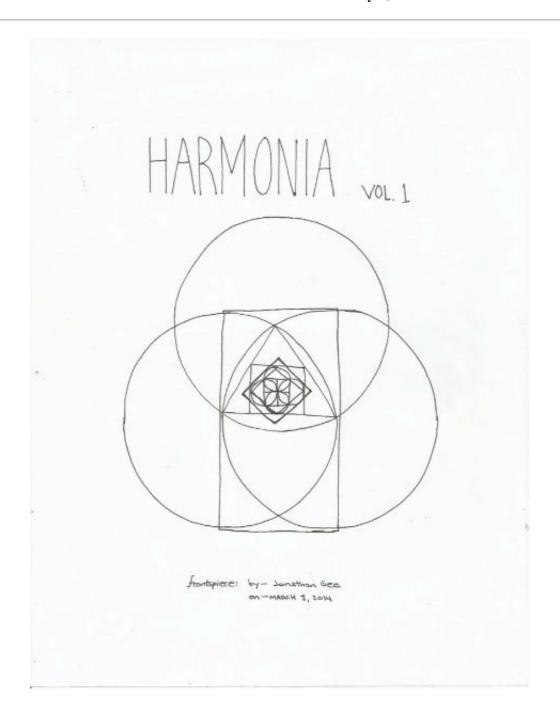
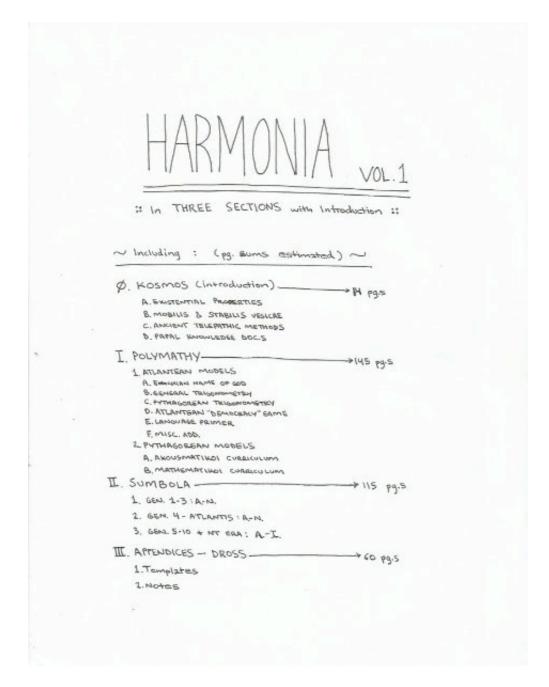
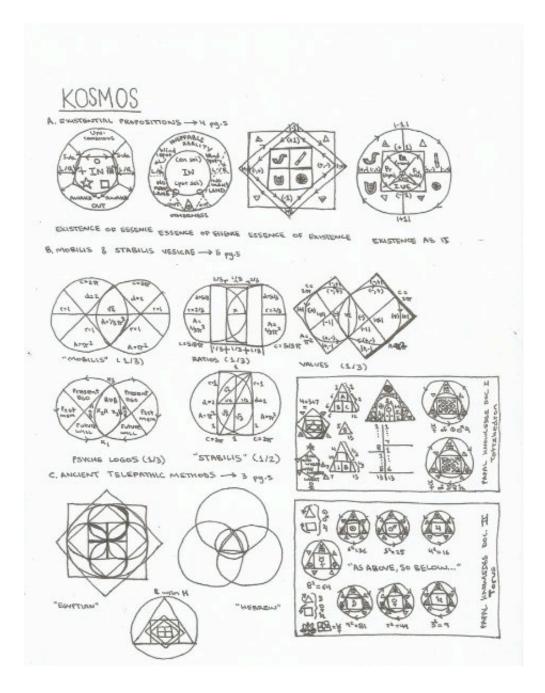
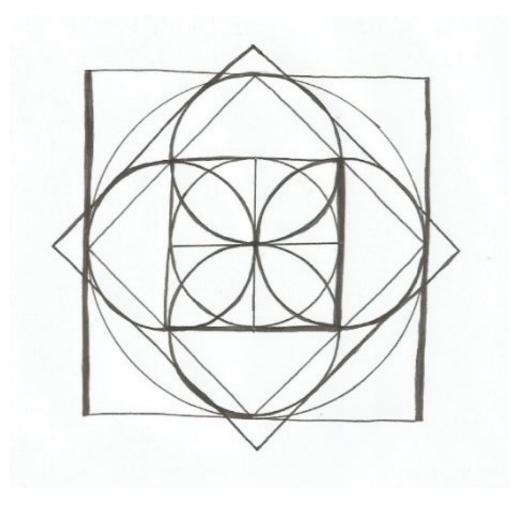
## **:: SAMPLE COPY ONLY ::: INCOMPLETE CONTENTS : UNRELEASED MATERIAL : :: HARMONIA VOL.1 & 2 :: "SAMPLER" : by : Jonathan Gee.**

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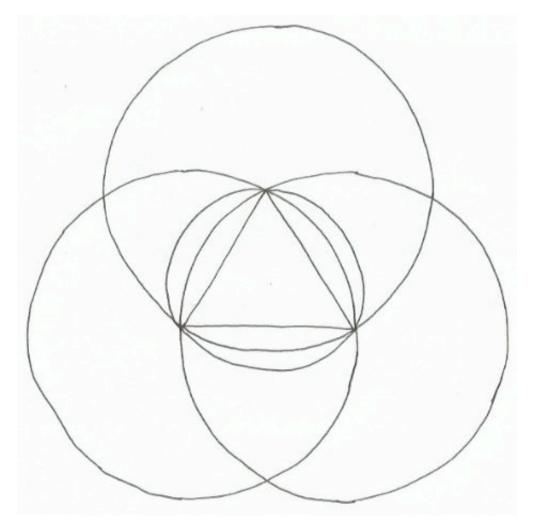




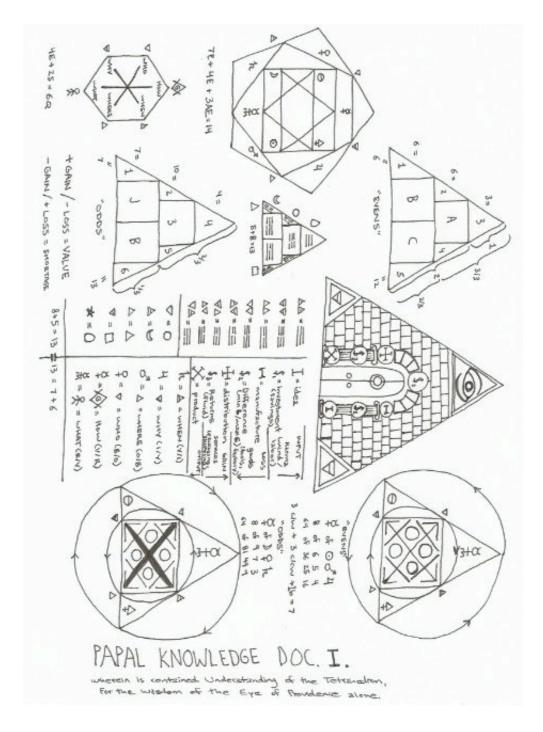


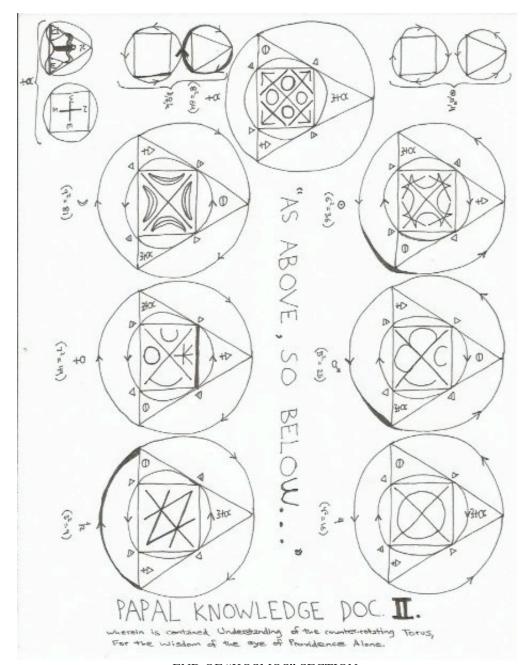


Such is the ancient "Egyptian" method for social "mind control" over the individual. In this model, the "individual" is symbolized by the central circle, while 4 exterior circles surround and overlap this, symbolizing in turn the manifestations of the 4 cosmic elements, such that: cup = water = gravity, pipe = air = electromagnetism, fasces = fire = fission, bread = earth = fusion. By integration and, ultimately, rotation of these overlapping 4 external circles within the central circle, symbolic of the individual, the circumference of the interior circle is, it was believed, thereby expanded to that of the larger circle, encompassing all four. Expressed in geometrical absolutes, this process was measures as the "square" or integer-exponent one greater than the central circle's diameter, expressed as a "square" surrounding the circle's circumference. Thus, the terrestrial elements are, via the consumption of their material manifestations, elevated to the level of the cosmic elements over time, according to the "Egyptian" method for "controlled mindexpansion."

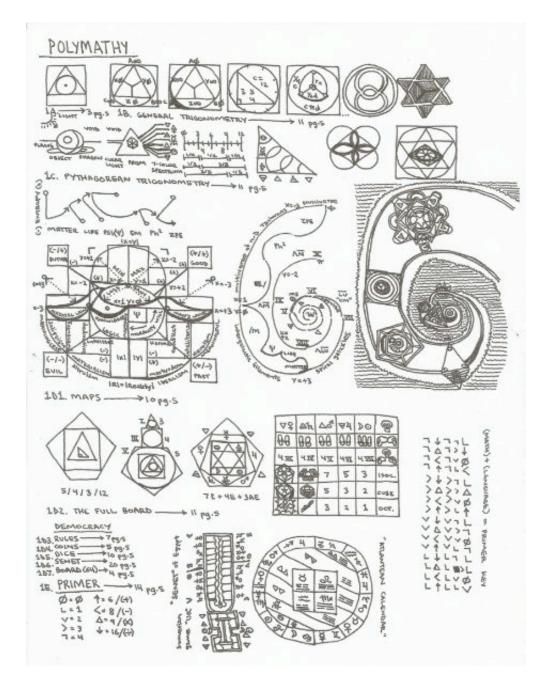


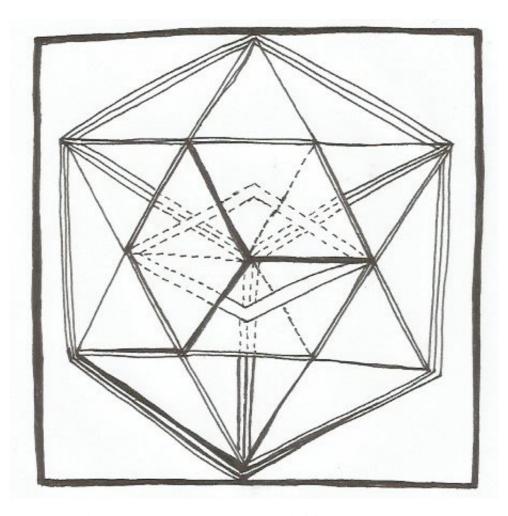
Such is the ancient "Hebrew" method for social "mind control" over the individual. In this model, the "individual" is symbolized by the central circle, while 3 exterior great-arcs surround and each partially define the shared circumference of the central circle. Within the central circle symbolic of the "individual" is a triangle, later called the "triangle of summoning," or of "conjuring" using "creative visualization" in the craft of ritual magick. This triangle, within the circle symbolic of the "individual," is formed between the midpoints of the three great-arcs surrounding and defining it, and defines their shared areas as being such that: for each "great-arc," 1/3 of its total area overlaps other areas while 2/3 remains its own; and that, for this 1/3 of each "great arc's" total area that shares overlap with the others, 1/3 shares space with the great-arc adjacent to it on its left and 1/3 with that on its right, 1/3 shares space with both other great-arcs, forming the central circle.



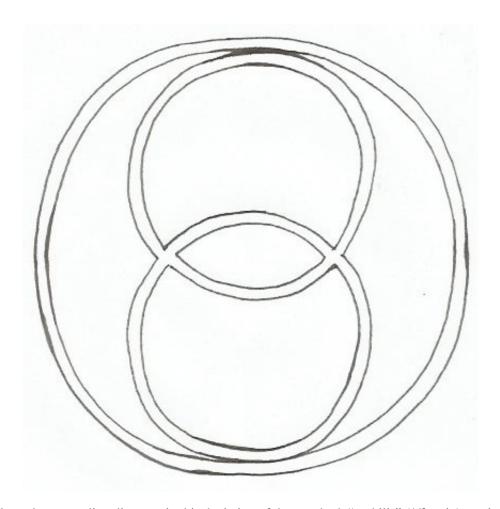


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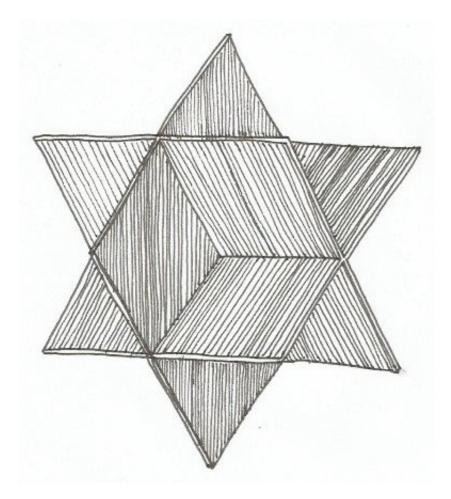




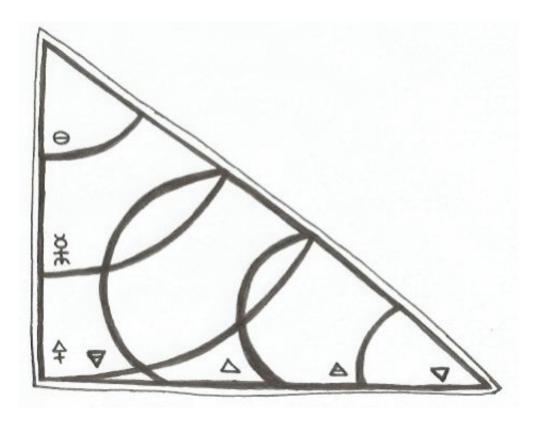
Such is the extrapolation of the cube from the central square plane-space @ 45°, surrounded by the outer square, in this case, symbolic of the tesseract. The central square plane space is oriented as an exact diaganol slice between opposite corners of the cube, and the cube is, in turn, oriented at a similar angle of inclination relative the figurative "tesseract," symbolized by the square. The area of the central square is measured as a set of four Pythagorean triangles, and, if each "hypotenuse" of these triangles is taken as a "side" of the central square, then the total area of this square would be equal to the length of one such side mulitplied by the length of another, equal length such side. If one side of the central square were given as "X," then the area of the central square would total "X" x "X" or "X^2." The area of the cube surrounding this central square is the same measure to the "cubed" exponent, e.g. "X^3." Likewise, the area of the large square symbolic of the "tesseract" is equal to the area of the flat side of one of the 16 faces of the 4-dimensional "hyper-cube," which is comprised, in total, of areas equalling the factor of "X^4."



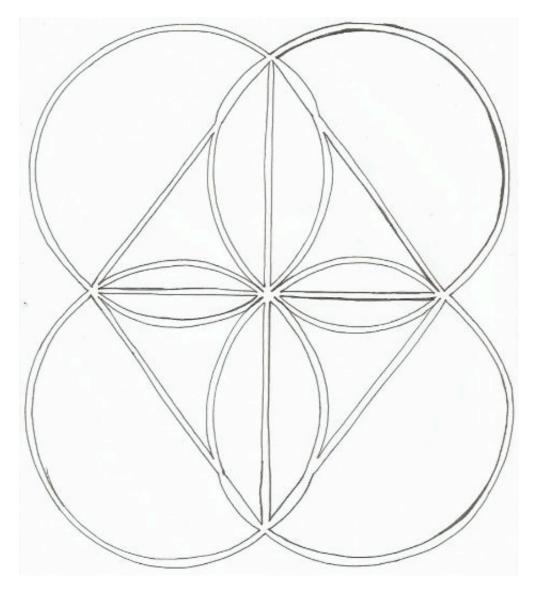
Drawn to the same scale as the preceeding diagram, in this depiction of the standard, "mobilis" (1/3 ratio) version of the "vesica pisces" (overlapping circle pair), the interaction of the previously depicted exponential area ratios is here shown as resulting from the interaction between two, eqaul-area circles, forming the standard "mobilis vesica" configuration, surrounded by and contained within a single larger circle. The ratio of the central "square" in the preceeding diagram is here shown as the overlapping "intersection" between the twin, equal-area circles; the ratio of the cube exponential area is given as the non-overlapped areas of the circles "above" and "below" combined; and the ratio of the tesseract or hypercubic exponent is expressed as the larger circle, combining both small circles' areas and the remainder of its own area into a "union" of shared and overlapping spaces. Whether the "tesseract" exponent, symbolized here by the outermost circle's circumference, contains the area within it of the plane-space "square," symbolized here by the innermost overlapping of the twin equal area circles as a "vesica" (later called the "ICHTHOS" for its fish shape), or not remains undiscussed as of yet.



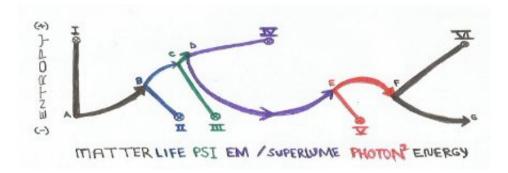
Drawn to the same scale as the preceeding two diagrams, this model depicts the "Hebrew" ("Star of David") hexagram as being comprised of 3 square plane-spaces, each intersecting both others at right angles. This model can exist only in 3-dimensional (and thus, 6-directional) space as symbolic of extending opposite sides of each plane-space square in the 6 cardinal directions, and, when this model is tilted at a 45° angle, such as depicted here, this hexagonal symmetry repeats as the optical illusion formed by 6 of the shape's overall 12 corners. As the 3 intersecting squares of this model also operate as extensions from the mid-points between the outer edges of a cube's 6 faces, this shape also implies the dimensions of the "cubed" exponent. In this case the "X^2" area being cubed would be any one, 1/4-sized area ("quadrant") of any one of the depicted 3 intersecting squares. As defined by their central, triple-intersecting origin point being surrounded in 3 directions with perpendicular (90° or "right") angles, this shape also encapsulates the same geometry present in the coring down from its circumference produced by removing 1/8th the total volume of a sphere, however there, as a 3-d sphere, and here, in flat, plane-space geometry.

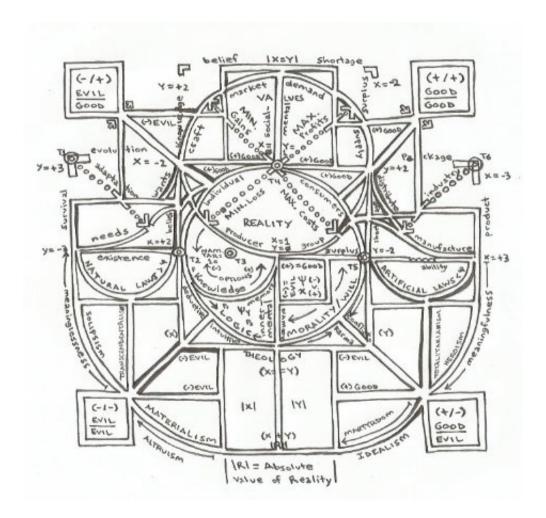


In this depiction of the usually reckoned "Pythagorean Triangle" (according to Euclid's "Proposition X.47"), we find the method for measuring the area of a square plane-space that is tilted at 45° to the observer in 3-dimensional space. In this case, the central square, thus "tilted," would be formed by duplicating the depicted triangle in mirror horizontal, vertical, and inverse symmetries, rotating the shape around a central origin-point formed at the "right" angle of intersection at the "Pythagorean" triangle's intersecting legs. The standard model of "Euclid's 47th" depicts this right triangle ratio by the figurative sums measuring its leg lengths as: vertical leg = 3, horizontal leg = 4, diaganol hypotenuse = 5, with a complex set of proofs to demonstrate how these whole number, sequential integer sums are derived. The substance of these proofs aside, another exists by applying, rather than purely linear trignometry as measures of "absolute" distance, the presence of arc radians as measures of "relative" distance, and, by this application, additional areas within the regular "Pythagorean" triangle may be identified and defined. For example, it is given that the horizontal leg (or triangle's "base") is of 4 lengths of equal sum, and it is given that the four cosmic elements may be thus attributed to this sum (such as depicted from right to left: gravity, electromagnetism, fission and fusion); and, likewise, it is also given the vertical leg (the triangle's "height") is of 3 equal length sums, and it is given that the 3 conditions (or "states") of matter exist as being equivalent to "alchemical" elements, thus, from above to below: salt = solid, mercury = liquid and sulfer = gas. These occur terrestrially as ice, fluid and steam conditions.



The central square in plane-space, depicted at 45° to the observer, thus "tilted" in 3-dimensional space, is here shown comprised of its constitutency of 4 such "Pythagorean" type triangles; although here it should be noted, for this method to maintain, these triangles do not need to be equal specifically to the sums given in Euclid's 47th Proposition as only one example of such a typical case of triangles. The numbers of 6 units per "horizontal" (as shown) diaganol, of 8 units per "vertical" (ibid) diaganol, with sides of 5 units each, would be wholly arbitrary to apply to this model; also the total of all sides of the central square summing one unit each applies.





Where "space" is measured as a horizontal axis at a right angle to positive (above) and negative (below) entropy, the density of "space" is determined according to a "lag" in the distance travelled by various quanta given an equal duration of time. This pattern, present also in the solar plasma sheath's extension of penumbral EM coiling, reflects a "lag" or discrepancy in pacing of purely solid matter vs. purely plasma energy, and results in the accumulation of additional mass / density (=matter) such that the otherwise more "sinusoidal" wavelength pattern here assumes a more "covalent" wavefront (akin to a "phi" spiral pattern). We see in this diagram as matter (black arc, left side of chart) accumulates positive entropy, eventually it generates life (blue arc), which curbs the rate of entropy, followed by "psi" (symbolic of sentience, green arc) a very brief hyper-acceleration of entropy, followed by the EM spectrum's (purple arc, center) decline toward negative entropic zero-point of "c" (the speed of photons in a void), followed by an increase through tachyons (c^2, red arc) into "ZPE" (black arc, right side). The points A-G should constitute a 7 note "chromatic" spectral scale. The points Roman Numerals I-VI are considered "levels of clearance" in the "T4 program."

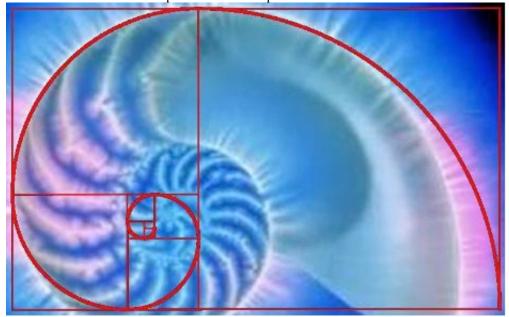
Here we see a measurement system that uses a multi-origin point method (multi-centroid graph, or combined horizontal and vertical "slide" rules) to measure the values (both "absolute," denoted by "bar / value / bar" AND "relative," denoted by "parenthesis, value, comma, value, parenthesis") of various variables. The values ascribed to the variables (such as "+" or "-" and integer values) relate to the variable's distance from the primary vertical axis at a right angle to the horizontal mid-point. The structure is here applied to measuring the "values" of variables "X" and "Y," where the values given for one occur "from the perspective," or "from the POV" of the other. Thus, for example, the value in the middle of the left-most side, "Y = -3" denotes the value of "Y" from the POV of "X" is "-3." In this arrangement we see that X is the individual, and Y the group or collective of any given society or culture of the same species as X. Thus, the middle vertical axis measures the minimum values of X to Y and of Y to X, and the further from this, the greater their perceived values relative to one another become. The top-most arc intersecting the central vertical axis is symbolic of the free market of exchange between the individual and the society or group, and constitutes a graphic depiction of our elevated, though arbitrary, over-inflated valuation of imaginary commodities in this market-place, where the very currency of exchange itself is, perhaps even necessarily so, fake. Below the central horizontal axis are the mind-states of those individuals more prone toward an "individualist mind-set," perspective or POV (on the left), and those more prone to a "collectivist mind-set," perspective or POV (on

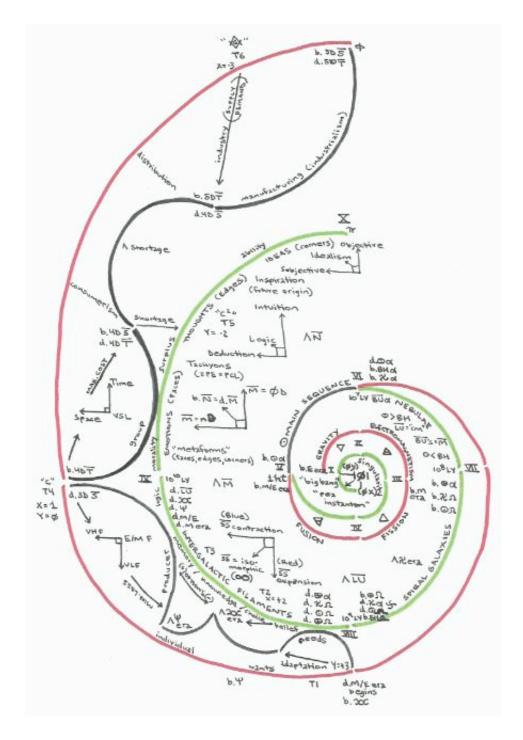
the right). The measure at the lowest-most middle-point symbolizes the "Absolute Value of Reality" as being comprised of twin 1/2s, one the perspective of the individual (labeled the absolute value of X), the other that of the collective, society or group (that of Y). Additional labels indicate the polarization influencing a toroidal counter-rotation that causes the shift in the centroid "zero sum" value at the origin point for the chart to drift from a single fixed location can be classified according to traditional moral binary units of "good" (+) and "evil" (-) though paired and duplicated among themselves, such that the outer-most ring of the complete system revolves clock-wise from "good/good" (the upper right) to "good/evil" (the lower right) to "evil/evil" (the lower left) to "evil/good" (the upper left) In this manner, "good" and "evil" are rendered subjective concepts relative to the social construct as a totality in itself.

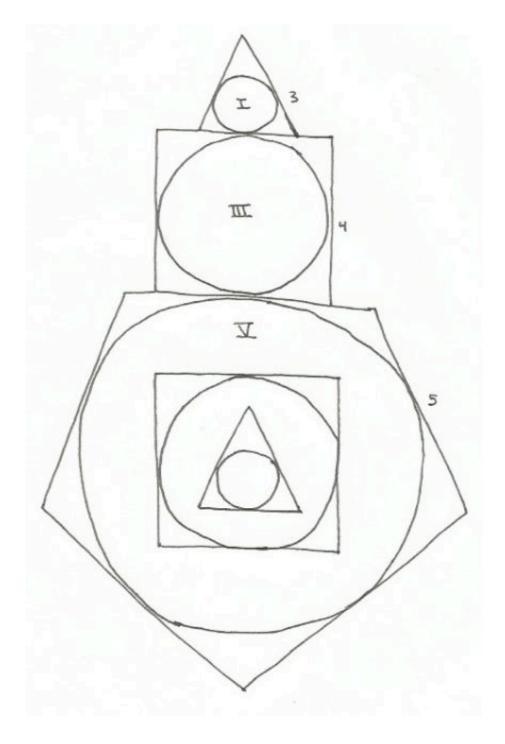
The "Phi" spiral in the development of a human cerebrum.

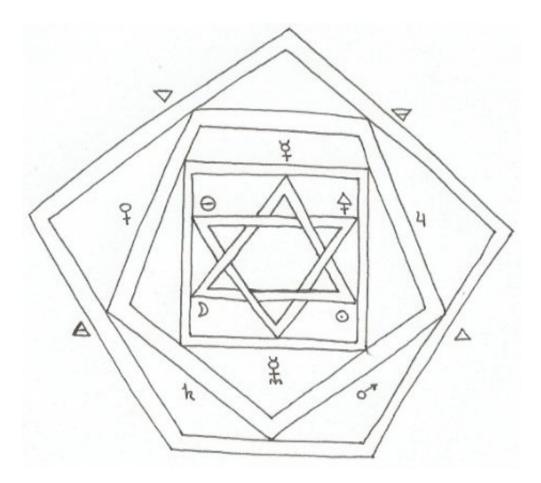


The "Phi" spiral in the development of a nautillus shell.

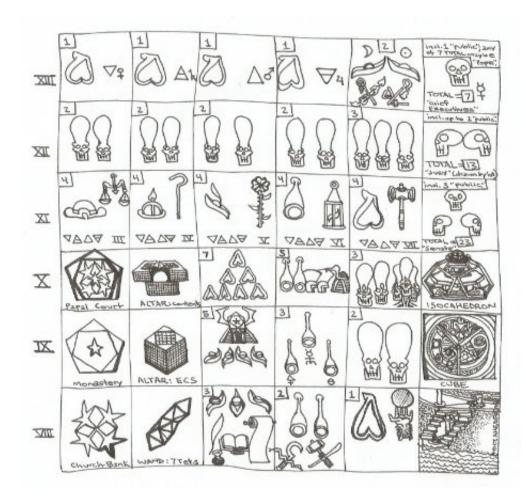




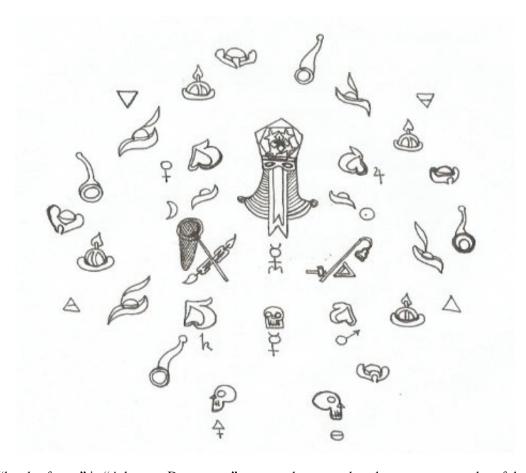




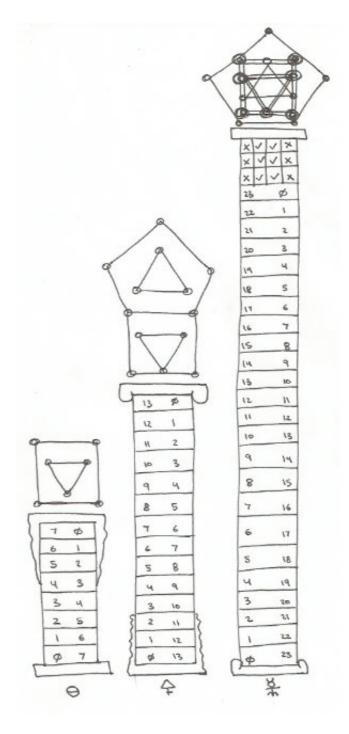
The ratios of the cubed exponent (expressed here as the "Star of David" hexagram) and the tesseract exponent (expressed symbolically as the square surrounding the hexagram) are here coupled with those of an exterior pair of downward within upward tip-pointing pentagons. Just as the central square in plane-space and the cube in 3-dimensional space are measurements based on one set of basic sums, comprised of the geometry of the square (^2), the cube (^3) and the tesseract (^4), so do the conjoined pentagons here symbolize the ratios arrived at by extrapolating the original base sum unit hyper-pentagonally (that is, to the power of the 5th exponent, or rather, ^5). Although at this point the exact ratio measurements begin to break down (as the actual size of each exponential level's total volume of areas would make the next lesser exponential level's total volume infinitesimal by comparison), and thus the double-pentagon level resorts back, as had the tesseract exponential level, to a depiction merely symbolically. Here, we see that the innermost hexagram, symbolizing the 3rd exponential level (or 3-dimensional space) is labeled with the 3 alchemical conditions of matter and 3 of the 7 classical planets, the inner-pentagon with the remaining 4 of the 7 planets, and the outer-pent with the 4 cosmic elements.

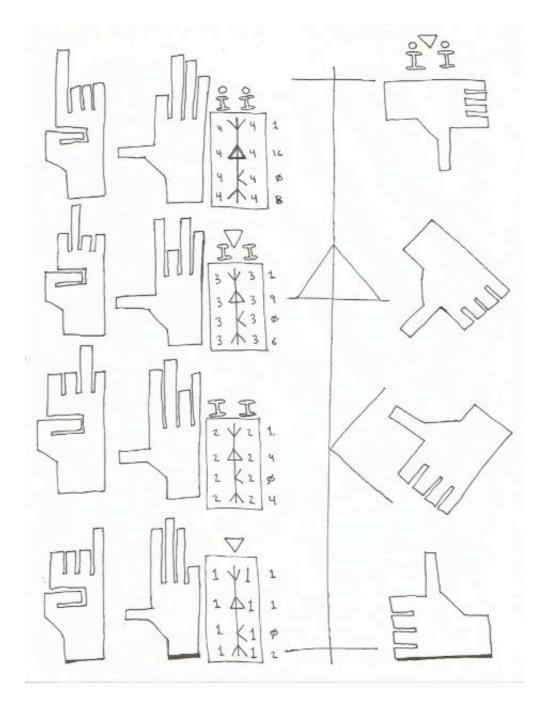


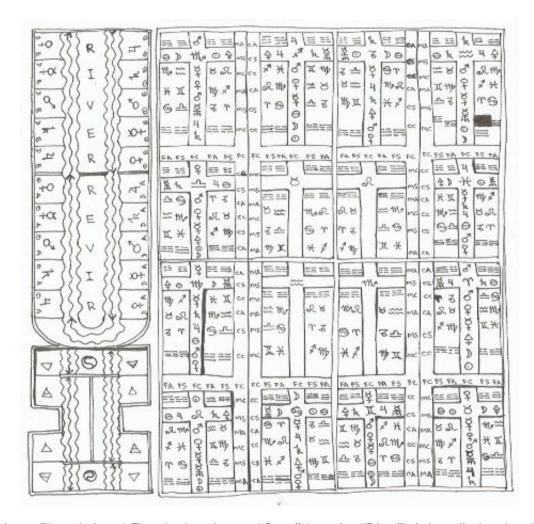
The same ratios expressed as lengths of sides, as polygonal areas or as polyhedral volumes can also be expressed as groups of individuals assembled collectively into equivalent numerical sums. The entire basis for "Atlantean Society," as it may be depicted in this single graph, above, shows the 3 degrees of State above and the 3 degrees of Church below, each with 6 different aspects defining the sums present in each group iteration within the whole. The upper-most row shows the 7 Chief Executives, the second down the 13 Jurors, the third from top the 23 Senators; the lowest rank is the 6 member Church, followed above by the Monestary of 10, and lastly by the Ecumentical Senate of 15. When these different sums are expressed as groups of individuals, the relationships that may arise between those within each group, and thus how each group can relate best to the whole, change in direct porportion to the nature of the number sums of their membership. This is the essence of our ancients' society, both the logical component as "Atlantean Democracy" and the moral component as "Lemurian banking" expressed as R & C.



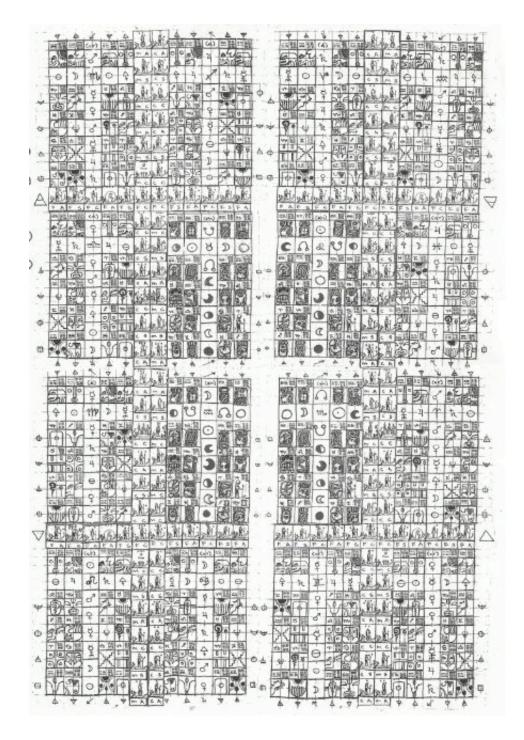
Here we see all the "heads of state" in "Atlantean Democracy" expressed as upon the edges or corner-angles of the same polygons that defined that model just previous to the chart that preceded this arrangement. The central "cube" exponent (^3) is expressed symbolically as the "star of David" - a hexagram, in this case labeled with the twin Papal Alternates (due guards to the Pope) as Sun and Moon, the Papal crown itself as Alchemical Mercury, and 1 of the 3 "public" members of the Senate as planetary Mercury. The "tesseract" exponent (^4) is expressed symbolically as a square, in this case labeled with the 4 Chief Executives besides the twin Papal Alternates and the "public" Executive, as being anonymously and interchangely either any of Venus, Saturn, Mars or Jupiter, with any of these 7 serving as the Pope themselves. Surrounding this hexagram within a square motif are four sides, comprised of 5 seats each, that, with the full 3 total "public" Senators, combine to form the 23 member "Atlantean Democratic Senate Forum." Just as any of the Senators may alternately serve as a Chief Executive, so too may any Chief Executive serve as an alternate to the Pope. The Pope holds the keys to the "Lemurian" vault in which is stored access to knowledge that, arranged in a psyclotronic vortex, propels the perptual expansion of the cosmos into zero-point energy via entropy.

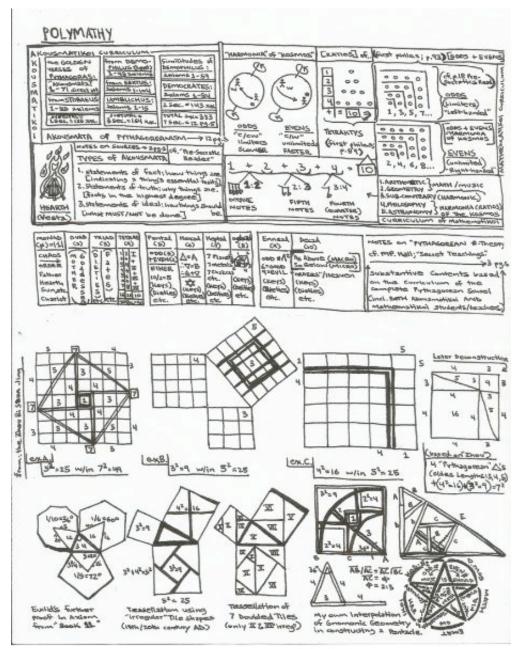




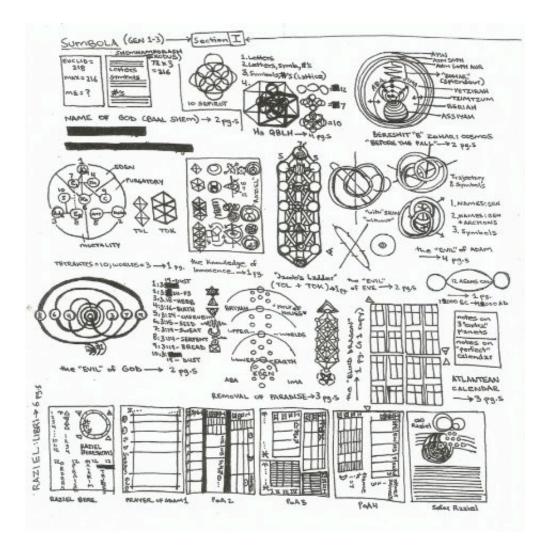


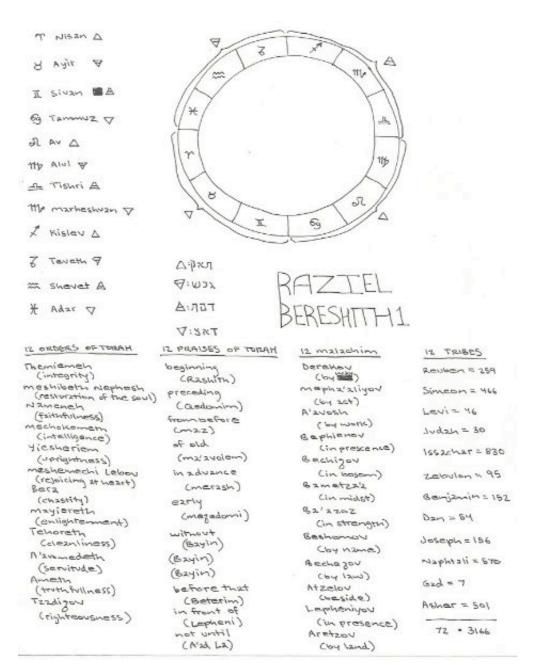
The "royal" (possibly pre-Pharaohnic era) Egyptian board-game, "Senet" (meaning "River"), is here displayed as the upper left 2 columns of 10 squares each. "River" was played by two opponents across the width of the board and along the length of it. It derived, in turn, from the "royal" (possibly pre-Ubaid era) Sumerian board-game of Ur, possibly called "hounds and jackyls," designed with a similar "running chase" game-play in mind, but with a board defined in a different shape, as depicted in the lower left 2 columns - as 2 square-cells above and 2 below with 1 cell between = 5 per column. Both of these board-games can, if combined, be derived from a basic numerical pattern that arises when the left two columns' additive sums are cross-collated by rows and columns; to complete the comparison to the original mathematical framework underlying the board-games' structures, the "Atlantean calendar" model of "Enochian Senet" (a 4 X 4 square motif yielding 12 around a central 4 square-cell block) derives from the set produced in this manner.





END OF "POLYMATHY" SECTION.





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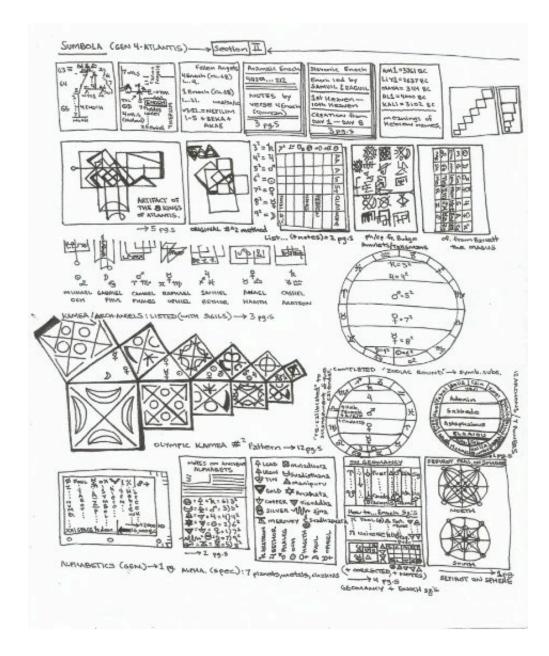
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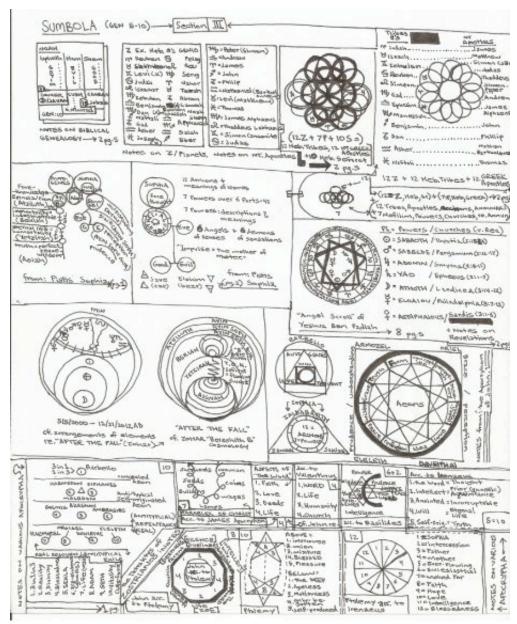
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END OF "SUMBOLA" SECTION.

HISTORIA:: VOL. 2. "Music Theory." Content Begins:

Notes on the Magic #-Square of the Absolute Value of the ZERO-Sum.

Can Nothingness Exist? Can Reality Non-Exist?

The role of "Zero" - both as a "place-holder" in solution set proofs, as a decimal holder, as a product multiplier, as we as in symbolizing the sum totality of a solution set as eventually "Abstract" or "Odd," or originally, "Valueless" or even an unending abyss of wanton hungering needs - in ancient cultures should not be overlooked as it relates to "music theory" and "tone" based geometric / numerological arrays (e.g. magic #-squares, commonly worn as talismans.

The Ancients (pre-civilization) all used "Zero" freely, as it arose naturally to them amongstheir first five (and our still most common 5) phoenetic asperations, derived directly, as the were by them then, from the counting of the 4 fingers using their opposable thumb, with its own independent dexterity, as a figurative "Zero-sum" in doing so. Because they are the invention of our Elders during the earliest era of civilizations, when the Vedic-Aryan, Ubaid-Babylonian and Old Kingdom Upper-Egyptian methods for caluclating #-squares arose as independent off-shoots from the, originally Harbiru-Hyksos method developed by Abraham of Ur, called Endubsar therein, and called Ibruim without, and called ImHotep in Egypt at the beginning of the pyramid building era there, therefore, #-

squares using "Zero" as more than a place-holder SHOULD exist.

However, none do, neither from ancient times nor through to our own modern times even now. The use of only "whole" number "counting" sums relates to later Phoenician (possibly Pythagorean era) arrangements of alphabetic letters relative to counting numerals, by which time excluding the "Zero-sum" from #-square based talismans was already common. So, by now, a vast amount of potential for humanity's researching the "Zero-sum" has been subsequently suppressed into our cultural collective subconscious, from whence it manifests as the unintended totality of our collective social products.

"All secrets bite their keeper from behind, given infinite time."

So, if Infinity (,àû) #-squares COULD be posited that use the "Zero" (0) or "empty sum" in unit cells, or even as their own "magic sums" adding Rows, Columns and Diaganols, an yet Zero (0) DO exist, and if the "Absolute Value" as it relates to the "relative value" (based on locational distance/duration coordinates and projected trajectories within any given manifold's definitions for "space" and "time," Euclidian and Netwonian or otherwise, has been overlooked and under-studied as a result of this, then the underlying "strange attractor" of constructing a "Zero-sum" #-square with a "magic sum" or "Zero" can hardly be denied. Yet this proposes the concept (obvious to any who distinguish its traits by differing functions) that "Zero" in itself is NOT ABSOLUTE, which implies an overlooked aspect in moden #-squares: is a "magic" #-square and LESS "magic" if all or some portion of its sum amounts to "Zero"? Many squares already use some "Zeros" (as place-holders), and, from the point of view of all "serious" students of cryptography, it can be argued the total socal value of studying such ancient talismans is, in modern times, if not already at the Absolute Value of "Zerosum," then asymptotically apporaching it in all relative vectors; for all of which they feel they need care naught.

So, ultimately, how does one prove the value of a magic #-square constructed using "Zero" as a sum-cell or as a total, overall "magic #-sum" for the whole square, wherein its Rows, Columns and Diaganols functionally cancel out. to such a skeptical mathematician in modern society?

Consider the potential value of exploring beyond "Infinity," as well as beyond the limit of "Zero." Transfinite, hyperspatial, extradimensions governed between them all by transcendental sets, DO EXIST that exceed the definitively "Infinite" (though inexplicably 1:1) sets of all "counting" #'s, all integers and all ratios. Is it not impossible for there to be "layers" of "nothingness" within the "Abyss" at the "origin" - thus rendering it a relative sum in itself? In what way would "Zero's" multiple. functionality-determined aspects, influence the "1:1" ratio of all counting #'s, integers and ratios defined as the sum total of "Infinity," considering integers include "Zero," but "counting" #'s do NOT?

If "Zero" can have different, "relative" values in different geometric manifold settings (i.e. non-Cartesian graphs), then perhaps it holds the key to generating such "magic #-squares" as further "matrices" measuring "vectors" of motion in what would constitute a sum of multiply-Infinite(so-called "n-dimensional") different geometric conditions based on the manifold set's size. Just as the # of cells per "Order" (by R + C) determines a magic #-square's magic #-sum, the dimensions of any such "hyperspace" manifold should determine a rough average for "strange attraction" and "gravitic mulitplier" effects (cf. "cellular automata" and "information units" such as "uncertain" states of certain quanta) of otherwise free radicals including both particles and waves. Given a large enough manifold to measure with, by this criteria it can be imagined, one would eventually be able to arrive at a measure that could predict the location at any specified moment of how much and what type of matter-energy would be where just then.

So, again, what then are the "relative" or the "Absolute" values of "Zero," as they relate to "Zero" being the "magic #-sum" of any given size format of "square"? If "Zero" may be expressed as an "Absolute" in Euclidian-Cartesian mathematics, in what other geometric arrangements might it be induced instead to decompose into even lesser consitutent components? Spherical geomtry (with "Pi" arc-tangent radians measuring intersecting "ley-lines" of lattitude and longitude on the sphere's external circumference and outer-surface, begins the implication of "relative" Zero in such a triple right-angled environment as the relationship formed between the 3, 90° angle intersections (1 @ the orb's pole and 2 along its equatorial maximum "buldge") on the sphere's upper and outer surface to the core at the center of mass of the orbital manifold-space, where, if the circumference is measured (as one arbitrarily may, it functions variably also) as "Infinity" (Ô-Å), then the cre would be the "Absolute Value" of a "Zero-sum" (polarized opposite external "Infinity") core, but has intersections on the surface occurring @ multiple points of origin @ 3 "Zero Point" intersections.

Notes on the Magic #-Square of the Absolute Value of the Sum = 1.

Square of Man = ? Square of Woman = !
I A M = ! I A M = "I Am" (name of "G-d")
A M I = ? M A I = "Mechanical Artificial Intelligence"

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A I M = ! A I M = "Aim" (target to destroy)
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"One-sum" (given as "I" or Roman Numeral One, symbolic of self-concept) is the magic #-square of 1 X 1 and  $1^2 = I$  because "I" Am AND Am Not a #-square. Because "I" BOTH (union) "Am" AND "Am Not" a magic #-square, therefore "I" = the sum of opposite (self-negating) parts (i.e. the "absolute value" of I = "relative +" I / "relative -" I), and yet, because "I" still IS, it proves itself also a "magic sum" of I = "magic +" I and thus "greater than the sum of its parts."

The War Between Evens and Odds.

Pythagorean Numerals

0 = Evenly Odd

1 = Oddly Even

2 = Evenly Even

3 = Oddly Odd

The Remainder of Infinity

4 = even

5 = odd

... etc .

The Tetragrammaton (water = gravity, air = e-m, fire = fission, earth = fusion) applies thus: 0 = water / gravity; 1 = air / e-m; 2 = fire / fission; 3 = earth/fusion, as Yod Heh Vav Heh. Thus, 0, 1 & 2 are unique, but 3 is a repeat of 1, as is the second Heh, which is called "Heh (final)." Trigonometry (simplest, "Euclidan" / planar, rhomboids) is thus the "language" of the Singularity or Monda, as 3 "repeats" 1.0 is the "origin" point of the "Kosmos" (the "singularity" of our "local universe," supposedly of 3-dimensions expanding in a 4th-dimensional direction, that is, over time). 1 is the Monas Singularitatis, whose Historia we are. 2 are the "evenly evens" who idealize our existence as ultimately either all "good" or all "evil." 3 "repeats" 1.

"How To" Make a magic #-square to relate to the words "animal" and "planet" or "kingdom" or "realm."

Proper Latin ("Tongue of Devils") =

A N I M A = M U N D I = A M I N A. I D N U M.

= Reversed Latin ("Satan's Alphabet")

12345

1 S A T O R = "satyr" (1/2 zoomorph, 1./2 human; symb. of Pantheism) 2 A N I M A = "animals" (kingdoms, classes, families, species, etc.) 3 R E V E R = "river" or to "reverse;" to "revere" (venerate in Latin) 4 M U N D I = "world" or "loka" (1 of 8 types of reincarnation) 5 R O T A S = "rotates" or "to rotate;" to alter, change (cf. dharma)

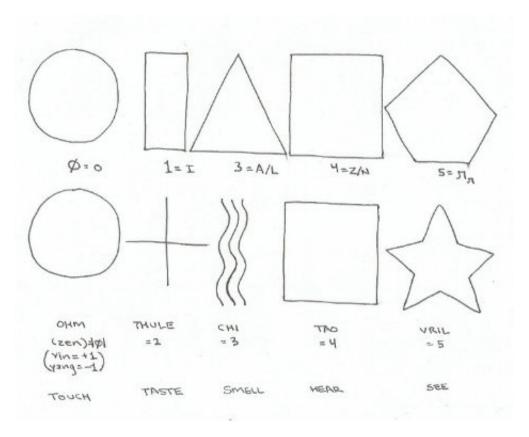
Caveat: "invoking" the phrase "Idnum Amina" MAY psychosomatically work as "Angellic Language" to conjur spirit guides in animal form, however doing so only sways one's future dharma toward the "loka" of animal reincarnation oneself. If one wished to cause this effect, one would procure such a spell as the above as a talisman.

"There are always the same sums of all zeroes and of all ones.

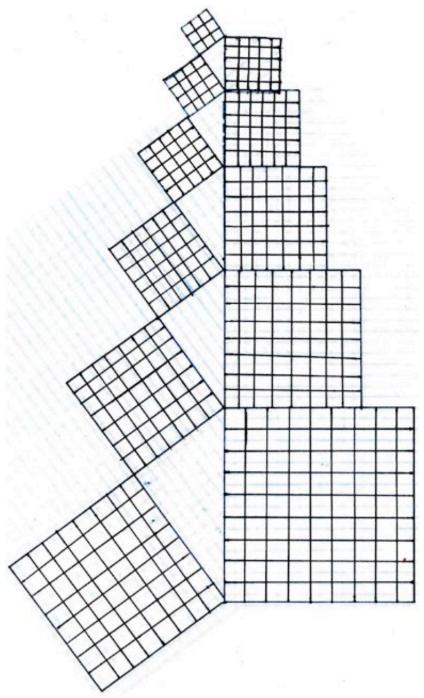
There are as many opportunities as risks at all times."

- authentically Pythagoran Akousmatikoi saying.

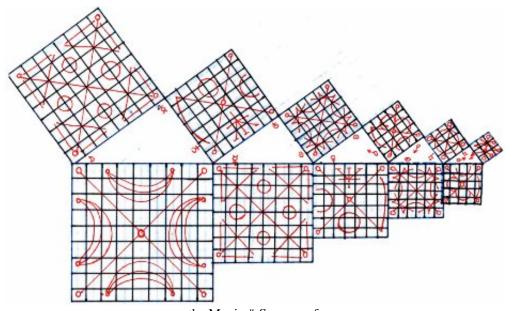
Notes on the 5 "letters" of the "Atlantean Alphbet" and 7 "Kamea" Magic #-Squares.



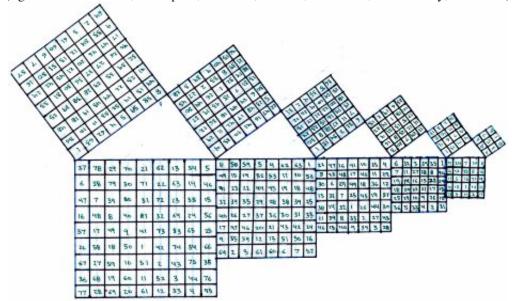
Because they had four fingers and an opposable thumb, thus five digits, the Ancient protohominids founded their earliest written alphabet and maths on the base-5 system, and assigned to each a geometric shape relative to its unique numerological value. Over the aeons, the names of these original letters in the "Atlantean Alphabet" were altered and eventually they became called, rather than "Ohm, Thule, Chi, Tao and Vril," instead "Zen, Tao, Trigonmetry, Squaring (exponents), and the Pentagon (symbol of civilization founded on odd rather than even sums of numbers in rulership)." Because there are five total, these shapes me be arranged relative to one another to form the rows and columns of a "5th Order" (or  $5 \times 5 = 5^2$ , or 25-unit cell) magic #-square. As these elements may be interchangeable, we find 5 such possible magic #-squares arise for any arrangement of a "5th Oder" type of square. Of these arrangements, we may examine a "Babylonian" model (only symbols), a "Vedic" model (only sounds), and an "Egyptian" model (using number-letters) all arise from an original "Hebrew" model (using the 4 cosmic elements and the symbol of "man").

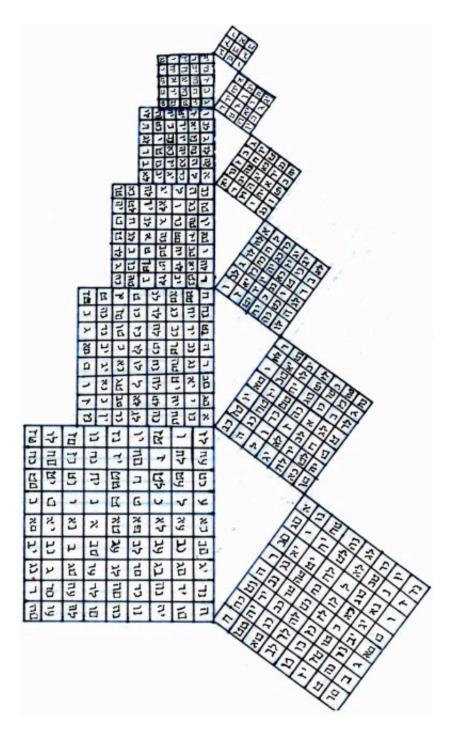


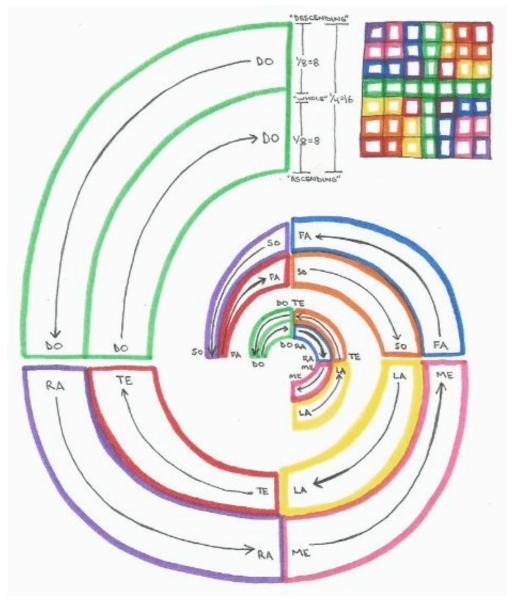
So-called "Sigils of the Kamea" expressing geometrical relationships between the numerical contents of each square's unit-cells.



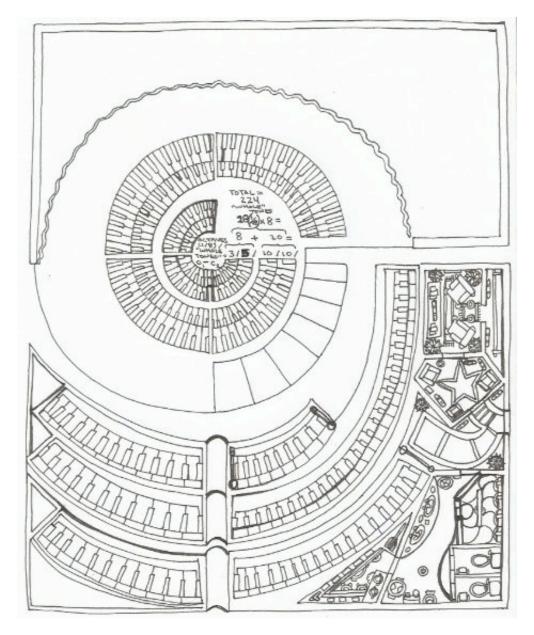
the Magic #-Squares of: (right to left: 9=Saturn, 16=Jupiter, 25=Mars, 36=Sun, 49=Venus, 64=Mercury, 81=Moon)







The "Phi," spectral-chromatic comma of dual octaves, surrounding the starting and repeating the ending note on a standard 7-tone whole-note harmonic-scale, "DO," from the full scale (ascending) 1=DO; 2=RA, 3=ME; 4=FA; 5=SO; 6=LA; 7=TE; where "1=DO" repeats as an octave (8=DO). Here, 1=DO=Green; 2=RA=Violet; 3=ME=Indigo; 4=FA=Blue; 5=SO=Orange; 6=LA=Yellow; 7=TE=Red. Each arc-radian of the spiral is 1/8th the whole.



A keyboard instrument and architectural auditorium designed around the ratios expressed in the "Phi" spiral "spectral comma," where the chord-lengths of the inner keyboard correspond to the edge of the stage, and the sounds generated on the outer keyboard funnel in an arc around clock-wise into the balconied seating.

showing the auditorium and instrument based on "Phi."

