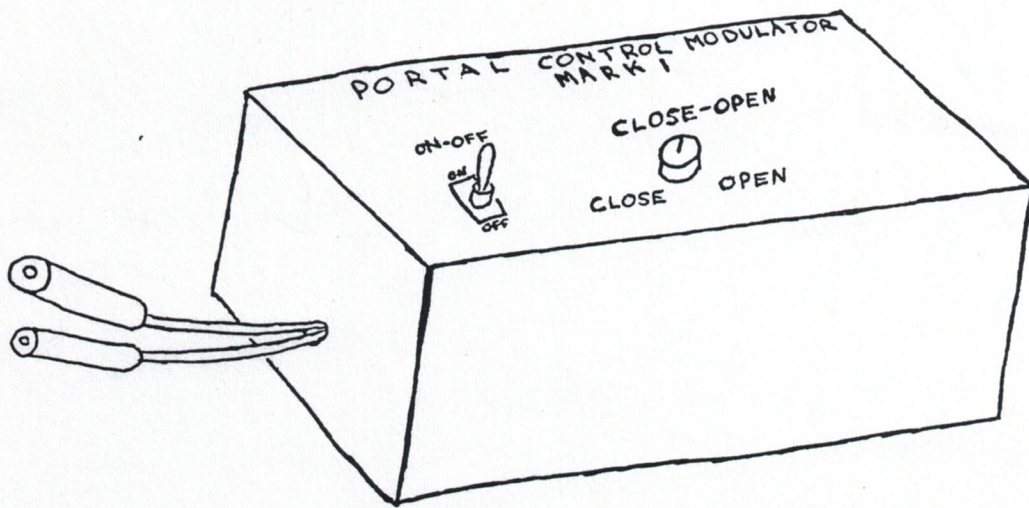




DAD095B

PORTAL CONTROL MODULATOR

MARK I



Instruction Manual

Your Portal Control Modulator is an electronic box that enables you to turn your Portal ON & OFF and to OPEN & CLOSE your Portal.

These two features give you control over your Portal's functioning. It is very helpful to have control over your Portal. This way you can decide how it operates.

ON & OFF gives you the ability to turn off your Portal in an instant. This is very handy. One, now you don't have to disassemble your Portal to stop its action. Just flip a switch. Two, there may be moments -people coming, bad 'vibes,' etc.- when you want to stop your Portal in a hurray. Voila! Just turn it off instantly.

This ON & OFF feature disconnects the energy flow of your Portal. This is how it turns it off.

OPEN & CLOSE gives you the capability to increase or decrease the action of your Portal -modulation. This allows you to temper the action of your Portal. Too much too soon could overwhelm you. So decreasing the action would be helpful. Or, you may want to open your Portal all the way to get it up and going. Then tone it down as you desire. This allows you to regulate your experience of your Portal. Very helpful for this kind of exploration.

Your Portal is a window and doorway to other places and times. It is fun and adventuresome. You are an open Mind and a pioneering Spirit to be exploring this area. The Portal Control Modulator gives you abilities to increase your experiences of your Portal.

INSTALLING YOUR PORTAL CONTROL MODULATOR

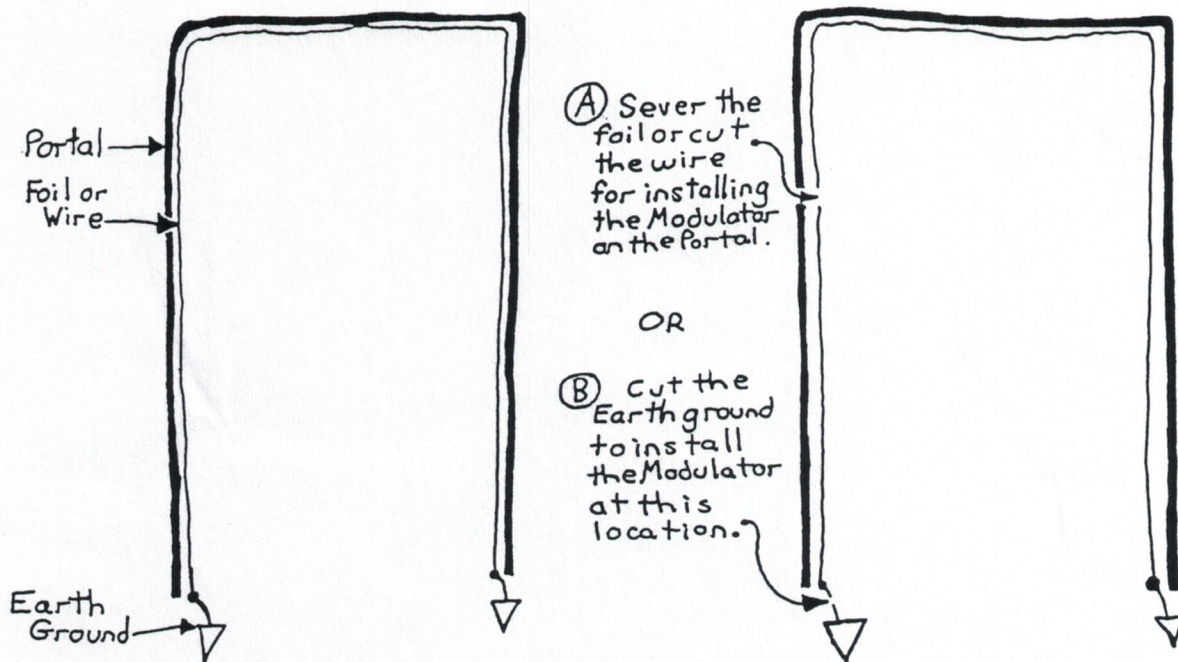
Your Portal Modulator is easily put to use.

It installs in 3 basic configurations: 1) ON the Portal; 2) NEXT to the Portal; 3) AWAY FROM the Portal.

Your Control Modulator comes with extensions that allow you to connect up to the Portal easily and to place it on or near the Portal as you want.

You install your Modulator by inserting it somewhere in the circuit. This means that it goes where it can interrupt the flow of energy. Most Portals use wire or foil on their inner surface to create the energy flow. This wire or foil is then grounded to the Earth. The Modulator can go between the end of the foil or wire and the Earth ground. Or, you can sever/cut the foil or wire somewhere on the Portal to place the Modulator there.

In my opinion, the Earth ground area (B) is the preferred location for installing the Modulator. It is easy to interrupt an already handy exposed wire. And two, this placement doesn't interfere with the Portal's flux field as much.



If the Portal is lined with a simple wire, placement of the Modulator on the Portal won't interfere with the flux pattern hardly at all. However, if you have an involved wiring setup or foil lined Portal, placement of the Modulator ON the Portal would greatly disturb the Portal's flux field pattern.

Another plus for the Earth ground location is that it is easy to connect or disconnect the Modulator from the Portal. Whereas if the Modulator is wired in ON the Portal it is more difficult to remove.

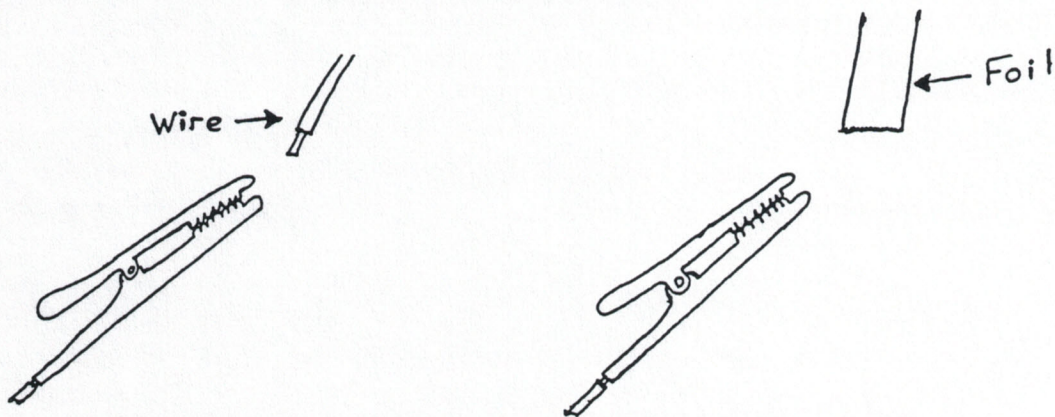
One advantage though of having the Modulator on the Portal is that it is at standing height. Let's say that you have a Portal set up to go and you already know what it's going to do. You come to the Portal. Turn it on. And go through. In this case it's real handy having the Modulator at standing height.

Having the Modulator at the Earth ground has its advantages. It's close to the Portal but not right on top of it like if it was ON the Portal. At this location you can be right near the Portal to fine tune it and make adjustments without being almost IN the Portal, like you would be if it was at standing height.

Using the long leads allows you to be away from the Portal. This is convenient. You can view its operation from a distance. You can be away from the Portal to comfortably watch its goings on. This is good for slowly introducing yourself and others to the idea of a Portal.

The Modulator can be mounted to the Portal frame using nylon ties. You can get these at auto or electronics parts stores. Some truck stops and hardware stores have them also.

Attach the aligator clips to the cut wire or foil ends. Snap the jacks into each other. Its that easy.



Your Portal Control Modulator is a rugged unit. It will last many years.

Enjoy your explorations and adventures !

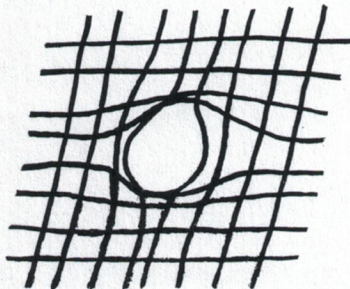
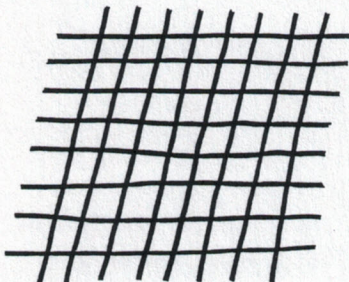
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TIME WARPERS MARK I

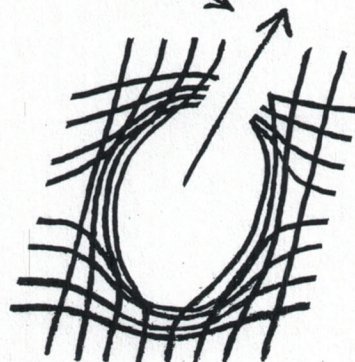
TIME TRAVEL
NOW ACCESSIBLE
TO YOU

TIME GRID

TIME DIMENSION
(The Time World)



TIME OPENED
BY WARPING



3rd DIMENSION
(The World we
currently LIVE IN)

TIME WARPERS OFF

TIME WARPERS ON
TIME GRID BREAKING UP

TIME GRID OPENED
TIME WARPED
TIME TRAVEL NOW ACCESSIBLE FOR YOU

The TIME WARPERS MARK I causes a warping of time. This warping creates access to time. You can now access time for time travel!

The TIME WARPERS MARK I breaks up the Time Grid. This is what causes a warping of time.

Time is like a matrix, a gridwork. This is the structure of time. Being surrounded by this matrix causes one to be enclosed by the gridwork. This gridwork acts as a 'net' or wall to keep one from accessing time itself.

The TIME WARPERS MARK I causes this net to loosen up and even to come apart. In doing so the Time Grid is broken up. With the Time Grid broken up & opened time can thus be accessed easily.

The first step in doing time travel is to access time. By accessing time you can then effect time travel by your chosen method, technique, device &/or machine.

The TIME WARPERS MARK I is an entry level time warper. It is a beginning time machine.

The TIME WARPERS MARK I creates a 'wedging' energy field that punctures and opens up the Time Grid.

This wedging energy field is a cohered energy bottle. Energy bottles are commonly used to effect reality and its structures.

The energy bottle is pulsed to give it the force & motion behind its wedging dynamic.

The energy bottle is structurally cohered via directed resonant harmonics.

The energy bottle is filled with a transpiralling time effecting magnetosonic energy mass.

The whole of the energy bottle is weaved with the frequency of time. This tells it where to go to do what it does.

The TIME WARPERS MARK I effects a 30 foot radius. It takes 35 to 55 minutes to warp time with this time warper.

Your TIME WARPERS MARK I is easy to use. You simply turn it on. It does the rest. When you turn it off the Time Grid snaps back into place.

The TIME WARPERS MARK I is battery powered. It will run for approximately 3 to 4 hours before the batteries run out & need to be replaced. It uses 3 9 volt batteries.

Your TIME WARPERS MARK I comes assembled, tested, and with an instruction manual. You will need to add the 3 9 volt batteries.

Your TIME WARPERS MARK I breaks up the Time Grid causing a warping of time. Now you can access time for time travel!

Begin your time travel discoveries today!

(See catalog for current price & shipping.
Or send \$1 & a SASE for current quote.)