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Time, time travel, time vehicles

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This monograph is a scientific report from results of the author's research. For this reason all parts which have documentary or evidential value are presented accordingly to standards applicable for scientific publications (reports). Special attention is given to the requirement of repetitiveness, i.e. that on the basis of this monograph any professional scientist or hobby investigator who would like to verify, repeat, or extend the author's research should be able to recreate his work and arrive at very similar results and conclusions.

This monograph no 11 belongs to the series of the most important scientific publications by the author. It can be read either separately, or as a volume from the whole series. The entire series is marked [1/5] and have a general title "Advanced Magnetic Devices". It is already the fifth edition of this series. The previous (fourth) edition of it was the 18-volume scientific monograph [1/4] published in 2001 which carried the following title and editorial data: "Advanced Magnetic Devices". Monograph, Wellington, New Zealand, 2001, ISBN 0-9583727-5-6, a private edition by the author, 1800 pages (including 7 Tables and 163 illustrations, in 18 volumes).

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ABSTRACT of this monograph no 11 from the series [1/5_E] "Advanced magnetic devices", ISBN 978-1-877458-91-0.

Imagine a technical device, which on every your wish is able to shift you in time to any moment of your own life - under the condition, however, that previously you already lived through this moment. This moment can lie both in your past, as well as in your future. (In order it lies in your future, you must earlier shift back in time with the use of this device.) This device allows you also to slow down the speed of elapse of your time. For example, you can slow down your time so much, that when your surrounding experiences just a fraction of second, you yourself experiences equivalent of several hours. In this way you are able to catch and carry in your bear hands e.g. red-hot iron bars, because too short span of time elapses for this iron to be able to pass enough heat to you to burn your hands. This device allows you also to accelerate your elapse of time, so that between your two heartbeats several hours will pass in your surrounding. In this way you can e.g. pretend to be dead, while in fact you are going to be equally alive and active as normal. Similarly like on yourself, this device is going to allow for the manipulation on time of all other people and all other permanent objects. Furthermore, in order to make the use of it easier, this device is going to be assembled into a silent flying vehicle called the Magnocraft. In this way, with this vehicle, you will be able to not only travel in time, but also travel in space. This extraordinary device is the "time vehicle". Thus chapter M tries to explain most vital scientific facts and findings that we already managed to accumulate regarding such time vehicles.

The principle of shifting back in time, and thus travelling through time, is very simple. After all, the time through which we just are living is pre-programmed in our bodies into the natural program called the "program of life and fate" that is stored in DNA helixes from our genetic system. In turn the execution control which runs this program is carried out by shifting the resonance point of vibrations of these DNA helixes. Therefore, in order to shift us to a different time, it suffices that our "time vehicle" (marked as "TV" in part (a) from "Fig. M1") surrounds all DNA helixes contained in our body, with a sphere of very strong pulsating magnetic field (this field is marked "E" in part (a) from "Fig. M1"). The frequency of pulsations of this field must be equal to the resonance frequency of the helixes. Then, by controlling the frequency of vibrations of this sphere of powerful field, it suffices to shift the resonance points into a different area of our "program of life and fate" coded into our DNA helixes. This in turn shifts us to a different point in time, e.g. again to years of our youth. How exactly this shifting in time is carried out, is demonstrated to us already today by "time vehicles" shown below on photographs from parts (b), (c) and (d) of "Fig. M1".

The entire difficulty of completing a "time vehicle" boils down to the constructing of a device called the "Oscillatory Chamber of the third generation". This is because such a chamber generates a pulsating magnetic field that is sufficiently powerful to be able to surround us tightly with this sphere of the field and penetrate with this field to every single cell in our body. Its magnetic field is also controlled sufficiently precisely to allow the simultaneous shifting resonance points of all DNA from our body to a new time. The majority of theoretical problems connected with the travelling through time and with building this "Oscillatory Chamber of the third generation" I already have resolved. Apart from volume 1 and volume 2, my solutions for these problems are also described on the totaliztic web pages named "timevehicle.htm" and "immortality.htm". Thus almost the only matter still awaiting the completion, is the building of that "Oscillatory Chamber of the third generation".

I approximately know how to build that "Oscillatory Chamber of the third generation". After all, I invented it. Unfortunately, instead of creating for me decent conditions for research and for the development of my inventions, countries in which the fate make me to live, either allowed that someone tried to shoot me, or make me to spend years of my productive life on an idle unemployment deprived even an unemployment benefit.

Time vehicles will be close relatives of still other extraordinary starships called "telekinetic vehicles", or Magnocrafts of the second generation described in chapter LC from

the previous volume 10. Actually, time vehicles can also fly in the convention of such telekinetic vehicles. So what are capabilities of that Magnocraft of the second generation and also time vehicles in telekinetic convention of flight. Well, let us imagine space vehicles which at any wish from its crew can fly through walls of buildings and through glass of windows without harming these nor themselves, not even being noticed by casual observers during such flights. Imagine space vehicles at which we can shoot or which we can try to touch, while bullets and our hand will pass through them and through their crew as if they are made of the air or fog. The vehicles which - if their pilots will wish so, may become completely invisible to human eyes and to photographic cameras. The vehicles which are able to travel with the infinitively high speed, so that they appear at the destination instantly after they disappeared from the starting point. These are major attributes of vehicles flying in telekinetic convention.

Magnocrafts of the second and third generations in the sense of appearance and the utilization of the interior will be almost identical to the Magnocrafts of the first generation described in chapter G of this monograph. All three generations of this Magnocraft were invented by me. Differences between them will boil down just to a few details, such as shape of the outlets from their propulsors or the existence or the lack of doors in their shell. Thus an observer who is not familiar with theories presented in this monograph, will not be able to distinguish them mutually from each other nor from the Magnocraft of the first generation just on the basis of their external appearance.

The reader may have an impression that vehicles described in this monograph go far into the future. But as this is indicated in other parts of this series of monographs, in fact already flights of these vehicles are taking place on the Earth. Only that such already flying telekinetic and time vehicles are simply extremely realistic "simulations" explained in chapter OD from volume 13. However, to notice the existence of these vehicles, the knowledge of attributes described in this volume is necessary, and also the change in our manners of thinking to-date. Scientific foundations for such a change are provided in this volume.

Advanced flying vehicles described in this volume could be build on the Earth already now, if not our philosophical limitations, and not our obedience towards claims of official science which still rejects to acknowledge the possibilities of time travel. So let us hope, that one of the outcomes of publishing this monograph is going to be that we become aware of this preventing us from building these vehicles, and that this is to inspire us to initiate our efforts on constructing these extraordinary vehicles and giving them into the service of our civilization.

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Notes:

(1) This monograph is a subsequent publication in a whole series of 18 scientific monographs by the author. Each chapter and subsection of this series is marked with a next letter of alphabet. Chapters and subsections marked with letters other than these provided in the list of content above are positioned in different monographs (volumes) of this series. The full list of content for all 18 monographs (volumes) of this series is provided in the first monograph (volume 1).

(2) A Polish language version of this series of monographs [1/5] is also available. Therefore, in case there is any difficulty with accessing an English version of this monograph,

while the reader knows the Polish language, then it could be beneficial for him or her to read the Polish version of this monograph.

(3) Both language versions in this series of monographs [1/5], namely English and Polish, use the same illustrations. Only captions under these illustrations use a different language. Therefore, if illustrations for the English version are difficult to access or unreadable, then illustrations for the Polish version can be used equally well. It is also worth to know, that enlarged copies of all the illustrations for these monographs [1/5] are made available in the Internet. So in order to e.g. examine enlarged copies of these illustrations, it is worth to view them directly from the Internet. To find them, the reader needs to find any totaliztic web page which I authorise, e.g. by typing the key word "**totalizm**" to any search engine (e.g. to www.google.com), and then, after running a totaliztic web page, the reader needs to run from it the web page named "text_1_5.htm" available on the same server, or choose the option [1/5] from the menu of that totaliztic web page. Note that all totaliztic web pages allow also the uploading of free copies of this entire series of monographs [1/5].

(4) If the reader would find easier to read this monograph from a hard copy (printout) than reading it from a computer screen, it is worth to know that the PDF format in which this volume is prepared is "ready to print". In case of reading it from a computer screen, a simultaneous opening of two copies of this volume could be helpful, as it allows to open the first copy on the text while the second copy on the Figures, then allows to just jump from one window to another one when changing from reading text to looking at illustrations, or vice versa.

(5) The update and reediting of this fifth edition of [1/5] is going to progress gradually. But readers can realize from the content pages which chapters and subsections are already reedited, or are just subjected to reediting, because on the title page these are marked with the comment "**Proof Copy** ([1/5_E] in the process of updating)". The remaining chapters and subsections of this monograph still should be digested in the formulation that was made for the previous, fourth edition [1/4] of this monograph.

(6) Note that the spelling used in this series of monographs is a mixture of US and UK English. The reason is that subsequent updates of this monograph were carried out at several different countries, some of which officially used US English, some other - UK English.

(7) To improve the structure of this series of monographs [1/5], the order of chapters and subsections from various volumes was slightly changed in relation to this order that appeared in the older monograph [1/4].

MAGNOCRAFT OF THE THIRD GENERATION (time vehicle)

Motto of this chapter: "Intellect prevails even over time".

After explaining the Magnocrafts of the second generation in chapter LA, it is also worth to realise, that the development of our vehicles with magnetic propulsion systems is NOT going to conclude with the telekinetic vehicle. The Cyclic Table developed for Earth's vehicles (see the example of it shown as Tables B1 and LA1) indicates, that even if no a technical genius is born which would be able to accomplish it earlier, still at latest in around 200 years after Magnocrafts of the second generation our civilisation will earn even a more advanced space vehicle, which can be named the "time vehicle", or the "Magnocraft of the third generation". The Table B1 reveals, that the time travel in these most perfect amongst all Magnocrafts, is going to be based on effects of the deformation of spacetime caused by the "deformation" of magnetic fields. Apart from introducing changes to the elapse of time, Magnocrafts of the third generation will also be able to carry out telekinetic flights, using exactly the same principle of operation as the one discussed in chapter LC for telekinetic vehicles, and even carry out purely magnetic flights utilising exactly the same principle of operation as the one discussed in chapter G for Magnocrafts of the first generation.

The "magnetic interpretation of time" that stems from the Concept of Dipolar Gravity has this consequence, that actually it postulates the construction of time vehicles in a near future. After all, it explains that time - similarly to the execution control in any program, can be technically and mentally shifted forward or backward, can be delayed or accelerated, etc.

Time vehicles are going to be technical devices capable of a rapid disappearance from a given point in time, and shifting in time to either their own past, or to their own future. Furthermore, they are able to change the normal elapse of time, or cause that the elapse of time is slow down or accelerated by a specific number of times.

Time vehicles in future are going to be build in two basic versions, namely (1) flying vehicles of the Magnocraft of third generation type, that is described in subsections M2 and M7 of this monograph, and (2) miniaturized "personal propulsion systems" that are inserted surgically into bodies of their users (described in subsection M6). These personal time vehicles will allow their users to shift in time completely without the use of any vehicle that is visible for outside observers.

The phenomena applied by the time vehicles will be revealed and learned exactly when our civilization masters the formation of magnetic field that causes the release of the Telekinetic Effect. Although in the present time we still know rather little about this phenomenon, the so-called "Cyclic Table" which is described in subsections B1 and LA1 (see also table B1 in monographs [1e] and [2e]), reveals that the travel in time is going to depends on effects of the deformation of timespace caused by the "deformation" of magnetic fields.

M1. The practical side of time travel

The majority of us believes that defeating the death and accomplishing immortality will be obtained through advances in medicine. They do NOT see, however, that medical extending of lives requires the undertaking of immoral activities described in item #B2 of the web page named "immortality_pl.htm". Furthermore, judging from the speed of medical progress, it can elapse even several thousands of years before the humanity defeats death

and accomplishes the access to immortality. Even then though, only a few individuals is going to use it, as it requires making highly immoral decisions (e.g. taking lives from other people or creatures to extend our own life). Furthermore, as such, it also is going to be very costly. On the other hand, the philosophy called "totalizm", explains to us that actually there is also a morally correct path to immortality, and that we could live forever already at present. This is because immortality can be also accomplished in a moral manner with the use of technology - means through the construction of technical devices called "time vehicles". In turn when we have such devices, then **each time when we arrive to the old age we could repetitively shift in time back to years of our youth**. In this way everyone could keep extending his or her life infinitively long. But to get access to time vehicles, we need to start accepting that such devices are technologically feasible, and we need to start building these devices as soon as we can. To be honest, if I received the assistance that is required from the very beginning of my research, means from 1985 - when I discovered how time works and when I developed the design of time vehicles, then until today - means after a quarter of century, I would already build time vehicles. In turn, in such a case, the humanity would already defeat death and each one of us would receive the access to immortality - thus being able to live forever. As it turns out, constructing these time vehicles is relatively simple. But in order to accomplish it, we all need to change our attitudes and manners of thinking. We need to start thinking in categories of the philosophy of totalizm. For example, we must understand that our universe is so designed by God that "everything that we can think of, we can also accomplish", only that for it we need to fulfil specific conditions. This subsection is to point out for us such a correct direction in our thinking regarding the access of humans to immortality through the technology of shifting us back in time.

M1.1. The principle of operation of time vehicles

From the point of view of the principle of operation, "time vehicles" are very simple devices. After all, the time through which we are just living is pre-programmed in our bodies in the natural program called the "program of life and fate". This program is stored in a software form in DNA double helixes from our genetic system. In turn, the execution control which runs this program, is accomplished through shifting the resonance point of vibrations of these DNA helixes. In other words, these double helixes of DNA are like the most simple and elementary forms of natural computers which run special "control programs" called the "programs of life and fate" that are stored in the software form in memory of the "counter-matter" from which these DNA are formed. Therefore, in order to just shift us to a different time, it suffices that our "time vehicle" (this vehicle is marked as "TV" in part (a) from "Fig. M1") surrounds all DNA helixes contained in our body, with a sphere of very strong pulsating magnetic field (this field is marked "E" in part (a) from "Fig. M1"). The frequency of pulsations of this field must be equal to the resonance frequency of the helixes. Then, by controlling the frequency of vibrations of this sphere of powerful field, it suffices to shift the resonance points into a different area of our "program of life and fate" coded into our DNA helixes. This in turn shifts us to a different point in time, e.g. again to years of our youth. How exactly this shifting in time is carried out, is demonstrated to us already today by "time vehicles" shown below on photographs from parts (b), (c) and (d) of "Fig. M1".

If we would like to explain illustratively what role perform these double helixes of DNA, then the closest comparison would be the memory and CPU (i.e. Central Processing Unit) with the base clock in present computers. Namely, in the memory of the counter-matter which forms helixes of DNA the "program of life and fate" is stored. In turn the physical structure of these DNA, similar to a spring, is a simplest possible mechanism for a rhythmical count-down of time and for the execution of subsequent commands from that "program of life and fate". The time is counter-down in it with the use of mechanism of vibrations and gradual motion of the resonance point along the structure of that DNA helixes. In turn the execution of

subsequent commands of the “program of life and fate” is carried out through introduction of the resonance to these portions of the counter-matter, which store commands in their memory which just supposed to be executed.

M1.2. The appearance of time vehicles

The appearance of “time vehicles” stems directly from the principle of operation of these vehicles. For example, if time vehicles are to be assembled into the propulsion system of the Magnocraft, then they will assume the appearance indicated by symbol “TV” from **Figure M1(a)**. Namely, they are to look like just ordinary Magnocrafts. Only that for the direction of shifting to another point in time they will be surrounding themselves with a perfectly round sphere of space excited to intense glowing by the fast vibrating magnetic field of these vehicles – see the sphere marked as “TV” on Figure M1. In turn the vibrating magnetic field is to shift the resonance point in helixes of DNA of a given person that is travelling through time.

M1.3. The verifiable by everyone evidence about the feasibility of time travel

YES, in fact there is a commonly accessible proof for the possibility of shifting time back. Every reader can see this proof with his or her own eyes and in a natural daylight. In order to see it, it is enough to find some spinning object which is accelerating from zero to the velocity of around 1800 flickers per second, and which has some spokes, holes, wings, propellers, unevenness, lines, etc., the increasingly faster flickering of which we are able to see with our own eyes in a daylight. For example, this object can be a gradually accelerating propeller of an airplane or blades of the entrance turbine in a jet engine just being started, a hole in a belt pulley from a three-phase electric motor which accelerates a heavy farm machinery - and thus which gradually increases its spinning from zero to a typical for such motors speed of 1800 rev/min, a wheel of a car that is overtaking us, and even spokes from the back wheel of our bicycle placed on a floor with wheels pointed upwards and gradually accelerated by someone when we are tentatively watching it. Well, if we carefully watch such slowly accelerating spinning object, then we should see a strange change of its direction of rotation. Namely, initially our eyes are to notice clearly in which direction it is spinning. But at some stage of the acceleration our eyes are to tell us that the spinning of this object firstly stopped, and then reversed direction in relation to reality. This visual impression taking place in daylight, that the direction of spinning of a gradually accelerated object is opposite to the real direction of its spin, is the proof that time passes in jumps - as the Concept of Dipolar Gravity describes this to us, and thus also the proof that time vehicles can be build. More information about this visual proof that time passes in jumps is explained in item #D2 of the web page named “god_proof.htm” - with the review of scientific proofs for the existence of God, and also in item #A1 of the web page named “timevehicle.htm” - about time vehicles and principles of technical shifting time back.

It is enough to learn two things in order to understand why exactly this visual impression that spinning objects rotate backward is the proof that time can be shifted back (and thus that time vehicles can be build and that through repetitive shifting time back to years of our youth we could live forever). Namely learn (1) the use of so-called “stroboscopic lamps” for visual stopping or for changing the direction of rotation of spinning objects, and (2) the principle on which time works. The use of stroboscopic lamps is described in many sources, e.g. in Internet, in manuals for repair of cars, and in textbooks of physics. So I am NOT going to repeat it here. In turn to understand the principle on which time works, one needs to read from chapter, or even better – subsection H4.1 and H9.1 from volume 4 - about the Concept of Dipolar Gravity. When reading in there about time, we will learn that time in fact is the passage of execution control along the natural program of our life. This program is composed of

sequences of individual commands - like present computer programs also are. So the execution control runs a command after a command in a jumping manner. Thus, when we look at a spinning object, the completion of each of these commands in our life program is like a single flash from a stroboscopic lamp beamed at a spinning object. So if this object spins very fast, then the completion of a single command from our life program shows this object to us just only in a specific position. Therefore, when the frequency of flickering of spokes in this spinning object is close to the frequency of completion of individual commands in our life program, then both these frequencies begin to interfere with each other - we see this interference as an apparent reversal of the direction of spin of the object being watched. A similar effect, only that seen exclusively in darkness - instead in the daylight, is simulated in spinning objects through the use of repetitive flashes of "stroboscopic lamps".

If we analyse principles of this apparent reversal of a direction of rotation, then we are going to realise, that **nothing except of a discrete nature of time can allow to form an impression of rotation of fast spinning objects in a direction that is opposite to their actual direction of rotation.** This is because only the time elapsing in jumps can create the situation when looking in daylight at fast spinning objects we form a picture which is similar to the image that is formed in darkness by series of flashes of so-called "stroboscopic lamp" shining at whirling objects. Thus the actual existence of this phenomenon is another physical evidence for the jumping (discrete) character of the elapse of time. (So also another evidence for the correctness of the Concept of Dipolar Gravity and for the possibility of building time vehicles.) Highly promising is also the awareness, that this physical proof for a jumping (discrete) character of time provides us simultaneously with a principle for measuring the speed of elapse of time in individual people, as well as provides us with a first instrument for measuring this speed – this instrument is described below in subsection M1.3.1. As the philosophy of totalizm explains this, time does NOT elapse with the same speed for every person and for every situation. For example, this speed changes with age, thus e.g. for older people time flows much faster than for youngsters. Also in situations that release powerful feelings time clearly changes the speed of flow. Therefore, if we construct a kind of propeller which is to measure precisely for a given person the frequency (speed) of flickering at which this person notices that the propeller apparently changes the direction of rotation into an opposite one, then we obtain an instrument for measuring the speed of elapse of time in individual people. In turn measurements of this speed may lead people to shocking discoveries, e.g. that some people are obese NOT because of their genetics or amount of calories that they eat, but e.g. because their day is much shorter than a day of slim people - thus some obese people may have not enough time to burn all calories that they eat. I do NOT wish to extend these explanations by proving here also that every evidence for the elapse of time in small jumps, is simultaneously another proof for the existence of God. After all, the reader should be able to deduce by himself or herself, that time which elapses in jumps, and thus which can be shifted backward, could be implemented only in case when God does exist and thus when He intentionally designed time just in such an extraordinary manner.

Of course, as one should expect and as it is very easy to verify, present official and highly paid science has NO clue why the effect described here in fact appears in the daily light on spinning objects. After all, present scientists reject the entire my Concept of Dipolar Gravity and scoff at my discoveries. Thus they also reject my explanation of this effect as being caused by the jumpy elapse of time. In turn, without acceptance of the fact, that time elapses in short jumps and pulsates like a "stroboscopic lamp", this phenomenon cannot be explained. Predictably, present scientists are NOT going to openly admit that they are ignorant in this particular matter. When I discussed the proof described here in internet on "google discussion groups", various "experts" crudely tried to hide their ignorance by arrogantly playing wise men through using scientific terminology of the kind "stroboscopic effect", or "inertia of human body". However, these well-paid "experts" were unable to explain neither mechanism which causes that whirling objects look as if they rotate backward, nor indicate any evidence that this their "highly scientific" terminology actually is confirmed by any other already researched

attributes or phenomena. After the Concept of Dipolar Gravity explained to us what is time, how time works, and what commonly-known and accessible proof each one amongst us can see to obtain the assurance that these explanations are true, it should become easy for us to understand that shifting time back is possible and relatively easy. After all, in order to shift our time back it is enough to catch this execution control and to move it to the initial part of the program of our life. In turn the device capable to accomplish this is already known. It is the so-called "Oscillatory Chamber of the third generation" - which I would constructed many years ago if not these hordes of hostile people who did everything in their power to prevent me from building this wonder device.

I do NOT wish to extend this chapter by proving here also that every evidence for the elapse of time in small jumps, is simultaneously another proof for the existence of God. After all, the reader should be able to deduce by himself or herself, that time which elapses in jumps, and thus which can be shifted backward, could be implemented only in case when God does exist and thus when He intentionally designed time just in such an extraordinary manner. (For details see the description of so-called "timespace" constructed by God and explained in items #C6 and #E1 of the web page named "timevehicle.htm" - about the work of time, time travel, and about time vehicles.)

The above, commonly accessible, visual proof for the jumping (discrete) character of time, is also described in item #D2 of the web page named "god_proof.htm" - with the review of scientific proofs for the existence of God, in item #A1 from the web page named "timevehicle.htm" - about time, travelling in time, and about time vehicles, as well as in item #D1 named "immortality.htm" - about ways of accomplishing physical immortality.

M1.3.1. The method and equipment for experimental determination of the speed of time elapse in individual people

The physical proof described above, for a jumping (discrete) character of time, provides us simultaneously with a principle for measuring the speed of elapse of time in individual people, as well as provides us with a first instrument for measuring this speed. As the philosophy of totalizm explains this, time does NOT elapse with the same speed for every person and for every situation. For example, this speed changes with age, thus e.g. for older people time flows much faster than for youngsters. Also in situations that release powerful feelings time clearly changes the speed of flow. Therefore, if we construct a kind of propeller which is to measure precisely for a given person the frequency (speed) of flickering at which this person notices that the propeller apparently changes the direction of rotation into an opposite one, then we obtain an instrument for measuring the speed of elapse of time in individual people.

The design of such an instrument for measuring the speed of elapse of time in individual people is so simple, that it is possible to be completed just by technically inclined hobbyists and by DIY (i.e. do it yourself) people. On the other hand, because there is NO hope that such measurements are going to be carried out by present professional scientists who are so hostile towards my theories and results of my research, herewith I am strongly encouraging the reader to build such an instrument if he has such possibilities, so that he could help me in my research. In turn, after the instrument is build, I strongly encourage to measure, both in himself, and also in other people who are different by age and by emotions experienced, the speed of individual elapse of time. Then I would ask to send me outcomes of these measurements. The basic component of such an instrument for measuring the speed of time, is a small electric motor with regulated rotational velocity. The best if it would be possible to get a motor which could be supplied in electricity from an oscilloscope. Then it would NOT be necessary to measure its rotational velocity, as this velocity would be indicated by the OSCILLOSCOPE. To the exit axe of this motor a single-armed propeller should be attached with a clearly visible pointer - e.g. painted in black or white. Furthermore, it is needed to link

this motor with some electronic system for measurement of its rotational velocity. The measurement itself would boil down to a gradual increase of the rotational velocity "rpm" of this electric motor, and to a simultaneous careful watching in daylight the single pointer spinning. The velocity of the elapse of our own time will be indicated by the rotational velocity "rpm" of the electric motor from this instrument, in which the single-armed pointer will make a visual impression on us that it stopped its rotation (i.e. the moment of time just before this pointer begins to appear as if it started to rotate in the direction that is opposite to the real one). The best is to express this speed of the elapse of one's own time in Hertz (Hz) units. So if our measuring instrument captures the rotational velocity "rpm" in "rotations per minute", and if we use only a single-armed pointer-propeller, then our velocity of the elapse of time expressed in "Hz" is given by the equation " $\text{Hz} = \text{rpm}/60$ ".

It is worth to remind here, that the measuring device described above fulfils the known saying that the "simplicity is a key to success". After all, it is extremely simple. In its simplicity it resembles the first measuring device of electronics, means an **electroscope**. And we need to remember, that this long path which electronics crossed on its way to present success, also started from such a hugely simple discovery. After all, the beginning of electronics was when the inventor of electroscope discovered that if a rubbed amber is touching two gold leaves, then these leaves repel each other. In this way was build the first measuring instrument of electronics (i.e. an electroscope) which indicated the presence of electricity. Then people learned how to utilise this electricity. From this come out that today we have computers, television sets, and telecommunication satellites. Similarly is with this simple device that I described in previous paragraphs. It begins from a simple discovery, but it can lead the humanity to immortal lives. After all, it is this humble beginning, or more strictly this tip of a symbolical "submerged iceberg", which can be noticed because it sticks out above the surface of water.

On the device discussed here it is worth to carry out the measurements of the speed of elapse of time for at least two people with a drastically varying age, e.g. on a teenager and on a retired person. The reason is that the bigger the difference in age, the bigger also should be the difference in speeds of the elapse of time.

The experimental measurements of the speed of elapse of time in individual people may lead us to shocking discoveries. This is because such measurements NOT only confirm that time has a software nature - as it is explained by the Concept of Dipolar Gravity, but also that e.g. some people are obese NOT because of their genetics or amount of calories that they eat, but e.g. because their day is much shorter than a day of slim people - thus some obese people may have not enough time to burn all calories that they eat.

The above method of measuring the speed of elapse of time in individual people is also discussed in item #D2 of the web page named "god_proof.htm" - with the review of scientific proofs for the existence of God, and in item #D2 of the web page named "immortality" – about ways of accomplishing infinitively long life.

M1.4. Examples of biological evidence for different speeds of discrete elapse of time in every species, for every age, and for every kind of intense emotion

The software time described by the **theory of everything** called the Concept of Dipolar Gravity has this attribute that it does NOT elapse with the same speed for all living creatures. Practically time elapses with a different speed for each species of living creatures. For example, for a fly or a mouse, it elapses many times faster than e.g. for a snail or a tortoise. Also within a given species of creatures, e.g. within the population of people, speed of the elapse of time changes with the age and with the intensity of feelings that one experiences.

Most clearly changes in the speed of the elapse of time are revealed to people during accidents that endanger their lives. People who experience such accidents report later that time slows then down to almost a snail speed. It is the empirical finding which almost

constitutes a kind of a proverb, that a person who falls from a roof, in a short time when he or she flies between a roof and a ground, has enough time to have a picturesque review of the entire his or hers life. Of course, such a review would be impossible if the time passed then with a normal speed. A similar experience of a huge slowing down of time report all people who went through the so-called "NDE" (Near Death Experience).

On the other hand, if one thinks about it thoroughly, if the elapse of time was an objective and constant quantity - which our official science claims it to be, then it should elapse with exactly the same speed for all creatures, for all ages, and for all emotions. For these reasons, the **empirical findings and experiences of biological sciences that in some situations and for some species time flows with different speeds, in fact represents biological evidence for the software character of time and for the possibility of building time vehicles.**

In addition to facts described above, there is also a vast pool of evidence that all events are pre-programmed in advance, means that the elapse of time must be a kind of "program" stored in our genetic system (or more strictly in the so-called "program of life and fate" stored in this genetic system). More comprehensive discussion of this huge body of evidence is provided in next subsection below, while a repetition of it appears in item #J6 from the web page named "wszewilki_jutra_uk.htm".

M1.4.1. Examples of empirical evidence which confirm the fact that "the future is already pre-programmed in advance"

Amongst all new findings which results from the **theory of everything** called the Concept of Dipolar Gravity, the most powerful intellectual resistance induces in human minds the finding that "the future is pre-programmed in advance". After all, this finding suggests that decisions and actions are unable to change "what" is to happen, but are only able to change "how" this something is unveiling. Therefore, in order to make available explanations which allow to break through this inertial resistance of the mind, herewith I decided to present at least several examples of empirical evidence which confirms that in reality the future is crystallised already now and pre-programmed in advance. Here are these examples:

1. Prophecies which got fulfilled. A best example of empirical evidence that the future is pre-programmed in advance, are all examples of someone's descriptions of the future, which later really come true. In turn such examples are provided by practically all "prophecies" - including into this number famous prophecies of Nostradamus, as well as a number of various other prophecies which also fulfilled themselves (examples of such other prophecies are described, amongst others, on the totaliztic web page "[prophecies.htm](#)").

2. Evidence for the existence of "time vehicles". Another kind of evidence that the future is pre-programmed in advance, is the existence and operation of the time vehicles. If one analyses principles of operation of the time vehicles, then it turns out that they would NOT be able to exist and to work, if the software "timespace" does NOT exist, means if the past, present, and future are NOT pre-programmed permanently into the form of a software "landscape" called the "timespace". In turn that time vehicles really do exist, we know for sure from numerous evidence. For example, such evidence includes: (1) abductions of people to past (or to future) carried out by these time vehicles, (2) explosions of time vehicles (one of which occurred in 1178 AD near the town of Tapanui in New Zealand), (3) abductions of people to UFOs which last several days but which sometimes finish at earlier date then they started (their examples are described in the Polish treatise [3b] and also in chapter T of monograph [1/4]), (4) abductions to UFOs in which abductees do NOT experience the return trip (i.e. which instead of returning trip from the abductions simply shift the abductee back in time), or e.g. (5) photographs of time vehicles (examples of time vehicles captured in action are shown, amongst others, on the totaliztic web page "immortality.htm", and also in Figure M1 from this monograph).

3. Trips to the past. Another group of evidence for the existence of the future pre-programmed in advance, are abductions of people to the past. As it turns out, relatively many people is being taken to the past - frequently changing various events that already have happen. In turn, as it was correctly deduced by authors of "science fiction" books and films, if the future is NOT pre-programmed in advance, then every, even the smallest change in past would cause a cumulative changes in our present time. (After all, for the past, our present time represents the future.) However, in spite of continuous changes in past, our present time does NOT change noticeably. This in turn means, that in the past our present time was pre-programmed in advance. The truth of these trips to past, combined with the unintended introduction of changes to the past, is certified by quite a significant documentation - e.g. see the book [8V5.3] by Rodney Davies "Nadprzyrodzone zniknięcia" (the original title "Supernatural Disappearances"), Dom Wydawniczy Limbus (85-959 Bygoszcz, skr. poczt. 21, tel./fax 28-79-74), 1995, ISBN 83-85475--80-X, 255 pages, pb. (Several cases of such trips to past described in this book, are interpreted, amongst others, in subsection V5.3 from volume 16 of monograph [1/4].) What even more interesting, if one reviews descriptions of these cases, then evidence for their occurrence was commonly accessible and various researchers checked the validity of this evidence. But in spite that people were (and still are) taken to past, and that sometimes they change various events in this past, our present time remains static and unchanged - means it does NOT change noticeably. On the other hand, if the future still would need to clarify, then every change in past would cause an immediate cumulative changes in our present time - this is why authors of "science fiction" books and films invented the paradox of "parallel realities" to somehow explain the premises that every change in the past must fruit in a complete different course of everything that happens after it.

4. Changes of past. Another kind of evidence, that the future is pre-programmed in advance, are frequent discoveries that someone changed significantly the past, but the present time was NOT changed noticeably. Some such changes of past are described in items #D6 and #D6.1 from the totaliztic web page "timevehicle.htm". In turn, if such changes are analysed thoroughly, then if the future always would need to clarify yet, each such change of the past should cause a cumulative change of the entire present time - as this is explained already in the previous item. However, changes of the past are carried out on the Earth almost continually, while our present time still remains static and generally unchanged.

5. Repetitions of the passages of time ("deja vu"). As it turns out, there is a number of cases when someone's natural passage of time is repeated i.e. the same events occur more than once in the life of a given person). Unfortunately, our soul was so programmed that if a given passage through time begins to repeat, then in our memory all the recalls of the previous passage of time are automatically deleted - for details see item #C1.1 from the web page "timevehicle.htm". Therefore the only thing that sometimes we notice if we are confronted with something unique that already once happened to us in the previous passage of time, is a special kind of feeling typically called "deja vu" (also written as "dejavous"). Several cases of evidence on this phenomenon, are described in subsection V5.3 from volume 16 of monograph [1/4].

6. Statements of the Bible. Even God Himself in the Bible that He authorises also is letting us know that the future is pre-programmed long in advance. For example, in the Biblical Book of Ecclesiastes, 6:10, it is stated as follows, quote: "Everything that happens was already determined long ago...". Thus, with the use of archaic language of the Bible, this verse states exactly the same as with the use of modern scientific language explains also to us item #C4 of the totaliztic web page "soul_proof.htm". Namely, that the life of every person is pre-programmed in advance and expressed in a special "program of life and fate" contained in the soul. In turn this "program of life and fate" has this attribute, that it allows us to execute our "free will", through mutual shifting around software objects which form the so-called "timespace", but it does NOT allow to neither destroy nor create software for any of these objects - as this is explained more precisely in item #B2.1 from the totaliztic web page "timevehicle.htm". This in turn has such an effect, that in our lives we are only able to decide

"how", but we have NO possibility to influence "what" (in other words, in spite that we have "free will", our future is still pre-programmed in advance).

7. The knowledge of future by some animals and by small children. A number of behaviours were noted amongst some animals, and also amongst small children, which behaviours confirm that various animals, and also small children, sense somehow what is to happen in the approaching future. A most excellent example of such behaviours is the commonly known fact that "rats escape from the ship which is to sunk" (they do this in the last port which this ship is visiting). If we analyse this behaviour, then there is NO other explanation for it, except acknowledging that rats know what is to happen in a near future. This their knowledge in turn provides another evidence, that the future must be pre-programmed in advance. Of course, the knowledge of future by rats is also confirmed by other their behaviour. Namely, shortly before a mine is to erupt in flames, or a mine is to be flooded by water, all rats also massively run out of this mine. Amongst old miners a folklore wisdom was circulated in past, that "if you see rats running out of the mine, then immediately run together with them". Of course, apart from rats, the knowledge of future display also various other animals. For example, it is commonly known that storks never make their nest on a roof of a building which is to be stricken by a lightning. This guarantee provided by storks caused that if in old Poland storks refused to build a nest in spite of getting an encouragement (i.e. in spite of building a special "goat-trestle" on the roof), then the owner of the building sometimes left it and constructed for himself another house elsewhere. Another example are domesticated animals which always know when they are to die and they cry a day earlier. In subsection I8.1 from volume 5 of this monograph, and from monograph [8/2], is described a famous cat (investigated even by scientists) which always knew who is to die soon and used to come to comfort the dying person. In old Poland also people watched behaviours of moles - as when a mole dug under foundations of a house, then this meant that soon someone is to die in this house (exactly this happened with my grandmother).

8. Empirically experienced changes of the speed of the elapse of time. Their examples include, amongst others, slower elapse of time in young age, and much faster elapse of time in old age, or slow elapse of time when we are bored or when we await for something, and much faster elapse of time when we spend time pleasantly. An excellent evidence for actual changes in speed of the elapse of time, are sensations endured by people during so-called "near-death experiences" - especially the experience of reliving the entire life during a very short time when the dying person is just e.g. falling from the roof (these experiences are described, amongst others, in item #F3 of the totaliztic web page "soul_proof.htm"). After all, if speed of the elapse of time remains unchanged, then it would be impossible to relive the entire previous life in the brief duration of just a few seconds that takes to fall from roof to the ground. In an objective manner (i.e. indicated on watches) changes in speed of the elapse of time are registered relatively frequent on watches of people abducted to UFOs. Their examples are described in subsection T3 (see in there item "Ad. #2") from volume 14 of monograph [1/4].

9. Cancellation of outcomes of accidents. I know in person three people (while I met occasionally also a fourth), who were hit by trucks at some stage of their lives, but outcomes of these accidents were then cancelled. (As I believe, their time probably was shifted back, while in a new passage of time these accidents were not happening.) Descriptions of accidents of these people are provided in subsection I4.1.1 (see in there item #4d) from volume 4 of monograph [1/4]. Such cancellation of outcomes of accidents confirms in several ways that the future must be pre-programmed in advance. For example, it indicates that these people were pre-programmed to do in the future something so important, that without it the pre-programmed future could NOT be implemented.

10. Jumping elapse of time. Still another example of empirical evidence that the future is pre-programmed in advance, is the jumping elapse of time. In order time could elapse in small jumps, it must be exactly what the scientific **theory of everything** called the Concept of Dipolar Gravity describes it to be, i.e. time must be a kind of program executed sequentially

command-by-command. In turn that time really is a jumping execution of a program, and thus it elapses in small jumps, proves amongst others a simple experiment which can be completed by almost every reader, and which is described in item #D1 of the totaliztic web page "immortality.htm".

11. "Genetic pre-programming" of the length of life. Scientific research on people who lived over 100 years revealed, that the number of years that someone is to live are "pre-programmed" in advance in the genetic system of a given person (means, as this is revealed in the web page "immortality.htm" - is pre-programmed in the so-called "program of life and fate" of this person). Just such outcomes of longevity research are described in the article "Secret to long life hide in genes" from page A9 of newspaper "The New Zealand Herald", issue dated on Thursday, May 13, 2010. Therefore, for example the longevity does NOT depend on the living standards, consumed food, etc.

* * *

Il items of evidence listed above had a direct character. It means they directly confirmed that the future is pre-programmed in advance. However, independently from them, there are also items of evidence which indirectly confirm the same fact. An excellent example of these is:

12. The lack of evidence that the future can be changed. A meaningful example of an indirect empirical evidence, that the future is pre-programmed in advance, is the fact that there is a wealth of empirical evidence which confirms that the future CANNOT be drastically changed (e.g. the entire empirical evidence from this item confirms just this), but no-one was ever able to present even a shred of evidence that the future can be changed drastically. Although in the "science fiction" literature aimed at sensations and at spread of confusions, supposed items of "evidence" are described which imply that the future was changed, but if one considers carefully these items of "evidence" then it turns out that they are either "locked" by some "special services" - and thus unavailable to researchers and to people, or appeared in a manner which induces a suspicion that they were fabricated by some jokers. An excellent example of such supposed "locked" evidence that the future was changed, is a story about a Russian named "Pokrowski", published in the article "Wrzucony w inny czas?" from the Polish magazine "Nieznany Świat", no 12/2004. On the other hand empirical evidence which confirms the impossibility of changing the future everyone can check - and actually many people already verified it (as this is mentioned in item 3 above).

M1.5. How the Bible confirms the principle of overcoming death through reversing the passage of time with backing motion of "shadow" along the staircase of DNA helixes

***Motto:** "The Bible is NOT a list of free recipes for lazy and ignorant people. Rather it is a bundle of puzzles aimed at confirming and supporting these people who with their effort earned learning some extremely vital truths."*

Many people probably will be shocked to learn that the Bible contains in its verses the confirmation for principles on which "DNA" can be used in the operation of "time vehicles". After all, the Bible was written still in antiquity - when no human had an idea about DNA nor about time vehicles. This is why a majority of present scientists feel that they can ignore or dismiss the Bible to be just a collection of fables and stories told by ancient shepherds. But this ancient Bible NOT only confirms the role of DNA for the principles of operation of time vehicles. It also confirms that the ability to shift back in time accomplished due to DNA, allows people to overcome death and to accomplish the access to infinitively long life. In other words, this ancient Bible contains the confirmation of exactly the same principles of overcoming death and accomplishing immortality, which I had the honour to work out only in 1985 on the basis of my **theory of everything** called the Concept of Dipolar Gravity, and which I described in more details in volumes 4 and 5 of this monograph. Let us remind these principles here. The immortality is explained by them as the outcome of using "time vehicles" for repetitive shifting

selected people back in time to years of their youth, each time after these people reach an old age and are close to death. In turn the principle of shifting these people back in time boils down to shifting back the indicator of so-called "execution control" (i.e. to shifting back something like a "computer cursor") in natural so-called "programs of life". For every person these "programs of life" are written in the double spiral of DNA which by its appearance resembles stairs in a spiral stairway.

The Biblical confirmation of the principle of overcoming the death through shifting time back is described in first 11 verses from the "2 Kings" 20:1-11. In these 11 verses, the Bible describes a case of shifting back time for a historic figure, i.e. for the king of Judah named Hezekiah. This king ruled over Jerusalem for 29 years from 729 till 716 BC. He was famous from his devotion to God. Thus, when he got ill and supposed to die, God decided to extend his life for further 15 years - through shifting his time back. To the shock of present historians, this shifting his time caused, that while being already a king, he again landed in times when the king was his father named Ahaz. (In Judah a new king could assume the throne only after the death of the previous king.) In the result of this, in the second passage through time, for a significant proportion of his rules he needed to co-regent with his father. This his co-reign with his father is confirmed by the historic sources - thus indirectly also confirming that the time of Hezekiah was really shifted back. In the Bible king Hezekiah is mentioned in many places. For example, in "2 Chronicles" entire chapters 29 to 32 are devoted to him. Biblical verses from "2 Kings" 20:1-11 discussed here, describe in details how God carried out this shifting Hezekiah back in time. This description, and also technical data provided in the Bible and supplemented with the excellent selection of words and illustrative comparisons, provide us now with the confirmation of correctness for all key principles described in this volume. The further analyses from this item are to indicate, that principles of shifting back in time described in the Bible, similarly to principles of shifting back in time described in this chapter, boil down to moving back the special "indicator of execution control" within super-coils of DNA double helixes.

In item #C5 of the web page "bible.htm" - a principle used by God is explained (which is also a God's recommendation and example for people). It states that "confirmations for every matter must be seek from two or three independent witnesses or sources". This is why, to increase our certainty, the description of principles of overcoming death through shifting us back in time, is discussed thoroughly and repeated in the Bible in two separate books. Thus, independently from the indicated above "2 Kings" 20:1-11, the same principles are repeated also in "Isaiah" 38:1-8. Furthermore, their occurrence is additionally confirmed in "2 Chronicles", 32:24-26.

M1.5.1. Let us have a look at these 11 verses from "2 Kings" 20:1-11

Because NOT every reader is going to have a copy of Bible in hands while reading this item, I decided to quote here these short 11 verses from "2 Kings" 20:1-11. The quotation which I am providing below originates from the Bible used by Catholics and entitled "Good News Bible", American Bible Society, 1976 - note that in the next item I am using quotation from a different Bible. So here is these extremely important 11 verses:

20:1 About this time King Hezekiah became sick and almost died. The prophet Isaiah son of Amoz went to see him and said to him, "The Lord tells you that you are to put everything in order, because you will not recover. Get ready to die." 2 Hezekiah turned his face to the wall and prayed 3 "Remember, Lord, that I have served you faithfully and loyally and that I have always tried to do what you wanted me to." And he began to cry bitterly. 4 Isaiah left the king, but before he had passed through the central courtyard of the palace the Lord told him 5 to go back to Hezekiah, ruler of the Lord's people, and say to him, "I, the Lord, the God of your ancestor David, have heard your prayer and seen your tears. I will heal you, and in three days you will go to the Temple. 6 I will let you live fifteen years longer. I will rescue you and this city Jerusalem from the emperor of Assyria. I will defend this city, for the

sake of my own honor and because of the promise I made to my servant David. 7 Then Isaiah told the king's attendants to put on his boil a paste made of figs, and he would get well. 8 King Hezekiah asked, "What is the sign to prove that the Lord will heal me and that three days later I will be able to go to the Temple?" 9 Isaiah replied, "The Lord will give you a sign to prove that he will keep his promise. Now, would you prefer to have the shadow on the stairway go forward ten steps or go back ten steps?" 10 Hezekiah answered, "It's easy to have the shadow go forward ten steps! Have it go back ten steps." 11 Isaiah prayed to the Lord, and the Lord made the shadow to go back ten steps on the stairway set up by King Ahaz.

Herewith I am inviting you to accompany me in the detailed analysis of the above 11 verses from the oldest part of the Bible. These verses (1) confirm the role of DNA in principles of accomplishing immortality, (2) confirm the principle of shifting people back in time, and (3) confirm the software nature of time. As such, these verses confirm principles and phenomena which in times of writing the Bible were known only to God. I interpret scientifically the content of these 11 verses on basis of the knowledge which I accumulated so far on subjects these verses concern. Perhaps learning by the reader what these verses really state would allow also him or her to experience the same feelings of awe and amazement which I experienced in October 2009 when for the first time a realisation of the content of these verses has opened for me. After all, for me learning the true meaning of these verses was like witnessing a miracle with my own eyes. The verses confirmed that the principle of operation of "time vehicles", which I worked out and described only in 1985, in fact the Bible has described over two thousand years ago. Only that the previous generations of scholars were blind to these principles. Furthermore, the verses also documented that already in ancient times God knew exactly that one day on the Earth a man will appear, who is to understand and appreciate this reassurance and support that God prepared so long ago in His Bible (as it appears from the quotation provided at the beginning of the web page "god.htm" - already then God knew even the name of that man). So these verses reveal how farsighted and foreseeing are thoughts of God. They also reveal how **awesome** is our God!

M1.5.2. Let us analyse together what these 11 verses from "2 Kings" 20:1-11 are really saying

For me personally the most impressive is the precision and skills with which in just 11 sentences-verses from "2 Kings" 20:1-11 God managed to confirm all key principles of overcoming death through shifting back the "software time". (In this subsection just brief descriptions of the same principles filled several pages.) To be even more difficult, these Biblical descriptions God so coded, that for atheists and for people who did NOT went through the trouble of learning the described in this volume principles of shifting the "software time" back, these Biblical verses look like fables of ancient shepherds. Really, the Biblical confirmation of principles of shifting back in time discussed here, constitutes also the confirmation of thesis explained in items #C1, #C5 or #C11 of the totaliztic web page [bible.htm](#) - namely that "the Bible opens its true content only to believers and to people initiated into the given knowledge". But returning to the precision and skills with which in 11 sentences of "2 Kings" 20:1-11 God confirmed the principles of overcoming death through shifting back in time, this confirming was accomplished through formulating the God's explanations into several phases. Namely, firstly in verses 20:1-3 of "2 Kings", God reassured the reader that a given description concerns a man who arrived to the end of his life and is to die. For example, in the verse 20:1 is written, amongst others: "... Hezekiah ... you will die and will not live." Then in verses 20:4-7 God explained that He decided to extend the life of dying Hezekiah by 15 years. For example, in verse 20:6, God states "... I shall add fifteen years to your days..." Then, in verses 20:8-10, God utilises the analogy of motion of the sun shadow in only one direction to unambiguously confirm that this extending the life of Hezekiah is to be carried out through shifting him back in time. For example, in verse 20:10 is contained, amongst others, the

statement "... the shadow should go backward ten steps." Finally, in verse 20:11, God utilises the knowledge of readers, in order to confirm for them that the principle of this shifting time back does boil down to moving back the execution control in the natural "program of life" stored in the double helix of DNA (i.e. the helix that looks like a spiral stairway). For this is used a hidden symbolism of "steps of the stairs of Ahaz" coded in the meaningful context of the expression "... he made the shadow that had gone down gradually go back on the steps, that is on the steps of the stairs of Ahaz, ten steps backward."

Some people like to skilfully mask the obvious meaning of their statements with the jocose "puns" (this is especially favoured by Englishmen). In such puns typically the same words are used in at least two different meanings. For example "Mr Close is not close". Unfortunately, as time progresses, people use puns increasingly less frequent - after all present minds are sterilised with the thoughtlessness of television and by rapid deterioration of educational level, so present people are NOT as clever as past generations. But in past it was different. For example on page 822 of the book "The Oxford Companion to the English Language", edited by Tom McArthur (Oxford University Press, 1992, ISBN 0-19-214183-X), under the keyword "Pun: In Scripture", is written "In ancient times, puns were used to suggest deep truths." Actually the older times we consider, the more appreciated puns were. So it should NOT surprise us, that in the Bible which God authorises, puns are used especially frequent. After all, puns hide also from unauthorised people the true content of whatever these verses are to say. Thus the same words used in verses of the Bible, relatively frequent have completely different meanings. In this way, in order to understand the depth of the Bible and to understand the true meaning of given verses, it is necessary to accomplish beforehand a deep knowledge in a given subject. An example of such "pun" taken from the Bible, when the word "water" is used once in the meaning of "counter-matter", while the other time in the meaning of real "water", is discussed in item #C3 of the totaliztic web page "god_proof.htm", and in item #B5 of the web page "evolution.htm". Due to the use of such "pun" with two meanings of the word "water", the Biblical descriptions of the process of creation of the physical world effectively camouflage their true meaning from unauthorised and ignorant people. Similarly, in order to camouflage against unauthorised and ignorant people the true meaning of verses from "2 Kings" 20:1-11, in these verses words "shadow" and "Ahaz" are used in two completely different meanings (i.e. the same word replaces in there two different words). For example, the first use of the word "shadow" refers to a real "sun shadow". But the second use of the same word "shadow" refers in there to the "indicator" (i.e. a kind of "cursor") in a "system for controlling the execution run". Similarly, in the majority of the Bible the word "Ahaz" refers to a historic person, i.e. to the king of Judah named Ahaz - which ruled in years 735 to 715 BC. (This king was the father of king Hezekiah - i.e. the one whose time was shifted back. The Bible refers to this king's name "Ahaz" in a number of places, for example in "1 Kings" - see in there the entire chapter 16, in "2 Chronicles" 28:22-25, and in "Isaiah" - see there the entire chapter 7.) But in the verse 20:11 from "2 Kings", the word "Ahaz" refers NOT to a person with this name, but to a "system of execution of time control". Let us explain now more comprehensively why it is so.

In the Bible the word "Ahaz" most frequently is used just by itself or when being preceded by the word "king". But in "2 Kings" 20:11, the use of this word is preceded with the word "steps". In turn as we know from any language, a change of preceding word is able to completely change the meaning of a given word and expression. In this case, the change replaces the pointing at a "person" by pointing at an "object". So exactly what kind of "object" is indicated in this verse. The first hint about this "object" results from the revealing by the Bible that the "object" serves for expressing the elapse of time. Some Bibles even translate this word as "the dial of Ahaz". This means that the "object" is a kind of system or mechanism for expressing the elapse of time. A second hint on this object results from the meaning of the word "Ahaz". This word is an abbreviation from the word "Jehoahaz" - literally meaning "he who controls". Thus, after the change of indication from a "person" into an "object", the word "Ahaz" means something that today we would call with a more professional name of a "clock

system for execution control". A third hint is a skilful use of the preceding word "stairs" in the verse discussed here. It indicates that the "object" actually has a shape of "stepped system of control". In still another hint, the meaning of this "stepped system of control" is linked with the circular motion of sun's shadows, thus suggesting that this "stepped control system" has the shape of a "spiral stairway". All these hints are still completed in the Bible with another set of information, namely with the quantitative data. For example, the Bible emphasises that the shifting back this "indicator of current time" (i.e. the "shadow") along such a "spiral and stepped system of control", by 10 steps, causes the shifting back person's life by 15 years. This quantitative data, in connection with the content of verse 6:3 from "Genesis", informs us that the spiral system of control about which we are talking here, contains in total as many as around 80 steps. (Means, it is rather huge.) Thus, all the above hints taken together, suggest that the Bible is talking about a really sophisticated and spectacular system, or mechanism. If such a system was really constructed by people in the kingdom of Judah (Jerusalem) - which is deprived of mountains, then it would become a kind of another "technical wonder of the ancient world". Numerous historical sources would brag about it throughout the entire ancient world. But in the history is nothing on this subject. It means, that for sure this system was NOT a product of human hands. Most clearly the Bible refers here to some system of control that exists in the nature. If we collect together all hints that the Bible provides regarding this natural control system, then its identification is obvious. It is the DNA double helix. Such DNA "natural spiral stairway" is the only natural creation that fulfils all attributes illustrated by hints contained in the discussed verses of the Bible.

In order to summarise outcomes of the above decoding, the verse 20:11 from Biblical "2 Kings" passes to us skilfully coded information, that in order to shift someone's time back, an "indicator of a current time" (i.e. a "shadow") must be moved backward in the "system of control over the elapse of time" - which is DNA. In this way for people with the required knowledge who analysed the content of this chapter, the Biblical verse reveals that the system of governing over the "execution control" in human "programs of life" is similar to a "clock control system" used in present computers for the control over the run of computer programs. All this taken together reveals to those people who know already principles of operation described in the content of this chapter, that the verse 20:11 in fact confirms the principle of shifting back time through moving back the resonance point in the double helix of DNA. (Interestingly, for outside observers the resonance point in any vibrating helix resembles a "shadow" on this helix.) In spite that I frequently keep returning to reading the Bible, the true meaning of verses from "2 Kings" 20:1-11 discussed here I started to realise only in October 2009 - in spite that the principle of shifting back in time which is presented in this chapter I knew already many years earlier (i.e. I worked out and described it thoroughly starting from 1985). Actually in October 2009 my attention to these verses directed my countryman, Mr Jerzy Miazgowiec (E-mail jurekrichard@gmail.com). This in turn realises how skilfully and effectively the true meaning of these verses was camouflaged from unauthorised people. Clearly, the intention of God in formulating these verses was to confirm and to reassure the inventor - after "time vehicles" are already invented and worked out, NOT to provide a "ready solution" to lazy and ignorant people who did NOT earn the honour of knowing how time travel is to really work. (In other words, "the Bible does NOT provide principles which people still do not know, but only confirms and supports principles which were already earned with a heavy effort". In this way the Bible also supports the canon that "everything that is moral must climb uphill in the 'moral field' along the so-called 'line of the greatest resistance' " - for more comprehensive explanations see "part #G" from the web page "eco_cars.htm".)

The above is worth to be complemented with the emphasizing the influence which the Biblical confirmation of the principle of defeating death and accomplishing immortality described here introduces to our certainty of the existence of God. After all, a Bible which is NOT authorized by God would NOT be able to provide any information or references on a double helix of DNA. Furthermore, even a child is aware that if the Bible is NOT authorised by God, then in only 11 sentences cannot be contained so many precise and skilfully coded

information that confirms principles of shifting time back. For example, just decoding principles - the description of which in the Bible occupies 11 sentences, for me required to write here over 3 pages of Word's text. In other words, apart from God Himself, no-one in the entire universe is able to skilfully pack so many precise technical information to 11 sentences written in ancient everyday language. In addition, the DNA helix to which these Biblical descriptions refer, was discovered only relatively recent. Only God Himself could know about the DNA helix in times of writing the Bible. For this reason, the Biblical confirmation of the principle of accomplishing immortality described in this chapter, is both, still another proof that the "Bible is authorised by God Himself" (as this proof is explained on the totaliztic web page "bible.htm") and also another scientific proof that "God really does exist". This proof can be added to a long list of similar scientific proofs for the existence of God indicated and interpreted on the totaliztic web page "god_proof.htm".

M1.5.3. How the moral awareness of humanity is to be lifted due to this biblical reassurance that time vehicles can be build and that these vehicles are to allow accomplishing immortality for people

The philosophy of totalizm explains the role of physical world and our planet in the following manner: **"The physical world and the Earth are intelligently pre-programmed and perfectly camouflaged machines which lift the moral awareness in souls passed through them."** In other words, our lives on the Earth can be compared to passing grain ears through mechanism of farming machines for crop threshing. After such threshing in this "moral threshing machine" our souls are cleaned from the most dangerous desires to cultivate immorality. In turn for souls, which after passing through the life do not learn anything and still turn out to be unripe for "threshing" on the Earth from their inherited immorality, God keeps several further methods of uplifting their morality described on the web page "soul_proof.htm" (e.g. so-called "reincarnation" and repetitive passing through the "threshing machine" - as described by Hinduism, or the "hell" and "deletion" explained in the Bible).

If one considers the matter thoroughly, then it turns out that literally everything in our physical world was pre-programmed so intelligently that it constitutes a mechanism for natural uplifting moral awareness of our souls - for examples see item #G3 on the web page "eco_cars.htm" or item #D6 on the web page "evolution.htm". So let us explain now, how the biblical reassurance described here, that "time vehicles" can be build and that with the use of these time vehicles the humanity accomplishes an access to immortality, also represents a component of such mechanism for uplifting moral awareness in humans.

The reassurance described in the Bible for sure is to cause that with the elapse of time increasingly more people become tempted by the prospects of gaining an access to immortality through building time vehicles. Simultaneously the elapse of years combined with the lack of real progress in medical extending of longevity is to realise to people that in real life actually does happen what is explained in items #B2 to #B5 of the web page "immortality.htm". In the result, after some time a decision maker will finally give in to the temptation and will finance the building of time vehicles. But when the humanity finally decides to undertake this building, then it is to turn out that - similarly as myself in past, also future builders of "time vehicles" are to be troubled by a powerful action of the "curse of inventors" - which is described in "part #G" of the web page "eco_cars.htm". This "curse of inventors" will make impossible the completion of "time vehicles" for as long until the true morality of least moral members of the society is lifted to the required level. In the result, if the humanity finally gives to the temptation to have time vehicles and to accomplish immortality through them, then people will have no other option but to lift the moral level of even the most immoral amongst inhabitants of the Earth.

M1.6. The physical identity of DNA helixes in a given individual is a proof that the counter-matter of DNA is the carrier of software "programs of life and fate"

Motto: *"If two physically identical computers work in a drastically different manner, then it means that (1) their work is controlled by software stored in their memories, and that (2) this software is composed of very different programs."*

In subsection M1.1 of this volume I explained the principle of operation of time vehicles. This principle reveals, that time travel, construction of "time vehicles", and the access of humans to immortality through the repetitive shifting people back to years of their youth each time they accomplish their old age, are possible because double DNA helixes are most elementary forms of natural computers. These helixes run the software of so-called "programs of life and fate" stored in memory of the "counter-matter", which control the elapse of time in every living creature. Unfortunately, my discoveries of the work of time, manner of shifting back in time, and principles of operation of "time vehicles" - which open for the humanity the access to immortality through allowing people to repeatedly shift back in time to years of their youth each time they arrive to an old age, encountered reception which is rather detrimental for our civilisation. Not only that these discoveries are ignored by well-paid professional scientists, but in addition are persecuted with rude and noisy criticism of internet mob, which is completely deprived of ability for rational thinking and for civilised debating. Clearly, the most hostile inclined persecutors of myself and my research are not discouraged even by these numerous examples of evidence discussed in subsections M1.3 to M1.9 of this volume, nor by my postulates based on facts and logic which are so easily verifiable by everyone. Therefore, in this subsection I decided to provide still another proof which is based on commonly known facts, and which also unambiguously confirms that "double helixes of DNA are actually miniature natural computers which run software 'programs of life and fate' contained in the memory of their 'counter-matter'".

The proof described here, which confirms that "double helixes of DNA in fact are simplest natural computers that run the software codes of 'programs of life and fate' stored in their memories", is based on a sequence of very elementary empirical findings. The first out of these findings is obvious for everyone. It states, that *"every cell of the body displays a different development, function, work, changes, fate, etc."* In other words, the "passage through time" for every single cell of living body of a given individual differs from passages through time of remaining cells from the body of the same individual. The second commonly known empirical finding about DNA, is that *"the double helixes of DNA can only be used by criminology for identifying an individual from which they originate, because independently from which cell of this individual they are retrieved, their hardware (atomic) structure is still exactly the same"*. For example, when soon after formulating the proof described here, on 23 November 2010 I checked what about the use of DNA in criminology is described in internet web pages devoted to this subject, then e.g. on the web page available in that day with the address ["www.exploredna.co.uk/dna-and-criminology.html"](http://www.exploredna.co.uk/dna-and-criminology.html) I found the following statements expressing the above (commonly known) empirical finding - quote from the abovementioned web page: *"a person's DNA is the same in all areas of their body, it can't be altered or modified in any way"*; and also *"DNA is found in blood, skin cells, hair and all around the human body"*.

Of course, my findings and knowledge on the topic of "counter-matter" - which I described and supported with wide evidence in volumes 1, 4, 5 and this (11) of my monograph [1/5], provide an unambiguous explanation for the empirical findings described above - stating that "the passage through time and fate of completely different cells of body is controlled by DNA which has the same hardware (atomic) structures". This explanation states, *"DNA must contain software 'control programs' written into the intelligent memory of 'counter-matter' that forms the hardware (atomic) structure of these DNA"*. In other words, double helixes of DNA are actually equivalents of these computers described in the "motto" from this item (which "motto" reminds us the obvious truth that **"if exist two physically identical computers**

which carry out drastically different activities, then this is a proof that such computers (1) contains inside some software that controls their activities, and (2) this software is different in each one of these computers"). After all, as we know it from the use of DNA in criminology, from the physical point of view DNA helixes in a given individual look identical, no matter from which cell they were taken. On the other hand, in each of these cells, the same looking DNA extends the control over a completely different course of the development, function, work, changes, fate, etc. - for a given cell. This in turn would be impossible if the "control program" which these DNA must contain inside, was written in a hardware manner by being "permanently hardwired" into the hardware (atomic) structure of these DNA. In other words, to be that way, DNA must store inside some "programs of live and fate" which have the purely software character.

The fact proven here, that DNA helixes are actually miniature computers with own memories in which they store their "control programs", is also confirmed by various other empirical evidence on which genetics continually is "stumbling". An excellent example of this evidence is the recent discovery regarding "trauma", reported, amongst others, in the article "Trauma research punches hole in Darwin's theory" from page B13 of New Zealand newspaper Weekend Herald, issue dated on Saturday, November 27, 2010. According to this discovery, in people who experiences some serious trauma, e.g. in returning from a war, their DNA is modified, so that consequences of this trauma are passed to next generations of their descendants. But if these next generations do not experience similar trauma, then the content of their DNA returns to previous norm after around 3 generations. Of course, if the information would be carried out by DNA in the manner "permanently hardwired", then such passing consequences of trauma to next generations would be impossible. Unfortunately, present genetics still believes unconditionally in the "permanent hardwiring of DNA information". Therefore, these intermediate modifications of DNA information, genetics still tries to explain as consequences of modifying influences of chemical "epigenetic regulators". But this explanation can be related only to a single individual and it cannot be spread over several generations. Therefore, if we wait another several years, then probably genetics finally has no option but to admit, that DNA helixes are small computers which carry in memories their software "control programs".

The proof described here is immensely important. After all, in addition to the evidence provided in other subsections of this volume, it also confirms the correctness of the principle of operation of "time vehicles" described here, which is to provide people with access to immortality. Furthermore, it also confirms that the "counter-matter" displays attributes of a liquid computer hardware, in memory of which are stored software control programs. In this way it confirms the truth and correctness of everything that about the "counter-matter" (and thus also about e.g. the self-evolution of God from chaotically behaving counter-matter) was already explained, e.g. in item A1.1 from volume 1 of this monograph [1/5] (also in item #E1 of a separate web page named "will.htm"), and it confirms as well the truth of whatever about the creation of the physical world and man by God was explained and supported with evidence in volume 1 of this monograph (also in items #C3 and #C4 of the web page named "god_proof.htm"). In addition, the proof discussed here is helpful in illustrating how thoughtless and how deprived of inquisitiveness are present users of empirical findings about DNA. After all, these users know jolly well, that in every cell from the body of a given individual, DNA controls over a different development, function, work, changes, fate, etc., for this cell. Simultaneously they also know that in a given individual the hardware (atomic) structure of this DNA is sufficiently identical for all cells of the body that on the basis of the DNA taken from any cell, it is possible to identify the entire given individual. In spite of this, none amongst users of DNA to-date come to a conclusion, that such facts confirm that DNA helixes in fact must be kinds of miniature control computers which run software programs stored in their memories. None of them was also noticing, that in order codes contained in DNA could control the development, function, work, changes, fate, etc., of individual cells, there must exist some mechanism of carrying the control commands into cells - while our science to-date has NOT

identified such a mechanism yet. In face of such a lack of thinking and inquisitiveness on part of other scientists, is it really in interest of the humanity to still officially ignore my discoveries and outcomes of my research? Is it really worth to take seriously these noisy attacks of internet mob which not only is similarly mindless, but which in addition is also deprived of the specialised knowledge that is required to understand ideas described here?

In order to emphasize the immense significance of the proof described here, and also to formally introduce this proof into a permanent accomplishment of human knowledge, below I am going to repeat this proof in the form that is customary for formal scientific proving according to principles of mathematical logic. So here is the formal scientific proof, stating that **"the hardware entities known as DNA double helixes are the most simple forms of natural computers that control the passage of their cells through the time by using software 'programs of life and fate' stored in the memory of 'counter-matter' that constitutes the physical structure of these DNA"**, completed with the use of methods of mathematical logic:

Theorem:

"The hardware entities known as DNA double helixes are the most simple forms of natural computers that control the passage of their cells through the time with the use of software 'programs of life and fate' stored in the memory of 'counter-matter' that constitutes the physical structure of these DNA".

Basis proposition:

*(**1**) The control of development, function, work, changes, fate, etc., of subsequent cells in a living organism, which represents the passage of these cells through time, can occur only if (1) DNA from these cells contain either appropriate programs stored in a software manner (i.e. DNA contain some forms of natural "programs of life and fate" stored in the memory of the "counter-matter" that constitutes these DNA), or if (2) these DNA contain programs stored in a hardware manner (i.e. programs which are "permanently hardwired" into the hardware (atomic) structure of these DNA). The fact that present criminology is able to identify given individuals on the basis of the hardware (atomic) structure of DNA of these individuals taken from any cells of their bodies, proves that the hardware (atomic) structure of these DNA cannot be a carrier of the hardwired code of such a program, because (a) this hardware (atomic) structure is identical in all cells of a given individual - and thus it CANNOT reflect the diversities of development, function, work, changes, fate, etc., of subsequent cells in a given organism, and also because (b) there is no outside mechanism which would read and implement such a hardwired program. This way the above facts completely exclude the possibility that such controlling programs are "hardwired permanently" into the hardware (atomic) structure of DNA.*

*(**2**) The above basis proposition can also be expressed in a slightly different manner, for example with words: Control over the development, function, work, changes, fate, etc., of a given cell, which must have a different course for every cell of a given individual, and thus which represents the passage of a given cell through time, may be accomplished either (1) by DNA helixes which are kinds of most elementary natural computers that run appropriate "programs of life and fate" written in a software manner into the memory of "counter-matter" that constitutes these DNA, or can be accomplished (2) by the DNA which are kinds of "permanently hardwired" programs written into the hardware (atomic) structure of these DNA in a hardware manner, and which are later read and implemented by a different mechanism located outside of these DNA. The fact that present criminology is able to identify every individual on the basis of hardware (atomic) structure of the DNA of that individual taken from any cells of his or her body - no matter what is the development, function, work changes, fate, etc., of this cell, proves that the hardware (atomic) structure of these DNA cannot be a carrier of such a "hardware coded program", because (a) this hardware (atomic) structure is identical in all cells of a given individual - and thus it does NOT reflect the diversity that is required for expressing the differences in development, function, work, changes, fate, etc., of every single cell from a body, and also because (b) for such a "permanently hardwired program" would*

need to exist a mechanism outside of the DNA which would implement this program - but the science has NOT encountered to-date any trace of it. Thus, the above facts completely eliminate the possibility that such a control program is "hardwired in a hardware manner" into the hardware (atomic) structure of DNA.

Proof:

The above basis proposition is to be transformed with the use of tautological form of the method known under the name of "disjunctive syllogism". This form can be written as $[(p \parallel q) \&\& !p] \Rightarrow q$, in which the assertion "p" says "the control of development, function, work, changes, fate, etc., of subsequent cells in a living organism, can be so diversified only if the DNA of these cells contain appropriate programs stored in a hardware manner (i.e. the atomic structure of these DNA contains 'permanently hardwired programs of life and fate')", while the assertion "q" says "the control of development, function, changes, and fate of subsequent cells in a living organism, can be so diversified only if the DNA of these cells contain appropriate programs stored in a software manner (i.e. contain in memories some forms of natural 'programs of life and fate' stored in memory of the 'counter-matter' that constitutes these DNA), while the atomic structure of these DNA is just a simplest form of computer hardware that executes the run of these program". In turn the assertion "!p" states "the fact that present criminology is able to base the identification of individuals on DNA taken from any cells of their bodies, which proves the identical hardware structure of DNA in cells with drastically different development, functions, work, changes, fates, etc., completely eliminates the possibility that programs contained in these DNA are written in a hardware manner by being 'permanently hardwired' into the hardware (atomic) structure of these DNA". The transformation of these propositions implies the conclusion that "the development, functions, changes, and fates of individual cells of a body are so diversified because their DNA contain software programs that describe the passage of a given cell through the time (i.e. DNA helixes contain natural programs stored in memories of the 'counter-matter' that form their atomic structure)".

Conclusion:

The above inference chain unambiguously and conclusively proves the truth of the theorem that "the hardware entities known as DNA helixes are the most simple forms of natural computers that control the passage of their cells through the time with the use of software 'programs of life and fate' stored in the memory of 'counter-matter' that constitutes the physical structure of these DNA".

* * *

For the use of these readers who are NOT familiar with the notation that is applied in the above proof, I would like to explain that symbols "p", "q", and "r" mark subsequent "assertions" utilized in this proof as logical variables. In turn symbols "!", "&&", "||", and "=>" mark logical operators "not", "and", "inclusive or", and "implies" (if ... => then ...).

The above proof is just one amongst a series of formal scientific proofs formulated with the methods of mathematical logic, which prove, amongst others, that: **(1)** "the counter-world does exist" (this "counter-world" is actually another world existing parallel to our "physical world" and filled with the continually moving substance called "counter-matter" which displays attributes of liquid computer hardware) - see subsection H1.1.4 from volume 4 of this monograph (or see item #D3 of the web page named "dipolar_gravity.htm"), **(2)** "God does exist" - see subsection I3.3.4 from volume 5 of this monograph (or see item #G2 of the web page "god_proof.htm"), **(3)** "God created the first pair of people" - see subsection NF9 from volume 12 of this monograph (or see item #B8 of the web page "evolution.htm"), **(4)** "people have immortal souls" - see subsection I5.2.1 from volume 5 of this monograph (or see item #C1.1 of the web page named "nirvana.htm"), **(5)** "DNA are most simple forms of natural computers which control the passage through time of cells in which these DNA reside, while this control of the passage of cells through time they accomplish by a sequential running of software 'programs of life and fate' contained in memories of these DNA" - see subsection M1.6 from volume 11 of this monograph (or see item #D7 of the web page "immortality.htm"), and also proving that **(6)** "God authorised the Bible" - see subsection M7.1 from volume 11 of

this monograph (or see item #B1 of the web page named "bible.htm"). I would really encourage readers that for their own good they consider the existence and validity of these proofs in everything that they do in their lives. As I explain this e.g. in item #I3 of the web page named "day26.htm", such consideration can turn out decisive in many life situations and sometimes may even translate into saving the life (instead of dying).

The proof presented above was subjected to the public discussion on internet discussion forums of the "Google" search engine, at addresses indicated in item #E2 of the web page named "faq.htm". Furthermore, this proof is also included into item #D7 of the web page named "immortality.htm".

M1.7. Photographs of time vehicles used by UFOonauts

Probably the most objective evidence that time travel is possible, are photographs of UFO vehicles working as time vehicles and shown in **Figure M2**.

UFOonauts already for a long time use on the Earth their "time vehicles". Therefore UFO research is the provider of the largest number of evidence for the feasibility of building time vehicles and for the capability of people to shift back in time. In this volume photographs of UFOs working as time vehicles are provided in Figure M2 below.

Various items of evidence for the use of time vehicles on the Earth by UFOonauts is also described on several web pages of totalizm. For example, it can be found in item #D6 and in part #D of the web page "timevehicle.htm" (about time, travelling in time, and about time vehicles), or in item #F1 of the web page "explain.htm" (about scientific interpretation of authentic photographs of UFOs).

M1.8. The filmed proof that time travel is possible

It is 1928. Charlie Chaplin makes his movie entitled "The Circus". After taking one scene, the camera is directed at the crowd that watch filming. Into the view of it comes a woman. Similarly as women almost 100 years later, she walks while discussing something intensely through the hand-phone. On the film clearly is visible her hand-phone and her engagement into the talk. This extraordinary take remains in film archives undiscovered for the next over 80 years. After all, in that times no-one knew what is a hand-phone. Such a telephone is NOT invented for further 50 years. Only near the end of 2010 a more inquisitive than others Irish film maker named George Clarke, discovers the significance of this scene. After all, he is a professional who is able to distinguish an original from a fabrication. He also has a sufficient knowledge to understand what this scene shows. Besides, by people who do not know what it shows, the section of this film was disseminated for many years on the DVD with authentic copy of that old film. So it is absolutely certain, that the film shows an authentic old scene (not e.g. someone's modern fabrication). The original version of this scene is disseminated on the factory DVDs with copies of the film "The Circus", in the part of these DVDs named "Documents", under the title "The Hollywood Premiere". The section of the film containing this extraordinary scene the inquisitive Irish film maker placed fast in the YouTube, while the entire matter is reported to the world via press agencies. I learned about all this from the article " 'Time traveller' snapped" published on page A3 of newspaper The New Zealand Herald, issue dated on Thursday, October 28, 2010. The next day I viewed also this scene from the original film available in YouTube at the address www.google.com/DLV3.

The reaction to this objective evidence of the existence of Time Travellers on the Earth, reflected in the discussion which this film triggered in the internet, turned out to be typical for arrogant people of 21 century. The majority of viewers unable to think, hide their embarrassment with own ignorance in matters of the work of time, in typical manner - i.e. scoffing sarcastically at that objective proof. In turn these sparse viewers, who still tried to

think, decrease the evidential value of the film by claiming that supposedly this filmed woman could NOT talk by a hand-phone, as in 1928 still there was no infrastructure on the Earth which would allow to connect her with the person receiving her call. Unfortunately, in their negation of the authenticity of that film, they overlook several obvious possibilities. For example, that if someone arrives to the past in a time vehicle, then this vehicle is going to be parked somewhere nearby, and thus it is that vehicle that can provide the infrastructure needed for connecting the caller to the receiving person. Or that time vehicles will NOT be build in the Earth for some time, thus until the time they are completed the hand-phones may get so much improved, that they may NOT need any present infrastructure and hardware that links them to the receivers of their calls.

Of course, enemies of my research will keep silencing or scoffing the truth presented in this chapter, that if at a required time I was offered a right conditions for my research, and a required financial support for the development of my inventions, then until today our civilisation would already have working time vehicles. But whatever would be the arguments of such enemies of my research, the fact remains that the filmed proof for the existence of time travellers, adds itself to a whole array of other evidence which confirms my rational and well documented explanation, that the building of time vehicles is possible, while "time travellers" are already an objective phenomenon on our planet.

I should add, that this film of 1928, with a woman talking through a hand-phone, is also discussed in item #D6 of the totaliztic web page named "immortality.htm".

M1.9. Further evidence for the feasibility of time travel, that stem from my personal experiences

Evidence for the possibility of time travel and the feasibility of building time vehicles, described above, originate from sources other than mine own. But I personally also had in my life numerous experiences which documented exactly the same fact. These my own experiences are described in further part of this chapter, starting from subsection M8.

M2. The theory of time, i.e. what is time, how time works, and where the knowledge about time presented here comes from

The main point which this monograph tries to realise, is that in reality time has a completely different nature than the present science is telling us erroneously. Namely, in reality **"time is a passage of execution control through natural programs that control lives of every object of the universe"** (what exactly this definition states, it is going to be explained in further sections below). Therefore time is passing in short jumps, similarly like execution control in present computer programs passes in jumps from one elementary command to the other one. An accessible for everyone visual proof for such a "jumping" elapse of time is presented in subsection M2.8 below. In turn, by being such software execution control, time can be shifted back - similarly like the execution control from present computer programs can be shifted back to beginnings of these programs. This capability to shift time back practically means that time vehicles can be build. Actually, if NOT this strange persecution which I am experiencing since I discovered the work of time in 1985, and if other people would help me instead of scoffing at me and keeping me unemployed, until today - means after a quarter of century, almost for sure I would already build time vehicles. A quarter of century is much more than in favourable conditions I would need to build time vehicles. After all, I already know how to build the main component of time vehicles, means build this device which actually reverses the elapse of time. I invented this device and described it in chapter C (volume 2) of this monograph under name of the "Oscillatory Chamber of the third generation". In turn, if I already managed to build time vehicles, by now humanity would defeat

death and become able to live forever. This is because people are able to use time vehicles to shift themselves back in time to years of their youth each time after they become old. In the light of the above, this strange scoffing of other people at my discoveries, and their continuous effort to make impossible the construction of my inventions, is actually a scoffing at their own deaths and at deaths these ones whom they love the most, as well as their attempts to stop me from opening for them an opportunity to live forever.

M2.1. Orthodox understanding of time - what it states, why is wrong, and what limitations it displays

Motto: "According to the orthodox understanding, time is like water in a river which flows around us while we stand motionlessly like a stone in the centre of it. Therefore, in this understanding we do not have a possibility to reverse or to change the speed or direction of the elapse of time."

The human science to-date developed the understanding of time through the analysis of the behaviour of sun in the sky. According to this, time usually is described in dictionaries as - quote: **"time - a concept arising from change experienced and observed: a quantity measured by the angle through which the earth turns on its axis"** - see page 1537 in "Chambers English dictionary", 1989, ISBN 1-85296-000-0; or "time - duration or continuous existence regarded as divisible into portions or periods, a particular portion of this" - see page 1142 in "The Cassell dictionary and thesaurus", 1996, ISBN 0-304-35004-4.

Nevertheless, practically all disciplines of science accumulated already a huge body of evidence, which unambiguously and clearly reveals, that this orthodox understanding of time is wrong. One of the best known examples of such evidence is, amongst others, the "review of the entire our live", which in people takes place at the moment of a mortal danger - e.g. at the time of falling from a roof, or during a car accident". In this review, participants see exactly details of the entire their life to-date, while all this takes the duration of not more than several seconds. In the orthodox understanding of time, such a review would be impossible - it would not fit into the timespan available for it. Another example of such evidence, are phenomena described in subsection M8.3 of this volume, which are really experienced by people, but which would be impossible - if time works as the present orthodox science describes it.

In normal circumstances, when it would be so obvious that something is completely wrong - as this is the case with the present scientific understanding of time, the science would abandon this understanding already a long ago, and worked out a better (more correct) one. Unfortunately, the Earth's science is NOT free to choose what it investigates and promotes - after all, it is ruled by a hidden occupant of the Earth, described in separate volumes of this series, for example in volumes 13 to 18. In turn, this hidden occupant of humanity have a vital interest in reassuring that people are unable to gain a correct knowledge about reality which surrounds them. For this reason, in spite that the scientific understanding of time to-date is strikingly wrong, our science still insists on maintaining it and on disseminating it without a change. What is even worst, in spite that the new (correct) understanding of time is already worked out by the scientific theory called the Concept of Dipolar Gravity, the orthodox science rejects this understanding and does NOT recognizes the existence of it. In this way humanity loses a chance for an advancement of its knowledge also by a correct understanding of the idea of time.

This wrong understanding of time, so stubbornly promoted by the orthodox science, has a whole array of limitations. For example, it does NOT allow deduce the way for travelling in time, nor it gives to people any clues as to which principles of time travel could be technically implemented.

Although the orthodox science insists on this erroneous understanding of time, the reader does NOT need to, nor actually should, act like this science does. In fact, the reader

should learn and consider in his or her own actions and own life, the understanding of time and time travel described in this volume.

M2.2. How the alternative understanding of time, introduced only by the scientific theory called the Concept of Dipolar Gravity, opens for people the completely new horizons and potentials

Motto: "According to the understanding of time in the Concept of Dipolar Gravity, time is a kind of motionless landscape (called the "timespace"), through which we all move propelled by execution programs contained in our counter-bodies (souls). Therefore, it is possible to move through this landscape in any direction and with any speed."

According to explanations of the new scientific theory called the Concept of Dipolar Gravity, time is motionless, while it is us who travel through the time. (Or more strictly, the so-called "**timespace**" is crossed by the execution control from our counter-material duplicates contained in the counter-world.) In this aspect the dipolar understanding of time is opposite to the one commonly adopted today. After all, in the presently adopted understanding of time we stand in one place, while time "flows" around us. Thus the findings of the Concept of Dipolar Gravity undermine the correctness of the most fundamental belief of orthodox science to-date, which states that "time flows" around us, while we stand motionlessly in the stream of it, thus our travel in time is impossible.

* * *

One of the most vital consequences of the dipolar understanding of time is that it indicates the manner and a technical principle for a practical implementation of time travel. Although the Concept of Dipolar Gravity states, that in our set of dimensions and in our physical world, path through time leads only in one direction (thus in this dimension it is impossible to change the elapse of time), in other set of dimensions (i.e. in the counter-world) it is possible to manipulate on time in every possible direction. Means, in the counter-world is possible, e.g. turning time back, moving forward in time, accelerating the elapse of time, and also delaying the speed of the elapse of our time. This in turn leads us straight to the working out the operation of time vehicles.

M2.3. What is this new scientific theory of the totaliztic science, called the Concept of Dipolar Gravity, which - amongst others, explained what is time and how time works

The essence of this new scientific theory called the **Concept of Dipolar Gravity** boils down to the discovery and to subsequent formal proving, that the **gravity field is a dipolar field** - means NOT the monopolar one as so-far claimed this the orthodox science on Earth. (A dipolar field is every dynamic field which has two poles, namely an "inlet" (I) and "outlet" (O). A best example of a dipolar field is the magnetic field, in which the "inlet" (I) is the pole "N", while the "outlet" (O) is the pole S. Another example of a dynamic dipolar field, is the field formed by a circulation of air in our home vacuum cleaner. The intake of this air to the vacuum cleaner is the pole (I), while the outlet is the pole (O). In turn a monopolar field is every static field, e.g. pressure field or electrical field.) The above in turn means, that the gravity field in fact is similar to a magnetic field, or to a field formed by flow of the air pumped through a vacuum cleaner or by a fan propeller. But gravity is completely dissimilar to all monopolar fields, for example to electrical fields or to pressure fields.

The most vital consequence of the dipolar character of gravity is, that in fact our universe must be constructed according to principles of dynamic systems which form such dipolar fields. For example, in the dipolar gravity our physical world must be just a first out of two parallel worlds which exist in the universe. This happens so, because the gravity field has

a concentric character (means a character in which it converges into a single point). So in order such a concentric field could simultaneously be a dipolar field, the force lines of it, after they converge into a single border point, must disappear from our world, penetrate through an invisible and impenetrable barrier of some sort, and then reappear in a completely different, separate from our, parallel world. Therefore, according to the Concept of Dipolar Gravity, on the other end of gravity dipole, there must exist another world, called the **counter-world**. Both worlds, means "our world" and this other "counter-world", must relate to each other the same as objects relate to own mirror reflections. This in turn introduces a whole array of consequences. One of these is that both worlds, i.e. "our world" and this parallel "counter-world", must be filled up with substances of exact opposite attributes. Means, when the substance from our world called **matter** displays mass, inertia, friction, and the lack of intelligence in the natural state, this other substance from the counter-world, called **counter-matter** must have all attributes exactly reversed. And so, **counter-matter must be weightless, self-mobile (i.e. capable of the self-initiation of motion), supper-slippery (i.e. not displaying any friction), and possessing intelligence in the natural state (i.e. capable of thinking in its natural state)**. In turn the entire separate world filled up with a substance which is able to think in the natural state, in fact is a kind of a huge natural computer. This natural computer, by the Concept of Dipolar Gravity is called the "universal computer", or "UC". In turn the Christian religion calls it the God Father.

Another consequence of the mirror-like relationship which must exist in the dipolar gravity between our world and the counter-world, is that each object from the universe, must exist in two separate copies, or components, at the same time. Each of these copies, or components, coexists in a separate world. The copy from our world is simply a given object or a given physical body. In turn the copy from the counter-world is an intelligent counter-material duplicate of this object or body. So this counter-material duplicate is a carrier of intelligence, memory, etc., means in fact it works like a computer which controls a given body. After all, it is formed from the intelligent substance, which thinks in the natural state. (Religions call these two copies a "body" and a "spirit" or a "phantom".) Both copies of the same object are tightly linked with each other with forces of mutual gravitational interactions. Therefore, if one copy is moved (or transformed), the other copy must do the same. So if we are able to move, e.g. the copy (spirit) which is located in the separate counter-world, then the motion of this copy forces the physical original of the same object to move also. Just such a motion, which was initiated in the separate counter-world, is called the telekinetic motion. In a similar manner also a telekinetic healing works (i.e. the healed is this other copy from the counter-world, while the original body from our world automatically improves the health). Similarly to this telekinetic motion or telekinetic healing, the new Concept of Dipolar Gravity explains also in a simple manner all other phenomena, which the orthodox Earth science was unable to explain so far. For example, it explains what is time, energy, gravity, ESP, God, memory, feelings, nirvana, acupuncture, and many more.

The author of the Concept of Dipolar Gravity is myself (i.e. Dr Jan Pajak). I had the honour to develop this new theory of the totaliztic science in 1985. Initially I intended to use it only for describing the manner on which gravity field works. But after it was fully formulated, it turned out that from just a simple form it transformed into this **theory of everything** searched for so long by people. This is because it provides replies to practically all questions that people could ask themselves. Some idea as to how wide range of questions it replies, gives this series of monographs. The great majority of statements from this series is actually based, or derived, on the knowledge which stems from the Concept of Dipolar Gravity.

One of the most vital questions, the answer to which is provided by the Concept of Dipolar Gravity, is the explanation how time works. According to this explanation, all objects which do exist in the universe, are in fact constructed like our present computers. Namely, they have their hardware (means their physical bodies) - which is contained in our physical world. They also have their software (means their counter-bodies) - which is contained in this separate counter-world. According to the Concept of Dipolar Gravity, in just a manner which is

analogous to present computers, constructed are e.g. entire planets, trees, human organisms, and even such simple objects as pens or stones. The counter-body of every physical object that exists in the universe, is in fact a kind of computer memory, in which a huge amount of various programs is stored, which control the fate of the physical body of this object. These programs include a general program of the "fate" of a given object, various programs of "karma", which this object gathered, programs of "plans of action" which this object intelligently pre-programmed for itself, etc., etc. These programs are subsequently executed one after the other, according to principles of operation of the counter-world. Their subsequent execution causes that the physical body of a given object is subjected to various transformations, which we usually call the "course of life". In turn the sole fact that these programs are gradually run and they change a given physical body, we perceive just as the elapse of time.

So let us summarize now the above explanation of time that results from the Concept of Dipolar Gravity and that is supported by empirical findings. It defines time in the following manner. **"Time is the flow of execution control through the sequence of elementary commands from the special version of our personal software programs, which instead in our physical world, reside in the separate world called the counter-world."** These programs control what currently happens with the physical body, how this body looks like, which transformations affect it, etc. Their gradual completion is what we understand as the elapse of time.

Further information about the **Concept of Dipolar Gravity** can be found in chapters H and I from volumes 4 and 5 of this series of monographs "Advanced magnetic devices". Explanations what actually time is, are contained in subsections H5 and H8 from volume 4 of this series of monographs.

M2.4. How the mechanism of "time" operation is explained by the Concept of Dipolar Gravity

Let us imagine for a moment, that we are not people, but robots. Means, that instead of the brain we have a computer with appropriate program which defines every our life activity. Instead of muscles, joints, and bones, we have levers, hinges, linear motors, etc. So whatever action we would undertake, in fact it would turn out to be a sequence of elementary commands in the program of our computer. For example, what for outside observers would look like a continuous process of placing a meal on someone's saucer, in reality for us, robots, would be a sequence of execution commands from an iteration program that would order us to do something along lines: (1) start, (2) determine the distance of hand from the saucer, (3) check whether there is any obstacle between the hand and the saucer, (4) calculate the optimal trajectory of the hand which goes around this obstacle, (5) determine the safe coordinates of the target point of this trajectory, (6) calculate the optimal speed of the hand, (7) move the hand to the target point of given trajectory, (8) check whether a given target point is close enough to the saucer to release the grip of fingers on the meal, (9) if the outcome of the check is "yes" then initiate the program of placing the meal on the dish, if the outcome is "no" then return to the command number (1) in the program that you are just completing, and complete this program again. Of course, the above sequence of execution commands would only represent a "discrete" program only to this someone who would design us, robots, and who wrote this execution program. (By a "discrete" program we understand a program composed a sequence of individual, short execution commands. Such a "discrete" program is opposite to the "continuous" processes, which do not have such individual, short commands.) For us, means for robots who complete this program, and also for external observers of our activities, everything that we do would actually look like a "continuous" process. In fact, when someone watches the operation of any true machine controlled by a computer, then he or she does not perceive the work of this machine as a "discrete" sequence of commands of the control program, but just as such a "continuous" process of given activity.

There is a whole array of extraordinary facts which are realized to us by the situation and actions described above for the hypothetical case when we would be robots, not people. The most vital out of these facts is a slightly shocking discovery, that what for us and for other witnesses looks like a "continuous process" spread in time, in fact is just a sequence of "discrete execution commands" completed in jumps one after the other. Expressing this in other words, in all activities which are controlled by an algorithm, time is in fact a sequence of execution commands of this algorithm. Other shocking fact which also emerges from the situation described previously, is that in fact this algorithmic understanding of time allows for any possible manipulation on time. For example, if one increases the speed with which subsequent execution commands are completed one after the other, then this process which we take for the elapse of time is visibly accelerated. The elapse of time can also be slow down on similar principles. Furthermore, if the execution control is shifted unconditionally to any other point in the direction of the beginning or the end of a given execution algorithm, then we are able jump to future or to past. Expressing this in other words, such an algorithmic understanding of time, as a sequence of execution commands, allows us to control the elapse of time in any manner we wish, as well as it allows us to carry out the time travel.

The situation of us acting for robots, as described before, would remain just purely hypothetical, if not the findings of this new scientific theory called the Concept of Dipolar Gravity. It is because this concept determined that all our life actions take place because each one of us in fact has inside such a discrete control computer, and also because all what we do in our lives is controlled by appropriate discrete programs stored in the memory of this control computer. Means, according to findings of the Concept of Dipolar Gravity, the previous example of operation of robots, in fact was also an exact description of the operation of people. Only that we ourselves typically are unaware that each our action, and also each our life function, in reality is controlled by sequences of such elementary execution commands. Typically we also are unaware, that what we call the "elapse of time", is in fact just the completion of such sequences of elementary execution commands.

M2.5. The software nature of time in the Concept of Dipolar Gravity

Motto: "Absolutely everything in the entire universe is only a manifestation of intelligent counter-matter and natural programs which reside in this counter-matter and which control behaviors of it."

The Concept of Dipolar Gravity explained the idea of time in a completely different (software) manner than this idea is explained by present orthodox science. The full explanation of this idea is provided in a separate subsection H9.1 from volume 4 of this series of monographs. Here (below) is only summarized briefly the essence of it.

According to this software explanation, **time is the flow of execution control through natural programs contained in the counter-matter**. In order to explain this in other words, counter-matter and natural programs contained in it are like a kind of "liquid computer" which in our physical world assumes shapes of everything that we see around ourselves. (About this "liquid computer" I already wrote in subsection I1.1 from volume 5.) For example, our bodies, and also buildings, mountains, or entire planets, are made of just such separate "liquid computers" which assume these shapes. The computers are controlled by appropriate programs contained in them, which command them what supposed to happen, which changes they supposed to endure, etc. Well, the motion of the execution control (i.e. like the motion of a "cursor") through subsequent commands of these programs is actually perceived by us as an elapse of time. Thus our time is actually a kind of "software time", or a software simulation of the true time.

The Concept of Dipolar Gravity states further, that in the process of creation of our physical world, the elapse of time in our "physical world" was intentionally so pre-programmed

by God, that God, and also all more technically advanced people, could control this elapse of time in any way they wish. (The description of the creation of our physical world is provided in subsection I1.3 from volume 5.) For example, people can control the elapse of time through building special machines called time vehicles. In order to reassure this control, the elapse of "software time" in the physical world was clearly separated from the elapse of "natural time" (or "true time") in the remaining two worlds of our three-world universe, i.e. in the "counter-world" (in which the indestructible counter-matter resides, which is in the state of continuous motion), and in the "virtual world" (in which the indestructible and timeless universal intellect resides, means which is the home for God - or more strictly the home for this component of God which the Christian religion calls Holy Ghost.)

I explain now more accurately the above capability of shifting back in time in this software time of our physical world. In fact, the universe has two kinds of time. One of these is the **absolute time** of the universe - means the time, the elapse of which affects God. This absolute time elapses in a manner as present people on Earth experience their elapse of time. Means, when it already passes, God is unable to shift it back and change anything that with him (means with God) happened earlier. But for God this mechanical flow of absolute time of the universe has no larger significance. After all, God, counter-matter, and programs that God creates, all of them can exist infinitively. The only significance that this absolute time has for God, is that by being aware of its irreversible flow and consequences, God so pre-programmed the physical world, that the software time which works in this physical world could be shifted backward. (The process of creation of the physical world is described in subsection I1.3 from volume 5.) Therefore, while creating the physical world God so pre-programmed it, that all times of this physical world do exist in it simultaneously, in the form of so-called "timespace". (This "timespace" is composed of many separate like "layers" which represent different physical times.) For example, in separate layers of this "timespace", still at this moment exists and works our physical world in the form that it manifested itself e.g. in the year 1000 B.C. In another layer our physical world is already there which is going to manifest itself e.g. only in the year 8 000 A.D. So if someone knows how, then from the present moment such someone can shift to any selected one amongst these two times (as well as to any other time), through a simple crossing to another layer of this "timespace". Although these times (layers of time) of the physical world are also subjected to the action of the absolute time of the entire universe, this absolute time has no influence on them, as they do exist infinitively long. After all, counter-matter from which they are formed, as well as programs which provide them with the required form and attributes, exist infinitively. Since all time in this "timespace" do exist the entire future and the entire past of our physical world, then God, as well as all more intelligent creatures which populate the physical world, can travel in time both forward and backward. After all, this travelling in time is simply a travelling in various directions across this "timespace" that always exists in its entirety.

M2.6. The "timespace"

The basis for the creation of the fully controllable elapse of this "software time" in the physical world is the existence of this so-called **timespace**. The timespace is a kind of like a container separated from the rest of the universe, which the container in every moment of time contains all objects that ever existed, exist now, or will exist in the entire physical world and in all times which constitute this present physical world. Only that, someone's insight to these objects of the entire timespace is limited to the capability to see just whatever was located in a given layer of timespace through which this someone is just passing. This timespace is also timeless and indestructible - although it can be subjected to continuous reconfiguring (i.e. to movements of objects contained in it). In fact it has the same attributes as the counter-world and the virtual world. After such indestructible and fully defined timespace is introduced, the elapse of time is defined as the "path of every object existing in our physical world across this

timespace, controlled by appropriate natural programs". Thus the elapse of time in the Concept of Dipolar Gravity is comparable to someone's march through a landscape (where this "landscape" is just the "timespace"). In normal cases, this march always can be carried on in the same direction - which we call the direction of the elapse of time. But if someone gains an access to the control programs which manage this our passage through the timespace, then such someone can move in time in any direction and with any speed. In this way travels through time are possible. (E.g. it is possible to repetitively shift back in time to years of our youth in order to accomplish the so-called "imprisoned immortality" described in subsection M6.1 of this volume.)

The most vital in this software definition of time is the structure (design) of this "timespace". The closest things to which this structure could be compared are so-called **objects** in a version of present programming of computers which is called the OOP (i.e. Object-Oriented Programming). For example, a given object existing in the "timespace" of our physical world, e.g. a stone, is similar to the OOP computer program which defines a similar object visible on screens of our present computers, e.g. similar to the program which shows a button on the screen of a computer (this button can also be made in the shape of a stone). Means, in fact this stone which we see is actually a program, similarly like a program is also this button on the screen of the computer. But counter-matter from the counter-world, inside of which the program of this stone resides, provides the image of the stone with the required appearance, actual state, changes to which it is going to be subjected with the elapse of time, etc. How this appearance of stone is maintained, one can imagine easily by considering what would happen when present computers are made of a "liquid" and could e.g. assume shapes of any object, e.g. this stone - if the program contained in them would require them to look like a stone.

Furthermore, in our physical world every "object" of this "timespace" is positioned in a "nested" manner in the entire hierarchy of other objects. For example, several such "liquid computers" pre-programmed to form elementary particles from themselves, are combined together to form individual atoms. Then a series of such "liquid computers" forming entire atoms, is further combined together to form crystals from the crystalic structure of a given stone. In turn these "liquid computers" that form crystals are also combined together to form an entire stone. Later this stone is a component of a larger configuration - e.g. a pyramid made of stones. This configuration is then a part of even larger planet. Etc., etc. - almost infinitively.

The subsequent "objects" which form the "timespace" from our physical world are obeying certain laws. For example, they change themselves, they can be relocated in space or in time, etc. The only thing which people are not allowed to do with them is to generate them, or to destroy them before they had opportunity to manifest themselves in our world - this formation or complete destruction of objects is reserved for the universal intellect (God). Therefore time travel is able to change the fate of objects, but is unable to neither completely remove these objects, nor to create completely new such objects. For more information on the same subject see also volume 5 of this series of monographs.

M2.7. What benefits and prospects opens for us the understanding of "time" according to the new Concept of Dipolar Gravity

The findings of the Concept of Dipolar Gravity, that the **elapse of time is simply a flow of execution control through the sequence of elementary commands contained in our biological computer**, open for us the possibility to accomplish time travel and to complete "time vehicles". After all, the only thing that we need to build time vehicles, is to construct a device of some sort, which would be able to change the flow of execution control through these natural programs contained in our biological computers. (Actually such a device

is already invented. It is called the "Oscillatory Chamber of the third generation".) The Concept of Dipolar Gravity explains also how such time vehicles are going to work.

The completion of "time vehicles" is able to solve for us all present human problems. After all, these vehicles **give us the access to immortality** – as this is explained in next subsection. Thus, if for example someone becomes old, simply can jump into such a "time vehicle" and again shift to years of his or her years of youth. If someone get sick, then can shift back in time and in a new passage of time avoid being infected. If someone marries a wrong person, he or she may get into a time vehicle and shift back in time before the moment of marriage, then marry someone else. If a politician commits a mistake and starts a war for which his nation later votes him out of the office, he can sit into his time vehicle and in the new passage of time do not initiate this war. Etc., etc.

M2.8. Morally correct **immortality** accomplished technologically through the repetitive use of "time vehicles"

Motto: "Totalizm reveals to us that there is also a morally correct path to the immortality depending on the use of 'time vehicles' for repetitive shifting back in time after each arriving to an old age."

It was necessary to develop the philosophy of totalizm to realise to us that there is much better (moral) way to the human immortality, than the path that leads through the immoral achievements of medical sciences. This moral way boils down to a technological mastery of time, or more strictly through the construction of devices called "time vehicles". Time vehicles will be able to shift selected people back in time. Thus when these time vehicles are constructed, **immortality will be accomplished through simple shifting selected people back in time to years of their youths, on each occasion when these people accomplish old ages, or when their bodies refuse to fulfil correctly functions that are imposed onto them.** This technological method of defeating death and accomplishing immortality is moral in every aspect, is simpler from the medical method, and can be accomplished already at the present level of technical development of the humanity.

The technological path to immortality which depends on the use of time vehicles is also going to create many additional advantages. For example, it will allow to **eliminate all mistakes and imperfections in our actions.** This is because when someone realises that he or she committed a mistake in own actions, then he or she can shift time back, while in the next elapse of time already avoid committing the same mistake.

Time vehicles will also be able to perform the present **functions of most perfect pharmaceuticals and doctors.** After all, if for example someone catches a flu because was dressed wrongly and got cold, then he or she will be able to shift time back, while in the new elapse of time get dressed correctly. Or someone catches an STD, or gets unwanted pregnancy, because had unprotected sex, then he or she can shift time back and in a new elapse of time protect himself or herself much better. On the same principle it is going to be possible to eliminate the majority of other illnesses and consequences of unlucky accidents which in present times trouble people.

Time vehicles will also enable people to **accomplish their life goals more effectively.** After all, when someone for example uses a fruitless method of action and becomes defeated in something very important, then he or she will be able to shift time back and repeat the attempt with a different method. In this way time vehicles will allow to try until a success (we know that in present times typically we have just a single go and chance at practically everything). How such a repetition of attempts works, it is illustrated perfectly in the film entitled "Groundhog Day" - mentioned below in subsection M8.3 of this chapter.

However, while indicating the fast way of technological access to immortality, totalizm simultaneously warns us, that behind every form of immortality various dangers and

requirements are going to lurk. For example, if people are allowed to live infinitively long, then no matter in what manner this is accomplished, these people still can fall in claws of so-called "everlasting hell" described in subsection M7.3 below. (Actually, the medical path to immortality for sure will always lead to this "everlasting hell".) Therefore, in order to make us aware of requirements and problems of immortality, in the further parts of this chapter, most vital such problems which stem from the infinitively long lives of people are going to be discussed.

M2.8.1. About the time to realise, that that immortality accomplished through medical methods is highly immoral

Motto: *"Because the humanity never will be able to invent and to create alternative manifestations of life, all methods of medical extending of life always will be based on either copying or robbing fragments of other living creatures. As such, medical methods of extending life will always remain immoral and thus these never become a source of someone's happiness."*

The medical method of accomplishing immortality **assumes**, that infinitive lifespan can be accomplished when ways are found with which human bodies can be maintained always young, so that due to these young bodies human lives will automatically extended themselves into infinity. (Of course, as this is revealed by the mechanism of work of time described in this chapter, this assumption is naive and completely erroneous.)

In academic circles of medical sciences there is a kind of international organisation which promotes research on accomplishing the immortality of people. This organisation is named "The Strategies for Engineered Negligible Senescence (SENS)". It publishes its own journal named "Rejuvenation Research", while earlier in September 2009 it organised a conference in the Queens' College Cambridge, UK (in this conference took part around 200 scientists). Descriptions of goals and intentions of this organisation were presented, amongst others, in the article "Immortality beckons as scientists tackle ageing" from page A21 of newspaper The New Zealand Herald, issue dated on Wednesday, September 16, 2009. Members of this organisation see the solution to the problem of immortality in a very naive manner. For example, they believe that it is enough to medically eradicate present diseases, find pharmaceuticals which will renew biochemical processes in the body, and learn how to replace worn-out parts of the body, and soon people will be able to live over 1000 years, or even live forever. The accomplishing possibility of living over 1000 years, according to them is going to be possible already in around 25 years. Of course, this naive view of immortality does NOT take under consideration a few facts. For example the fact that already after the World War Two the medical standards of life in some countries were rapidly increased by a relatively high value. Yet the longevity has NOT increased in these countries by the same proportion, and still very rarely someone lives in them to 100 years (e.g. in 2009 the oldest known man in the world had 113 years - his name is Walter Brelining). This means that just the improvement of health does NOT suffice to extend drastically the longevity. Another fact also NOT taken under consideration by these scientists is that since God in the Bible which He authorised confirmed that there exists a physical limitation of the length of human life to 120 years (see the Bible, Genesis 6:3), this means that must be a valid reason for this permanently build into our bodies. After all, if **the elapse of our time is really a jumping motion of the execution control through elementary commands of our "programs of life"**, while all the evidence in existence actually confirm this, then the length of life cannot be medically extend above whatever is permanently wired into these "programs of life". In turn to be able to change this permanent wiring of our "programs of life", especially to be able to additionally extend the length of these programs above present permanent (because physical) limits of their length, we people must gain the knowledge equal to the knowledge of God. After all, this would

require, amongst others, the introduction of extensions to the double helixes of genetic codes (DNA) in every human cell - see item #C2 below. But accomplishing such level of knowledge is NOT going to occur within 25 years (nor even 250 years). In other words, this naive claim of believers in medically accomplished longevity for me resemble claims which I have heard in years of my youth about cars - namely that still before the year 2000 cars will already fly in the air - instead rolling over roads. However, the year 2000 already passed, while the principle of operation of cars remain exactly the same as the one from years of my youth (although I invented myself over a quarter of century devices called the Magnocraft and the Oscillatory Chamber, which can replace cars and allow us to fly, but so far no-one is rushing to help me to build these devices).

When watching carefully what happens around us, we can state for sure, that unfortunately, the humanity practically never can compete with God in creation forms of life which are alternative to these prevailing at present, and which simultaneously would be compatible with the life that already does exist. In turn without the existence of such life-forms created by people but compatible to the existing ones, in order to renew human body and to extend human life, people must either "copy" or "rob" the necessary biological resources, e.g. cells or tissues. In other words, independently from God the humanity will never be able to create the required biological resources (e.g. living cells or living tissues) which would be able to renew the human body and simultaneously which would NOT be rejected by organisms of people, but which would NOT be copied or robbed from other living creatures. On the other hand, the fact is certain that **every copying and every robbery, especially the copying or robbery of components of life, is an extremely immoral activity**. It is just because of this fact, that the humanity invented the so-called "copyrights", intellectual properties, and a large number of various laws which supposed to defend people from robberies. Therefore, independently how in the future people are going to extend their lives with medical methods, always this extending will remain an activity that is highly immoral.

An immoral character of medical extending of lives will always induce various doubts and protests in these people who base their actions on whispers of their own conscience (as this is done by intuitive totalizts). Therefore, the path of people to immortality accomplished through medical methods will always be full of problems, immoral decisions, and ethically problematic actions. In turn as such, it will also be highly expensive, thus accessible only to a few very rich people. Moral problems which the humanity is going to encounter on this medical path to immortality, are already signalled both by the real life, as well as by various films on this subject. Probably the most clear picture of these problems revealed the science-fiction film of a "thriller" type, entitled "**The Island**", MVL, 2005, with Ewan McGregor and Scarlett Johansson in main roles. It shows a colony of self-aware human clones farmed in a city separated from the rest of the world, only to provide transplant organs for extending lives of rich people from which they were cloned. When a time was arriving to medically kill a given clone in order to harvest its organs, in order to calm down this clone, as well as other clones, they were told that it is being send to a distant island which supposedly was a kind of "heaven on Earth".

The immoral character of medical extending of lives has also various other drawbacks. For example, it does NOT encourage people to improve their morality through undertaking efforts to accomplish the so-called "totaliztic nirvana" - as it is impossible to experience nirvana while acting immorally. It also has this attribute, that it is going to be used mainly by people with immoral inclinations in their characters. This in turn will lead the humanity directly into claws of so-called "everlasting hell" described in item #H3 below. As such, the medical path of humanity to immortality is the truly "evil" and instead of bringing good and happy life, in reality it is going to bring only the indescribable evil and suffering.

M3. Time travel and time vehicles - what these are, and what are their principles of operation

Let us explain now more comprehensively these "time vehicles" which will allow humans to defeat death and to live infinitively long through repetitive shifting time back to years of youth each time a given person reaches an old age.

M3.1. So how to accomplish a time travel according to the Concept of Dipolar Gravity

The Concept of Dipolar Gravity reveals to us, that the most easy manner to understand the operation of time and principles of time travel, is when we utilize the analogy existing between the counter-world, and the real time computer program. This analogy allows us to deduce the principles of completion of real events occurring in our physical world. These events are executed by the counter-world in a manner very similar to the way the processing commands of a program are executed in contemporary computers. Thus, it can be deduced, that such natural programs contained in the counter world and residing in the counter-material duplicates of every physical object, contain also sequences of elementary execution commands. These commands are executed in succession, one by one. Therefore, there is always a command, which is actually in the process of execution, as well as the other commands - part of which were already executed in the past, and part waiting to be executed in the future. Such a flow of the execution sequence occurring in the counter-world, in our world is manifested just as a lapse of time.

In order the counter-world is able to run a given course of events, this course must be pre-programmed in special natural programs, which in subsection I5.2 from volume 5 of monograph [1/4] are called "registers" (religions call them "souls"). In fact, the elapse of time is the flow of execution control through these programs called "registers". Of course, these programs (registers) are stored and run by the intelligent counter-matter from the counter-world, similarly like present programs from our to-day computers are stored and run by logical circuitry of these computers. But otherwise than in our computers, every particle of counter-matter have all attributes which in our computers obtained one special memory cell only, which by computer experts is called the "accumulator". For this reason, natural programs which run the elapse of time, may wander across counter-matter, changing their location from one volume of counter-matter into another volume, without losing their ability to be completed. On the occasion of these wandering, they induce a phenomenon of physical friction with counter-matter, which people know under the name of "gravity field". For more details regarding the operation of every particle of counter-matter as an equivalent of "accumulators" from present computers, see subsection I2 from volume 5 of monograph [1/4].

According to findings of the Concept of Dipolar Gravity, every material object has these natural programs assigned to itself. These programs are stored and run by counter-matter. (Religions call them "soul", while the Concept of Dipolar Gravity calls them "registers".) Because the counter-matter is intelligent in the natural state, it has all abilities of a natural computer. Thus, it can run (execute) these our natural programs. It is because of them, that a given material object is active. Means, that if a given object is a man, then due to these natural programs it can move, carry out work, think, get older, etc. In turn if it is e.g. a stone, then these programs control how it oxidises, dissipates, splits into smaller stones, wears and tears, etc. Execution programs from the counter-world work similarly like programs in our present computers, i.e. in order to act, the "execution control" must pass through subsequent their commands. (This "execution control" is simply like a "cursor" which indicates which command from such a natural program is to be run just now, while which one is to be run as a next one.) The speed with which this execution control is moving through programs from the counter-world, in our world is perceived as the elapse of time. If we have an appropriate device (or natural capabilities) which gives us the access to this execution control from the counter-world, then the natural speed with which this control moves, can be either accelerated or slowed down, or reversed into an opposite direction (i.e. caused that time starts to flow backwards), or

just shifted to another area of the execution program, thus causing a rapid travel in time. Such a simple mechanism of operation of time explains what is the principle of this mysterious phenomenon, and also on what principle time vehicles work. ("**Time vehicles**" are simply technical devices which change the location and speed of operation of this execution control within selected programs contained in the counter-world.")

When the humanity masters the construction of time vehicles, then it becomes possible to build a whole range of various technical devices, which all are going to be able to shift in time people and other objects. Several such devices is already described in this chapter, and also in subsection L7 from volume 7 of monograph [8]. The most interesting out of these, is the "Magnocraft of the third generation" - which utilizes the shifting in time for an instant reaching any point in the space and time.

M3.1.1. The mechanism of operation of time controls the work of human memory in such a way, that "natural" reliving again another version of the past erases the memory of previous version of that past, but shifting back in time with the use of time vehicles only adds the memory of another version of the past to already existing memories of previous versions of that past

As it turns out, the program which controls our passage through time, has a direct link with the program which registers our memory. Namely, when the time is shifted back near us, but it is NOT us who did this shifting through the use of time vehicle that altered the program which controls our passage through time, then the memory of events which are taking place in this new passage through the time are superimposed onto the memory of our previous path through the same time. Thus, the memory of our previous path through time is then completely erased. Therefore we remember only the most recent path through a given time. But if it is us who shifts back in time by altering with the time vehicle our own program of passage through time, then the memory of this new passage through the time is only added to the end of memory of our previous passage through the time. In the result we remember both our passages through a given time, means our old passage as well as our new passage through the same time.

Because of this linking of our memory with the program which controls our passage through time, we may repetitively relive a number of events from our past during the lifetime, without remembering any of them. The reason is that this reliving does not results from the resetting back our own program of passage through time. So we do not remember later that given events we already lived through - some of them even several times. Thus, the situation in our lives may frequently look like the one which is illustrated on the film "Groundhog Day" described in subsection M8.2 of this volume. After all, each our previous passage through a given time is automatically erased from our memory, while conscientiously we remember only the most recent passage through a given time. (Though previous passages can emerge for us in the form of so-called "deja vu" spelled also as "déjà vu".) Such an erasure of our previous memory is intensely exploited by UFO-nauts, whose "time carriers" continually shift time back in order to accomplish their evil goals through this shifting - for details see subsection M8.1. of this volume.

Such an erasure of former memory and replacing it with new memory - if in a normal elapse of time someone relives two versions of a given time, has a shocking consequence. Namely, if someone after living through a former version of events flies, e.g. to New Zealand, and because of this is not reliving again the new version of the same events, then in his memory still stored is only the previous version of these events. So if someone previously saw e.g. a church or an icecream parlour which existed in an old version of events, but is not existing in the new version of the same events, then such a visitor from a distant place still will remember that there was a church or a parlor, although the local people do not remember

them at all. In the result, for frequent travellers sometimes events may take place in life, similar to the events described below in subsection M8.3 of this volume.

M3.2. Limitations which according to the Concept of Dipolar Gravity are imposed onto travelling in time on principles of the deformation of magnetic fields

As it turns out, the explanation for the elapse of time and for method of time travel through technical introduction of deformations to magnetic fields, provided by the Concept of Dipolar Gravity, informs us also, that there are strict laws which govern this way of travelling in time. These laws cause, that onto time travel by method described here various limitations, requirements, and conditions are imposed. Let us list here at least most vital out of these:

1. The travel may occur exclusively within the boundaries of the timespan defined by length of the traveller's life. One amongst laws which rule this principle of time travel states, that jumps to the new point in time in our life, can occur only then, when in this particular point in time we already have a so-called "label" placed - to which such a jump in time takes place. This practically means, that in order to jump to any point in time in our life, we must already live through this particular point. So that we have appropriate label over there for later jumps in time. Thus practically serious limitations have been imposed on this way of time travel. Namely we are unable to travel in time to points in time through which we previously did not live already. Therefore this particular principle of time travel makes us like "prisoners of our own time". Especially well this is visible in the utilization of the time travel for gaining an immortality. The kind of immortality which this way of travelling in time offers to the users, is like an "**imprisoned immortality**". Means, it is the immortality in which one can live infinitively long through continuous repetitions of his or her own life, but in which one does not leave beyond time boundaries between which a given immortal person happens to be living - for more details see subsection M6.1 in further part of this volume.

2. The lack of possibility to take into the time travel any object, creature, or person, which still did not exist in the time to which a given traveller just moves. The principle of travelling in time described here depends on shifting the conscience and memory to the designated moment in time. Therefore, after one finds himself or herself in this designated point of time, he or she does NOT have with himself or herself anything else, apart of the own memory of life in a different time, and apart of whatever originally this person already had in this designated point in time. So it is impossible to take with one into a travel back in time e.g. one's own computer which was recently purchased, or notes and photographs which just were accomplished.

3. The experiencing of physical changes to body induced by the motion in time, but without simultaneous experiencing the spiritual changes such as change of memory, character, habits, etc. In people who travel in time via the method described here, various physical changes induced by time take place at the moment of their shifting in time. For example, if an 80-year old person shifts back in time on this principle, to the age when he or she was 2 years old, then his or her body is going to assume the shape identical to that which it had in this age of 2 years. However, simultaneously the memory of this oldie, knowledge, richness of life experiences, habits, and also character, still are going to be the continuation of the same ones which he or she had at the end of the previous passage of time, just before carrying out this shifting back in time. Thus, for example, if this oldie in the age of 80 years was very boring and grumpy, and was only able to swear and hurt all around him or her, and e.g. was afraid to wash, after shifting back in time to the age of two years old, he or she still remains the same boring and grumpy old character, who needs to be taken to the bath by force, and who recalls all good and bad things that happened to him or her in the previous life. This fact has especially catastrophic consequences for members of parasitic civilizations which practice such a form of immortality - for details see subsection M7.5 of this volume.

M3.3. Whether paradoxes described in "science fiction" books really appear in this principle of time travel

The Concept of Dipolar Gravity provided us with exact explanations of the mechanism of time and mechanism of elapse of time. It explains in details what is this software phenomenon, how to control it with biological and technical methods, and how to utilize it e.g. for the construction of propulsion systems for space vehicles (i.e. Magnocrafts) which travel on principles of shifting time back (so that time vehicles must physically move only to a given place, while their way back is carried out through the shifting time back to the starting point), and which phenomena accompany the appearance of changes in natural elapse of time - thus how to recognize and distinguish when a time vehicle operates in our close proximity. Furthermore, this concept explains also why in reality do not exist all these naive **paradoxes of time travel**, which were invented by overenthusiastic authors of "science fiction" books, and which are quoted sometimes by orthodox scientists as supposed arguments against possibility of the eventuation of time travel. (An example of these "paradoxes", is a hypothetical situation when a time traveller supposedly killed his grandfather in order to discover later that he himself does exist anymore.) So let us examine here more thoroughly what actually the Concept of Dipolar Gravity states about these paradoxes.

If trees were the most advanced life form on Earth and could develop intelligence, most probably they would speculate about the possibilities of ordinary travel in space. But without knowing the laws involved in moving from place to place, their speculations would have no limits and would probably be full of paradoxes and unreal ideas. Studying these speculations one perhaps could learn that a tree which moves to the opposite hemisphere must die, because its roots would be pointed into the air while its leaves would be submerged in soil, or that exceeding the speed of sound is impossible because this speed represents a limitative constant of nature, while the tree that would accomplish it would pile up the wave of sound in which the pressure would increase infinitely so that this tree would be blown apart, or even that a tree which moves into a different location must simultaneously exist in two realities (i.e. the old and a new one). The same happens with our present ideas on time travel. Because we are not aware of the laws and restrictions that govern this means of travel, we tend to misuse our imagination and impose no limits on our speculations. In this way various overenthusiastic science fiction creators, additionally manipulated by UFO-nauts who oppress us, introduced many erroneous ideas as "grandparent paradox", "multiplied existence", or "parallel realities". These ideas deviate and confuse our understanding of time travel.

(The "**grandparent paradox**" considers the situation of a time traveller who kills his or her own grandparent. After coming back to his or her own time, this traveller could find himself or herself to be non-existent. The "**multiplied existence**" claims, that during a time travel we could find ourselves already existing in a destination time and place, only that we would be over there in our different age and preoccupied with activities that we carried out in that age. So we would exist in more than one copy at the same time, namely in our old (or future) copy, plus in further numerous copies of these ourselves that would visit that particular other time. The idea of "**parallel realities**" claims that every action taken during time travel initiates another reality, whose course of events would differ from realities already in existence.)

However, at this point it should be emphasized, that the definition of time flow in the Concept of Dipolar Gravity (i.e. "time is motionless, but we move through it"), and the technical restrictions imposed on time travel, eliminate completely dilemmas and paradoxes such as those listed above. To understand these restrictions it is enough to apply to time travel the "analogy of shifting an execution control in a program" (i.e. to consider time travel to be an equivalent to the shift of execution control to a given label within a contemporary computer program). Similarly as the change of the execution control (jumping to a given label) in such a program is not able to change the operations (algorithm) constituting this program (although it

can impact the data input and the result yield by this program), also the time travel is unable to change the content of motionless "timespace" (although it can alter the fate or path of a given person moving through the time). An excellent analogy which illustrates the limitations of the time travel is the comparison of "timespace" to a kind of permanent landscape, and then to see someone's time travel as one of many different ways of moving through this landscape. Similarly as a traveller who moves through some sort of landscape, is not able to change this landscape into another one (although is able to change some small parts of it (e.g. remove or plant trees, or build a road), also a person who travels in time is unable to form a completely new timespace, although he or she can interact with some elements of timespace in which he or she is moving. The effect of these limitations is the complete elimination of chances for parallel realities, for multiple existence, and for grandparent paradox. Moreover, this analogy indicates also that for an **"interactive travel in time"** (i.e. for a travel in which the traveller can take part in the events he or she observes) a significant limitation is imposed, which allows to shift only between time points through which a given person already lived in his or her "normal" life. To explain this limitation, in order to instantly shift time backward or forward, an appropriate time "label" is needed (like a control label in contemporary computer programs). Therefore, to put such a "label" in place, it is necessary for someone to already live "normally" through the time points in which these labels are placed. This practically means that we are unable to shift someone's time beyond life span of this person, and that all shifts can be achieved only between time points which we have already reached in our preceding life and labeled as time travel destination points for the future use. The result is that such a time traveller is physically unable to shift to time from before his or her birth, nor to kill own grandfather before his or her own conception.

The above limitation imposed onto the time travel, causes that after we build time vehicles, given travellers can **live forever** only through the repetitive shifting their lives back to the young ages, and then reliving their own lives again a countless number of times. But they are always prisoners of their own times, i.e. they can live infinitively long, but their lifespan is not extended. And this we actually observe in the action in our cosmic occupants from UFOs, described in subsection M7.5 of this volume.

M3.3.1. Remotely controlled "assassination of the grandfather" - means the use of time vehicles for undoing events which already happen

The essence and the most vital reason for strangeness of the "grandfather paradox" described in subsection M3.3 before, boils down to the fact that someone **kills the grandfather with his own hands**, in order to find himself later nonexistent. Thus the strangeness of this paradox is based on the same principle as a "physical lifting ourselves by pulling up our hair". In such formulation of this paradox, time vehicles described here make it impossible - as this is explained in subsection M3.3 above.

However, the time vehicles described here allow completely different getting rid of this grandfather, e.g. through arranging a remotely controlled assassination of him. Namely someone who shifted to times of the youth met over there bandits who know his grandfather. So he can convince these bandits to shifty back in time and kill this grandfather. In turn when this happen, this conspirer in fact will find himself nonexistent. Only that in such implementation this is no longer the "grandfather paradox", but an **undoing events which already happen**. The time vehicles described here allow such undoing of events, and even make from them a completely "normal" activity of "immortals". It is also frequently used in practice - for descriptions of examples see subsection M8.3 of this volume. Such an undoing represents also an essence of activities of so-called "time carriers" also described in subsection M8.1 of this volume.

M3.4. Benefits stemming from accomplishing time vehicles and time travel

My research reveal that changes in the natural elapse of time can be caused technically and utilized in countless number of practical applications! The most interesting fact which emerges from my research on time is that this extraordinary software phenomenon can be induced in a technical manner. In order to form a technical change in the elapse of time, it is enough to "deform magnetic field". All objects that are contained within such deformed magnetic field, are experiencing a shifting in time. This possibility of creating technical version of elapse of time introduces enormous potentials for our civilization. This is because it allows to utilize time travel for various applications. Let us list here the most important of such applications:

1. Shaping out the future. Without time travel, whatever we do is irreversible. But if it is possible to shift time back and forth, we can shape our future as it pleases us. For example, if something does not go to our satisfaction, we can shift time backward, and have another go at it. From my research it emerges, that UFOonauts are currently doing this with us (just for this particular reason UFOonauts so thoroughly hide from people). Whatever do not pleases UFOonauts, they shift time backward and change it into something else that is agreeable with their occupational interests on Earth - for actual examples see subsection M8.3 in further parts of this volume.

2. The repair of past errors. When people already have time vehicles in their disposal, then they are able to repair all errors that they committed in their lives. It suffices that at the moment when they realise making a given error, they shift back in time to the moment of time which proceeds the committing of this error, and in a new passage of time they act in such a manner that this error is not made.

3. Propulsion of space vehicles. The technically induced change of time can also be used for propelling purposes, as a very useful principle of returning from distant destinations. There are flying vehicles called the Magnocrafts, which are capable of time travel. These vehicles are able to shift people to, or from, distant star systems, simply by shifting them back in time. The principle of this shifting is explained in subsection M3.1 of this volume, under the name "one-way trip". In turn a brief description of the design and operation of Magnocrafts is provided in subsection D10.1 of monograph [8] "Totalizm". It is also described in monographs [1e] and [2e]. Notice that a very extensive description of Magnocrafts is provided in chapter F from volume 3 of this series of monographs (volume 3 is entirely devoted to the Magnocraft). It is worth to add, that in subsection P2 of this series of monographs, a formal scientific proof is presented, which states that "UFOs are Magnocraft already build by some other cosmic civilization". (This proof is an equivalent to the finding, that UFOonauts have currently "time vehicles" in their disposal.)

4. Saving lives. Whenever there is an accident, time travel can return victims back to life and to health. It is enough to shift time back, and victims are alive and healthy again. Then the reasons for the accident need to be removed. Therefore, after time travel is mastered, accidents and sicknesses can be eliminated completely from human lives, through elimination of reasons for these at times when they are still in the initial stage of their formation.

5. Reviving dead. Time travel allows also reviving people who just died. It is enough to shift backward in time, to the moment of time when they were alive, and then eliminate the reason for their death.

6. Living forever (immortality). Time travel allows accomplish the oldest dream of humanity, namely the never-ending life. After all, when someone's life approaches the ending, it is always possible to shift this person back in time and to allow him or her to pass through the life again. Slightly more about such never-ending life accomplished through repetitions of the reliving it infinite number of times, is contained in subsection E1 of monograph [8] "Totalizm".

M4. Practical construction of time vehicles, means Magnocraft of the third generation

M4.1. How our future time vehicles are going to look like

The name "time vehicle" is going to be assigned in future to any technical device, which is provided with a capability to manipulate on the elapse of time. For this reason, the most useful time vehicles will be surgically implanted into bodies of their users - thus taking the shape of "personal time vehicles". In turn such capabilities to manipulate on time are going to give to people the magnetic devices called the "Oscillatory Chambers of the third generation" which are extensively described in subsection C4.1 from volume 2 of this series of monographs. For this reason, a time vehicle can become any technical device which is going to contain inside these Oscillatory Chambers of the third generation. But amongst a huge number of technical devices which in the future are going to contain these chambers inside, one their group especially well suits the requirements of becoming time vehicles. These devices especially suitable for becoming time vehicles, are space vehicles called "Magnocrafts". The point is that Magnocrafts are spaceships which can fly through vacuum of cosmic space. In turn time vehicles, independently from the ability to travel in time, must also display the ability to conventionally travel in space.

The appearance of a typical time vehicle is illustrated in **Figure M1**. In part (a) of that Figure M1 a general appearance of the Magnocraft is illustrated at the moment when its main propulsor causes a jump to another point in time. As it can be seen in there, the energy of powerful vibrations of the magnetic field which causes the jump to another point in time excites the spherical volume of space to glow strongly. Therefore outside witnesses are going to see time vehicles as spheres of colourful glow in the centre of which hovers a discoidal Magnocraft (or a UFO). Apart for parts (b) to (d) from Figure M1, photographs of time vehicles are also shown in the Polish treatise [4c] and on totaliztic web pages named [immortality.htm](#), [explain.htm](#) and [ufo_proof.htm](#).

To summarize the above, **the name time vehicles is going to be given to any technical devices which will contains Oscillatory Chambers of the third generation which will give to them the ability to change the elapse of time - however the most advanced time vehicles are to be space vehicles which presently are known under the name of the Magnocraft, and which obtained the ability to travel in time by becoming equipped with these special devices called Oscillatory Chambers of the third generation.**

M4.2. How practically time vehicles are going to control time and shift time back

M4.2.1. The general principle of shifting someone's time back and its practical implementation by Oscillatory Chambers of the third generation

In subsection M2.5 of this monograph and volume is explained how exactly time works. In turn subsection M2.8 of this monograph and volume describes the empirical proof which documents that time actually does elapse in short jumps - means it elapses exactly in the manner as this is explained by the Concept of Dipolar Gravity. So now is turn to explain how time vehicles are going to shift this time back.

The double helixes from the genetic codes (DNA) are the carriers for natural programs of lives and fate for all living creatures. It is the discrete execution (i.e. carried out in jumps) of these programs from atoms of genetic codes that living creatures perceive as the "elapse of time". Every atom and every molecule of genetic codes from living creatures contains and stores in itself a section of programs of their life. Such a section defines how in a given

moment of time the cell from the body of living creature that this program describes supposed to look like, and also this section binds the cell of body with a given layer of the "timespace". Every section of this program of life and fate is executed at the moment when the atom and molecule in which it is stored gets into a resonance with vibrations of this "timespace". Thus the key to control over the elapse of someone's time, is the capability to induce a resonance of these particular atoms of genetic code of a given creature, which we want, instead of allowing to resonate these atoms which are under the control of natural mechanisms of the "timespace".

The device which is going to be able to execute practically the resonance of a selected atom and selected molecule of someone's genetic codes, is the so-called "Oscillatory Chamber of the third generation". This is because such a chamber is able to generate extremely powerful magnetic field of an ideally constant value. Onto this ideally constant magnetic field this chamber is going to superimpose impulses of the required frequencies and the required course of curves that describe changes of the field. In this way the Oscillatory Chamber of the third generation is going to excite the resonance of a selected atom and selected molecule of someone's genetic code. This in turn is going to cause, that such someone is to be shifted in time to the period in his or her life that is described by a section of the program of life and fate which is stored in this resonating atom and particle. If this resonating atom and particle are to be positioned below the atom and particle which are just resonating because of the action of natural mechanisms of "timespace", then such a creature is to be shifted back in time, e.g. to years of his or her youth.

As the above reveals it, the general principle of shifting time back is very simple. In order to be able to shift time back it suffices to build the "Oscillatory Chamber of the third generation", and then surround ourselves with a powerful and correctly controlled magnetic field that is generated by this Oscillatory Chamber. According to a well-known (Polish) saying "to a clever head just one word is enough" (in the Polish language "mądrej głowie dość po słowie"), this general principle indicates the direction towards which should go the research effort of future builders of time vehicles. Of course, another (English) saying states that "devil is in details". So in order to build time vehicles, still many amongst these "details" need to be learned. It is a bit like with a general principle of atomic bomb - which is presently known to practically every child. (I.e. with the principle stating that "in order to build an atomic bomb it is enough to construct a device which several pieces of nuclear fuel of under-critical mass joins rapidly into a single piece of such fuel with over-critical mass.) After all, luckily for us it is just because of such "details" that even large countries which already have nuclear fuel and have the required level of technology, still are unable to construct such a bomb. Relating this to the requirements of building time vehicles, it is rather pity that so many people do everything in their powers to make impossible for me undertaking the construction of this miraculous machines. After all, the missing details which my creative mind could work out either theoretically, or learn empirically from research on UFOs of the third generation, or determine experimentally, within just several years, the future researchers may need to seek for hundreds of years or perhaps even for thousands of years. In the meantime all people from our civilization will still be forced to die, because the lack of time vehicles will NOT allow them to shift back in time to years of their youth after their arrival to an old age.

M4.2.2. The Oscillatory Chambers of the third generation

The Oscillatory Chambers of the third generation will differ by a whole array of attributes and capabilities from the Oscillatory Chambers of the second generation, and from the Oscillatory Chambers of the first generation - as described in subsection C4.1 from volume 2 of this series of monographs. The most vital out of these different attributes will be the ability to control very precisely the magnetic field that these chambers are to generate. These chambers will be able to control precisely e.g. the shape of the curve of changes of the magnetic field that is generated. Thus, for example the constant magnetic field that these

chambers are to generate will be ideally constant - like the one from permanent magnets. This is because of such a precise control that these chambers will be able to "deform" magnetic fields (i.e. to "get between force lines of magnetic fields"). The outcome of this ability will be the required change in the elapse of time. From the external appearance point of view the Oscillatory Chambers of the third generation will also look different. Namely, in order to fulfil the rigid requirements of controlling all attributes of the magnetic fields that they produce, they will have shapes of rods with 16 side walls, means not octagons (like the Oscillatory Chambers of the second generation) nor cubes (like the Oscillatory Chambers of the first generation).

M4.3. The Magnocraft of the third generation (i.e. "public transport" kind of time vehicles)

The work of time vehicles in our presence, is going to involve a whole range of sophisticated magnetic phenomena, which are much more complex than those for technological telekinesis. Many out of these phenomena, at our present level of knowledge about the "deformation" of magnetic fields is not possible to be foreseen. But there is a quite significant number of phenomena, which we already are able to predict and describe. Their explanation is provided in subsection M3 that follows. In order to indicate here one of the most characteristic of such phenomena, which for the outside observers allows to distinguish time vehicles from for example telekinetic vehicles described in chapter LC, or from vehicles purely magnetic that are described in Chapter G, it is an ideally round sphere of glowing space. When observed during flight, time vehicles are surrounded by such perfectly round non-spinning spheres of excited space, in which the magnetic equivalent of internal energy is roused to a higher level. The diameter of these spheres will be equal to about two outer diameters of a vehicle hidden inside of them, i.e. to around 9 meters for the smallest time Magnocraft type K3. These spheres, depending on the type of deformation of the magnetic field, emit either orange-red or blue-green light. The time vehicle which is surrounded by it, usually become unnoticeable for outside observers. Because of the appearance of these spheres, and also because the Magnocraft's body that these spheres house inside are hidden from the eyes of chance observers, some witnesses of time vehicles who have no knowledge of the Magnocraft's theory may interpret them incorrectly as huge ball lightning. These perfect spheres of glowing space which have a single, uniform, and vivid colour, allow also to distinguish between time UFOs, and UFOs that fly on principles of telekinesis (which - as described in subsection M3 emit only ghostly, white "extraction glow" that exactly reflects the shape of these vehicles), or UFOs that fly on purely magnetic principles (the propulsors of which form multi-colour glows).

The appearance, design and general operation of time vehicles is to be quite similar to the appearance, design, and general operation of telekinetic vehicles and time vehicles.

Time vehicles are also described in chapter J of monograph [2e].

The completion of time vehicles will conclude on Earth the development of the numerous Magnocraft-based spaceships. The characteristics of all these spacecraft presented here show that our present knowledge of what we call the "magnetic field" can be likened to the touching in the darkness of the tip of a mountain of gold, and not realizing that within a hand's grasp there is immense wealth waiting to be discovered.

M4.3.1. Landings of time vehicles

After landing, time vehicles also leave characteristic landing sites. In the geometrical sense these landings are to resemble landing sites of Magnocraft of the first generation. But in the sense of scale, and also permanency and kind of changes in the soil, time vehicles are

going to cause rather insignificant changes. Thus attributes of landing sites of time vehicles are going to be similar to attributes of landing sites of telekinetic vehicles. Only that landing sites of time vehicles are going to be characterized additionally by several attributes that result from residue of time disturbances in the soil. For example, in a person who sits on such a landing site, this residual disturbance of time is able to induce various paranormal phenomena, such as seeing the future, visions, etc.

M4.4. Four-propulsor time vehicles

Similarly as this is the case with Magnocraft of the first generation, which work exclusively in the magnetic convention, and with Magnocraft of the second generation, which works in either the telekinetic or magnetic conventions, also Magnocraft of the third generation can be constructed in several different designs. And so, independently from discoidal time vehicles described in subsection M2, also four-propulsor time vehicles, and personal time vehicles are going to be build.

Four-propulsor time vehicles are shown in **Figure M2**. They also are to look similarly to four-propulsor vehicles of the first generation shown in Figure D1 and dimensioned in Table D1, and to telekinetic four-propulsor vehicles of the second generation shown in Figure M2 and described in subsection M10. But there are various vital technical details which allow to distinguish between all these three generations of four-propulsor vehicles. Let us review here these details briefly.

The most easy to see amongst these details, is the door in a side wall, described in subsection M10 and shown in Figures D1, that exist only in four-propulsor vehicles of the first generation. Other similar detail is the rectangular or square porthole that exists in the floor of four-propulsor vehicles of the first generation, but do NOT exist in floors of such vehicles of the second and third generations. This porthole is visible in part (1) of Figure M2, and also in Figure Q1. The existence of it in four-propulsor vehicles of the second and third generations becomes obsolete, because during coupling several such vehicles together into flying cigars, their pyramidal roofs simply penetrate telekinetically through floors of vehicles with which they are coupled. So the porthole in the floor, which in vehicles of the first generation after being opened allows to insert into itself the tip of this pyramidal roof of another such vehicle, in the vehicles of the second and third generations becomes obsolete. However, the lack of this porthole in a given vehicle does not tell whether this vehicle belongs to the second or to the third generation. In order to find it out, one needs to analyze the appearance of propulsors in a given vehicle.

Propulsors are these distinct details, which allow for the conclusive distinguishing between vehicles of subsequent generations. Although the dimensional proportions of propulsors are similar in vehicles of all three generations, their shapes, and also the appearance of their outlets, are significantly different. Four-propulsor time vehicles of the third generation have propulsors, the aerodynamic casings of which take the shape similar to a cylinder - see descriptions in subsection C7.2.2. The height of these cylindrical propulsors is slightly less than the width - see part (3s) in Figure C11. These propulsors clearly differ from the propulsors of telekinetic four-propulsor vehicles - see descriptions in subsections M5 and F7.2.2 and part (2s) of Figure F11. After all, in telekinetic four-propulsor vehicles the aerodynamic casings have shapes of "pumpkins". They also differ from the barrel-shaped or amphora-shaped propulsors used in four-propulsor vehicles of the first generation - for details see Figures F9 and D1. Furthermore, such propulsors of time vehicles contain spider configurations of the third generation, which are based on the sixteen-sided oscillatory chambers. Thus the sixteen-sided shape of outlets from these propulsors, and also the number 16+1 of these outlets, are clearly different than the square outlets from propulsors in vehicles of the first generation, or octagonal outlets of propulsors in vehicles of the second generation. To outside observers such propulsors of four-propulsor time vehicles resemble

kinds of "cylindrical rocket launchers" from present military aircraft. Only that their outlets are pointed downward.

A further attribute allowing for distinguishing between both generations of vehicles discussed here, are phenomena that they induce. Vehicles of the **first** generation induce only magnetic phenomena. Examples of such magnetic phenomena include black bars of magnetic field that leave propulsors, or blue or red ionization of the air that surrounds the vehicle. In turn vehicles of the **second** generation induce either magnetic phenomena, or telekinetic phenomena. Telekinetic phenomena induced by them may include: a white and ghostly extraction glow, the telekinetic flickering, ability to penetrate through solid objects, etc. In turn vehicles of the **third** generation, in addition to magnetic or telekinetic phenomena, are also able to induce disturbances in time elapse. These disturbances may include e.g. state of suspended animation, duplication of time, etc. - for details see subsection M3.

The attributes of the four-propulsor time vehicles are almost identical to attributes of the discoidal time vehicles. Let us summarize now the most vital attributes of the four-propulsor time vehicles discussed in this subsection, as well as attributes of personal time vehicles and discoidal time vehicles discussed in subsections M6 and M3 of this chapter. Here they are.

Time vehicles are able to **travel in space**, using for this purpose the telekinetic convention of flight. Then their attributes are identical to attributes of telekinetic vehicles discussed in subsection M3. They also are able to fly in the magnetic convention. Then their attributes are identical to attributes of the four-propulsor Magnocraft of the first generation, presented in subsection D3. In addition to these capabilities of flying in space, time vehicles are also capable of **time travel**. During such time travel they are able to immediately shift from one point of timespace to a different point of timespace. In this manner they disappear from one time and appear in another time. They are also able to carry out a person or people to different points in time. The activation of time vehicle is to cause several side effects, such as effect of the duplication of time, or the effect of suspended animation - all these are summarized in subsection M3.

M4.5. Personal time vehicles

Time vehicles may also be constructed as personal propulsion systems. Then, the vital consequence of the use of an internally deformed telekinetic field in them, is that this field is non-detrimental for health of people and living organism that happen to be in the range of it. This happens because of the small intensity and special characteristics of such field. Rather opposite, since this field carries also a Telekinetic Effect, it stimulates biologically the increase in health and vitality of all living organisms - for details see the final part of subsection KB2.

Because of this harmlessness, miniaturized propulsors together with control computers of such personal time vehicles are to be **surgically inserted** directly into bodies of users of these time vehicles. In the effect, people who have installed such propulsors, are capable to change the elapse of time, and also fly in the air, without using any vehicles visible for human eyes. During flights in the air, such people simultaneously are to produce a ghostly "extraction glow" discussed earlier. Also they are able to walk through walls and iron plates, walk on ceilings and on water, disappear from the view at any wish, and do a lot of other actions that we now would consider to be "supernatural". So people having such personal time vehicles are going to demonstrate abilities, which currently are demonstrated by TV magician named David Copperfield. Because of the placement of these propulsors in the body of users, these unique capabilities are maintained even if a given user of personal time vehicle for some reasons is stripped of his/her suit or/and equipment. Thus, for such devices the method of incapacitating of users described in subsection R4, would not work.

The ability to alter the time, and also to carry out telekinetic activities - such as telekinetic flying in the air or fading gradually away by transforming from material form into a form of energy pattern, becomes especially stunning if it is observed by someone who knows

nothing about the capabilities of such devices. This is because it transforms material users of such propulsion systems into a kind of supernatural beings. In turn, this their supernatural state may cause, that uneducated people may take such users for spirits, demons, witches or wizards, various supernatural beings (e.g. devils, angels, or vampires), and in some cases even for gods - as an example see subsections R4 and P5.

The attributes that personal time vehicles are to give to their users, are almost similar to attributes given by discoidal and four-propulsor time vehicles. In turn these are summarized in subsections M5 and M3.

M4.6. So when our civilization accomplishes time vehicles (and thus the immortality for all people)

My analyses of the so-called "Cyclic Table" discussed in chapter B from volume 2 of these monographs [1/5] and also shown in volume 10 (about propulsion systems) of this series, indicates that "time vehicles" in normal circumstances would be build in around 100 years after constructing Magnocrafts and after supplying Oscillatory Chambers of these Magnocrafts into the capability to release the Telekinetic Effect. However, the most difficult obstacles on the path to building time vehicles, is to learn the mechanism of time and to develop the principle on which time vehicles operate. On the other hand, thanks to the Concept of Dipolar Gravity, these two major obstacles are already removed. So in practice, if the humanity puts into the building of time vehicles the same amount of resources and determination, as it puts into wars and into the development of old-fashioned rocket propulsion, then my estimates suggest that time vehicles could be build in around 50 years after the construction of Magnocrafts. In turn these Magnocrafts could be build already now. Actually in times when I invented them, I still optimistically believed, that I will be able to build operational magnocrafts still in the duration of my own life. Unfortunately, I did not know then yet, that people take a great pleasure in making redundant from jobs, murdering, or unleashing any other forms of persecution towards these ones amongst themselves who show the biggest creativity - as this is described in subsection W4 from volume 18 of this monograph. This is pity, because if these my dreams could be fulfilled, then **the access to time vehicles, and thus also the access to immortality, could still be accomplished by the generation of people which already is born on Earth.**

Unfortunately, with the elapse of time it turned out, that on the planet Earth is "simulated" the situation, as if the Earth is secretly occupied by evil aliens which are described in volumes 13 to 17 of this series. These morally decadent creatures cause with their intrigues that instead of building the Oscillatory Chamber and Magnocraft, I spend the majority of my time as an unemployed scientist, or in places where I have no chances to undertake the building of devices which I invented. So it looks like, in reality, time vehicles can be build by humanity only after this point in time, in which our evil relatives blow their civilization up - as I am describing this in subsection M6.2 of this volume. Fortunately for us, this may happen relatively soon, as these our relatives already for a long time sit on a time bomb which may go off at any moment. So when we are waiting this to happen, in the meantime we should implement totalizm and the respect to moral laws in our everyday lives. This is because only when we consequently apply moral laws in our living, we make sure that our civilization is not going to follow the unfortunate steps of these our evil relatives.

M5. Phenomena induced by time vehicles

M5.1. What observable effects a nearby use of time vehicles is going to induce

For a civilization like ours, which has not yet developed the capability to travel in time, it is immensely important to accumulate the knowledge needed to detect the activity of time vehicles build by civilizations of evil parasites from UFOs that currently occupy Earth. The Concept of Dipolar Gravity already allows to foresee of few distinct phenomena, which will be observable by outside witnesses, and the noticing of which is a sign of the use of a time vehicle in a close proximity. Three most distinctive out of these phenomena can be called (1) the "state of suspended animation", (2) the "one way trip", and (3) the "effect of time duplication". The external manifestations of these three phenomena will be presented below.

The "**state of suspended animation**" can only be observed by someone whose time elapse is accelerated by a time vehicle, so that the events he/she experiences take much longer than the length of time that actually elapsed around this person. To explain this state of suspended animation better, let us use the following example. Let us assume that the reader is at this moment in a busy office, and that this office is entered and inspected by some intruders, who have a time vehicle (e.g. by UFO-nauts). In order to remain unnoticed while inspecting this office, intruding owners of time vehicles changed their speed of time. They accelerates the lapse of their own time, leaving the time of the rest of the office to elapse at its normal speed. Therefore, while for the entire office only a few microseconds passed, the intruders experience events that for them may occupy several hours. In this way no one in the office has enough time to notice the presence of these intruders. But if by an accident, someone in the office was too close to the intruders when they were changing the speed of their own time, the time of this person from the office would also become accelerated. In such a case, this chance observer of a time vehicle in action would be surprised to notice a view, that would resemble to him/her a film that was suspended on a single frame. All his/her colleagues and everything in the office, would appear strangely suspended in motion in positions that they would have in a given moment of time. The boss, just coming through the door, has one leg lifted in the air, looking grotesque standing on the other. The fast typist is frozen motionless with fingers suspended above the keys. The water that someone pours would freeze half-way between the teapot and a cup. A paper ball thrown by a colleague would stay in the air suspended a few centimeters above the rubbish tin. There would be an absolute silence. Such a suspension of motion would prevail until the intruders would depart. When the intruders would finish their inspection and depart, everything would rapidly return to normal. All the events described above would continue their course from the point at which they were suspended. The only record that anything at all has occurred would remain in this person's memory (if this memory is not intentionally erased by the departing intruders) and in his/her personal watch, which together with the person's body, would also be accelerated in time. Cases of real observations of such states of suspended animation are reported in subsection T3 of this monograph.

In the manner similar to that described above, the Time Vehicles are able also to cause the "**state of accelerated animation**" when the elapse of time of the person who uses a time vehicle, is slowed down in comparison to the elapse of time in his/her surrounding (thus all the activities he/she observes in this environment will look as if someone accelerated their speed). Such a state can be highly useful for example during a slow crossing through a wall, when after it is introduced for the person that moves, it allows to not breathe inside of the wall (as for this person who crosses the wall, the entire crossing takes an equivalent to a fraction of second). In case of UFO-nauts that occupy our planet, for some reasons they use this state relatively frequent, for example for decrease of efficiency of people who are acting against their interests. If they are able to delay the elapse of time for a given person, so that when outside elapses for example 24 hours, for this person elapsed only 12 hours, then the efficiency of action of so neutralized person is decreased by a half, and no-one notices this.

One of the most noticeable symptoms, that in our vicinity one of these two states (i.e. suspended or accelerated animation) was just used, is the change of indications of time in a clock or watch that was inside of the sphere of influences of a time vehicle. If the change of time introduced by such a vehicle includes also such a clock or watch, then it is recorded in

the indications of this clock or watch (in comparison to other watches or clocks that remain outside of the sphere of time change). Thus this clock/watch shows a time that is either accelerated in relationship to the normal time (when it was included into the state of suspended animation), or is slowed down in relationship to the normal time (when it was included into the state of accelerated animation). Simultaneously, after this rapid acceleration or stopping of the time finishes in a given clock/watch, the further work of this clock is going to occur with a normal speed. Thus the clock is going to maintain later the same time shift (in order to decrease the chance of detecting such manipulations on time, intruding UFO-nauts frequently accelerate or decelerate time by a full one hour). This if in our vicinity, such a change of time in a watch/clock is rapidly discovered, then it is a sign, that we were subjected to an action of time vehicle of our cosmic parasites. From the amount of time our watch/clock is shifted in time, we can determine what was our acceleration or deceleration of time. Thus we can also deduce the probable reason, why UFO-nauts intruded our space. (I.e. whether it was our abduction - which usually takes around one hour, or crossing the wall of our house by a time vehicle - which usually takes just several minutes, or intentional delay of our personal time in order to decrease our efficiency in the work which runs against interests of the cosmic occupants - in such a case the delay of our clock may amount to several hours.)

The state of suspended animation described above reveals that the Magnocraft of the third generation (i.e. time vehicles) are capable of becoming invisible in several different ways. Apart from the "magnetic lens" described in subsection F10.3.1, which they can switch on after turning their propulsion into the purely magnetic operation, and "state of telekinetic flickering" described in subsection M3 - able to be switch on after turning their propulsion into the telekinetic operation, they additionally are able to use various forms of the manipulation on time. Of course, the "state of suspended animation" is only the first of many such possibilities of manipulating the time to become invisible while remaining in a given place. Other such possibilities involve for example "oscillating between two different times", and the manipulation depending on a phase shift between the vehicle's time and a local time (due to this phase shift, a time vehicle appears in a given point a fraction of second after the light already passed through this point; thus the time vehicle can be touched and felt, but remains unseen).

The state of suspended animation described above is only the first of numerous extraordinary advantages offered by time vehicles in comparison to conventional or telekinetic means of travel. Another very important their ability is the **"one way trip"** advantage. This particular capability of time vehicles depends on the completion of physical travel in one direction only, i.e. to a chosen destination, whereas the return trip is obtained not by means of actual travel, but by shifting time back to the point when the whole trip began. In order to express the above in simple words, the "one way trip" depends on physical travelling in one direction only, and on the controlling of time (shifting it back) in order to bring a person to the point from which a given trip was started.

In order to understand the principles involved in such "one way trips", it is necessary to remind ourselves the definition of time provided by the Concept of Dipolar Gravity (provided in subsection H9.1, and repeated at the beginning of this subsection). This definition says that the **"time is the flow of execution control through our counter-material (software) duplicates"**. The understanding of this definition is more easy if the reader is aware of the similarity of our counter-material duplicates contained in another parallel world, to contemporary computer programs working in the so-called "real-time". As we know, such programs are composed of sequences of individual instructions, which are executed by the computer one after the other. The Concept of Dipolar Gravity teaches us, that the elapse of time can be compared to the flow of execution control through the subsequent instructions of such programs. In this concept, the computer program represents a stationary "timespace", while the execution control that runs this program and thus that shifts through the subsequent actions (instructions) of this program, represents the elapse of time. According to the above analogy that stems from the Concept of Dipolar Gravity, **"time is motionless, while we are moving through the time"** (or more strictly the execution control from our counter-material

duplicates is shifting through the timespace). In this aspect the magnetic understanding of time is opposite to the popular understanding of it. In the popular understanding of time, we are standing motionless, while time is "flowing" around us.

One of the consequences of magnetic understanding of time, is that it indicates the manner of travelling in time. Although the Concept of Dipolar Gravity states, that in our set of dimensions elapse of time occurs in one direction only (therefore, in our physical world it is impossible to change the elapse of time), in other set of dimensions, i.e. in the counter-world, it is possible to control time in every possible direction, i.e. its shifting back, shifting forth, accelerating, and also slowing down.

According to the Concept of Dipolar Gravity, the technical travel through time boils down to the shifting an execution control to the previously "labeled" point of timespace. In the understanding of principles of such shifting of control, again very useful is the similarity between our counter-material duplicates to computer programs. As we know, in computer programs it is possible to return to any point of execution simply by placing a "label" at the beginning of a given sequence of operations, and then by completing an unconditional jump to this label. Exactly the same happens with the time vehicles. They label a certain point in someone's execution sequence (i.e. a certain point in time), and then they execute the shift of this person's execution control back to that label. The person whose software model is subjected to such a process, perceives it simply as the shifting back of time. Therefore, if some technically advanced creatures who have a time vehicle at their disposal, wish to take a particular person for a trip, they only need to attach a "label" to his/her execution sequence. Then - when the trip is completed - instead of travelling back with this person, they simply shift his/her execution control to that label. In the final effect a person who completed such a trip remembers only the way in one direction (this is because the way back does not occur at all), and also after the return he/she discovers with a surprise, that the actual time is the same or even earlier than the exact time when a given trip began.

The above analogy also easily explains the principles involved in slowing and accelerating the elapse of time occurring e.g. during the "state of suspended animation" (i.e. such actions are similar to living with a "normal" speed, except that the execution control passes slower or faster through our counter-material duplicates).

The "one way trip" capability of time vehicles allows for UFO abductions, which take up no recordable period of time. In these abductions chosen individuals are taken on a journey which, regardless of the duration, finishes at exactly the same time as it started. Thus, if during such an abduction someone would continuously observe the abductee, or even hold his/her hand, the observer would not be able to notice the absence, because for the sight and senses of this observer the abductee would continue the presence through the point in time when the abduction actually took place. The occurrence of such an abduction would be vigorously denied by investigators, as acknowledging it would contradict the most fundamental theories of contemporary orthodox science (which assume that it is time that "flows", whereas we stay motionless within this flow, thus moving in time is presently unexplainable). In my research I had opportunities to meet several reports from such timeless UFO abductions, unfortunately none of them was explained, or even understood by other researchers. An additional difficulty introduced to our research of such cases is, that parasitic UFO nauts that occupy Earth, usually erase memory of people who have already experienced such timeless abductions. Thus, because their memories have been erased at the point of return, neither they or anyone else are able to have any knowledge of the events that occurred. Even if on some rare occasions, the final memory erasure may fail or is incomplete, the incredible reports of abductees are not taken seriously as no-one is prepared to believe their claims of having visited distant planets from other stars, while people close to them had insufficient time to blink their eyes. Especially as the person who tells the story explains with details the trip in one direction, but is unable to explain how he/she returned!

The principles of time travel described previously apply to the situation when time remains motionless but an active traveller moves through it. However, an opposite way of

travelling is also possible, although technically more difficult. It depends on making timespace to dynamically "wave", while a traveller remains motionless. Such a way of time travel is described in subsection M6.1 from this volume. A "natural" example of manifestations of this kind of time travel would be phenomena occurring during the explosion or starting of time vehicles. One of the most frequently occurring of these type of phenomena is another manifestation of time vehicles called here the "**effect of time duplication**". This effect can most simply be explained by the example of an analogy of time vehicle to a motorboat that is resting in a waveless lake (the surface of this lake represents timespace). If this motorboat rapidly begins to move, it induces waves on the lake. These waves would also toss about an outside observer that was floating in the water and watching the boat. To interpret the above analogy to time vehicles, if such a vehicle causes a rapid "deformation" of time, then an observer from the vicinity of this vehicle will be included into time waves so induced. For the observer these time waves will be perceived as multiple repetitions of the same sequence of events. For example, if the observer heard in a radio a specific song, saw in TV a specific sequence of events on a video clip, or saw a specific car passing by his or her window, after a while he or she will hear again the same song, see exactly the same sequence of events in TV, or see again the same car passing by. It is also worth to add, that because of the principles involved in the operation of time vehicles, which execute their changes of time by a "deformation" of the environmental magnetic field, the use of these vehicles is manifested only within the space where the environmental field is excited by their magnetic circuits. (Thus, the diameter of such sphere of influence is around 2 physical diameters of these vehicles.) Therefore all side effects described in this item can be by chance noticed by observers whose distance from a time vehicle is slightly smaller from this sphere of influence. For the case when personal time vehicles (i.e. those inserted surgically into users' body) are used, the sphere of such influence will not exceed around 4 meters from the alien user. Thus, a person who experiences one of the effects described earlier, can be sure that a time travelling intruder is really close.

M5.2. The passive replay of timely distant events

All previous descriptions from this chapter related to an interactive participation in the passage of time. This means, that the descriptions concerned such way of travelling in time, when a given traveller lives normally, only that is positioned in times which are different than these naturally designated for him or her (i.e. in times to which he or she was moved by a time vehicle). Thus, such a time traveller can normally interact with other people and all objects which exist in this different time. However, at this stage of presentation it is worth to add, that the Concept of Dipolar Gravity reveals also another kind of time travel. It could be called "**the passive replay of timely distant events**". This kind of time travel does not impose any restrictions regarding the time distance to which a given observer goes. But it limits the traveller to the role of a passive observer (witness) only. In the "analogy of shifting a program control" described above, this other means of time travel could be compared to the re-running a sequence of a given program, by some other program. Thus, this other program could show what results a given program would yield, but it is unable to actually identify itself (become) the program that is being run. To put this into another words, in this passive time travel, the traveller can only observe the course of events that occurred (or are going to occur), but he or she is unable to take part in these events or to impact their final outcome.

From the technical point of view, a device which is to be used for the purpose of implementing this kind of passive travelling in time, is going to be a kind of reversal of the device which is to implement the interactive travelling in time described before. (Means, this device will be like a reversal of "time vehicles".) If we would compare both these devices to something that we know from our present level of technology, then the "time vehicles" can be compared to kinds of "projectors". After all, they impose (i.e. "project") the location of the

execution control in our natural programs from the counter-world. In turn the device for a passive replaying of timely distant events described here, can be compared to a reversal of projectors, means to "photo-cameras". After all, this device intercepts and illustrates in a picturesque form, events which are expressed in programs contained in the counter-world.

In reference to the so-called "**grandparent paradox**" described in subsection M3.3 above, this "passive replay of timely distant events" would only allow one to observe his or her own grandparent in action, but it still would NOT allow to carry out any interactive interference with life of this grandparent, e.g. would NOT allow to kill him. So as we can see, the universe is perfectly protected against destructive interference in time by irresponsible time travellers.

M6. Consequences of use of time vehicles

M6.1. The "imprisoned immortality"

Motto: "The expression 'everlasting happiness' is also a simplest description of the situation when inhabitants of a totalistic civilization who mastered the skill of maintaining a continuous nirvana use time vehicles for repetitive renewal of their physical bodies, accomplishing in this manner immortality which becomes an everlasting time of indescribable happiness."

Time vehicles described in this part B, which operate on principles of the deformation of magnetic fields, allow to come true the oldest dream of people. This dream is to accomplish infinitively long life. The principle of giving to the users of these time vehicles the infinitively long lives is relatively simple. It boils down to a repetitive shifting a given person back in time during the final part of his or her life. The person is shifted back in time to the period when this person was young. In turn **after this someone is shifted back in time, this person remembers his or her previous lives from previous passages of times, in exactly the same manner as if the living was continued through a normal elapse of time.** Therefore people shifted back in time with a time vehicle again to years of their youth, still remember their previous part of life that they led as older people. In this way they are able to relive through their life any number of times, remembering each passage through it. So actual building of time vehicles gives people who have these vehicles in their disposal, a taste of accomplishing the immortality.

This form of immortality, accomplished through such repetitive shifting back in time, has however a limitation, which makes "prisoners of their own times" all these ones who utilise it. Means, these people may live infinitively long in total. However, their lives always remain limited to the same period of time. For example, they can only return back in time to the date, which must be later than their date of birth. They can also move forward in time no more than to the date when they died naturally. Thus, the outcome of this repetitive shifting back in time is a kind of "**imprisoned immortality**". Furthermore, during every shifting back in time, these people can take with them mainly their memories. (They take also with them everything that is resulting from their memory, namely their knowledge, life experience, character, weaknesses, prejudices, etc. - see subsection M7.5 of this volume.) But they are unable to take with them anything else (material) - that they did not have already in times to which they just are returning. Thus, if e.g. in older age they meet some necessary technical device, which in times of their youth was not invented yet, or they had a favorite cat or beloved soul-mate which they got to know only in the final phase of their life, then after shifting back in time they lose all this and are forced to do without it until the time when they meet it again in the later phase of their life. (They can also not meet it at all - if in a new passage of time they choose a different path through the life than the path which they followed in the previous passage through time.) Such a limitation and consequences of this "imprisoned immortality" accomplished via time vehicles

working on the principle of deformation of magnetic fields described here, impose a special kind of psychological strain onto people who utilize it. In the result of this strain, not for all people this "imprisoned immortality" turns out to be a blessing. Some people, especially those who practice in life the philosophy called parasitism, actually can perceive it as a kind of curse. Means, they will not be able to resist using repetitively this form of immortality - like it was an addiction, but it is going to make them increasingly more unhappy.

If a given consumer of the "imprisoned immortality" practices in his or her life the philosophy called totalizm, and has a good fortune to live in a totaliztic civilization, then this form of immortality becomes a true blessing for him or for her. After all, due to leading a pedantically moral life, such someone is going to maintain the state of nirvana the entire his or her life through. So he or she is continually happy, cheerful, and optimistic. Everything satisfies him or her, while his or her soul is not forcing him or her to seek anything better than whatever is already there. Furthermore, such someone continually tries to improve his or her morality, goodness, and the level of perfection. Thus, together with the accumulation of the knowledge and life experience, such someone becomes increasingly productive for his or her surroundings. All others appreciate him or her increasingly more and always want him or her to be with them forever. In the result, **for members of totaliztic civilizations the accomplishing of the "imprisoned immortality" described here is a blessing which allows them to lead infinitively long and indescribably happy lives.** Slightly more about the "everlasting happiness" that members of such civilizations then experience, is explained in subsection M7.4 of this volume. In fact, for these people such limited form of immortality in practice turns out to be equally perfect and effective as the true immortality described in subsection M9.3 of this volume. However, the key for such an imprisoned immortality to become a blessing, is the ability of people to maintain themselves in the state of continuous nirvana. In turn, to be able to continually earn for themselves this nirvana, it is absolutely essential that these people live in the society which practices the philosophy of totalizm.

However, if a given user of the "imprisoned immortality" practices in his or her life the philosophy called parasitism, and also lives in a parasitic society, than this limited form of immortality with the elapse of time turns out to be a kind of curse for him or for her. After all, the life in a parasitic society makes impossible for him or her to accomplish a nirvana. In turn without a nirvana, such someone is all time pulled apart by desires and needs impossible to be satisfied, which eat him or her alive. Because such someone never is able to have everything that is continually desiring, with the elapse of time these unsatisfied desires make permanent changes in his or her psychological makeup. On the other hand, in spite of shifting back in time, the psychology, memory, and needs of such people remain unchanged. Also, as their longevity progresses, their attributes and character becomes increasingly evil and unpleasant. So a time arrives one day, when they become too uncontrollable and too unbearable to other their countrymen, while their life becomes a kind of hell. Thus either themselves voluntarily, or with a delicate push by their countrymen who cannot tolerate their unpleasantness anymore, their life is terminated - in spite that they could live infinitively. In the result **for members of a parasitic civilization, the accomplishing of an "imprisoned immortality" described here is a kind of disguised curse and cheat, which theoretically could give them infinitively long lives, but which in practice drowns them in suffering and hell of increasingly higher unsatisfied desires, increasingly less fulfilled ambitions, and increasingly more powerful feeling of unhappiness, and thus which sooner or later must be terminated with a death.** Slightly more about the "everlasting hell" that members of such civilizations then experience, is explained in subsection M7.5 of this volume. So in fact, in civilizations which practice parasitism, this imprisoned immortality - similarly as everything else that they accomplish, is only a kind of illusion, cunningness, and theory. In practice, life of each citizen of such civilizations is limited and always finishes with a death, only that lasts a bit longer than it would normally, and that it spreads amongst all involved much more destruction and suffering than it should. However, what is even worst, with the progressing number of subsequent repetitions of lives by citizens of such parasitic civilizations, the level of immorality,

unsatisfied desires, and the feeling of unhappiness in these citizens is increasingly growing. In the result, such a civilization with the elapse of time must blow itself up - as this is explained in subsection M6.2 of this volume.

Because of this ability of imprisoned immortality, to push the civilization which uses it into the grip of "everlasting hell", at this point I have an appeal to our descendants who will build time vehicles. Namely, I beg them that **under NO excuse they may allow to shift back in time a person which at the moment of shifting is unable to prove that just experiences nirvana.**

An example of civilization which right now experiences such imprisoned immortality are these evil UFO-nauts who secretly occupy our planet, while whose descriptions are provided in subsection M6.2 of this volume.

M6.1.1. The group responsibility of members of civilizations which practice "imprisoned immortality"

In civilization like ours, everyone takes his or her own responsibility for own fate. So if in all actions he or she pedantically obeys moral laws, then he or she lives a happy and fulfilled life. But if he or she breaks moral laws, then his or her life transforms into a misery and a string of disasters. However, at the moment when a given civilization builds time vehicles, while members of it accomplish the access to "imprisoned immortality", this individual responsibility is replaced by the one which is best described by well-known saying "**all for one, one for all**". For example, in this new system of responsibility every member of this civilization is shifted back in time and receives immortality only if remaining members of this civilization judge, that he or she fulfils criteria imposed onto this shifting back in time - for example when he or she proves in own life that is able to maintain a continuous state of totaliztic nirvana. In turn every member of this civilization obtains then an access to such enormous energies and destructive capabilities, that is able to blow up the entire own civilization whenever wishes. Also every member of this civilization bases his or her immortal life on the "grace" of members who lead the same immortal lives before him or her. This is because if any of these previous also immortal members of a given civilization that still exist in a previous point of time of the same civilization, rapidly decides to blow own civilization up, then all these descendants who exist and live immortal lives in later points of time of the same civilization, rapidly also cease to exist - as this is explained in next subsection M6.2 of this volume.

M6.2. The "non-existing existence" of evil civilizations which practice the "imprisoned immortality" without accomplishing previously a nirvana

Accomplishing the totaliztic nirvana turns out to be the decisive factor which determines the further fate of every civilization that reached the level of the "imprisoned immortality". If a given civilization creates in itself such a moral climate, that every member of this civilization continually maintains the state of totaliztic nirvana, then members of this civilization live infinitively long while being infinitively happy. Furthermore, with the elapse of time they earn for themselves the true immortality described in subsection M9.3 of this volume. But if a given civilization begins to repetitively shift back in time its members without making sure that each of the shifted back in fact acquired the ability to earn and to continually maintain the state of totaliztic nirvana, then the moral level of this civilization begins to drop, until this civilization become the indescribably evil - as I explained this in subsection M6.2 of this volume. In turn such an evil civilization after a number of shifts back in time all its members finally blows itself up. After all, with each such a shift back members of this civilization become increasingly more unhappy and increasingly more evil towards each other, but they simultaneously have increasingly more powerful tools of destruction. In turn at the moment when they actually blow

themselves up, the laws that govern over time cause that the universe transforms in such a manner as if this particular civilization never existed at all. Because for such a satanic civilizations it is only a matter of number of repetitions of the life of their members before they actually blow themselves up, in fact these satanic civilization which practice the "imprisoned immortality" supposedly do exist and supposedly carry out their evil, but in fact they are already non-existent. So each member of these evil civilizations takes part in a kind of the "**non-existent existence**". Means, this member does exist until the moment in time when his civilization blows itself up, then it turns out that in fact he never existed. This is because in the universe there will be no sign of his existence and activity. Because through the repetitive shifting back in time, his existence is like suspended in the same point of time, in which later it turns out that he never existed, the existence of every member of this civilization is as if he or she really never existed.

Very interesting is the natural mechanism with the use of which this "non-existing existence" of members of evil civilizations which practice the imprisoned immortality is implemented. This mechanism in itself is so extraordinary, that it bits all the "paradoxes of time travel" which were invented by authors of "science fiction" and which are described in subsection M3.3 of this volume. In order to realize here at least the most vital points why it is extraordinary, now I explain briefly what it is about. If we would to compare to something a civilization like ours, which still does NOT have time vehicles, then a good comparison would be a **mole** which makes its passage under the ground. Similarly as for this mole, in such civilization at any moment of time exists and lives only a short number of generations, which make changes in the universe which surrounds them and thus leave behind a trail which certifies that they existed. Behind them on the path which they passed lives nor exists nothing apart of marks of their activities. Similarly in front of them also exists nothing. So when any ancestor of this "mole" rapidly gets crazy and decides to blow himself up, he would NOT be able to do this for a simple reason that he would be dead for a long time. Means, in such a civilization of mere mortals ancestors are NOT a threat to anyone. But a completely different situation is in a civilization which already uses time vehicles. If we would also seek a comparison that would describe such a civilization that already practices the imprisoned immortality, then the best comparison would be a **tapeworm**. The head of this tapeworm is this particular generation which build the first time vehicle, and to which applies the expression "**final judgment**" explained in subsection M7.6 of this volume. Every next segment of this tapeworm is a generation of this civilization which was born from the previous generation that already have time vehicles. So similarly like a tapeworm, this civilization at any moment of time does exist on the entire its length. Means, in every moment of time not only the descendants do exist, but also all the ancestors starting from the moment when time vehicles entered the public use. After all, these ancestors are also immortal. Only that at very end of this "tapeworm" - which is opposite to the head hooked in a single point of time, periodically new segments are growing which represent next new generations of members of this civilization. So when in the result of drop in the level of morality, any segment of this tapeworm blows itself up, then disappears not only this segment, but also all other segments which were born after this particular one. After all, these next segments existed only because this blown up segment did exist previously. In such civilization which uses time vehicles ancestors represent the same threat as a given generation. At any moment of time these ancestors can blow themselves up. In this way they blow up also all these who were born from them and who started their immortal lives from them. Thus in such an immortal civilization each generation of owners of time vehicles like "**lives on mercy**" of their own ancestors.

M6.3. "Time black hole" in evil civilizations which practice the "imprisoned immortality" without accomplishing a nirvana

Members of evil civilizations which practice "imprisoned immortality" for the first time do not need to blow themselves up at the beginning of the chain of generations which already have time vehicles. (Means not always they need to blow themselves up at the head of this "tapeworm" described in the previous subsection M6.2 of this volume.) In fact, there is a significant probability that the first blowing themselves up occurs somewhere near the final generation which uses time vehicles. After all, together with the number of generations both their evilness increases, as well as increases the destructive power which each member of these civilizations actually has. So starting from the generation which blown itself up, such a civilization ceases to exist. But still for a number of repetitions of their lives must exist in it these generations which proceeded the one that blown itself up. For these proceeding generations the point in time in which this civilization blown itself up turns to be a kind of "time black hole". Namely every member of this civilization who shifts to this period of time, will not be able to return from this black hole. So all these who visit this black hole with their time vehicles, will simply cease to exist. Thus generations which proceed the one which blown itself up, will be able to just speculate what actually happened, but will never be able to learn facts nor truth.

The appearance of such a "time black hole" in the future of any evil civilization which practices "imprisoned immortality" is a kind of the "last warning" which receive generations of this civilization that still exist before this black hole. After all, the appearance of this black hole in one point of the generational tapeworm of this civilization actually means that soon another such a black hole is going to appear amongst generations which still do exist. For these still existing members of a given evil civilization such a hole is a messenger for the beginning of their end - unless they are still able to afford the earning of permanent totaliztic nirvana.

Of course, for members of this immortal "tapeworm" it becomes easy to detect, that such a time black hole in fact already appeared in their tapeworm. After all, before it appears, these "time carriers" which are described in subsection M8.1 of this volume, are able to pass information in both directions from any point in time to all other points in time. But when this time black hole rapidly appears, then a kind of motionless barrier will appear in the future of this civilization, from behind which none information can return back to the bottom of this generational "tapeworm".

M7. Time travel versus descriptions and prophecies from the Bible – means how time vehicles and time travel explain various expressions from the Bible

Perhaps the reader took a part in a party game which depends on a chain passing a secretive message. On one end of a row of sitting people someone whispers to the ear a sentence written on a piece of paper, e.g. "one garlic a day keeps not only an illness, but even Dracula away". Then this sentence is whispered from ear of one person to other, until the last one writes it down to a piece of paper. Then both versions, i.e. the initial and final are read in a full voice. As it turns out, the more people take part in this game, the more the final version differs from the initial one, e.g. for the above sentence the final version may read "hungry demons plant garlic for food in afterlife". The above social game perfectly illustrates the situation with which we are dealing in many religions. Before a specific information landed in holy books, it firstly was passed around through just such a chain of many people. In this manner many facts it contained were deformed. For example, if someone learns the description of so-called nirvana in Hinduism, then is informed that in order to experience it one needs to die firstly and get to heaven, while earlier must lead the life of a saint and a hermit. However, my research and personal experience described in more details in volume 9 (about nirvana) of this series, reveal that a nirvana is experienced still in this our physical life, while practically everyone may earn nirvana if knows how to accomplish it. (E.g. I personally earned for myself the totaliztic nirvana and experienced it continually for around 9 months.) To summarize the essence of the message which I try to convey here, many ideas which the

Bible and religions pass to us, could be intentionally or by accident deformed in the course of centuries, and could be erroneously shifted from our physical life to the afterlife. However, originally these ideas were told to people in order to warn us against traps of the future physical life on Earth, and in order to indicate to us how to avoid falling into these traps. Therefore, it is highly desirable to learn also interpretations of most vital amongst these biblical and religious ideas. These interpretations result from our present knowledge of attributes of travelling in time. They were worked out by totalism. Subsections which are to follow are going to present these interpretations.

However, before I proceed to the presentation of these interpretations, I would like to explain how it is possible that effects of travelling in time are described in the Bible at all. After all, in times when the Bible was formulated, the human knowledge was at much lower level than currently. In turn, as we know, even currently the majority of scientists do NOT believe that time travel is possible. Thus, for many present people it may appear highly improbable that the Bible could make statements about time travel, and could even contain descriptions of effects of travelling in time. In fact I also agree that the Bible could NOT contain descriptions of travelling through time, if authors of the Bible were people. But, as this can be proven formally, the true author of the Bible is God himself. In turn God knows perfectly well what the travelling through time is about – after all He invented and created both, the idea of reversible software time that prevails in our physical world, as well as the “timespace” which implements this reversible time. (The “timespace” is described in subsection M2.6 of this volume, and in subsection I1.5 of volume 5 from this series of monographs.) God also knows the future. Therefore while formulating the Bible which He authorized, God was perfectly competent in embedding into it, amongst others, also descriptions of effects of the use of time vehicles. For example, God explained in the Bible how the travel through time is going to affect future generations of inhabitants of the Earth. So in order to disperse all doubts of the reader about the competence of the Bible’s author in explaining to us various problems that are going to result from travelling through time, subsections which are to follow I am going to begin with providing a formal scientific proof which is to conclusively document that it was God himself who authorized the Bible. After all, when the authorization of the Bible by God himself is proven formally, then the existence and content of biblical descriptions of time travel cease to surprize the reader, and thus can be interpreted here constructively.

M7.1. The formal scientific proof, that “the Bible is authorized by God himself”, completed with methods of mathematical logic

In the descriptions that follow a full version of the formal proof, that the Bible was authorized by God himself, is presented. But before I formulate this proof, a few words of introduction.

The formal scientific proof for the authorization of the Bible by God himself, was developed in initial days of November 2007, when I was on my professorship at a university in Southern Korea and when I was just completing the update of this series of monographs. This proof was carried out with methods of mathematical logic. It is based on findings of my own and also other people and researchers, accumulated about the Bible and disseminated on a whole range of sources and publications. Of course, the most vital impulse for developing this proof, was that I myself was absolutely sure about the existence of God and about the authorization of the Bible by God himself, which resulted from indications of a relatively new scientific “theory of everything” that I had the privilege of proposing, and that I call the Concept of Dipolar Gravity. It was this theory that revealed to me that God does exist. It also gave me to the hand a key with which I was able to gradually open an access to subsequent levels of scientific knowledge about God, Bible, morality, situation of people, truth, requirements that God imposed onto people, etc., etc. So here it is, the entire formal proof for the authorization of the Bible by God, completed with the use of methods of mathematical logic:

Theorem:

"The Bible is authorized by God."

Basis propositions:

(1) *The content of entire Bible is embedded with a huge number of special attributes and information, such as the consistency of names and messages, splitting and hiding truths from the view of hostile censorships, cohesion and consequence in teachings, and many others, which are hidden and coded into it and which contain the signature of the true author of the Bible. The entire content of a large written scripture, into which such numerous attributes and items of information are coded and hidden, must be carefully designed before it was written. Every large written scripture with a carefully designed content must be written accordingly to a single general plan which was later strictly implemented by its author or authors.*

(2) *For the content of the entire Bible to display the strict implementation of a single general plan, the Bible needed to either be creatively designed and written by a single superior being of the supernatural intelligence, power, and capabilities of God, or by a large team of human authors that strictly cooperated with each other and that precisely negotiated amongst themselves every tiny detail of the general plan for the Bible that they wrote and who later displayed enormous discipline in implementing outcomes of these negotiations by perfectly carrying out this general plan for the Bible's content. The fact that during writing subsequent parts of the Bible the human authors of the Bible lived in separate epochs and in geographically distant areas, eliminates completely the possibility that the Bible was designed and written by a team of human authors that just strictly and precisely cooperated amongst themselves.*

(3) *The Bible is either authorized by many human creators-authors, or is authorized by God. The fact that from the content across the entire Bible these attributes emerge which document the authorship of a superior being with supernatural intelligence, power, and capabilities of God, eliminates completely the possibility that the Bible was authorized by a team of human creators-authors.*

Proof:

(1) *The first basis proposition is to be transformed with the use of tautological form of the method known under the name of "hypothetical syllogism". This form can be written as $[(p \Rightarrow q) \ \&\& \ (q \Rightarrow r)] \Rightarrow [p \Rightarrow r]$, in which the assertion "p" says "The content of entire Bible is embedded with a huge number of special attributes and information, such as the consistency of names and messages, splitting and hiding truths from the view of hostile censorships, cohesion and consequence in teachings, and many others, which are hidden and coded into it and which contain the signature of the true author of the Bible", while the assertion "q" says "The entire content of a large written scripture, into which such numerous attributes and items of information are coded and hidden, must be carefully designed before it was written". In turn the assertion "r" states "Every large written scripture with a carefully designed content must be written accordingly to a single general plan which was later strictly implemented by its author or authors." The transformation of these propositions leads to the conclusion that "The content of entire Bible was written accordingly to a single general plan which was later strictly implemented by its author or authors."*

(2) *Accepting this previous conclusion for an assertion in the next phase of inference, and using the method of "disjunctive syllogism", the tautological form of which can be written as: $[(p \ || \ q) \ \&\& \ !p] \Rightarrow q$, we obtain a next conclusion which states that "The Bible was creatively designed and written by a single superior being of the supernatural intelligence, power, and capabilities of God."*

(3) *The last couple of propositions allows us to derive the final conclusion also with the method called the "disjunctive syllogism", the tautological form of which can be written as: $[(p \ || \ q) \ \&\& \ !p] \Rightarrow q$. In this form the assertion "p" says "The Bible is authorized by many human creators-authors", while assertion "q" states "The Bible is authorized by God." In turn the assertion "!p" states "The fact that from the content across the entire Bible these attributes*

emerge which document the authorship of a superior being with supernatural intelligence, power, and capabilities of God, eliminates completely the possibility that the Bible was authorized by a team of human creators-authors." Thus the final conclusion states "The Bible is authorized by God."

Conclusion:

The above inference chain unambiguously and conclusively proves the truth of the theorem that "the Bible is authorized by God".

* * *

For the use of these readers who are NOT familiar with the notation that is applied in the above proof, I would like to explain that symbols "p", "q", and "r" mark subsequent "assertions" utilized in this proof as logical variables. In turn symbols "!", "&&", "||", and "=>" mark logical operators "not", "and", "inclusive or", and "implies" (if ... => then ...).

It is also worth to emphasize again the validity of the above proof. Because this proof utilizes exclusively tautological forms of subsequent methods, it remains valid for all values of variables it uses. Thus practically it is error-proof. If someone would like to undermine it, he or she would need to undermine first the validity of mathematical logic. In turn this logic is a foundation for countless mathematical proofs which with a large success were used by the effective and precise discipline of mathematics. Thus, since so strong proof for the authorization of the Bible by God we finally were able to develop, it introduces for us huge implications. Because of the existence of this proof, and also several other proofs mentioned at the beginning of this item, it becomes really important that everyone of us verifies his or hers attitude towards God, other world, moral life, etc., etc. After all, without the verification of this attitude, we may inflict ourselves the biggest harm that one is able to inflict on himself or on herself.

M7.2. How time vehicles explain (and are going to cause) the "rising people from graves"

Motto: *"If you wish to belong to an elite group of people which in the result of 'shifting back' the technology of building time vehicles are going to be returned to the everlasting life, you must already now become known as a person who actively promotes moral live and who is a role model for a moral behavior."*

The building of time vehicles on Earth is going to cause an extraordinary phenomenon of "shifting back in time" of the technology of building time vehicles. This shifting back technology is going to manifest itself in such a manner, that each time bodies of builders of these vehicles are returned to the time of their youth, time vehicles are going to be build several years earlier. This increasingly earlier building of time vehicles is going to be caused by two factors. Firstly, each time after the builders of time vehicles are moved back in time, they will perfectly remember from the previous lives how to build these vehicles. So they are going to be able to build them faster, means also earlier. Secondly, their purely human feelings to those their close ones, who died only because time vehicles were still unavailable, will mobilize them to undertake even more intense efforts to build time vehicles much earlier. In the result of these two factors, the date when time vehicles become build, is going to be gradually moved backward. Of course, this movement backward is going to have a limit, which is to be defined by the view of the world in people who gradually are going to be called to the earlier building of time vehicles. I estimate, that this limiting view of the world is going to be placed at my (and ours) generation of people. After all, it is my (and ours) generation of people that was the first on Earth which began to use computers. Thus, it is also going to be the earliest generation on the Earth, which will be susceptible to the mobilization from future generations to initiate earlier the building of time vehicles. In fact, from various own "recalls

from the future" I suspect, that I am going to be included during one of these future passages of time into a team which is going to build time vehicles at an earlier date.

Because of this increasingly earlier building of time vehicles, an extraordinary phenomenon is going to take place on the Earth. Namely, some people who in "normal" passage of time will be forced to die - because during their "normal" life time vehicles were still not build, after the earlier building of time vehicles they become rapidly returned to life. Thus, such shifting back in time of the technology of building time vehicles is going to have this consequence, that many people who already died, rapidly "raise up from their graves". Of course, this "rising up from graves" will have a different character that we typically imagine it from descriptions in the Bible. In reality these people will awake like from a long dream and then they will continue their lives normally like nothing has happened. In turn, after such waking up they will discover, that their bodies are already younger than they remember having them before the death. Only the memory of many out of them will still remember that they already died some time before. All people who in this manner will "raise from graves" will NOT die again later, but will live forever repetitively shifted back in time after each reaching of a more senior time - as it is described in subsection M7.2 of this volume.

Unfortunately, this "rising people from graves" is going to have a selective (elite) character. This means that NOT everyone is going to be returned to life within the scope of generations which will be included into this shifting back the technology of building time vehicles. Namely, only these people who let themselves know as either giving to others examples of moral lives, or become famous amongst others with their fight for the spread of morality, will selectively be returned to life (i.e. only these people, the level of morality in which is going to provide a guarantee, that they are able to earn the totalistic nirvana for themselves). The reason for such an elite character of these returned to life, will be the "final judgment" which is explained in subsection M7.2 of this volume. Namely, if the verdict of this final judgment will be the "everlasting happiness" for the humanity, then only moral people will be returned to life during this shifting back the technology of time vehicles. In other words, the returned to such everlasting lives will be exclusively people who with their normal lives give their successors the guarantee, that after the return to life they are NOT going to spoil this verdict with their immoral behaviour. In turn if the verdict of the final judgment will be the "everlasting hell", then again the returned to life will be only moral people. The reason is that the future generations which then already will taste how this hell actually feels like, will exert an enormous pressure on these their ancestors, who are going to implement the shift back of the time vehicles' technology. Their pressure will request to return to life only moral people, or people who fought for morality on Earth. This is because by returning to life only moral people, these our descendants who will be sentenced to the "imprisoned immortality" will obtain a chance that the previous verdict of the "final judgment" may become somehow invalidated and changed into the "everlasting happiness". So the outcome will be such, that independently of the verdict of the "final judgment" described in subsection M7.2 below, returned to life always will be exclusively moral people. So if you, the reader, just in case, wish to be included into this elite group of selected people, then already now you need to let others know yourself as a person leading a very moral life, and also you need to show to others, that you actively fight to allow the morality to prevail on our planet.

M7.3. How time vehicles and time travel are going to cause the "everlasting life"

Time travel capability redefines the "everlasting life" as a life which is repeated infinitive number of times after mastering the ability to shift time back to years of one's youth carried out with the use of technical devices called the time vehicles. Such an "everlasting life" are earning members of all these civilizations which accomplished so high level of their technology, that they build time vehicles. In chapter B of this series, which describes the "Cyclic Principle", it is explained that if the humanity was not so much preoccupied with negation of obvious

matters nor implementing the so-called curse of inventors against the most creative people it has, but rather would allow me to complete my inventions and to prove my creativity practically instead of continually making me redundant from the job, then such "time vehicles" could be build not later than within the neared 50 years. Means that people could accomplish such "everlasting lives" not later than in around 50 years from now. But because after these "time vehicles" are build, an unique phenomenon takes place which will "shift back in time the skill of constructing time vehicles" (described below), practically this means that in such a case the generations of people which live on the Earth already now could experience this "everlasting life".

The phenomenon of this **"shifting back in time the skills to construct time vehicles"** results from the very nature of these vehicles. Namely, after these vehicles are build, they are able to shift back in time their own builders, while the entire memory and knowledge is maintained by these builders. In turns, after these builders are shifted back in time, time vehicles can be build much earlier than originally. Simultaneously social pressures will be exerted onto these builders, to build the vehicles much earlier. After all, such earlier construction of these vehicles is going to save from the death much higher number of people. In the result, the process of such shifting back in time of the date when these vehicles are constructed will gradually be carried out until the times when it is blocked by the view of the world of people who live in given times. I personally believe, that this blocking by views of people takes place only somewhere on the border of my generation.

There is a serious problem which is connected with this "everlasting life". The problem depends on the fact, that people who practice this "everlasting life" can live forever, however their everlasting living depends on infinitive shifting back in time to years of their youth. Thus in practice they are always tied to the same times. Therefore this version of the everlasting life is called by totalizm the **"imprisoned immortality"**. But independently from such "imprisoned immortality" there is also "true immortality". But the true one is accomplished with the use of superior time vehicles which work on completely different principle of operation. These superior time vehicles are extremely difficult for building. For example, the UFOonauts who secretly occupy the Earth and who are described in subsection M6.1 of this volume, are still unable to build such superior time vehicles, although all date indicate that ordinary time vehicles which allow the "imprisoned immortality" they have and use for at least around 100 thousand years. In order to be able to build such superior time vehicles, a given civilization must be able to release a huge doze of creativity - what is only possible if all members of it pedantically obey so-called moral laws. Therefore the chance for earning the true immortality obtain only civilizations which choose the path of light and life precisely according to the intentions of universal intellect - i.e. the life that is recommended by the philosophy of totalizm. Present civilization of humans is very far from getting any chance for such a "true immortality". After all, in the present human civilization the dominating philosophy is the parasitism which is an exact opposite of totalizm.

M7.4. "Everlasting happiness"

Time travel capability defines the "everlasting happiness" as a situation which users of the so-called time vehicles accomplish at the moment when they acquire the ability to generate the "imprisoned immortality" described in subsection M6.1 of this volume, and they implement this immortality in conditions when every inhabitant of their civilization maintains the state of continuous nirvana throughout the entire duration of his or her life. As we remember, this "imprisoned immortality" depends on repetitive shifting back in time to the years of youth of this person, and on reliving the entire his or her life an infinitive number of times. If this repetitive shifting back in time to years of the youth is carried out when someone previously already accomplished the state of the totaliztic nirvana, then such a person is going to live infinitively long, while being very happy all time along. This is because of this continual

happiness during infinite period of time that such a situation is named the "everlasting happiness".

Because civilizations which practice this "everlasting happiness" act pedantically morally regarding practically everything, in subsequent repetitions of their lives they can choose increasingly more perfect variants of their conduct. After all, when they behave pedantically morally, then by a change of variants of their behavior in subsequent repetitions of their lives that do not spoil the general course which their civilization is following. Therefore, one amongst attributes of "everlasting happiness" is that participants of it not only live forever, but additionally in every repetition of their lives they may choose a different path through their lives.

M7.5. "Everlasting hell"

Totalizm defines the "everlasting hell" as a situation which members of the civilizations that already have time vehicles accomplish at the moment when they acquire the ability to generate the "imprisoned immortality" described in subsection M6.1 of this volume, and when they implement this immortality without previous maintaining in themselves the state of continuous nirvana. As this is explained in subsection M7.4 above, such an "imprisoned immortality" depends on the repetitive shifting a given person back in time after each becoming old. But after each such shifting back in time to the years of his or her youth, the memory of this person, as well as habits, personality, character, envy, evilness, etc., remain the same as they were when this person was old. In the result, because of this repetitive shifting back in time to years of the youth without previous accomplishing the state of the totaliztic nirvana, the level of evilness of such a civilization is continually growing. After all, they are lacking the nirvana which would exert its saving impact on them. This is because nirvana changes the character and personality of people who just experience it. Such people in nirvana become extremely nice in companionship, indescribably friendly, helpful, daring, loving, always satisfied with everything, etc. In turn in the lack of this nirvana, all members of this "nirvana free" civilization create mutually to themselves a kind of continuous hell, and are extremely unhappy all the time. But they still are unable to resist the temptation to shift back in time after each reaching an old age, and to relive their life again and again, even if this turns to result in life of misery and unhappiness, and even if each such shifting back in time makes them even more unhappy. Thus such infinite repetition of someone's life which makes this person increasingly more unhappy, totalizm calls the "everlasting hell".

Civilizations which just experience such "everlasting hell" are forced to impose a huge number of restrictions onto their members. These restrictions concern the selection of actions which they are allowed to undertake during each subsequent repetition of their lives. This is because, if they for example use slaves from the Earth, they are not allowed to enable these slaves to free from UFO-nauts that occupy their planet. Therefore the life in "everlasting hell" allows to keep shifting back in time infinite number of times, but after each such a shifting back each immortal member of these civilizations do not have a choice how is allowed to act. He or she must act in a way as other members of this civilization order him or her to act. This practically means, that even after they return to the time of their youth for over 1000 times, they still must again and again go to the same school, write the same tests, accept the same bullying of increasingly immoral colleagues, meet the same people, loose the same dog, etc., etc. Notice, however, that such a boring repetition of the same life thousands of times does not need to be taken by participants of the "everlasting happiness" described in previous subsection M7.4 of this volume - who in each repetition can change their path through the life.

An example of civilization which right now experiences such everlasting hell are these evil UFO-nauts who secretly occupy our planet, while whose descriptions are provided in subsection M6.1 of this volume. There is a film made in 1993, entitled "**Groundhog Day**". The scenario for this film was probably written either by a UFO-naut who uses time vehicle for such

a repetitive shifting back in time and for reliving the same day and events, or by someone whom such a UFO-naut explained how it feels such a repetitive reliving the same events. This is because the film perfectly reflects the feelings and fate of a given participant of such "everlasting hell", who must relive again exactly the same events infinite number of times. In this film Bill Murray plays a television reporter, who via a time vehicle (NOT shown on the film) is repetitively shifted back to a beginning of the same day. Because it is his time being repetitively shifted back by a time vehicle, he remembers exactly all previous events and versions of the same day. However, all other actors from this film, including Andie MacDowell and Chris Elliot, represent us, people, who live through a given day in a natural (first) passage of time without being shifted back by a time vehicle. Because for us the same day is lived for the first time in a natural course of our time, we do not remember subsequent repetitions of it. Therefore for us people everything that happens during such repetitions of the same time is always happening for the first time. In total the film represents a perfect illustration for numerous aspects of the "imprisoned immortality" practiced without reaching a nirvana. For example, it illustrates perfectly which capabilities of the shifting back in time the immoral aliens (e.g. UFO-nauts) are able to utilize for accomplishing various material benefits. It also illustrates the experimental "method of trials and errors" enforced via such repetitive shifting back in time, with the use of which UFO-nauts are able to solve for their own benefit practically every situation that they encounter in life. The film shows as well why, and in what manner, such an "everlasting hell" is practically also a kind of refined torture for these ones who experience it through the technical shifting back in time without previous accomplishing a nirvana. Of course, in reality lives of UFO-nauts are much more sinister than it is shown on this mild film.

M7.6. "Final judgment"

The time travel capability assigns the name "final judgment" to a brief period in human history, when several generations of inhabitants of the Earth which are encompassed by the process of shifting back the technology of manufacturing time vehicles, are going to develop a moral climate which is to decide about the fate of all further human generations. In the result of this moral climate developed during the brief period of the "final judgment", all further generations of inhabitants of the Earth are going to be rewarded with either the "everlasting happiness" described in subsection M7.4 of this volume, or are going to be condemned for the "everlasting hell" described in subsection M7.5 of this volume. The "everlasting happiness" will be granted to all further generations of humans if the moral climate which is to be developed on Earth during this brief period of the "final judgment" allows that all next generations of people who utilize these time vehicles, will carry out the repetitive shifting back in time to years of their youth exclusively AFTER previous earning for themselves and maintaining for the duration of the entire life the phenomenon called the totaliztic nirvana. In turn for the "everlasting hell" are going to be condemned all further generations of humans, if the moral climate that is to be developed during this period of the "final judgment" causes that inhabitants of the Earth from all next generations that utilize these time vehicles will later carry out the repetitive shifting back in time to years of their youth WITHOUT the previous accomplishing the totaliztic nirvana. The proceeding of the "final judgment" most probably already started. After all, already the present generation of inhabitants of the Earth has the required understanding to be included one day into the scope of this decisive period on Earth, in which the technology of construction of time vehicles is going to shift backward.

The probable reason for which old sources call this decisive period on Earth with the name "final judgment", may result from the actual similarity of this period to a huge court proceeding. This is because the outcome of this period is going to be such, that further generations on Earth are going to be either rewarded with an "everlasting happiness", or are going to be condemned for the "everlasting hell". In addition to this, at the time when the

technology of time vehicles begins to shift back in time, then the morality of every citizen of Earth which is to live in this decisive period of time, is going to be secretly judged by a special panel of co-citizens, to assess whether this person is suitable for being included into the group to which the "imprisoned immortality" is going to be granted.

M8. Examples of evidence and descriptions which originate from my personal experiences, and which document (and illustrate) the feasibility of travelling in time and the possibility of us shifting back in time

I myself experienced in person a range of life situations, which could happen only in cases when the elapse of time could be easily shifted back, thus when time vehicles can be constructed. These situations provide further evidence for the feasibility of constructing time vehicles, which evidence adds itself to the vast body of evidence already described in subsections M1.3 to M1.7 of this volume.

Although without a prior acceptance of the possibility of shifting time back it is rather difficult to notice events which clearly indicate consequences of shifting time back, I had a good fortune to personally witness many such events in the duration of my life. These events took place throughout a long period of time, while their convincing force and meaning were increasing gradually. Their systematic description, only that carried out from a different than here point of view, is provided in subsection V5.1 from volume 16 of slightly older monograph [1/4]. In the result, these events gradually lead me to the expressed in this volume deep certainty, that time in which we live can be shifted back. Simultaneously these events supplied me with evidence for the actual existence around us frequent cases of shifting time back.

Various events which suggested that someone shifts time back I noted practically during my entire life. Only that initially these events did NOT cause any drastic change of my view of world. Therefore many amongst them is too insignificant to present their descriptions here – in spite that they formed for me a kind of ladder that allowed me to climb onto increasingly higher level of my awareness. However, their descriptions prepared from a different than here point of view are provided in the abovementioned volume 16 of my older monograph [1/4]. In this monograph here I am going to provide only descriptions of the most important amongst them, which introduced breakthrough changes in my view of the world.

So let us review now these most breakthrough for me cases of events, when consequences of shifting time back, or evidence of someone manipulations on the elapse of time, affected me in person. Here they are.

M8.1. My first encounter with consequences of shifting time back – i.e. reviewing a book in library which never was there

The first and the most significant for me encounter with consequences of shifting time back, which I personally experienced in my career to-date and which caused the most shocking change of events that already happened, was the undoing of a purchase of book for library in the University of Otago. This shocking undoing of the event that already happened, I experienced around the end of 1991, means near the centre of period when I was unemployed after being thrown out from the Otago University. At that time I still did not accept the possibility that UFO-nauts are able to change events from the past, which already turned into our presence. Even worse, I still did not discover that Earth is occupied by UFO-nauts, or that I am myself constantly blocked in my actions by invisible cosmic saboteurs. But UFO-nauts already knew from researching the future, that one day I become their most devoted opponent on Earth. Thus, although I noticed clearly the entire event that I am describing here, at that time I explained it for myself in the so-called "natural manner". Also, initially I did not take too much notice to the details and meaning. At that particular time I

carried out intense research, which later were included into the second edition of my monograph from series [5]. I was especially interested in changes of climate on Earth caused by UFO explosion near Tapanui in New Zealand. So I looked through various books on this subject. On one bookshelf I encountered two very similar books that were standing one next to other. They were two subsequent editions of the same book. At that time I did not consider to be even worth to notice the title of this book. After a closer examining both these editions, it turned out that the books discuss results of historic research carried out on changes of climate and temperatures in Japan. The second edition of this book contained a diagram, which revealed the course of changes of an average temperature in Japan in the period that also included years around the date of explosion of UFOs near Tapanui (i.e. around 1178 AD). These temperature changes were calculated on the basis of dates when cherry trees were blooming (dates when cherries bloom initiate in Japan an important cherry blossom festival, thus they are carefully noticed in chronicles over there since ancient times). The diagram proved very unambiguously, that in the period just after the UFO explosion near Tapanui, the climate of Japan rapidly and permanently warmed up. This supported excellently with empirical evidence my theoretical conclusion about the rotation of Earth's crust in the result of this UFO explosion. The rotation shifted Japan and the Bering Straights closer to the Earth's equator, causing the permanent warming up of the climate of that area. But this diagram was absent in the first edition of the book. It was so meaningful and unambiguous, that by itself it could prove the correctness of my theory about the polar shift caused by UFO explosion near Tapanui - see subsection O5.2. Because of this huge evidential value, I decided to copy this diagram and then include it to the collection of evidence for my series [5] of monographs. Unfortunately, this particular day I had no necessary equipment with me, and it was already quite close to the time of locking the library. So I decided to come again the next morning in order to carry out this copying. But when early morning the next day I reached again the same bookshelf, it turned out that there is only one book on it, i.e. the first edition. The second edition of the same book, which contained that vital diagram, was not on the bookshelf. Because all the borrowing in this library were computerised, I decided to check who in the meantime borrowed this second edition, so that I could copy this diagram from that person. But to my shock, an employee of the library informed me that the second edition of this book could not be borrowed by anyone for a simple reason that this edition was never purchased by the library. I was unable to believe what I am hearing. How it could happen that only a day earlier I saw this book on the bookshelf, kept it in my hands, and read it with my own eyes. While the next day I am learning that it was never ordered by the library. I asked the librarian to check whether the second edition was published at all. The computerised data base indicated that yes, only that the library did not order it. I left the library completely stunned. I could not understand what actually has happened. How I could only a day earlier look and review a book, that was never purchased by this library. I started to understand this only several years later, when I finally accepted that UFOonauts are able to not only shift back in time, but they also utilise this ability for changing these events in our past, which already took place but which work against their occupational interests.

My own observations regarding the capability of UFOonauts to eliminate events that already took place, were later additionally confirmed by cases about which I learned, when such elimination of past events took place in lives of other people personally known to me. (E.g. see cases of elimination of effects of a head-on collision of cars, described in subsection I4.1.2.)

The above should be complemented with an information, that several years later, during a brief staying in Dunedin in 1998, when I finally discovered the fact that UFOonauts are shifting time back, I went to the same library again, to find the same book about climate of Japan and to copy down bibliographical data of that book. But after I entered the library of Otago University, I discovered that by some strange "coincidence" it is just in the process of complete renovation. (Currently I believe that this particular renovation at that vital for me time, was carried out because of a sabotage intervention of UFOonauts.) Bookshelves were shifted

to different places, catalogues inaccessible, while finding anything in it was almost impossible. In spite of these unexpected obstacles, I insisted to carry out my searches, and after several days of constant efforts, I found a book which seemed to have bibliographical data closest to the book that in past was a subject of intervention of UFO-nauts. It carried the following bibliographical data [2M8.1]: E. Fukui, editor, "The climate of Japan", Elsevier Scientific Publishing Company, 1977, ISBN 0-444-99818-7, pp 317, HC. In the content of this book in fact I found a reference to dates of blooming of cherry trees in Japan. But looking through the content of it I did not found even a single detail, which would undoubtedly reminded me that this was really the first edition of that particular book, on which several years earlier UFO-nauts carried out the previous intervention of changing the events from past that already took place. Furthermore, when - as previously, I tried to check again whether actually does exist a second edition of this book, it turned out that because of this drastic renovation of the library, the computerised databank does not work and thus there is no way to check whether this particular book has a second edition. Because of the change of my place of living shortly afterwards, I had no more opportunity to repeat these checking later.

M8.2. The film "Groundhog Day" as an illustration for the mechanism of time, principle of operation of time vehicles, erasure of previous memory records during a "natural" shifting back in time, "imprisoned immortality", "everlasting hell", and the advantage over ordinary people that UFO-nauts have because of time vehicles

There is a highly educational film made in 1993, entitled the "**Groundhog Day**". The scenario for this film was probably written either by a UFO-naut who uses time vehicle for such a repetitive shifting back in time and for reliving the same day and events, or by someone whom such a UFO-naut explained how it feels such a repetitive reliving the same events. This is because the film perfectly reflects the feelings and fate of a given participant of such "imprisoned immortality", and who must relive again exactly the same events infinite number of times. In this film Bill Murray plays a television reporter, who via a time vehicle (NOT shown on the film) is repetitively shifted back to a beginning of the same day. Because it is his time being repetitively shifted back by a time vehicle, he remembers exactly all previous events and versions of the same day. However, all other actors from this film, including Andie MacDowell and Chris Elliot, represent us, people, who live through a given day in a natural (first) passage of time without being shifted back by a time vehicle. Because for us the same day is lived for the first time in a natural course of our time, we do not remember subsequent repetitions of it. Therefore for us people everything that happens during such repetitions of the same time is always happening for the first time. In total the film represents a perfect illustration for numerous aspects of the "imprisoned immortality" practiced without reaching a nirvana. For example, it illustrates perfectly which capabilities of the shifting back in time the immoral aliens (e.g. UFO-nauts) are able to utilize for accomplishing various material benefits. It also illustrates the experimental "method of trials and errors" enforced via such repetitive shifting back in time, with the use of which UFO-nauts are able to solve for their own benefit practically every situation that they encounter in life. The film shows as well why, and in what manner, such an "imprisoned immortality" is practically also a kind of refined torture and "everlasting hell" for these ones who experience it through the technical shifting back in time without previous accomplishing a nirvana. Because it is his time being repetitively shifted back by a time vehicle, according to what is explained in subsection M3.1.1 of this volume, he remembers exactly all previous events and previous versions of the same day. However, all other actors from this film, including Andie MacDowell and Chris Elliot, represent us, people, who live through a given day in a natural (first) passage of time without being shifted back by a time vehicle. Because for us the same day is relived again in the result of not ours, but a "natural" repetition of the time, we do not remember previous repetitions of it. Therefore in our memory, everything that happens during such repetitions of the same time is always

happening for the first time. In total the film represents a perfect illustration for numerous aspects of the mechanism of time and the "imprisoned immortality" practiced without reaching a nirvana. For example, it illustrates perfectly which capabilities of the shifting back in time the immoral aliens (e.g. UFOonauts) are able to utilize for accomplishing various material benefits. It also illustrates the experimental "method of trials and errors" enforced via such repetitive shifting back in time, with the use of which UFOonauts are able to solve for their own benefit practically every situation that they encounter in life. The film shows as well why, and in what manner, such an "imprisoned immortality" is practically also a kind of refined torture and "everlasting hell" for these ones who experience it through the technical shifting back in time without previous accomplishing a nirvana.

I personally would recommend for everyone to see the film "Groundhog Day". If this film is watched exclusively for an entertainment, means as an artistic product which shows some fictional situation of someone repetitively shifted back in time, than it is seen just as an average, sometimes even as boring. But if this film is viewed as a kind of camouflaged "confession of an UFOonaut", which explains how it feels to be an UFOonaut imprisoned in his own time and forced to live amongst people who do not understand anything, then this film becomes very passionate. After all, it reveals the mechanism of time, it illustrates time travel, it explains methods of acting of UFOonauts amongst people and reasons why UFOonauts almost always get what they want, and it also realizes why UFOonauts are so frustrated, blazed, disappointed with life, and living in a kind of everlasting hell.

The interesting thing in this film is also the title of it. The animal named "groundhog" appears in the film only marginally, probably just to justify such a strange title. On the other hand, the expression "ground-hog day" can also be interpreted as meaning "the day of a pig from the Earth" - which would explain quite well feelings of the UFOonaut who "confesses" via this film his altitude towards humans with which he is forced to deal. For comparison, from my watching of internet discussions with UFOonauts who operate in Poland, it is known that between themselves these UFOonauts in the Polish language call people from the Earth with the Polish word "ziemniaki" - which word can also be understand as meaning "ground-pigs" (from Polish "ziem" meaning ground, and "świniaki" meaning "pigs"). This derogatory for humans undertone of the title "Groundhog Day" does not surprises me much. After all, if we consider for how thoughtless and idiotic mass the majority of people must probably appear to UFOonauts, then there is no much reason for which these UFOonauts should refer to people with a high respect.

M8.3. "Time carriers" – means the method of learning the future by utilizing time vehicles

In these "serpents-UFOonauts" who secretly occupy and exploit humanity, the knowledge of the future is the most important source of their physical advantage over people. It is also the primary reason why UFOonauts are able to keep us in slavery since the beginning of populating of Earth, until today, without us even noticing this. After all, by knowing the future UFOonauts already at present time are able to eliminate all reasons, which one day could introduce a threat to their absolute domination over people. Due to their knowledge of the future, UFOonauts who secretly occupy and exploit us are also able to **act selectively**, means to concentrate their attention exclusively on these people and these events, which act against their interests on Earth. In this manner they are able to interfere into lives of these individual people, and prevent the occurrence of these individual events, about which they know that in the future they are going to act against their occupational interests on Earth. This subsection explains how UFOonauts accomplish such knowledge of the future, how they utilize it for keeping humans enslaved, and what are symptoms when in our vicinity takes place just such interference into our affairs that is based on the knowledge of the future by UFOonauts.

In order to understand better the mechanism with use of which UFOonauts who occupy us can learn about the future, it is enough to realize that they mastered the ability to travel in time. They constructed "time vehicles", and continually use them. These time vehicles at their request shift them back and forth into the future or past at any moment. (Until today an entire ocean of material evidence was accumulated, which confirms key facts that (1) UFOonauts already have time vehicles, and (2) that UFOonauts mastered time travel. A part of this huge evidential material is presented in chapter T from volume 14 of this series of monographs, and also in separate Polish treatises [3B] and [4B].) Therefore, a routine component of strategic activities of UFOonauts is the "system for learning our future". UFOonauts who occupy us developed this system and consequently utilize it in practice. This system is composed out of the institution of "**time couriers**". This institution is a principle that every UFOonaut who operates in a given time, cyclically every each specific period of time must shift back to the past. In turn after arrival to this past, he or she must inform UFOonauts who operate in there, what actions they must undertake in order the future from which these couriers arrived, is shaped exactly according to their wishes, and thus this future works for the benefit of their secretive occupation of Earth. As an example consider the situation, that UFOonauts who operate in 2007 discover that in 1950 someone has taken a perfect photograph of a UFO vehicle. This photograph allows future generations of people to learn the exact shape of UFOs. In such a case, a group of "time couriers" who arrived to beginnings of 1950s, quite clearly points out a task for UFOonauts who operate in these other times, to make impossible taking this particular perfect photograph of a UFO vehicle. After UFOonauts complete this task, future generations of people on Earth, in the altered course of time do not have any more a chance to learn what these exact shapes of UFOs are. In order to shape the future according to their wish, UFOonauts who occupy us, change constantly events that already took place in our past. Of course, functions of these "time couriers" are performed by practically each single UFOonaut who operates in given times. Therefore, there is a lot of such tasks which in past are to be completed according to their information. In the result, almost every direction of human activities that may lead to gaining by humanity any advantage over UFOonauts that secretly occupy us, is effectively squashed in the very seed.

In order to summarize the most important attributes of the knowledge of future by UFOonauts, these are as follows: (1) the **mechanism** of this knowledge results from the fact that UFOonauts have time vehicles and that they continually shift back and forth between the presence and the past. (2) The **consequence** of this knowledge is that UFOonauts who occupy us continually erase or change events in our past, which already took place, but which acted against their occupational interests on Earth. (3) The **effect** of this knowledge is, that UFOonauts must intervene in personal life almost every single person on the Earth, and that almost every individual inhabitant of the Earth experiences personally at some stage of his or her life changes of his or her past and manipulations on presence carried out by UFOonauts. (4) The **symptoms** of this knowledge include e.g.: (4a) frequent experiencing "déjà vu" ("dejavous") by almost every person, caused by the manipulations of UFOonauts on past of this person, (4b) continuous changes of facts in relationship to our memory of these facts, (4c) the necessity to introduce changes to secondary events that result from changes in key events (this necessity is described at the end of subsection V5 from volume 16 of this series of monographs, (4d) impossibility to predict the future exactly, which results from the continuous changes that UFOonauts keep introducing into our future (thus also impossibility to prepare a prophecy that would fulfil exactly in the predicted time-frame), etc.

M8.4. My personal experiences with cases when time travel induced by UFOonauts took place in my close proximity

I encountered personally several cases in my life, when effects of time travel and changes in our past become clearly noticeable for me. In fact, almost entire subsections V5.1

and V5.3 from volume 16 of this series of monographs are devoted to the presentation of just such cases. Several further similar cases, when time travel was used to reverse deaths which already took place and which happened to people whom I knew in person, are described in subsection I4.1.1 from volume 5 of this series of monographs (see item #4D over there). But there are further cases as well. For a scientific exactitude I present here further examples which are not presented in these other volumes. Here they are:

1. The shifting time back which caused the disappearance of a job advertisement that suited me especially well. Since 23 September 2005, until 1 March 2007, I was on my second in life period of long unemployment. In order to decrease my chances of finding a next job, in this period of time UFO-nauts make more deep the educational crisis in New Zealand. Thus in years 2005 and 2006 practically all Polytechnics and Universities of New Zealand were making their lecturers redundant. There was no demand over there for employing new lecturers with my professional specializations. In spite of this, in final days of October 2006, the so-called AUT (i.e. the Auckland University of Technology) advertised a position of "Associate Professor", which fitted perfectly into my qualifications and professional experience. So I had a significant chance, that after filing my application I may get this job. Unfortunately, by some extremely strange coincidences, everything about this job went so slowly and reluctant like blood from a stone. For example, when I downloaded to my computer the content of this advertisement from the web page of AUT, always something strange was happening. Either the internet connection was interrupted, or software refused to work, or commands would not activate, etc. Most clearly UFO-nauts continually used then on me this "sabotage loop" which is secretly embedded by them into microprocessors from our computers. In the result, just the downloading of this advertisement at occasions of my subsequent visits in Cyber Cafes took me around two weeks. In order to carry out this downloading, I was forced to send copies of this advertisement by emails and then copy it indirectly via several diskettes. When finally I managed to download this advertisement, similar difficulties appeared during the downloading a special application form which was required to be used in order to fill my application. And so, only on Sunday, 19 November 2006 I spend over an hour in a Cyber Cafe to download this application form. But all this unsuccessfully. Several times internet connection crashed between this Cyber Cafe and the rest of world. Then software refused to work. Finally links on the AUT internet web page failed. Because slowly a deadline of forwarding these applications was approaching, set on 30 November 2006, on Monday, 20 November 2006 I decided to put my application forward without the use of this form. In my application I intended to explain, that I was unable to download this application form and that I would like to ask to send it to me via email. But when I decided to write this application, it turned out that in the meantime this job advertisement which I downloaded earlier with such a huge difficulty disappeared from my computer. In turn, the advertisement had all bureaucratic information about this position, such as the reference number, addresses, names, people, etc. So I immediately run to a Cyber Cafe, to download this advertisement again. Over there it turned out, that the advertisement is NOT any more on the web page of AUT, nor in the internet newspaper "www.seek.ac.nz" in which I also encountered it. As my further investigations revealed, it disappeared from all media on which previously copies of this advertisement existed (and in the meantime I generated several such copies). From my previous research is perfectly clear to me, that such a complete disappearance of something which does not leave any traces, takes place only then, when UFO-nauts shift time back and cause that in a new passage of time this something does NOT exist any more. So I am sure, that this job advertisement, which most probably I supposed to get in the future, was removed by UFO-nauts on purpose, by shifting time backward and then by making publishing this advertisement impossible in a new (altered) passage of time.

2. The exchange of paintings in a church. Shortly before November 2006 I took a part in a mass in a different church than normal. I noticed then a meaningful painting on the wall of that church. It illustrated one of the stations of the cross. The painting was showing Jesus hanging on the cross and two angels with partially spread wings hovering in the air just

below palm-hands of Jesus. Although these angels had appearances of winged people, the manner their wings were positioned at their sides illustrated perfectly the appearance of UFO vehicles which dispersed on both sides clouds of ions with the vehicles' magnetic field. So in fact these angels looked almost identical to the two UFO vehicles which supervised the crucifixion of Jesus, and which were shown in photographs, amongst others, from "Fig. V7" in further volume of this monograph. So I thought that I take a photograph of this painting, and show it in my publications together with the photograph of these two UFO vehicles that supervised the crucifixion of Jesus (i.e. from Figure V7 in this series of monographs). But that particular day the church in which this painting was hanging had a series of masses arranged one after the other. So it was populated with worshippers all the time and there was no conditions to take a photograph. So I decided that I arrive to this church later in a working day just to take this photograph. Because the church was located quit far from my home, a next opportunity to visit it appeared only in December 2006 - means longer than after a month of time. For my shock, when I arrived over there I discovered that on walls of the church a completely different set of paintings is hanging. Of course, the painting which I intended to photograph was not amongst them. So I asked the woman who was doing something in the church, whether not long ago the church changed its paintings into a different ones. The woman said that the paintings which are hanging in there are for as long as she remembers. Means that UFO-nauts in the meantime changed the past of this church, just to make for me impossible the publishing of this meaningful photograph which illustratively confirmed the participation of UFO-nauts in the crucifixion of Jesus. In addition, this change of paintings confirms that with their telepathic implants UFO-nauts clearly check what I am thinking even when I am in a church. After all, about this my intention of photographing and publishing that particular painting I never told anyone, but only thought it over while participating in the mass at that church.

A similar picture as the one hanging in this church, i.e. showing two angels with partially spread wings that hovered on both sides of crucified Jesus, I saw already much earlier - many years before I began research on UFOs. It was in some old illustrated Bible which I was looking at in past. It resulted from the reference to these two "angels" (i.e. to two UFO vehicles which supervised the crucifixion of Jesus) contained in the Bible. Therefore, at this point I would like to ask the reader to give me a big favor. Namely if the reader knows about the existence of any illustrated Bible with this particular picture, or knows about any other place where this picture is displayed, I would like to ask for photographing for me this picture anonymously with a digital camera, and for sending it to me in an email. Since the UFO-nauts who occupy the Earth puts so much effort and technology to make impossible for me the photographing this picture, it means that the publishing it in presentations of totalizm is extremely important for humanity.

* * *

UFO-nauts do not spare efforts nor their superior technology to destroy every initiative aimed at public disclosure of their secretive occupation of the Earth. In order to ruin all such intentions they frequently resort to their most "heavy artillery", which is the use of time vehicles for changing events in past which already took place. This in turn is a best proof that the disclosure of their occupation has an immense significance for humanity. But, as so far, this significance is appreciated only by a small group of totalizts who support these efforts. However, in the universe nothing happens just by a coincidence.

3. The probable relocation of a whole baroque church, together with the confession contained in it, from Warszawa to Święta Lipka. During my professorship in Malaysia, for the vacation of 1995 I flew to Poland. On my way back to Malaysia I stopped for one night in Warszawa, in so called "Domu Turysty PTTK" on the Krakowskie Przedmiescie no 4/6 (in 2004 this place was already called hotel "Harenda"). It was located along the same street as the Palace of President, only that positioned around a half of kilometer to the south from this palace. This hotel was recommended to me, because it had reasonable prices, and also because a bus stop of the line 175 which linked the city with the Okęcie airport (and back)

was located just under it. After I checked in to this hotel, I went to the city for a brief walk. On my way I visited all churches that I passed by. In this way I arrived at the beautiful baroque church which was standing next to the Palace of President. In this church my attention was captured by two things. The first was a kind of corridor which linked the church with the palace, and which allowed the President to walk for prayers to this church directly from the palace. The second was so-called "confession". (A "confession" cannot be confused with a "confessional". A "confessional" is a kind of ornamental chair from which a priest listen confessions of people. In turn a "confession" is an imitation of the main propulsor from a UFO, that is erected inside of some churches. It always has a shape of "the Ark of Covenant", placed under a kind of baldachin supported by four curly columns. It always is located in front of the altar - almost at the centre of a given church.) This confession intrigued me enormously. The only other place where I saw it previously, was the Basilica of St. Peter in Rome. Unfortunately, I had not taken my camera with me for this particular walk. And already was evening, while the next day morning I was flying back to Malaysia. So I decided to postpone the photographing of it, and make it to be one of the most important tasks for my next visit in Poland.

My next visit in Poland took place in 2004. In order to photograph this confession, I again arrived to Warszawa one day earlier. This time I stayed in the Hotel Gromada not far from the airport. Soon after the checking in, I went from the hotel to this church not far from the Palace of President, in order to photograph the confession. But after I arrived to the church I discovered with a shock, that the interior of it looks completely different. In turn the confession which I intended to photograph was not there any more. At that time I already knew that UFO-nauts frequently play on me these kinds of tricks with their time vehicles. So just in case I asked the priest from this church whether they did not removed this confession lately. But the priest replied politely that the confession was never present in this church. And not only in it. According to his information no church in Warszawa have it. The only confessions about which he knows that exist in Poland, are in cathedrals in Gniezno and Kraków. (During this my previous visit in Poland of 1995, when I saw the confession in Warszawa, I did not visit Gniezno nor Kraków - so for sure I did not see their confessions.) In order to be later able to state, that I carried out all checking in my capabilities, just in case I visited also all other churches on the same street and on nearby streets. In fact none of these churches had a confession. So for sure UFO-nauts removed from under my nose with their ability to shift back in time, this particular church with the material evidence for my research on their hidden occupation of the Earth. However, according to what I explained in subsection M3.1.1 of this volume, because at the time of this removal I was in distant New Zealand, in my memory still remained the record of the old situation with this particular church.

On Monday, 18 December 2006 I watched in New Zealand television an English documentary film entitled "Excellent Adventures - Harry Enfield". In this program a television reporter named Harry Enfield, travelled from Gdańsk in Poland, through the so-called "Wolf Lair" (i.e. bunkers of Hitler's headquarters), until he reached Saint Petersburg, retracing the 1941 Barbarossa invasion of the Soviet Union along the same route on which the northern group of Hitler's armies was then marching. As a kind of curiosity he show on the film a building of baroque church which stands in the middle of nowhere, in a place called "Święta Lipka" (German "Heiligelinde", near Reszel, by the Lake Dejnowa). This church is one amongst the most beautiful baroque churches from the area of today Poland, and a place of special religious warship. When I saw this church my heart started to throb fast. This is because on the film I recognized the baroque church that used to exist by the Palace of Presided, which in the previous passage of time I visited in 1995 in Warszawa. These English reporters filmed it also inside. In fact it also had exactly the same confession which in 1995 I saw in the church by the Palace of President. This information I am writing two days after seeing the documentary, and still my hands shiver from the emotion. What has happened was so overwhelming, that I am unable to express my shock.

My personal feelings say that this baroque church from Święta Lipka, which I saw in the documentary film, and this baroque church by the Palace of President in Warszawa, are actually one and the same building. Unfortunately, as a scientist so far I am unable to confirm this with an absolute certainty. After all, I live in New Zealand, while to Poland I do not intend to fly again for another several years. But if this turns out to be a fact, then it would have a huge significance for our learning of laws which govern over work of time and over time travel. For example, it would suggest that there is a law in operation which states something along the lines **all changes introduced to timespace after shifting time back, cause only the relocation of selected objects in different areas of the timespace, but are NOT able to neither remove these objects completely, nor create completely new objects.** Expressing the same law in other words, a number of objects which saturate the timespace always remains the same for a given point in time. So time travellers are only able to cause changes in locations of these objects and in details of their appearance. But they are unable to neither remove completely any of the existing objects, nor create a new object - if in a different passage of time this object did not exist. When the operation of this law one tries to explain on an example, then in case when an owner of time vehicles would try to arrange a remotely controlled "assassination of the grandfather" - as described in subsection M3.3.1 of this volume, then in spite that his grandfather in fact would be murdered, he still would be born and still would live through his life - only that probably would have a different name. Interestingly, in the content of a film produced in 2002 and entitled "**Time Machine**", in fact scenes were shown, which well reflect the law discussed here. (Such a scene is e.g. the repetition of the death of the fiancé of the main hero, which took place in spite that after shifting time back, in the new passage of time the main hero avoided the situation which in the original passage of time caused her death. An additional intriguing attribute of this film is that several scenes in it coincide with laws that seem to govern time travels (interesting where the idea of this film comes from, because for example UFO-nauts still do not have the advanced type of time vehicle the operation of which was shown on this film.) In case future research confirms that the law described here in fact does work in time travel, then this would have a huge practical significance for our knowledge of effects of the use of time vehicles.

M9. Time travel which utilizes the principle of "waving the timespace"

The principle of travelling in time through the "deformations of magnetic field", described in subsection M3.1 of this volume, has a whole array of drawbacks and limitations, which are explained previously in subsection M3.2.1 of this volume. But there is also a different principle of travelling in time. It is based on a different phenomenon of "waving the timespace". This one does not have any limitations. Fortunately for us, the UFO-nauts who occupy the Earth have NOT mastered this other principle yet. Also every sign on heaven and Earth indicates that because of their adherence to the parasitic philosophy which in civilizations that follow it kills all creativity, UFO-nauts by themselves never will be able to master this principle. Also UFO-nauts are unable to steal or to rob this principle (similarly as they stole or robbed other vehicles that they already have). After all, the level of technology of UFO-nauts is incomparably lower than this level in civilisations which already developed such a principle. This part D describes what we already know about this extraordinary principle of unlimited travel in time accomplished through waving the timespace.

M9.1. The principle of time travel which is based on waving the timespace

The principle and the phenomenon on which the travel in time through "waving the timespace" is based, are manifested on Earth since a long time. Most frequently people have a possibility of noticing it in the form of the "effect of time duplication", which is described more

comprehensively in subsection M5.1 of this volume. I personally note various manifestations of this effect at least once every year. It is this phenomenon that can also be used for travel in time. Fortunately, it is extremely difficult to construct devices which would allow to execute this means of time travel in a controllable manner. Thanks to this, UFOonauts who secretly occupy our planet, and who use time vehicles (described in subsections M4.3 to M4.5 of this volume) for thousands of years, still do not have devices capable of a controllable waving the timespace. On the other hand, travel in time based on this principle opens incomparably greater possibilities than travel in time on the principle of "getting between force lines of the magnetic field" described previously in this volume. For example, by waving the timespace it is possible to travel interactively in time to any epoch, and a traveller is NOT limited by the length of his or her own lifespan. Also the access to unlimited immortality is then gained.

In order to explain principles on which such waving of the timespace allows unlimited time travel, we firstly need to remind ourselves the explanation how time works, provided in subsection M2.6 of this volume. According to this explanation, time is a kind of landscape, or more strictly "timespace", through which everything that exists in the entire universe does move. This "timespace" is extremely elastic. Every rapid movement which takes place on it, causes powerful waving of it. In turn when these waves caused by something are sufficiently powerful, then they cause that some objects are moved from one area of this timespace into another area. In practice this means, that these objects are shifted to totally different times. If any person by a chance becomes one of objects relocated in this manner, he or she is then shifted from his own time to a completely different epoch. UFOonauts who secretly occupy humanity are able to induce this phenomenon only by accidents, e.g. during every starting of their time vehicles, or during every explosion of their time vehicles. Therefore, the "effect of time duplication", which is described more comprehensively in subsection M5.1 of this volume, is just an external manifestation of this particular phenomenon. But UFOonauts are unable to induce this phenomenon in a controllable manner. The inducing it in so controllable manner that it would shift a selected object into a chosen area of the timespace, is extremely difficult. UFOonauts have NOT mastered yet this skill. In my opinion they never will be able to master it - after all, they are unable to afford any creative activity. But other, more totaliztic civilizations are able to use such a waving of timespace for shifting selected objects to specific points in time.

There is a huge body of evidence, which confirms that such shifting of objects in time through waving the timespace is possible and that in fact every now and again it uncontrollably takes place around us. A significant amount of such evidence is presented in subsection V5.3 from volume 16 of monograph [1/4] (see item #4 over there). For a scientific exactitude I am going to repeat here the most representative examples of it. And so, it was just through such a waving of timespace, that in New Zealand a lizard-like creature called "tuatara" was shifted to the present times from the epoch when dinosaurs used to live on Earth. Just because of this extraordinary fact, that the mastery of the process of waving the timespace opens all possibilities, including the immortality, a Maori name for "tuatara" means a "key to the omnisknowledge". (See also item B1 in English monograph [5], which in subsection C7.3 from a Polish version [5/4] of this monograph was enriched by further details.) Also in literature there are descriptions of numerous phenomena induced by waving of timespace, which caused appearance and disappearance of various objects. Several examples of such cases are provided in subsection "Tajemnicze materializacje" from pages 57 to 83 of the Polish translation of the following book **[8V5.3]** by Rodney Davies "Nadprzyrodzone zniknięcia" (title of the original: "Supernatural Disappearances"), Dom Wydawniczy Limbus (85-959 Bygoszcz, skr. poczt. 21, tel./fax 28-79-74), 1995, ISBN 83-85475--80-X, 255 pages, pb. For example, on pages 78 to 83 of this book, a well documented case is described, when in 1979 four tourists from England, namely a brick layer Len Gisby, his wife Cynthia, and their friends - a rail-road worker Geoff Simpson and his wife Paulina, spend a night in a hotel from the village Cuccolde in Southern France. As it later turned out, this hotel, together with all employees, old furniture, and even old visitors and gendarmes, was shifted temporally to present times from around

1905. When, after their history was published, in 1983 searches for this hotel were initiated, only remains of the old foundations of it were found.

M9.2. Characteristics of the time travel accomplished through waving the timespace

Time travel which is based on waving the timespace has practically no limits, conditions, nor drawbacks imposed onto it. So the traveller can take with himself or herself to such a trip practically every object that he or she has, and every person or creature the company of which he or she wishes to enjoy. It also allows to shift in time to any epoch or period of time and stay there for as long as one wishes. Also all visits in different epochs and periods of time have interactive character, means a given traveller in time is able to participate actively in everything that he or she encounters in the epoch being visited.

M9.3. True immortality

Travel in time carried out on the principle of waving the timespace described in this part D, provides true immortality to the ones who mastered it. The owners of time vehicles working on this principle are able to shift to any epoch which they wish to visit, stay there for any length of time, and also take with them over there, or to take back from there, everything that they wish. Because simultaneously they have the good luck to live in a totaliztic civilization, because only totaliztic civilizations are able to develop this kind of time vehicles, in fact their infinitively long lives are also full of infinitive happiness. So they practically live like gods. Our civilization should try to adopt the following major goal of all human efforts: to cut humanity off from the parasitic future into which UFOnavts secretly are trying to force us, and to join the opposite club of these immensely happy totaliztic civilizations.

M10. Three generations of the Magnocraft and their identification

Let us now summarize information about magnetic propulsion systems, that are presented in this series of monograph. (Note that such magnetic propulsion systems include two unrelated kinds of vehicles, namely: (1) the vehicles invented on Earth and described in this monograph under the name "Magnocraft", and (2) the vehicles which hide from people because they are build by extraterrestrial civilizations of evil parasites that exploit humanity, and which in this monograph are called "UFOs".) Together with the purely magnetic Magnocraft (and UFOs) of the first generation described in subsections C1 and G1, every developing technical civilization is eventually able to complete as many as three subsequent generations of magnetic propulsion systems. All vehicles that use this magnetic propulsion systems externally look almost identically. But in each of these generations of Magnocraft (and UFOs), increasingly advanced properties of magnetic fields are to be employed. In the purely magnetic Magnocraft (and UFOs) of the first generation, shown in Figure D1, only the repulsive and attractive interactions between magnetic fields are employed. From the Cyclic Principle point of view, these interactions are equivalent to the mechanical forces produced by car wheels, or to air pressure utilized in sails (see Table B1 in [1e]). The telekinetic Magnocraft (and UFOs) of the second generation described in subsection M3, in addition to these force interactions, also utilize the Telekinetic Effect (the magnetic inertia) triggered via acceleration or deceleration of magnetic field force lines which encircle the shell of the vehicle. Thus the flights of the Magnocraft (and UFOs) of the second generation employs exactly the same principles which are involved in telekinetic motion. In this way, from the Cyclic Principle point of view, the operation of these second generation magnetic vehicles is symmetrical to all other propulsion systems the operation of which is based on acceleration and inertia, e.g. to a

hovercraft or flywheel (see Table B1 in [1e]). The Magnocraft (and UFOs) of the third generation described in subsection M2 employ as many as three different properties of magnetic fields, i.e.: (1) forces of magnetic interactions, (2) magnetic inertia (acceleration of magnetic fields), and (3) magnetic internal energy (the deformation of magnetic fields) - which allows the control over time. Because the mastering of the magnetic equivalent to internal energy allows for the manipulation on time, the Magnocraft (and UFOs) of the third generation, can also be called time vehicles.

Each one of the three generations of the Magnocraft (and UFOs) described above can be built in five applications or technical versions. These applications/versions include: (A) a prototype discoidal vehicle temporally propelled with spider configuration of oscillatory chambers, (B) basic discoidal vehicle that is propelled with twin-chamber capsule of oscillatory chambers (this one is going to be build in eight types marked as K3 to K10, that differ from each other by their dimensions - the smallest of these types is shown in Figure D1), (C) a four-propulsor spaceship (which is also going to be build in eight types T3 to T10 that mutually differ in their dimensions), (D) as a personal propulsion, or (E) as a remote propelling device (e.g. tractor beam). For the first generation of the Magnocraft (and UFOs), their personal propulsion (1D) takes the form of an appropriate costume worn by the user. But for the second (2D) and third (3D) generations of the Magnocraft (and UFOs), personal propulsion takes the form of miniaturized devices, which are surgically implanted into the user's body, and which cooperate with user's system of nerves and muscles.

In archaeology there is a manner of classifying various civilizations by the technological level they achieved. In this way we describe a given civilization that, for example, it was in the stone, bronze, or iron age. Also the completion of subsequent propelling devices described here requires from a given technical civilization to reach appropriate level of technological and scientific advancement. Thus the type of propulsion systems that are in the disposal of a given civilization, is also a best indicator of the level of technological advancement that this civilization achieved. Therefore it is possible to introduce a very objective classification of subsequent civilizations, based just on the type of propelling devices that they have. If we classify in this manner the ages/periods in the development of subsequent civilizations, these ages will unfold as follows. Please notice, that whatever is stated below about Earthly Magnocraft, it applies in exactly the same way to extraterrestrial UFOs.

0. The age of **conventional propulsion systems**, which are based on the circulation of force and the circulation of matter (see Table B1 in monograph [1e]). The civilizations, for example ours, which are still in this age, are practically limited to the operation within their own planet. Thus it can be also called the **planetary age**. It can be further subdivided into at least six developmental periods, in which subsequent generations of propelling devices were introduced into the use, as this is illustrated in the six lowest rows of Table B1 from monograph [1e].

1. The **age of the Magnocraft** of the first generation, utilizing the cubical or square oscillatory chamber. Because after reaching this age a given civilization achieves the capability to operate in interstellar dimensions, it can be also called the **first interstellar age**. In this age the following further developmental periods can be distinguished.

1A. Prototype discoidal Magnocraft, which utilize prototype spider configurations of the first generation (which is shown in Figure F10 of this series of monographs).

1B. Discoidal Magnocraft utilizing twin-chamber capsule. This is going to be the most common (i.e. basic and standard) design of Magnocraft of the first generation. They will be build in eight types (marked K3 to K10) that differ from each other by their dimensions - see Figure M1.

1C. Four-propulsor Magnocraft of the first generation. They also are going to be build in eight types (marked T3 to T10) that mutually differ in dimensions.

1D. Magnetic personal propulsion (in the form of a suit).

1E. Magnetic devices for remote lifting, that shift objects due to repulsive and attractive magnetic interactions. As this is explained in subsection F7.3 of this monograph, due

to the induction of secondary magnetism in atoms, these devices are going to be able to lift from the ground even objects that normally are unaffected by magnetic field, e.g. people and animals.

2. The **age of telekinetic propulsion** systems (Magnocraft of the second generation) utilizing the octagonal oscillatory chambers that produce the Telekinetic Effect. Because after reaching this period a given civilization becomes capable to operate in intergalactic distances, thus it can be called the "**age of intergalactic civilizations**". It can be further subdivided into the following periods:

2A. Prototype discoidal telekinetic vehicles that utilize spider configurations of the second generation.

2B. Discoidal telekinetic vehicles that utilize octagonal twin-chamber capsules of the second generation. This is going to be the most popular (i.e. basic and standard) design of telekinetic vehicles.

2C. Four-propulsor telekinetic vehicles.

2D. Personal telekinetic propulsion inserted surgically into bodies of users and visually unnoticeable for outside observers.

2E. Telekinetic beaming-up devices and telekinetic tractor beams.

3. The **age of time vehicles** (Magnocraft of the third generation) utilizing the "sixteen-gonal" oscillatory chamber (i.e. the chamber with sixteen side walls). Because after the accomplishing of this period, a given civilisation acquires the capability to operate within the entire universe, thus it can be called the "**age of universal civilisations**". It can be further subdivided into:

3A. Discoidal time vehicles that utilise sixteen-gonal spider configurations of the third generation.

3B. Discoidal time vehicles that utilise twin-chamber capsule of the third generation. It is going to be the most popular (i.e. basic and standard) design of time vehicles.

3C. Four-propulsor time vehicles.

3D. Personal time vehicles inserted surgically into bodies of their users and visually unnoticeable to an outside observer.

3E. The remote time-beam, carrying the ability to alter the elapse of time at a distance. One of the numerous examples of an application of such a beam, would be to find someone who is already in the future, and to shift this person to our times with the use of such a beam (i.e. to the point of time in which we met this person). Then after a discussion about the actual circumstances of this person, sending him/her back to the current time (i.e. to the future). In this way the people and UFO-nauts who use this beam are able to easily and precisely learn events that are to occur in the future (i.e. they know exactly the future, and so influence present times that it would not cause any threats to the future).

It should be stressed that a civilization which in a given time is at, let's say, 3B period of its development (for example as this is the case with the civilization which abducted Miss Nosbocaj - as reported in Appendix Z of monograph [2e]), has already in its disposal all the propelling devices the completion of which occurred in the earlier periods, e.g. telekinetic transporting beam (period 2E), telekinetic personal propulsion (period 2D), etc. However, it does not have propelling devices from the developmental periods higher than the period actually achieved, e.g. four-propulsor time vehicles (period 3C) or personal time vehicles (period 3E).

So-far our civilization has not developed any of the Magnocraft described here. But there is vast evidence accumulated, which indicates that since ancient times our planet is visited by a number of civilizations having different levels of development, which already have operational Magnocraft (see subsection P2 of this monograph, and also chapters K to O in monograph [2e]). For this reason, it is extremely important for our researchers and observers to be able to distinguish with which generation of the propulsion systems they have to deal in a given situation. If this generation is identified, than on one hand this allows to foresee the type of phenomena with which they can be confronted with, on the other hand it allows to estimate

the level of development achieved by a civilization under consideration. There are several keys to identify the generation of propulsion systems with which we deal in a given situation. Let us list here and summarize the most important out of them:

(a) The phenomena induced during the operation of each of the propelling devices described here. These phenomena were presented together with descriptions of a given generation of propulsion systems. In order to give here examples of some of them: (1) forming a cloud of air plasma, evaporating glossy tunnels in rocks, and causing electromagnetic phenomena - for the Magnocraft of the first generation; (2) the non-damaging walking through walls and furniture, flying through buildings, and penetrating other solid objects by creatures or vehicles the surface of which is radiating with a powerful white ("supernatural") "extraction glow" - for the propelling devices of the second generation; and (3) rapid disappearances, "states of suspended animation, "effects of duplicating the time", and many other phenomena that must accompany time vehicles that pass nearby.

(b) The shape of the oscillatory chamber. For the vehicles of the first generation this chamber has a square cross-section - as it is shown on Figure D1 (c). For the vehicles of the second generation it has the octagonal cross-section. Whereas the time vehicles utilize the "sixteen-gonal" oscillatory chambers. (It should be noted that these chambers with sixteen side walls, during not very careful observation can be perceived as almost circular rods made of crystal.)

At this point I would like to propose the completion of an interesting experiment. The next time you digest an article or a book describing someone's abduction, or describing someone's extraordinary experience, try to analyze the attributes of phenomena being described, and then try to determine the generation and age/period, to which most probably belonged the propelling devices which induced these events.

M11. People and resources needed to build the first "Magnocraft" or the first "time vehicle"

In my publications I keep explaining, that the first development of the vehicles which I invented, means the first building either the "Magnocraft", or even the first building straight the "time vehicle", is NOT so difficult endeavour for highly creative minds - if owners of these creative minds receive the required condition for work and the required workshop assistance. For example, I continually promote truths described in this chapter about the feasibility of building "time vehicles" and about the access to immortality through such "time vehicles" since 1985 - means from my first discovery how time works. In turn truths about the feasibility of building "Magnocrafts" I promote continually since 1980. Also, already in those old years I could initiate the building of "time vehicles" or "Magnocrafts" - if I only received then the required support from other people. In such a case, until the time of writing this subsection - means after over a quarter of century, time vehicles would already be build and working a long ago. After all, even much more complex programmes, such as "Apollo" or "Manhattan", gave concrete results already after 8 and 4 years - as I reminded this descriptively in item #K2 of the web page named "immortality.htm". And we must remember that at the time when these programmes were initiated, their final goals appeared to be equally distant and equally impossible for accomplishing as today seems to be the construction of "Magnocrafts" or "time vehicles". We also need to remember, that the detailed knowledge on given subjects in people who implemented these historical programmes, was at the time of initiating them even much lower than the level of my own knowledge about the work of time and about principles of operation of "time vehicles". Furthermore, people who implemented these historic programs had NO access to so obvious confirmations of their ideas as these numerous confirmations of principles which I described in items M1.3 to M1.8 of this chapter, and in volumes 14 to 17 of this monograph. Thus, on the basis of my experience and estimates, I personally believe, that if since the beginnings of my research on the "Magnocraft" or on the "time vehicle" I would

receive the required conditions for research and the required workshop support, then even if I worked alone, still until the time when I started the writing of this monograph, these vehicles would already have been constructed and worked. It would also suffice, if my efforts would be supported by even small facilities, similar to these which in past had the Institute of Machine Building Technology from the Technical University of Wrocław in Poland in times when I worked in there at the beginning of my scientific career. In other words, I believe, that both the first "Magnocraft" and the first "time vehicle" in the constructive atmosphere of support for the creative development and with the workshop assistance for the building of prototypes of research stations, I just on my own would be able to build these vehicles with the means which are available in a well equipped university. Unfortunately, in the duration of my professional career almost no-one amongst my colleagues and my superiors shared this my professional opinion. Thus I never got a chance to prove the truth of such my statements. Therefore in this subsection I am going to explain on what I am basing such estimates and how I derived such schedules of development.

Various research carried out on programmers indicate, that differences in the creative output between a very good programmer and an average programmer, during the creation of not so complex product which is just an ordinary computer program, can be as high as 1:50. (These differences for the creation of a technical product with a much higher requirement for the specialized knowledge, with many times higher complexity, and with principles of operation and technology which previously remained unknown, i.e. the product such as a "time vehicle" or a "Magnocraft", for sure will be even greater than 1:50. Only that for a "time vehicle" or a "Magnocraft", so far no-one is able to measure the differences in creative output of people who are to build it.) In other words, a similarly working program a good programmer produces in 1 hour, while an average programmer needs for it 50 hours of work – while both these programmers have a similar education and professional experience. Similar results I noted in my creative work. For example, in the initial stage of my scientific career I prepared alone in the duration of several months a technical programming language called JAP (its name "JAP" was an abbreviation from the Polish equivalent of the expression the "Language of Automatic Programming" - in Polish reading "Język Automatycznego Programowania" - see descriptions of this language provided on pages 175-178 in Polish scientific Journal called "Mechanik" No 4/1973), but on the similar to my JAP language of programming two large institutions worked in Poland for several subsequent years. (It is also known to me, that when these institutions developed finally such a language, it turned out to be completely useless.) Another time, which also etched in my memory, just myself in several minutes I was able to correctly predict, indicate, and explain to my colleague an exact distribution of stress in a roller bearing, the researching of which this my colleague carried out for several months. In addition, I am the inventor of the "time vehicle" and the "Magnocraft". In turn empirics indicates, that the inventor always is many times more creative and more motivated in matters of his invention than any other people. I personally estimate, that one hour of my creative work on my invention and on other ideas which I authorise, is worth at least around 50 "creation-hours" [ch], i.e. hours of creative input of other typical people with the creative force compared to the standard unit of creation [ch], but working on the idea which was given to them by someone else. Thus taking under consideration the fact that my creative output is around 50 times higher than the defined earlier unit [ch], one can calculate how many creative people would be required for constructing the first "Magnocraft" and the first "time vehicle", knowing that their building is to consume respectively 1000000 [ch] and 2000000 [ch]. For example, a well motivated developmental team combined from 100 creators, each one of which would display the creative capability of not less than 1 [ch], working in the institution that has a required "creative atmosphere" and having the required prototyping support, would be able to build a "time vehicle" in around 7 years. In turn, if it would be possible to create slightly more capable developmental team, in which every member would be able to yield 2 [ch] from all its hours of creative work, then just a team consisting of 50 creators, would be able to build the same time vehicle in the same time of 7 years, or a team of 25 creators would be able to build it in the

duration of 25 years. (I personally would not advice to decrease the time of building, nor unnecessarily increase the size of the team, because then starts to work the phenomenon of mutual "killing with shovels". This phenomenon can be explained in a best way by the illustrative situation of digging a hole. Namely, **"if a single worker gigs a hole of the size of 1 cubic metre in the duration of one hour, then it does NOT mean that 60 workers would dig the same hole in one minute "**. After all, these 60 workers would "mutually kill each other with shovels". Therefore, I personally believe that the developmental team should be possible smallest one, while the time given to it to complete the project should be shorter than around 7 years, although also it should be longer than around 14 years. People are only people and after around 10 years of working on the same project they cease to be creative and become complacent working routinely.) So as the above calculations indicate, really even single present universities or single developmental institutes (e.g. located by present car factories or aircraft factories from even smallest countries) would be able to build first "Magnocrafts" and first "time vehicles". The only necessary thing to make it happen, is that their creative workers and their supervisors display the continuous belief, motivation, and decisiveness regarding their ability to accomplish this goal.

M12. For the ending

Explanations for the work of time and time vehicles provided in this chapter, are vital for our civilization. After all, they are the key to everything. These explanations can open not only a path to the release of humanity from all plagues which trouble us. These explanations can also give to people a key to immortality. Furthermore, these explanations unambiguously indicate the only correct path to the happy future of all people. (Which is to adopt by all people the pedantically moral principles of behaviour.) So in spite of whatever would say about time vehicles any close-minded sceptics, in a vital interest of all of us lies that the findings from this chapter are studied carefully and applied, or compared, to events from our everyday life.

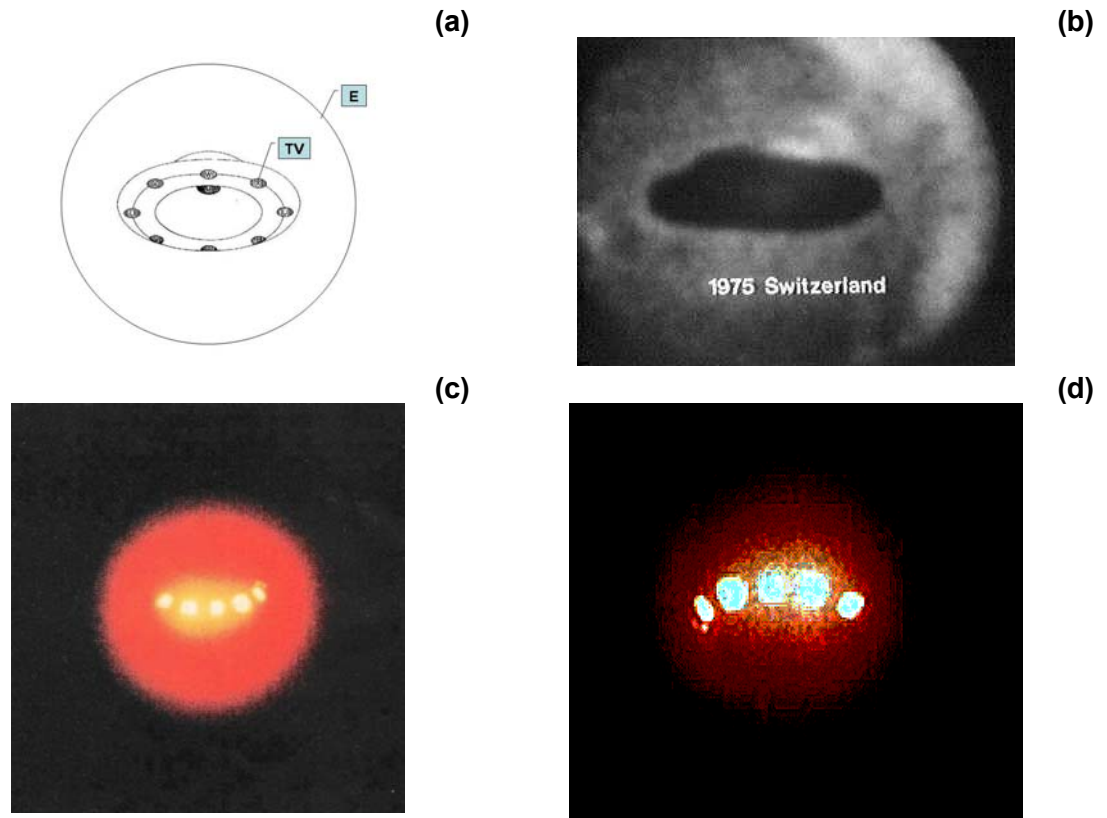


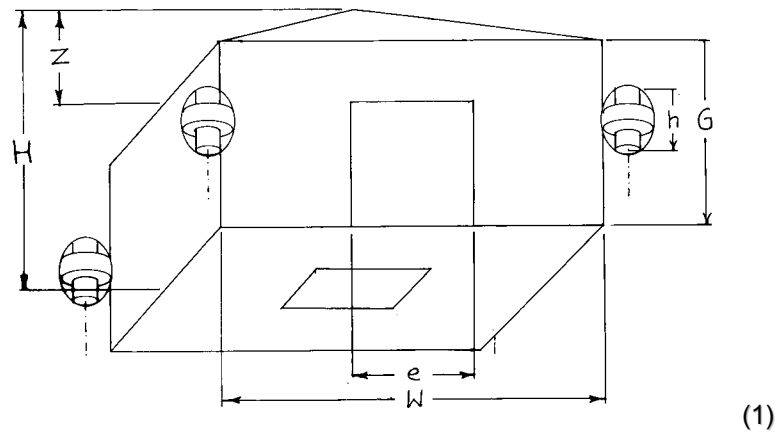
Fig. M1: Illustration of the appearance of time vehicles at the moment when they carry out a jump to another point in time. Such time vehicles for already operate on the Earth, only that people call them UFOs. Photographs (b) to (d) show just such UFOs operating as time vehicles. On photographs of these vehicles clearly visible is a sphere of space excited to glow by energy of vibrations of magnetic field of these UFOs. In the centre of this sphere visible are outlines of discoidal UFOs with glowing outlets from Oscillatory Chambers assembled in propulsors of these vehicles.

M1a (top-left): A drawing which explains what actually becomes visible on photographs of time vehicles. As this drawing illustrates, photos of time vehicles typically capture round sphere of space excited to glow by the energy of vibrations of magnetic field of this vehicle. This sphere is marked with the symbol "E" (from English "Energy"). This energy spreads uniformly in all directions from the main propulsor of a given time vehicle, behaving similarly like thermal energy (after all, heat is also a kind of vibrations). The time vehicle itself marked with the symbol "TV" (from English "Time Vehicle") hovers as if hidden inside of this sphere of glowing space. The drawing shows it in the standing position. Because of the low transparency of the sphere, usually most clearly in this time vehicle are visible outlets from Oscillatory Chambers of its propulsors.

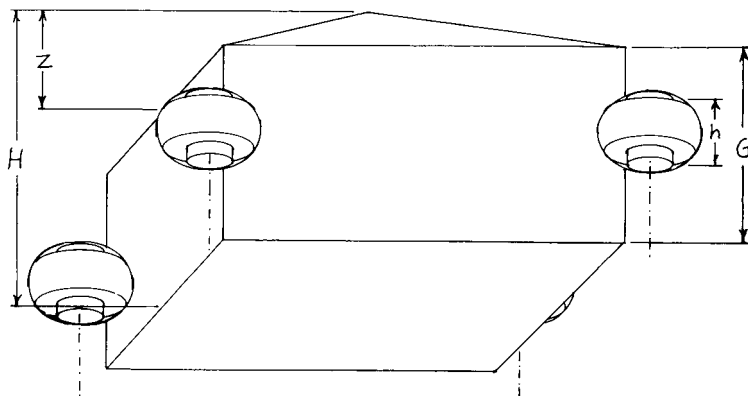
M1b (top-right) Black-and-white photograph of time vehicle which flies in the standing position (i.e. with its floor directed down, while main propulsor – directed up). The unique for this photograph is, that apart from the sphere excited to glow by the energy of vibrations of magnetic field, the photograph captured also the relatively clear outlines of discoidal UFO hovering in the centre of this sphere.

M1c (down-left): A photograph of a UFO of third generation which flies in a hanging position (i.e. when the main propulsor is pointed down, while floor is pointed up) and in so-called "convention of time travel". It clearly shows the sphere of space induced to glow by powerful vibrations of the magnetic field of this vehicle, with glowing white outlets of side propulsors of this vehicle. This spherical excited ("deformed") space distinguishes the appearance of UFOs which fly as time vehicles, from telekinetic and purely magnetic UFOs. In order to learn and notice these differences in the appearance, it is worth to have also a look at web pages [immortality.htm](#) (about principles of extending lives through repetitive shifting back in time to years of our youth), [explain.htm](#) (about scientific interpretation of authentic photographs of UFOs) and [ufo_proof.htm](#) (about formal scientific proofs for the existence of UFOs) These web pages show the appearance of UFOs flying in all three conventions, namely (1) magnetic, (2) telekinetic, and (3) time vehicles. Photographs of UFOs flying in all these conventions are also included to PDF versions of the Polish treatise [4c] (see subsection C9 in there), and monograph [1/4] (see subsections P2, T2, and M4.1).

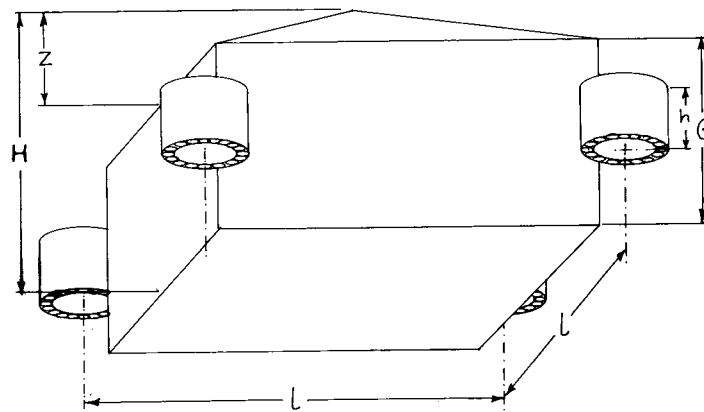
M1d (doin-right): Still another photograph of a UFO in the standing position and in the time travel convention. Visible is this unique sphere of glowing space excited by energy of vibrations of the magnetic field of this vehicle, together with white glows of outlets from its side propulsors.



(1)



(2)



(3)

Fig. M2. The general appearance and main components of the four-propulsor vehicle of the third generation, also called the "four-propulsor time vehicle" (in this case the type T3). This illustration is oriented towards allowing to determine the type of this vehicle. (In order to just learn how to distinguish it from similar vehicles of the first and third generations see Figure LC1). All four-propulsor vehicles most frequently assume a shape of a cubicle, on the top of which a pyramidal roof is placed. The mutual ratio of subsequent dimensions marked on this Figure emphasize their coefficient of type "T". And so, this coefficient can be determined from the following ratio: $T = H/Z = H/h = (G+Z)/Z$, while for the vehicles of the first generation also through dimensional proportions of the doors and the hole in the floor, e.g. $T = W/e$. Symbols: H - the height of the entire vehicle (floor to top of the pyramidal roof), Z - the height of the pyramidal roof, h - the height of each propulsor, G - the height of cubicle part of the crew cabin. Shown are:

(1) Four-propulsor vehicle of the first generation (magnetic). Propulsors of this vehicle take the shape of vertically prolonged barrel or amphora, in which the ratio of height "h" to width "g" is equal to $h/g=4/3$ (see also Figures D1 and F9). Also this is the only four-propulsor vehicle, which has square doors in the floor.

(2) Telekinetic four-propulsor vehicle of the second generation. It can be distinguished relatively easy from similar vehicles of other generations by the "pumpkin" shape of the four propulsors. In vehicles of the second generation these propulsors take very characteristic shape of the sphere flattened vertically (or a "pumpkin") with the mutual ratio of the height "h" to width "g" equal to $h/g=2/3$ (see subsection F7.2.2 and part 2s from Figure F11). This shape results from the design conditions prevailing for spider configurations constructed from octagonal oscillatory chambers of the second generation described in subsection F7.2.2. In addition to the difference in the general appearance, the vehicle of the second generation is also going to have absolutely smooth hull, deprived of any portholes or doors. So it is NOT going to have neither a doorway shown in part (1) and in Figure D1, nor the floor doors visible in part (1) and on Figure Q1. The entering of crew, passengers, and visitors on the board of vehicle of the second generation is going to be carried out in a telekinetic manner, through the material of the walls and floors. So no doors or portholes will be needed neither in walls nor in the floor.

(3) Four-propulsor vehicle of the third generation, called also "four-propulsor time vehicle". It also does not have doors or portholes. The propulsors of it take the striking appearance of a vertical cylinder with the ring of 16 holes around peripherals of it, looking like a "round launcher of rocket missiles" - see also Figures LC1 and F11 (3s).