

HDR

Manual

By

Steven L. Gibbs

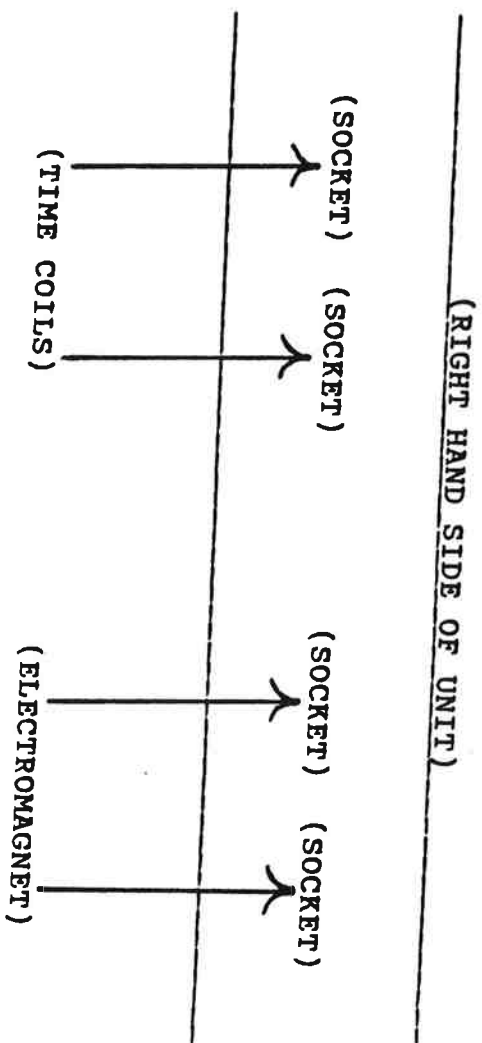
**HOW TO OPERATE THE
HYPER DIMENSIONAL RESONATOR**

By Steven L. Gibbs

INSTRUCTIONS

STEP 1. BEFORE YOU CAN OPERATE THE HYPER DIMENSIONAL RESONATOR OR HDR UNIT, WE MUST FIRST LEARN HOW TO OPERATE THE CONTROLS. FOR EXAMPLE, THE RED SWITCH ACTIVATES THE UNIT, THE YELLOW SWITCH TURNS ON THE AMPLIFIER OR MULTI-DIMENSIONAL STABILIZER, AND THE WHITE SWITCH ACTIVATES THE ENERGIZER FOR STEPPING UP THE ZERO POINT ENERGY IN THE CRYSTAL WHICH IS ADDED TO THE WITNESS WELL. WHEN YOU ACTIVATE THE ENERGIZER OR WHITE SWITCH, A RED NEON LAMP WILL LIGHT UP JUST BELOW THE WITNESS WELL. AS FOR THE RUBBING PLATE, THIS IS POSITIONED DIRECTLY BELOW THE LABEL MARKED (RUBBING PLATE). SEE PAGE (3). IN OTHER WORDS WHEN TUNING THE KNOBS FOR TIME TRAVEL OR FOR HEALING, YOU STROKE THE TOP PANEL WITH YOUR FIRST TWO FINGERS IN A CIRCULAR MOTION UNTIL YOU GET YOUR STICK. WHEN YOU GET THE STICK REACTION WHILE TUNING THE KNOBS, YOUR FINGERS WILL STICK TO THE PLATE LIKE GLUE. NOW AFTER YOU HAVE PLUGGED YOUR UNIT INTO A 110V OUTLET, AND AFTER YOU CONNECT THE (BLACK) AND (RED) PLUGS FROM THE ELECTROMAGNET INTO THE SOCKETS MARKED (ELECTROMAGNET), THE ELECTROMAGNET WILL NOT FUNCTION UNTIL THE TIME COILS HAVE BEEN CONNECTED TO THE SOCKETS MARKED (TIME COILS). SEE PAGE (2). IF YOU HAVE DONE THIS CORRECTLY THE ELECTROMAGNET SHOULD OPERATE, PROVIDED OF COURSE THAT THE RED POWER SWITCH HAS BEEN ACTIVATED. IF YOUR STILL NOT CERTAIN ABOUT THIS, PLACE THE BAR MAGNETS (INCLUDED WITH THIS UNIT) NEAR THE OPEN END OF THE ELECTROMAGNET. SEE PAGES (5) AND (7). IF THE UNIT IS OPERATING THE BAR MAGNETS WILL VIBRATE. IF NOT YOU HAVE A LOOSE CONNECTION.

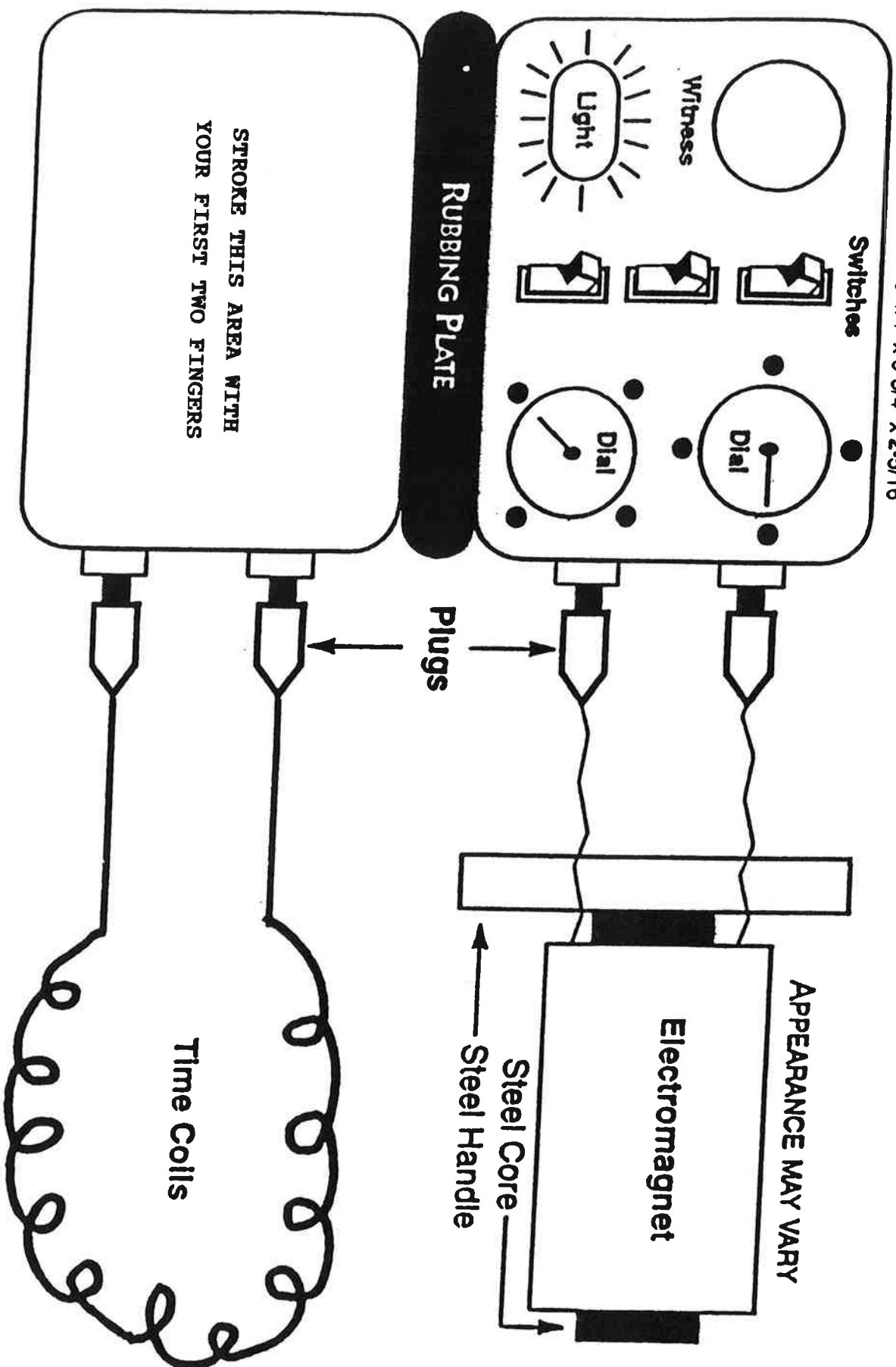
HOW ELECTROMAGNET AND TIME COILS ARE CONNECTED TO UNIT



WARNING! DO NOT CONNECT THE ELECTROMAGNET TO WHERE THE TIME COILS ARE CONNECTED,
OR THE TIME COILS TO WHERE THE ELECTROMAGNET IS CONNECTED.
IF ANY ATTEMPTS ARE MADE IN THIS DIRECTION, IT COULD SERIOUSLY DAMAGE YOUR UNIT.

THE HYPER DIMENSIONAL RESONATOR

Case Dimensions: 5-1/4" x 6-3/4" x 2-5/16"



(1) The Hyper-dimensional resonator is connected to a 110-volt outlet. (2) The dials are turned to a specific day, month and year. This is done while the time coils are placed around the head. (3) The resonator is activated, and the electromagnet is placed over the solar plexus for three minutes. (4) The unit is deactivated, coils are removed and subject should find him/herself projected into the future.

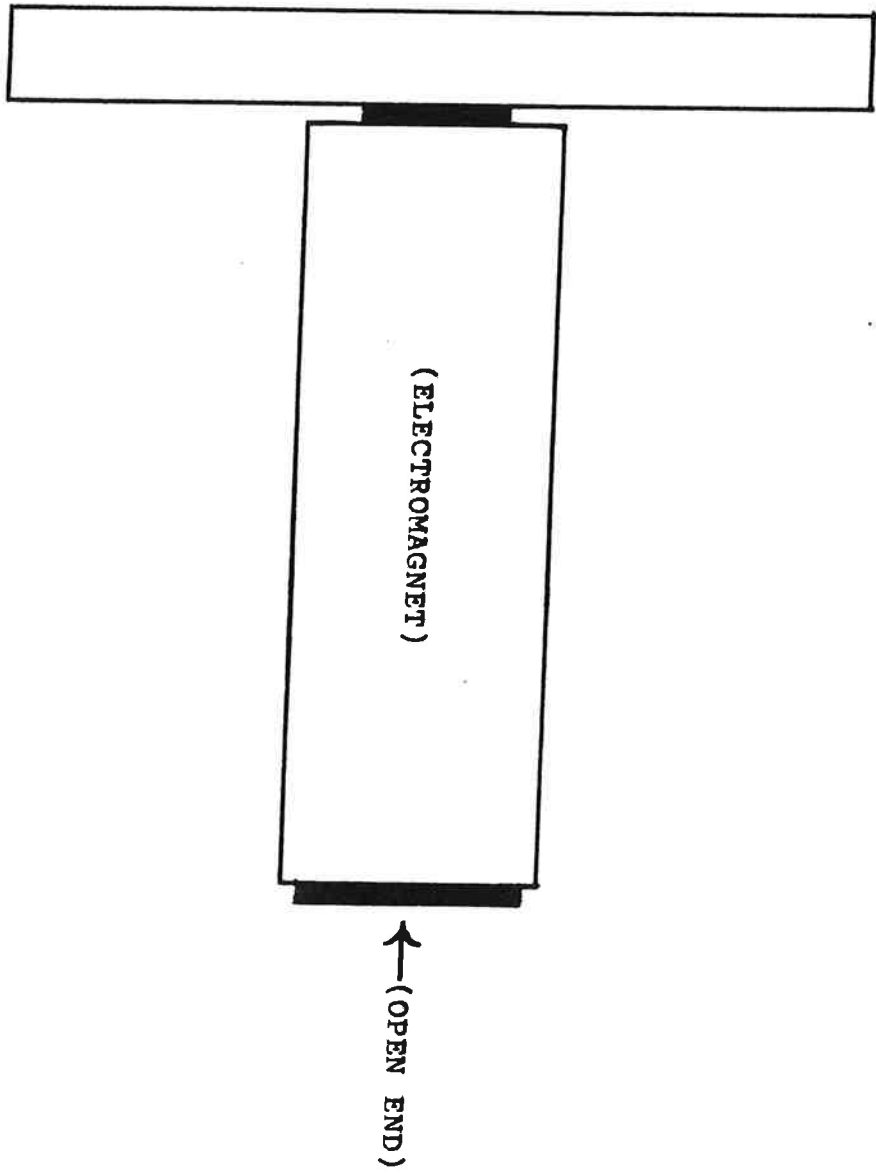
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STEP 2. AFTER YOU HAVE HOOKED UP THE ELECTROMAGNET AND TIME COILS AS SHOWN ON PAGE (2), ACTIVATE THE RED POWER SWITCH. NOW POSITION THE BAR MAGNETS CLOSE TO THE OPEN END OF THE ELECTROMAGNET SO THAT THE NORTH POLE SIDE IS FACING THE STEEL CORE. SEE PAGE (7). IF THE ELECTROMAGNET IS HOOKED UP CORRECTLY THE NORTH POLE SIDE WILL BE REPELLED. IF NOT, THE BLACK AND RED PLUGS WHICH CONNECTS THE ELECTROMAGNET TO THE UNIT MUST BE REVERSED. IN OTHER WORDS, THE BLACK PLUG CONNECTS TO THE SOCKET WHERE THE RED PLUG WAS AT, AND THE RED PLUG CONNECTS TO THE SOCKET WHERE THE BLACK PLUG WAS AT. REMEMBER! THE OPEN END OF THE ELECTROMAGNET MUST PROJECT A NORTH POLE FIELD, AS THE NORTH POLE FIELD REPRESENTS THE RIGHT HAND OF GOD.

STEP 3. NOW BEFORE WE CAN HEAL OR DO TIME TRAVEL, ITS PROBABLY A GOOD IDEA TO ASK JESUS CHRIST FOR HELP AND PROTECTION. KEEP IN MIND THAT THIS SHOULD BE DONE BEFORE OPERATING THIS DEVICE. IF YOU FAIL TO DO THIS THERE COULD BE PROBLEMS.

STEP 4. NEXT, POSITION THE TIME COILS AROUND YOUR HEAD LIKE A SWEAT BAND AND OVER THE 3RD EYE REGION DIRECTLY ABOVE THE EYEBROWS. WHEN DOING THIS MAKE CERTAIN THAT THE EXTENSION CORD IS TO THE BACK OF YOUR HEAD. NOW INSERT A PHOTOGRAPH OR HAIR SAMPLE INTO THE WITNESS WELL OF THE PERSON YOU WISH TO HEAL. REMEMBER! NEVER USE BLOOD FOR A WITNESS, IT CAN DRAW IN ENTITIES. IT SHOULD ALSO BE ADDED THAT YOU ONLY USE A WITNESS WHEN YOUR TREATING SOMEONE AT A DISTANCE. FOR ALL OTHER MATTERS THE WITNESS SHOULD BE AVOIDED.

DETAILED VIEW OF ELECTROMAGNET



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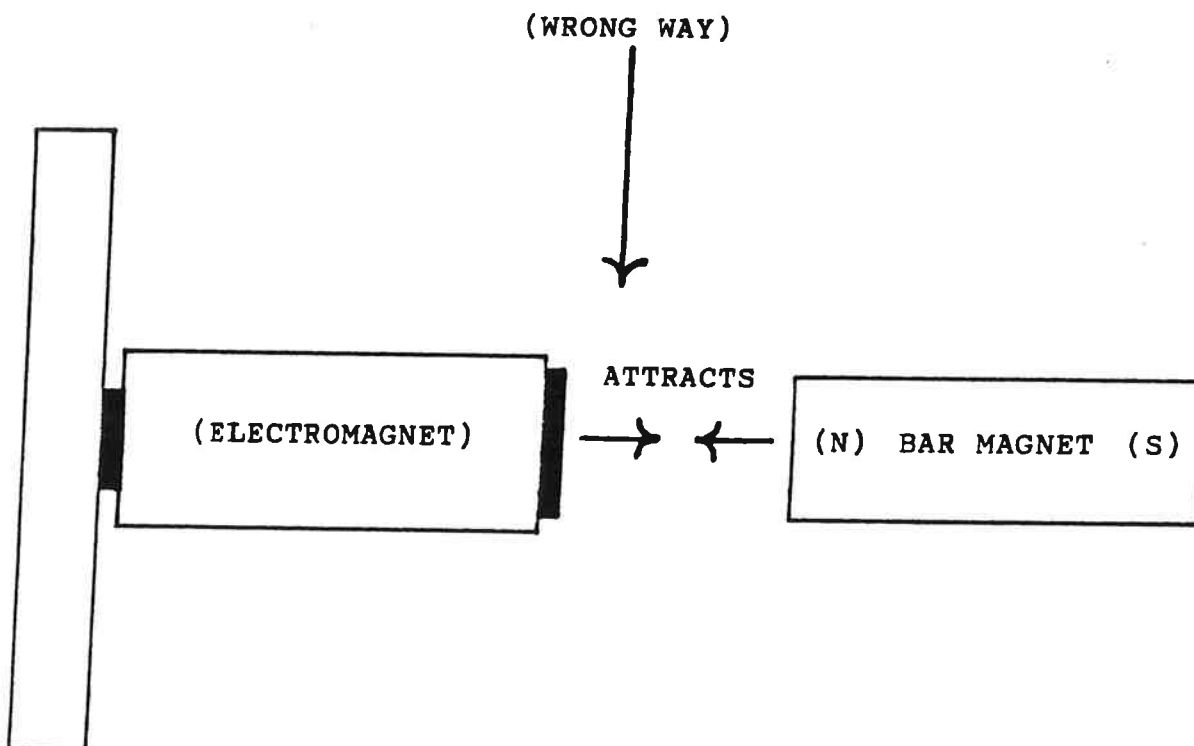
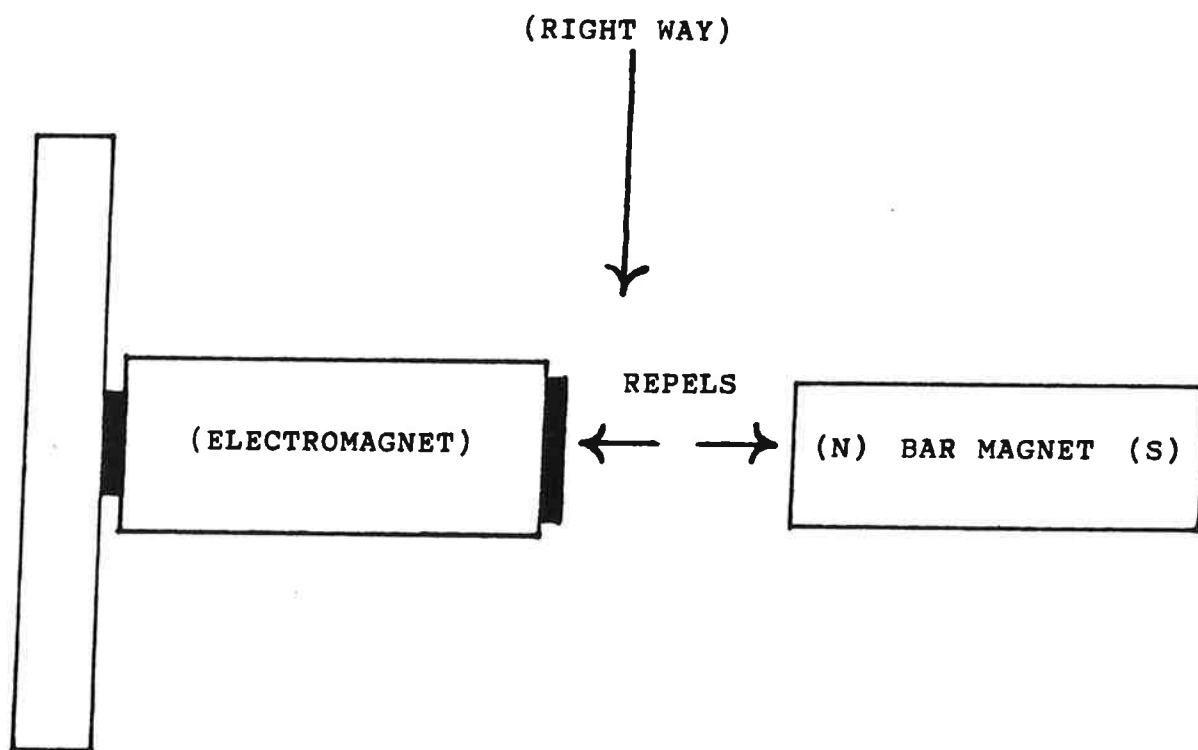
STEP 5. AFTER THE QUARTZ CRYSTAL HAS BEEN PLACED INSIDE THE WITNESS WELL, AND WHILE YOU ARE STROKING THE RUBBING PLATE WITH YOUR FIRST TWO FINGERS, TURN THE TOP KNOB BACK AND FORTH WHILE CONCENTRATING ON THE FOLLOWING QUESTION: LORD JESUS WHAT ARE THE RATES WHICH WILL COMPLETELY AND TOTALLY HEAL MY PHYSICAL BODY OR (NAME) IN EVERY KNOWN POSSIBLE WAY INCLUDING ANYTHING WHICH MAY BE CAUSING PROBLEMS. NOW AS SOON AS YOUR FINGERS STICK FOR THE TOP KNOB, YOU GO TO THE BOTTOM KNOB AND DO THE SAME THING AS BEFORE. NEXT, ACTIVATE ALL 3 SWITCHES FOR THE SPACE OF 3 MINUTES WHILE THE ELECTROMAGNET IS LAYING ON THE TABLE. IF YOUR TREATING YOURSELF, GRAB THE ELECTROMAGNET BY THE HANDLES AND POINT THE OPEN END TOWARDS YOUR STOMACH CHAKRA OR NAVEL AREA. WHEN DOING THIS MAKE CERTAIN THAT THE STEEL CORE IS TOUCHING THE SKIN. HOWEVER IF THE STEEL CORE GETS TO HOT TO WHERE IT BURNS YOUR SKIN, THEN SHUT THE UNIT OFF AND COME BACK AN HOUR LATER. THE CORE SHOULD BE COOL BY THEN.

(ASTRAL TIME TRAVEL)

STEP 6. AS BEFORE, AFTER YOU CONNECT THE ELECTROMAGNET AND TIME COILS TO THE RIGHT HAND SIDE OF UNIT, PLACE THE TIME COILS AROUND YOUR HEAD AND OVER THE 3RD EYE REGION. NEXT, INSERT THE CRYSTAL INTO THE WITNESS WELL. NOW WHILE YOU ARE TUNING EACH OF THE KNOBS AND WHILE YOU ARE STROKING THE RUBBING PLATE, STATE THE FOLLOWING QUESTION: LORD JESUS WHAT ARE THE RATES THAT WILL TRANSPORT MY ASTRAL BODY AND ALL OF ITS COMPONENTS TO (DATE)? WHEN DOING THIS TRY TO VISUALIZE YOURSELF LEAVING YOUR PHYSICAL

HOW TO DETERMINE THE POLARITIES

(7)



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BODY. AFTER YOUR FINGERS STICK WHILE TURNING EACH OF THE KNOBS, ACTIVATE ALL 3 SWITCHES FOR THE SPACE OF 3 MINUTES, AND WHILE YOU ARE GRABBING THE HANDLES, PLACE THE OPEN END OF THE ELECTROMAGNET OVER THE NAVELE AREA SO THAT THE STEEL CORE IS TOUCHING THE SKIN. NOW AFTER THE TREATMENT IS OVER WITH, TURN OFF ALL 3 SWITCHES AND FIND A COMFORTABLE PLACE TO RELAX. YOU NOW HAVE THE OPTION OF REMOVING THE TIME COILS. IF YOU REMOVE THE TIME COILS BEFORE YOU LAY DOWN, THE EFFECTS MIGHT BE LESS THAN WHEN THE COILS ARE LEFT ON. SO THE CHOICE IS YOURS. ALSO WHILE RELAXING, TRY TO PLACE YOURSELF IN-BETWEEN THE NORMALLY AWAKE AND NORMALLY ASLEEP MODE. WHEN YOUR BODY STARTS TO ITCH YOUR ON THE RIGHT TRACK. SO LONG AS YOU REMAIN STILL AND DO NOT SCRATCH, YOU SHOULD PROJECT IN LESS THAN 60 MINUTES. HOWEVER THIS MAY VARY FROM PERSON TO PERSON.

(PHYSICAL TIME TRAVEL)

STEP 7. FOR PHYSICAL TIME TRAVEL YOU GO THROUGH THE SAME THING AS IN STEP 6, ONLY THIS TIME WHILE YOU ARE STROKING THE RUBBING PLATE AND TURNING EACH OF THE KNOBS, CONCENTRATE ON THE FOLLOWING QUESTION: LORD JESUS WHAT ARE THE DIAL SETTINGS WHICH WILL TRANSPORT MY PHYSICAL BODY AND ALL OF ITS COMPONENTS TO (DATE)? AFTER YOU GET A STICK FOR EACH OF THE KNOBS, WE MUST NOW FIND A VORTEX OR GRID POINT. TO DO THIS YOU NEED A CELL PHONE. NEXT, WHILE HOLDING THE CELL PHONE IN EITHER YOUR RIGHT OR LEFT HAND, WALK AROUND UNTIL THE ANTENNA SYMBOL DROPS TO ZERO. AS SOON AS IT DROPS TO ZERO YOU'RE STANDING OVER A VORTEX. NOW MARK THIS

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AREA WITH A STICK, AND WITHOUT DELAY ACTIVATE THE HDR UNIT OVER THE GRID POINT FOR THE SPACE OF 3 MINUTES. WHILE DOING THIS WE AGAIN POSITION THE ELECTROMAGNET SO THAT THE OPEN END IS TOUCHING THE NAVEL AREA. ALSO DON'T FORGET TO ADD THE QUARTZ CRYSTAL TO THE WITNESS WELL, AND MAKE CERTAIN THAT ALL 3 SWITCHES ARE ACTIVATED. IF YOU DONE EVERYTHING CORRECTLY, IN LESS THAN 3 MINUTES YOU'LL SEE A FLASH OF WHITE LIGHT OR FEEL A SINKING SENSATION. AFTERWARDS YOU SHOULD FIND YOURSELF IN ANOTHER TIME DIMENSION. REMEMBER, IF NO TIME LIMIT IS ADDED TO THE QUESTION WHILE TUNING THE KNOBS, YOU WILL AUTOMATICALLY RETURN IN LESS THAN 7 HOURS. HOWEVER KEEP IN MIND THAT IF YOU CHANGE PAST EVENTS THE RETURN FUNCTION MAY VARY.

(BI-LOCATION)

STEP 8. TO BI-LOCATE TO ANY PART OF THE WORLD YOU GO THROUGH THE SAME PROCEDURE AS IN STEP 7, ONLY THIS TIME WHILE YOU ARE TUNING EACH OF THE KNOBS, CONCENTRATE ON THE FOLLOWING QUESTION: LORD JESUS WHAT ARE THE DIAL SETTINGS THAT WILL TRANSPORT MY PHYSICAL BODY AND ALL OF ITS COMPONENTS TO (PLACE) AND IN THE STATE OR COUNTRY OF (NAME)? THEN AFTER THE SPACE OF (TIME LIMIT) RETURN ME BACK TO WHERE I FIRST ACTIVATED THE UNIT.

(INTERDIMENSIONAL TRAVEL)

STEP 9. YOU GO THROUGH THE SAME PROCEDURE AS BEFORE, ONLY THIS TIME YOU CONCENTRATE ON THE FOLLOWING QUESTION: LORD JESUS WHAT ARE THE DIAL SETTINGS THAT WILL TRANSPORT MY PHYSICAL BODY AND ALL OF ITS COMPONENTS TO (NAME OF DIMENSION)?

FOR PROBLEM SHOOTING

IF YOU ARE STILL HAVING PROBLEMS WITH THE HDR UNIT, HERE ARE A FEW TIPS WHICH MAY HELP.

TIP #1: AFTER YOU HAVE CONNECTED THE HDR UNIT TO A 115v OUTLET, AND AFTER THE TIME COILS AND ELECTROMAGNET ARE CONNECTED TO THE SOCKETS WHICH ARE LABELED (TIME COILS) AND (ELECTROMAGNET), ACTIVATE THE RED POWER SWITCH FOR 3 MINUTES BEFORE YOU FIND THE RATES FOR TIME TRAVEL. TESTS HAVE SHOWN THAT THE UNIT WILL WORK BETTER AFTER A 3 MINUTE WARM UP.

TIP #2: MAKE CERTAIN THAT YOU ASK JESUS CHRIST TO BLESS YOUR VORTEX BY KNEELING DOWN AND PRAYING OVER IT. THEN WITH A JUG OF SALT WATER, SPRINKLE THE AREA 3 TIMES IN THE NAME OF THE FATHER, SON, AND HOLY GHOST. THIS WILL PURIFY YOUR VORTEX AND AT THE SAME TIME INCREASE ITS POWER.

TIP #3: IT HAS BEEN REPORTED THAT THE UNIT WILL WORK BETTER IF THE ELECTROMAGNET IS FROZEN BEFORE YOU HOOK IT BACK UP TO THE SOCKETS MARKED (ELECTROMAGNET). BELIEVE IT OR NOT EVEN IF THERE IS MOSTURE ON THE COILS OR HANDLE IF WILL NOT SHOCK YOU IF YOU GRAB HOLD OF IT. THIS RULE APPLIES EVEN AFTER THE UNIT HAS BEEN ACTIVATED. SO IF YOU DECIDE TO DO THIS DIS-CONNECT THE ELECTROMAGNET FROM THE HDR UNIT AND PLACE IT IN YOUR FREEZER FOR TWO OR THREE HOURS, OR UNTIL FROST FORMS ON THE COILS. AFTERWARDS REMOVE THE ELECTROMAGNET OR COILS FROM THE FREEZER AND CONNECT THE PLUGS FROM THE ELECTROMAGNET BACK UP TO THE SOCKETS MARKED (ELECTROMAGNET). PEOPLE HAVE TOLD ME THAT THEY HAVE RECEIVED REMARKABLE RESULTS USING THIS METHOD.

TIP #4: THIS IS THE MOST IMPORTANT TIP OF ALL. HAVE FAITH IN WHAT YOU ARE DOING. APPROACH IT WITH PURE INTENTIONS AND THE LORD WILL REWARD YOU FOR YOUR EFFORTS.

THE DAY OF THE FULL MOON

A FRIEND OF MINE TOLD ME THAT THE HDR UNIT WORKS THE BEST FOR PHYSICAL TIME TRAVEL WHEN ITS ACTIVATED OVER A VORTEX A DAY BEFORE OR THE DAY AFTER THE FULL MOON. YOU DON'T WANT TO USE A CALENDAR FOR FINDING THE DAY. BUT INSTEAD BUY A FARMERS ALMANAC. FOR THEIR CALCULATIONS ARE EXTREMELY ACCURATE. NOW LET'S SAY FOR EXAMPLE THE DAY OF THE FULL MOON FALLS ON JULY 16TH. SO THE BEST CHANCE TO GO PHYSICALLY THROUGH TIME WOULD BE IF YOU ACTIVATED THE UNIT ON EITHER JULY 15TH OR THE 17TH.

ALSO KEEP IN MIND THAT VORTEXS REACH THEIR ENERGY PEAK RIGHT AT SUN RISE. IF YOUR OFF BY AN HOUR OR TWO THIS COULD EFFECT THE RESULTS. THUS AGAIN I STRONGLY SUGGEST TO USE A FARMERS ALMANAC TO DETERMINE WHEN THE SUN WILL RISE.

WARNING!: DON'T UNDER ANY CIRCUMSTANCES ACTIVATE THE HDR UNIT AT NIGHT TIME EITHER FOR PHYSICAL TIME TRAVEL OR FOR GETTING AN OUT OF THE BODY EXPERIENCE. IT HAS BEEN REPORTED THAT IF YOU ACTIVATE IT AT NIGHT YOU WILL BE SENT TO A BAD PLACE. ALSO DON'T ACTIVATE THE UNITS ON ANY DAY THAT REDUCES TO A 4 OR 8 SUCH AS THE: 4TH, 8TH, 13TH, 17TH, 22ND, 26TH, AND THE 31ST. ACCORDING TO NUMEROLOGISTS THESE ARE DAYS WHICH YOU SHOULD STAY INDOORS. THERE IS A LONG HISTORY OF EVENTS WHICH GIVES PROOF THAT THERE IS A NEGATIVE DESTINY CONNECTED TO EACH OF THE THESE DATES. EVEN THE ANCIENT HINDU'S WOULD REST ON THESE DAYS. SO MY WORD OF ADVICE IS USE CAUTION.

HDR PARTS

WITNESS WELL

KNOBS



RUBBING PLATE