself.



Among the many things which I have discovered, I have noticed that the number 15 keeps creeping up in my Equations. From what I have found out, it would appear, that the number 15 holds the key to Physical Time Travel. The reason for this *15's* in the fact, that whenever the I2 Levels in (Sector Y), are combined with the number of the Holy Trinity which is 3, we get the magic number. In other words, ($I2 + 3 = 15$). On page 9 shows how the number 15 is used when constructing the Fluid Chamber. This device can and will, Teleport the individual Physically through Time. This is not a toy, for the device can blow up, causing serious injury or even death to the individual.

It is interesting to note, that when Electricity is transmitted through the Fluid Chamber and into the individual, a Time Warp is created. This is because the Electricity is now in Resonance with the Earths own Atmospheric Pressure. And sense this is the case, the Electricity now has a field, which is equivalent in force, to the Earths own Gravitational Fields. Therefore, it now becomes possible, to either speed up or slow down Gravitational Fields which surrounds the persons body. If these fields which make up our Auras are reversed, we can travel backwards into the past. If they are speeded up so that they are traveling faster than the Earths rotation, we can travel into the future. Its that simple. However, in order to determine which way you are going to go, depends entirely on how you connect the electrodes to your body. If you connect them the wrong way, it will rip your Aura apart, resulting in instant death. Therefore be careful, otherwise you may not live to tell others about your experience.

FLUID CHAMBER



2-17-88

12 volt Car Battery

Pressure Gauge

FLUID CHAMBER

SALT WATER

150 pounds of pressure per. Sq. inch.

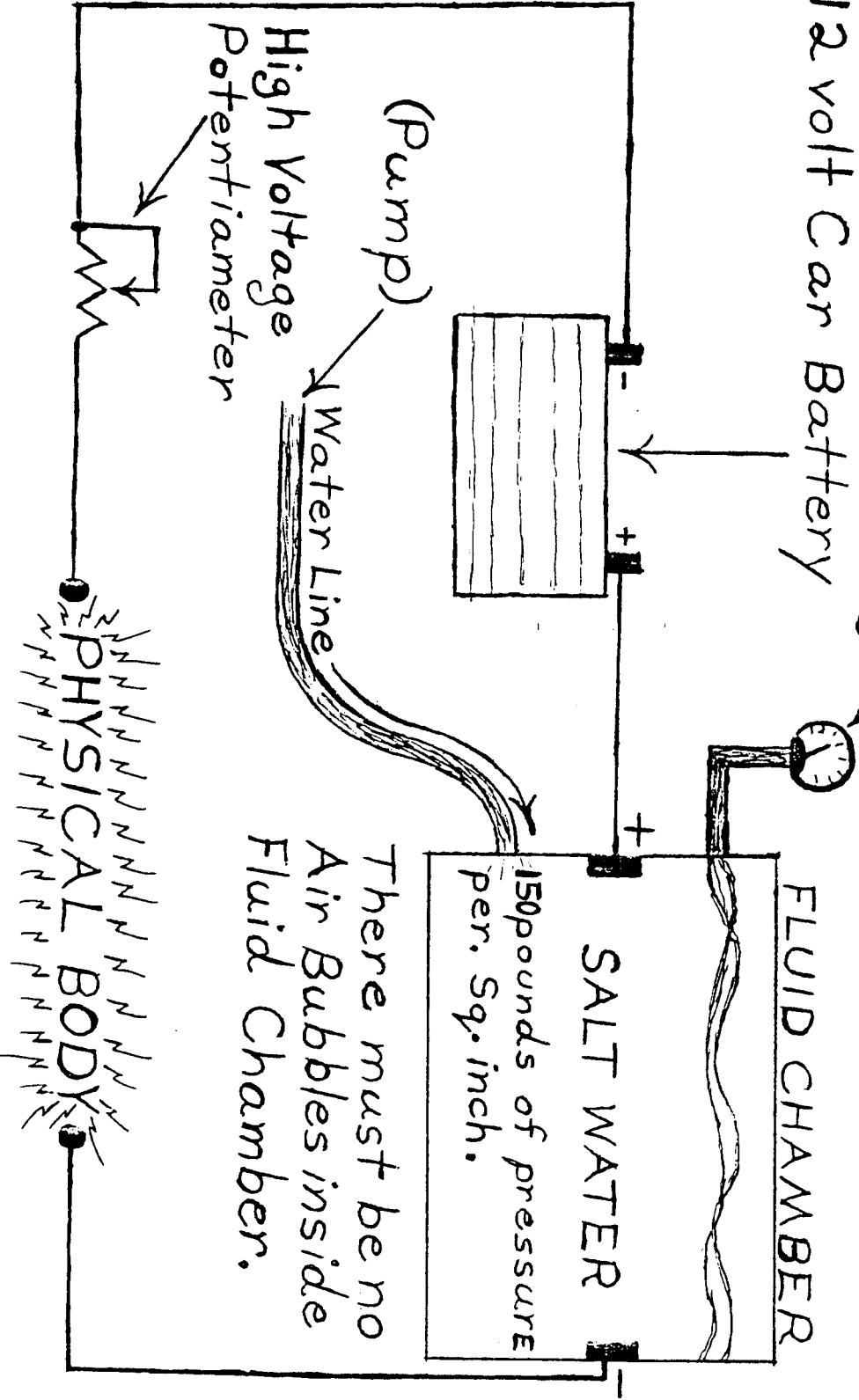
There must be no Air Bubbles inside Fluid Chamber.

(Pump)

Water Line

High Voltage Potentiometer

PHYSICAL BODY



By refering back to page 9, we will find, that whenever Electricity is being transmitted through Salt Water, Green Ecktoplasm in (Sector Z) is given off. This in turn, will also cause the Salt Water to turn Green. Now the reason for this lies in the fact, that Salt Water by itself, gives off Blue Ecktoplasm, and the Electricity which is being fed into the solution, gives off Yellow Ecktoplasm. Therefore by combining Blue with Yellow, we get Green. So what we have here, is basically a device, which can not only produce a Warp in Gravity, but can also transmit Zero Green Ecktoplasm into the individual.



Another device which can also be used for Physical Time Travel, is shown on page II. In some respects, this device is even more dangerous than the Fluid Chamber, for the simple reason, you can get yourself possessed if you are not careful. However, this device requires more from the skill of the operator, than with the Fluid Chamber.

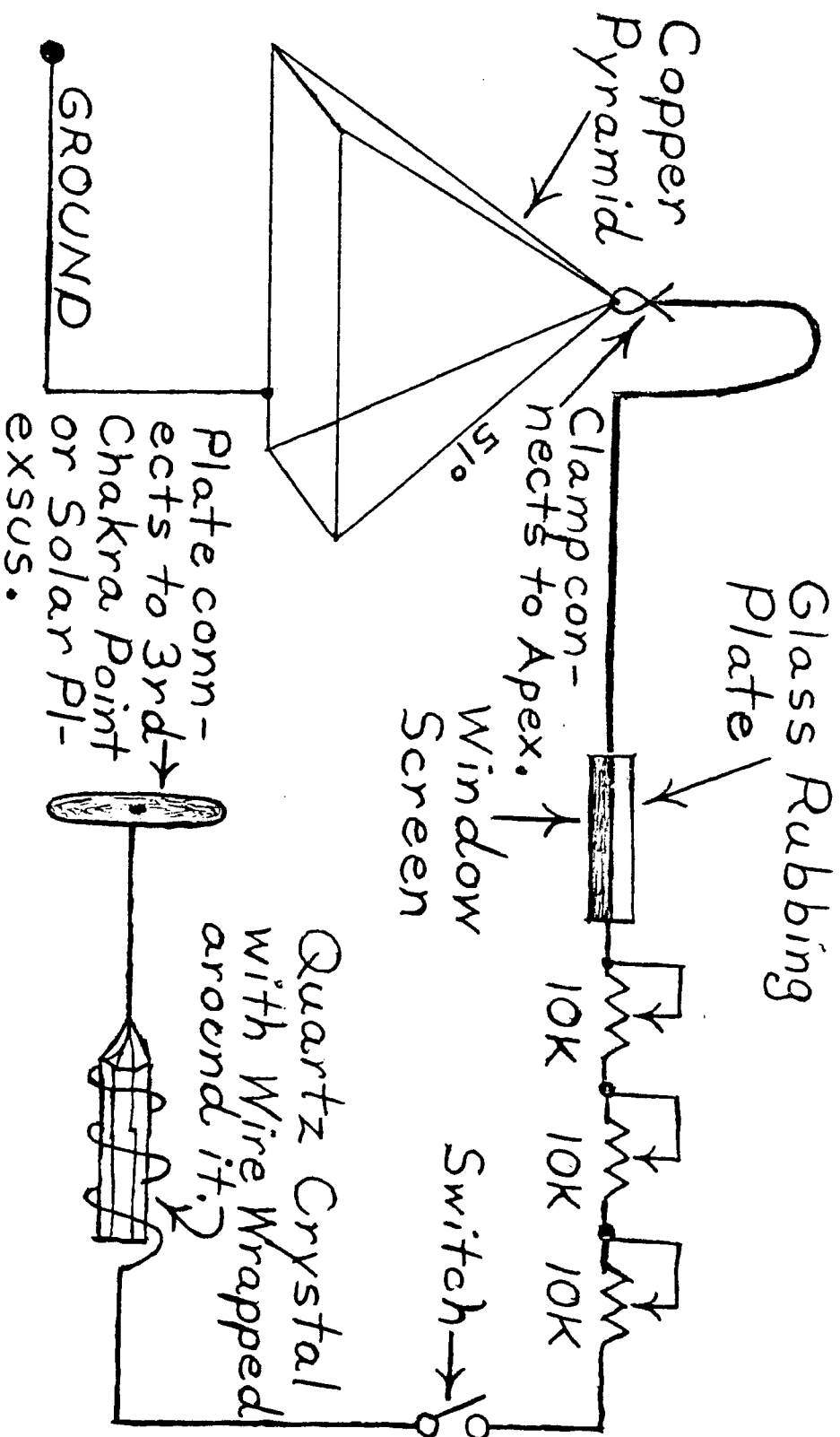
If you will note, the Pyramid which is shown on page II, generates Positive Green Ecktoplasm, Negative Green Ecktoplasm, and Zero Green Ecktoplasm. It is the Zero Green Ecktoplasm that we want to make use of. This Zero Green Ecktoplasm on the other hand, can only be transmitted through the wire, when the wire itself, has been connected directly to the apex. Failure to do this, could lead to a bad experience.

Another thing, always make sure that you ask Jesus for protection prior to the Experiment, or in any Experiment which deals with Time Travel. Because if you don't, Satan could rip your soul apart. This is an extremely serious matter, because the thing you don't want to do is go to Hell!!!

THE ECKTOPLASMIC OSCILLATOR

2-18-88

This device generates the 216 Harmonic.



If you decide to build the Ecktoplasmic Oscillator, there are a few things you should remember. First of all, you should never build the instrument, unless you have inserted the Quartz Crystal into the circuit. The reason for this is because, Crystals act as a purifying Agent, which filters out and destroys the bad Ecktoplasm. Also, you should program the Crystal, so that no one else can influence it, but you. This is because, down in Hell, Satan uses Crystals to control the minds of the people on this planet. Therefore, you don't want to let him use you. Believe me! I know what I'm talking about!!!

As for the Rubbing Plate, the Glass Plate should be cut to the measurements which correspond to this Equation: $(L \frac{1}{2} \times 1.618 = H)$. In other words, if the length you desire is 7 cm, you would take this measurement, and divide it by 2. You then take the result, and multiply this number by (1.618), which will give you the height of the glass plate in cm. When you do this, use only the metric standard of measurement. If you use inches, the Plate you build, will not be tuned to the Green Level in (Vector Z).

The plate which connects to the Solar Plexus, should be constructed out of Copper. Do not under any circumstances, use Aluminum. There is something about Aluminum that causes health problems.

If you have constructed everything to the way that I have explained it, you should be travelling in no time at all. Zero Time that is.



THIS SECTION WILL TELL YOU HOW TO PROGRAM
QUARTZ TO ACCOMPLISH TIME TRAVEL. REMEMBER!

THESE THINGS PRODUCE ONE HELL OF ZAP!

IT SHOULD ALSO BE POINT OUT, THAT
DOUBLE TERMINATED QUARTZ CRYSTALS ARE BETTER
SUITED FOR PHYSICAL TIME TRAVEL
IF THIS IS WHAT YOUR INTERESTED IN.

STEP #1: The first step to take, is to clear your Crystals, so that a demon does not enter there in. The best way to do this, is to expose the Quartz Crystals to the Negative (North Pole) side of a bar magnet for the space of 4 hours. Further more, you should only have to clear them once or twice a week.

STEP #2: There are 3 rules to follow when experimenting with Quartz. The first rule, is to never use them to influence others, for by doing this, you will be playing God. The second rule, is to never use Quartz to harm others. And the 3rd and final rule, is to never use them to acquire Earthly possessions. If you keep this in mind, you shouldn't receive any type of Negative Retribution Effects.

STEP #3: When programing Quartz for Time Travel, there are 2 methods which one can use for accomplishing this. The first method deals with that of a Pendulum, and the second method uses a Rubbing Plate similar to the ones which are used on a Radionics device.

STEP #4: If you decide to use a Pendulum for Programing Quartz, then the method you would use, would be as follows: First of all, if you are a left handed person, the Crystal should be placed or held in the right hand. If you are a right handed person, the Crystal should be held in your left hand. Next, by either useing your right or left hand, gyrate the Pendulum over the Quartz Crystal, while repeating the following Program: (Transport my Physical Body and Spirit to the year Y E A R A.D.). Repeat this program, until the Pendulum stops gyrating. The Crystal is now programed. Next, place the Quartz Crystal over the appropriate Witness, such as a signature, photograph etc, etc,. Do this right before you go to sleep at night, so that your mind is in a relaxed state of awareness. If you have done this correctly, you should be transported in less than 60 minutes.

STEP #5: If you use a Rubbing Plate, you must stroke the plate with your left or right hand while holding the Crystal in the other. The Program which was mentioned in Step #4, is then repeated until you get the stick on the Rubbing Plate. After the Crystal has been Programed, we are now ready for Step #6.

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STEP #6: You now place the Quartz Crystal over the appropriate witness as stated in Step #4. There is one thing to remember when using Step #4 or Step #5, and that is, in the morning after you have awoke, be sure to remove the Crystal from the Witness. Otherwise, you may overload your physical body with too much White Light Energy.

STEP #7: Another method one might try, is that after you get done programming the Crystal, just aim the Crystal towards the area where you will retire to bed. This should produce the same results as if you were using a Witness.

STEP #8: Spiritual Time Travel can be accomplished quite easily when using Quartz. However, as far as Physical Time Travel is concerned, you may have to Program 3 or more Crystals.

STEP #9: For those who take Time Travel seriously, I suggest you try hooking up a Tesla Coil to a Quartz Crystal. For this purpose, 7 or 12 coils should be wrapped around the Crystal. (See page 3 for details)

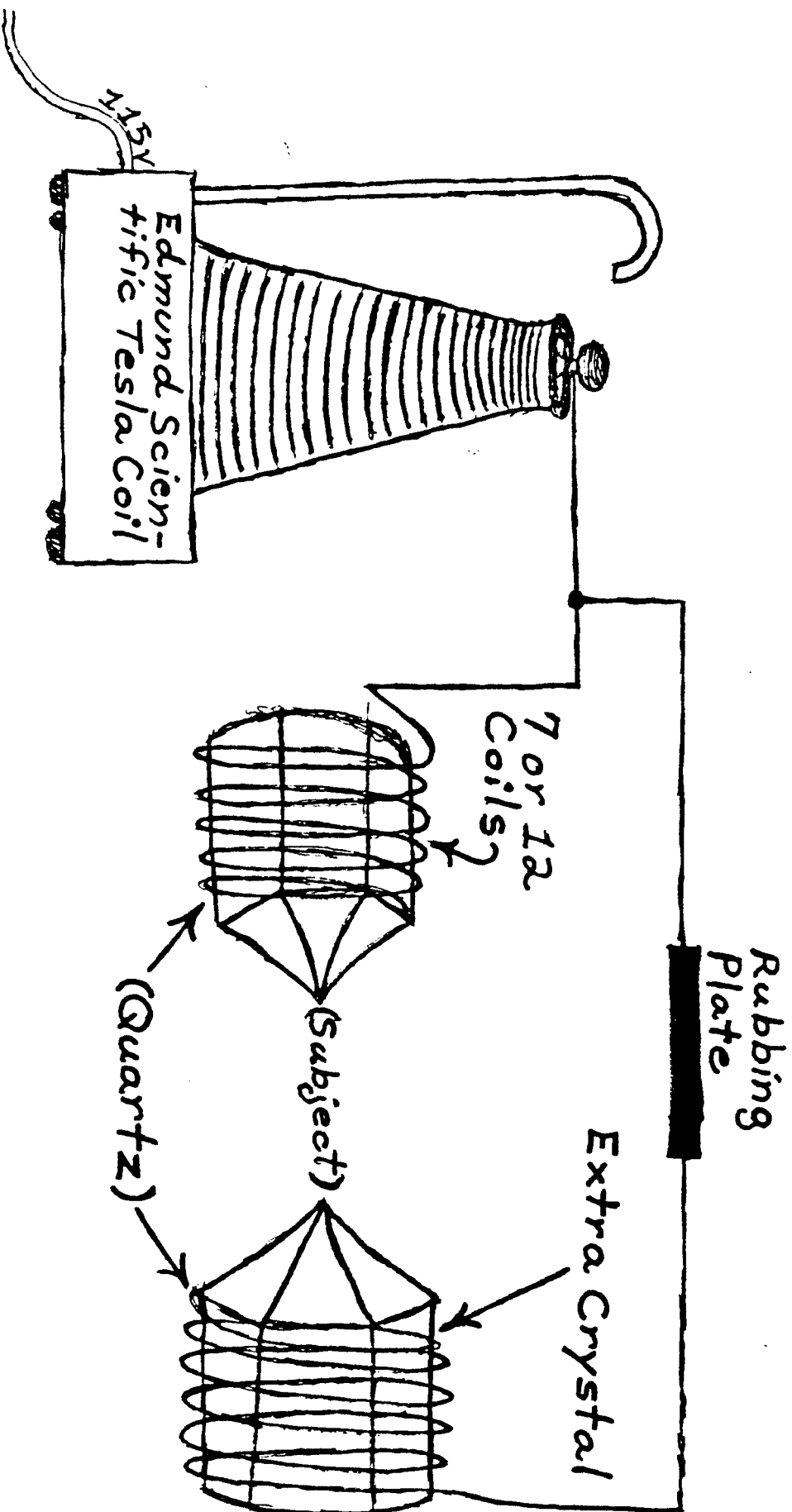
STEP #10: According to the data which I have received, the Chronological Time Reflector, may teleport objects in less than 3 to 4 hours, depending of course on how powerful the Tesla Coil or Crystal is. In any case, this device should be handled with extreme caution. I suggest you experiment with transporting smaller objects before you attempt to transport yourself. Remember! this device is still in the experimental stages, so don't do anything stupid.

STEP #11: If you decide to use the Chronological Time Reflector, program the Crystal first by using Step #4 or Step #5 before you activate the Tesla Coil. This way, whatever you have programmed the crystal to do, will be Amplified through High Frequency Electricity.

STEP #12: If you desire to help heal the sick, program the Crystal first, with the following suggestion: (Heal N A M E physical body and Spirit). After you have programmed the Crystal, activate the Tesla Coil, and aim the Crystal at the subject you wish to treat. Your results should be quite rewarding. However, be careful not to over extend your treatment.

THE CHRONOLOGICAL REFLECTOR

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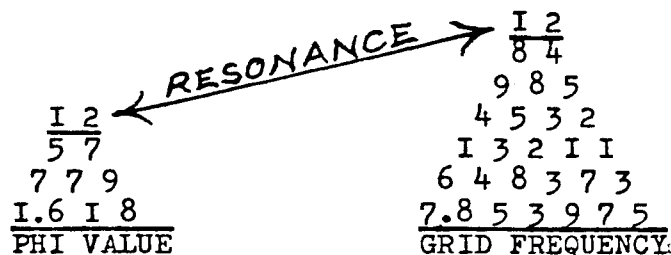
A-1: Time is a product of Consciousness, therefore by Altering our Consciousness, we can travel physically or Spiritually through time.

A-2: Consciousness can be directly related to Light, Spiritual Energy, Gravity, High Frequency, 7.853975 Hz., and the PHI Value which is(1.618)

A-3: Whenever the PHI Value is used when constructing an object, that object will develop an artificial Consciousness.

A-4: Usually when the PHI Value is used when constructing an object, a Time Warp is created.

A-5: There is a direct relationship between the PHI Value and the Earths Power Grid Frequency. By using Pyramid Mathimatics, this more than proves my point. (See below)



A-6: Sense Time Warps usually occur around Grid Points, then this would mean that Stress and Pressure is being exerted upon Quartz.

A-7: If we applied the correct amount of pressure to Quartz, we should have another means for traveling through Time.

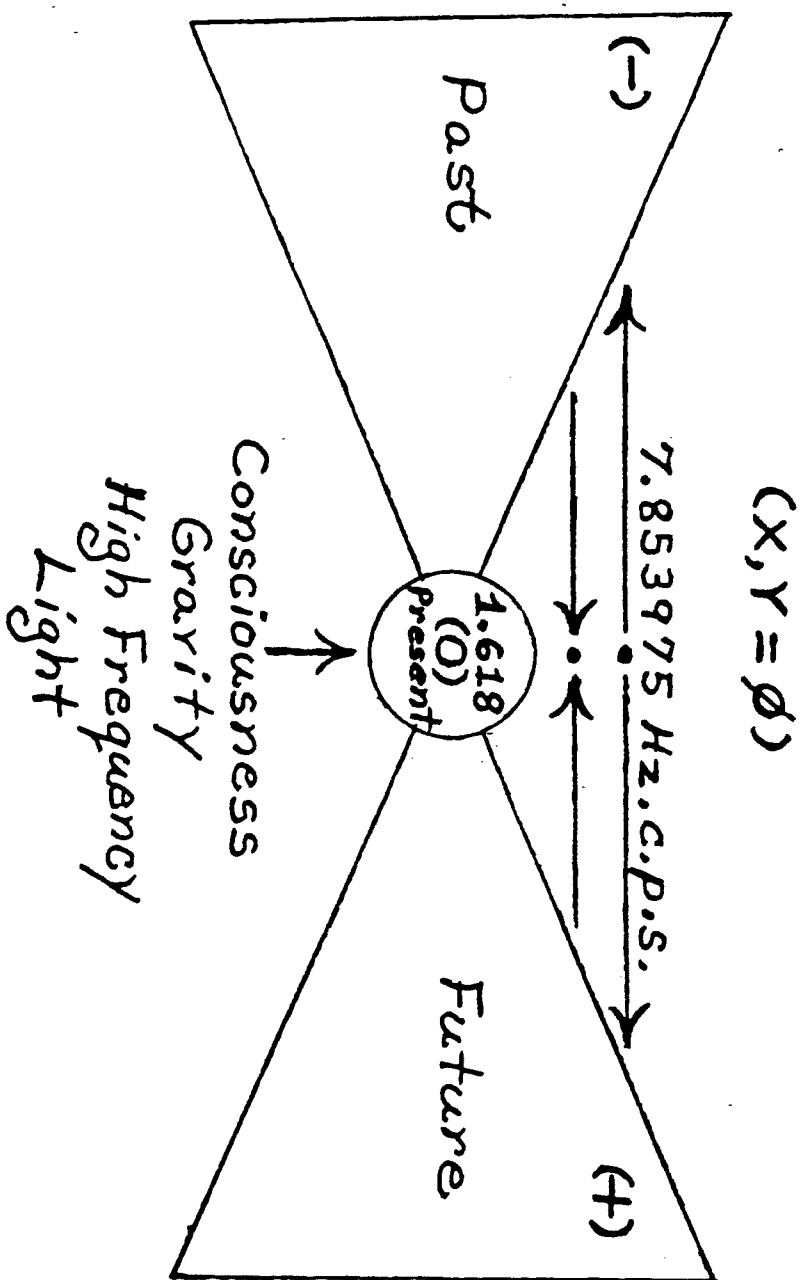
A-8: Quartz placed in a pressure chamber, would do the job.

A-9: I have found that out of the body travel is much safer when using Quartz Crystals. The White Light Energy puts a protective force field around the persons body.

A-10: The best way to show how time is directly related to consciousness, is to examine the Time Chart on page 5.

TIME CHART

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A-II: The Key to Time Travel is Resonance. What I mean to say is, whenever Thought is in Resonance with Consciousness, a powerful Vortex is created which can alter space and time.

A-I2: Space Time is the movement of Consciousness through Space.

A-I3: Consciousness travels at 5,000,000 Miles per Second. This means that Consciousness travels 26.88172 times faster than the Speed of Light, according to Earth Time.

A-I4: Every planet including our Sun, has its own particular Frequency. The Frequency for each planet, is given below:

SUN - Pulses at 3.14159 Hz. c.p.s.

MERCURY - Pulses at 4.712385 Hz. c.p.s.

Venus - Pulses at 6.28318 Hz. c.p.s.

Earth - Pulses at 7.853975 Hz. cps.

MARS - Pulses at 9.42477 Hz. c.p.s.

Saturn - Pulses at 10.995565 Hz. c.p.s.

Jupiter - Pulses at 12.56636 Hz. c.p.s.

Uranus - Pulses at 14.137155 Hz. c.p.s.

Neptune - Pulses at 15.70795 Hz. c.p.s.

Pluto - Pulses at 17.278745 Hz. c.p.s.

Planet X - Pulses at 18.84954 Hz. c.p.s.

Planet Y - Pulses at 20.420335 Hz. c.p.s.

Planet Z - Pulses at 21.99113 Hz. c.p.s.

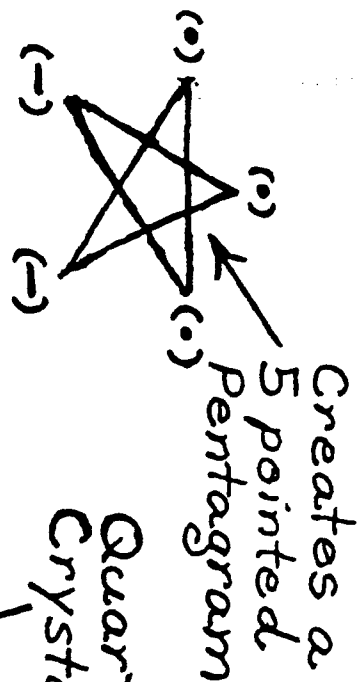
Formula used for determining Frequency of each Planet is $(\pi + 2/\pi)^2 = F_p$
This may not look accurate, but if you compare this to my other theorys, you may discover something.

A-I5: There is a device on page 7, which could be used for Time Travel. I don't make any claims of whether it will work or not, but for those who have a daring Spirit, I suggest that you build it.

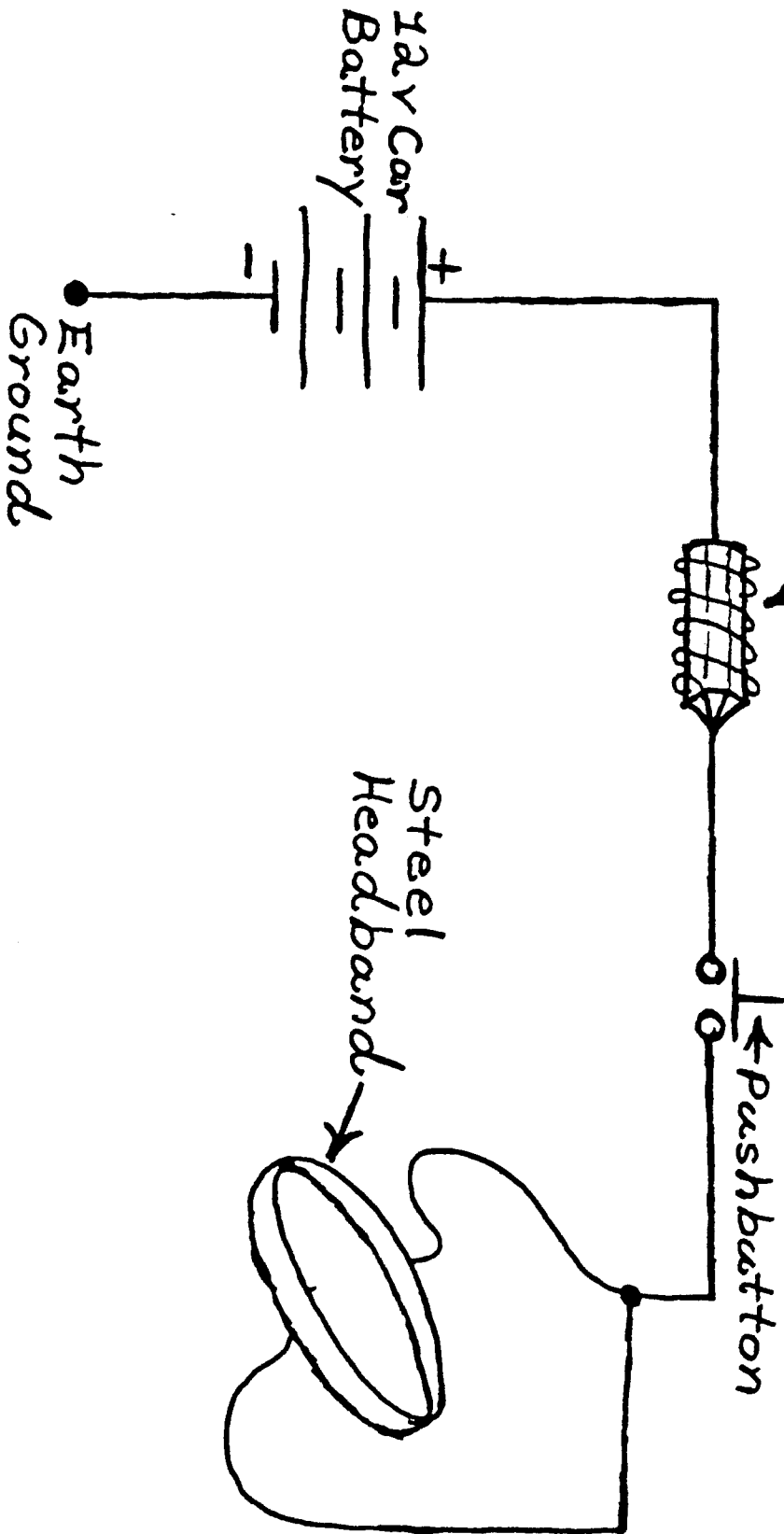
A-I6: The 12 volt battery used in Time Field Resonator, acts as a storage cell for Spiritual Energy. Once the Energy has been accumulated, it is then pulsed out in the form of a 5 pointed Pentagram. The Pentagram is created when you tap out 3 dots and 2 dashes on the push button. Sense the body acts as a Capacitor when tapping the button, it is possible to control the Energy through Mind Power alone.

THALES FIELD RESONATOR

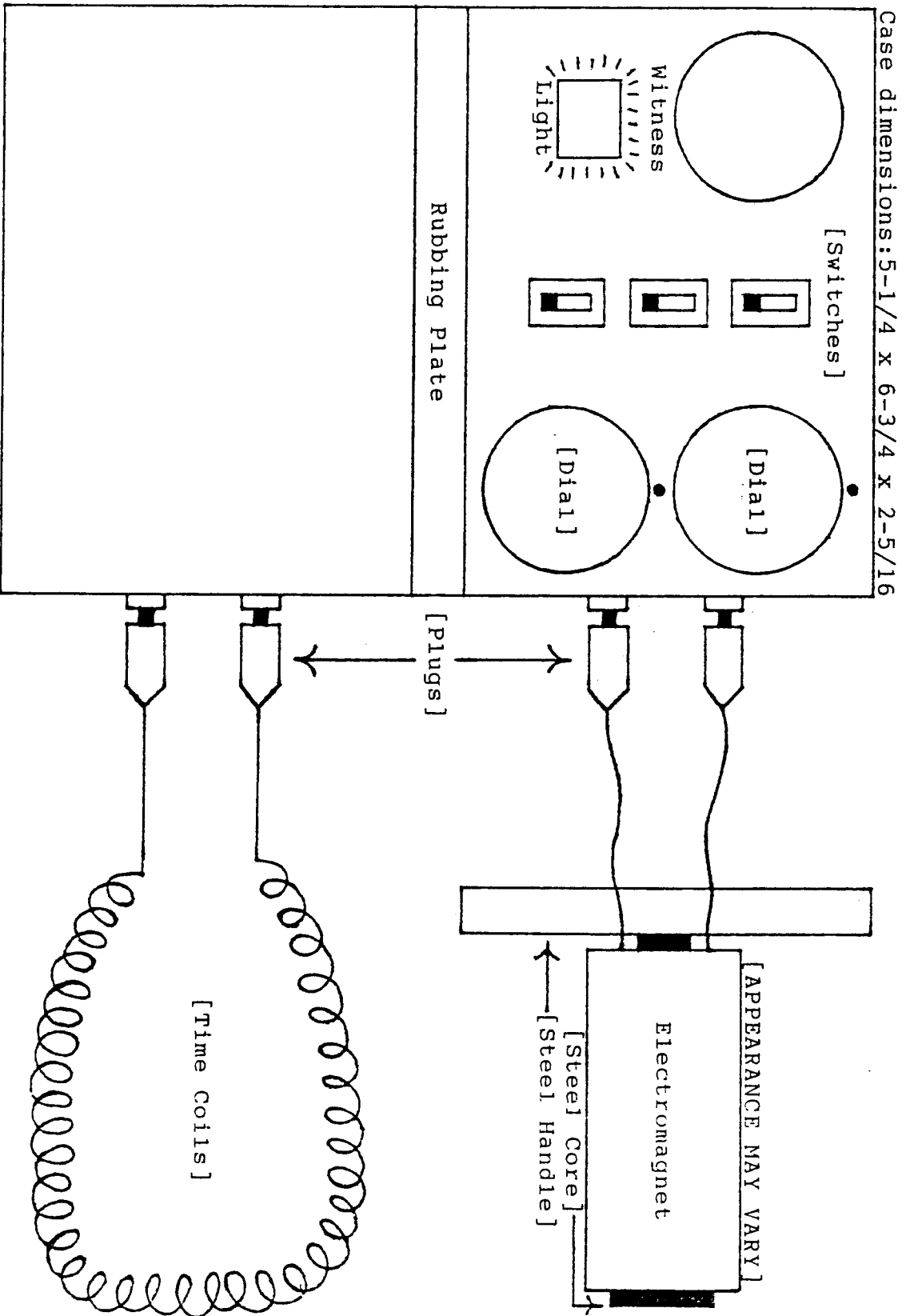
7/16/86



Tap out 3 dots and
2 dashes while con-
centrating on year
you wish to travel too.
May take as long as 1hr.
to teleport Individual.



THE HYPER DIMENSIONAL RESONATOR



THIS HERE IS A TWO DIAL, ONE BANK TREATMENT INSTRUMENT, WHICH PLUGS INTO A NORMAL 110V OUTLET. THIS DEVICE GENERATES AN AC/DC, 60-CYCLE, ALTERNATING FREQUENCY WHICH GENERATES AN UNLIMITED AMOUNT OF WHITE LIGHT ENERGY. THIS DEVICE COMES EQUIPPED WITH A WITNESS WELL, PHENOLIC RUBBING PLATE, MULTI-DIMENSIONAL STABILIZER, CLEAR SWITCH, POWER SWITCH, TIME COILS, AND ONE ELECTROMAGNET. THE NICE THING ABOUT THIS UNIT IS, WHEN GIVING A TREATMENT, YOU MAY BROADCAST THE FREQUENCY BY MEANS OF A WITNESS, OR YOU MAY HOOK-UP THE ELECTROMAGNET DIRECTLY TO THE PERSON. AMONG OTHER THINGS, THIS UNIT CAN ALSO BE USED FOR OUT OF THE BODY TIME TRAVEL. AS FAR AS THE PHYSICAL ASPECTS ARE CONCERNED, YES YOU CAN USE THE HYPER-DIMENSIONAL RESONATOR FOR PHYSICAL TIME TRAVEL, BUT ONLY WHEN ACTIVATED OVER A NATURAL GRID POINT, OR IN A PLACE WHERE UFO'S ARE SIGHTED.

BONUS FEATURES

EACH UNIT THAT I SELL HAS A BUILT IN ELECTRONIC SENSOR COIL WHICH IS LOCATED DIRECTLY BENEATH THE RUBBING PLATE. THESE COILS ARE SPECIFICALLY DESIGNED TO PICK-UP AND AMPLIFY THOUGHT INDUCED WHITE LIGHT ENERGY. NOT ONLY THAT, BUT THESE COILS ARE ALSO DESIGNED TO HELP INCREASE THE STICK REACTION WHEN USING THE RUBBING PLATE.

OPERATION PROCEDURES

THIS DEVICE WORKS JUST LIKE A RADIONICS MACHINE. IN OTHER WORDS, AFTER THE UNIT HAS BEEN CONNECTED TO A 110V OUTLET, THE DIALS ON THE MACHINE ARE THEN TUNED RADIONICALLY FOR THE YEAR, MONTH, AND DAY THAT YOU WISH TO TRAVEL TO. THIS IS DONE WHILE THE TIME COILS ARE POSITIONED AROUND THE HEAD. BUT ANYHOW, AFTER THE RATES HAVE BEEN FOUND, THE UNIT IS ACTIVATED, AND THE ELECTROMAGNET IS PLACED OVER THE SOLAR PLEXUS FOR THE SPACE OF 3 MINUTES. AFTER THE TREATMENT IS OVER WITH, THE UNIT IS DE-ACTIVATED AND THE TIME COILS REMOVED. THE PERSON NOW FINDS A COMFORTABLE PLACE TO RELAX IN ORDER FOR THE ENERGIES TO TAKE EFFECT. IF YOU HAVE DONE EVERYTHING CORRECTLY, YOU WILL THEN BE PROJECTED TO THE YEAR, MONTH, AND DAY. AS FOR THE HEALING PROCEDURES, THIS INFORMATION IS INCLUDED IN MY INSTRUCTION MANUAL.

THE HYPER DIMENSIONAL RESONATOR WITH TIME COILS AND ONE ELECTROMAGNET, SELLS FOR \$360.00, INSTRUCTION MANUAL IS INCLUDED. ITEM (#11).

DOUBLE TERMINATED QUARTZ CRYSTALS

IT HAS BEEN PROVEN THAT IF A DOUBLE TERMINATED QUARTZ CRYSTAL IS PLACED INSIDE THE WITNESS WELL ON THE HYPER DIMENSIONAL RESONATOR, IT WILL GREATLY IMPROVE ITS PERFORMANCE FOR WHATEVER THE PURPOSE MIGHT BE. THESE CRYSTALS AVERAGE FROM 1 TO 3 INCHES IN LENGTH. PRICE: \$12.00 PER CRYSTAL. ITEM (#12).

Parts Source

Electronic

Jameco: Electronic Components and Computer Products

Phone: 1-800-831-4242

website: www.Jameco.com

Address: 1355 Shoreway Rd., Belmont CA 94002-4100

All Electronics Corporation: New and surplus electronic parts and supplies

Phone: 1-800-826-5432

website: www.allcorp.com

Address: 905 S. Vermont Ave., Los Angeles, CA 90006

Hosfelt: Electronics inc.

Phone: 1-800-524-6464

website: N/A

Address: 2700 Sunset Blvd., Steubenville, OH 43952-1158

Mouser Electronics

Phone: 1-800-346-6873

website: www.mouser.com

Address: 958 N. Main, Mansfield, TX 76063-4827

Digi-Key: Your ultimate destination

Phone: 1-800-344-4539

website: www.digikey.com

Address: 701 Brooks Ave. South, Thief River Falls, MN 56701-0677

Electronic Goldmine: Catalog of high tech electronics and components

Phone: 1-800-445-0697

website: www.goldmine-elec.com

Address: P.O. Box 5408, Scottsdale, AZ 85261

Parts

Small Parts Inc.: Engineering Findings Quality Components, Materials, and Tools

Phone: 1-800-220-4242

website: www.smallparts.com

Address: 13980 N.W. 58th Court, P.O. Box 4650, Miami Lakes, FL 33014-0650

United States Plastic Corp.: World's Largest Assortment of Plastics

Phone: 1-800-537-9724

website: www.usplastic.com

Address: 1390 Neubrecht Rd., Lima OH 45801