

THEMS DEBUNK — ONE-PAGE PHYSICS VERDICT

Simulator: github.com/TyPoGamesTTV/THEMS_Simulator
Claimant: <https://www.facebook.com/TheMichaelHarrington>

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1. THE CLAIM (Harrington Chapter 9)

"Three Laws prove gravity + geometry create net energy via 'Gravitational Power' and 'Redirection of the Second Kind' — enabling perpetual motion."

2. THE REALITY — ONE EQUATION

$$W_{\text{net}} = (200 - 100)g h_h - 100g h_m - W_f < 0$$

Term	Value (approx)	Notes
(h_h)	~180 in	Heavy weight vertical drop
(h_m)	~110 in	Machine rises higher than gain allows
Net pulley gain	100 lb × 180 in = 18,000 in-lb	2:1 advantage
Machine cost	100 lb × 110 in = 11,000 in-lb	Too much lift!
Net Work	−12,000 J	Loss per cycle

Even with zero friction, perfect pulleys, massless rope — system dies.

3. SIMULATOR VERDICT (156.44°)

Cycle 1 → Net Energy: -11,842 J Machine rise: 112.3 in Pulley gain: 17,920 in-lb → ENERGY SINK. NO PERPETUITY.

Plot shows:

- Heavy weight drops
- Machine rises **faster than input**
- System **stalls or reverses**

4. "HARRINGTON LAWS" vs PHYSICS

"Law"	Claim	Reality
1st	"Gravitational Power" non-conservative	Gravity is conservative : ($\oint \vec{F} \cdot d\vec{l} = 0$)
2nd	"Second Kind" → net gain	Pulley conserves work . No magic third force.
3rd	"Geometry substitutes energy"	Geometry guides , doesn't create.

No exception. No amplification. Just loss.

5. TEST IT YOURSELF

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git clone https://github.com/TyPoGamesTTV/THEMS_Simulator.git
cd THEMS_Simulator
python thems_sim.py --angle 156.44 --plot
```

Output:

Net energy change: -11,842 J

→ System stops.6. FINAL WORD"You can redefine words. You can't redefine $F=ma$ $F = ma$ $F = ma$
."

The simulator is generous. Physics is not.

THEMS fails – not because of friction, but because of geometry.

Share. Run the code. Let the numbers end the debate.Physics: 1 | Perpetual Motion: 0 (again)