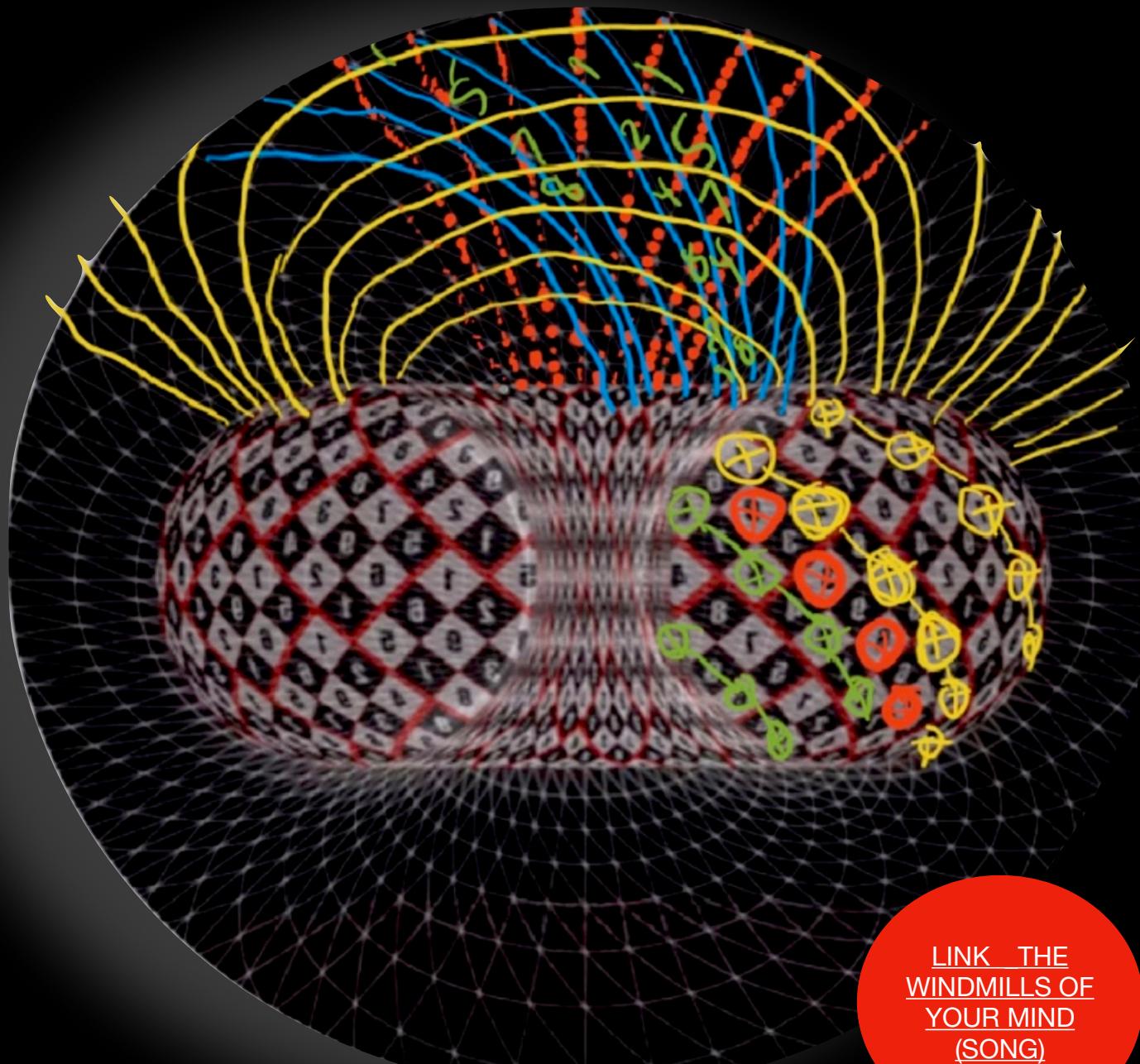


THREE DIFFERENT FAMILY NUMBER GROUP PHASE SHIFTS

RADIX COUNTING SYSTEM
TORUS S HEARS ONE, FOUR, SEVEN

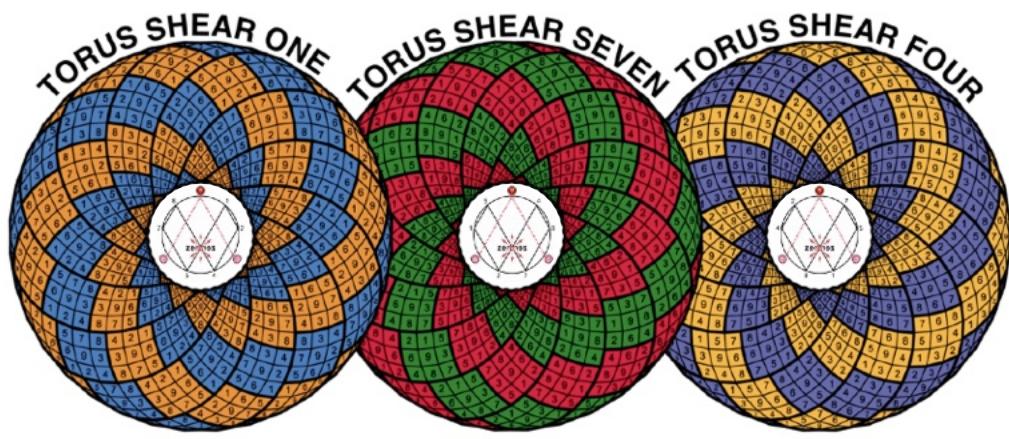
THREE DIFFERENT FAMILY NUMBER GROUPS



LINK THE
WINDMILLS OF
YOUR MIND
(SONG)

WHEELS WITHIN WHEELS

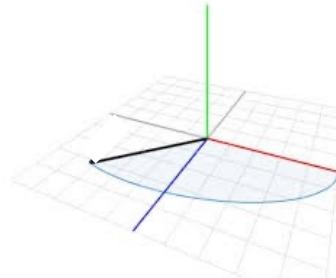
There are three hypersphere toroids that make up the Decoqubit in the Radix 10 counting system.
Shear One, Shear Seven, and Shear Four.



Only 1/6 of the Diamond Quantum Tiles are being activated at any one given instance.

The transverse W-Axis is orthogonal where Spirit is emanating from.

- Right angle
- Perpendicular
- Every Family Number Group is separated by 3



First Phase = $+3 - 9 + 6; -6 + 9 - 3; +3 - 9 + 6;$ = Red

First Phase = $+3 + 6 + 9$ = Red

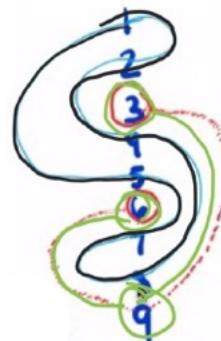
Second Phase = $+1 - 2 + 4 - 8 + 7 - 5$ = Yellow

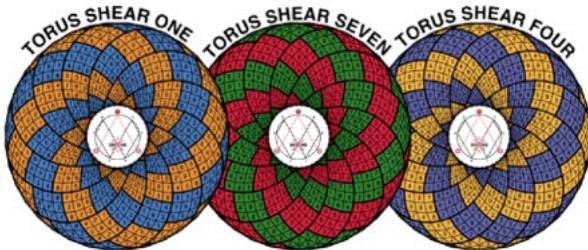
Second Phase = $+1 + 7 + 4$ = Yellow

Third Phase = $+5 - 7 + 8 - 4 + 2 - 1$ = Green

Third Phase = $+2 + 8 + 5$ = Green

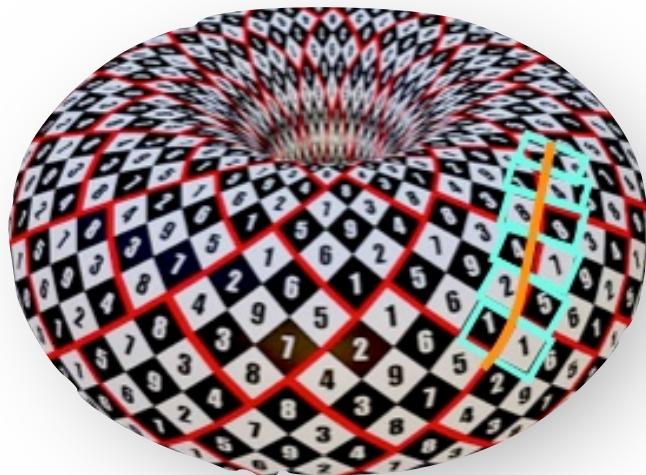
SPOONING

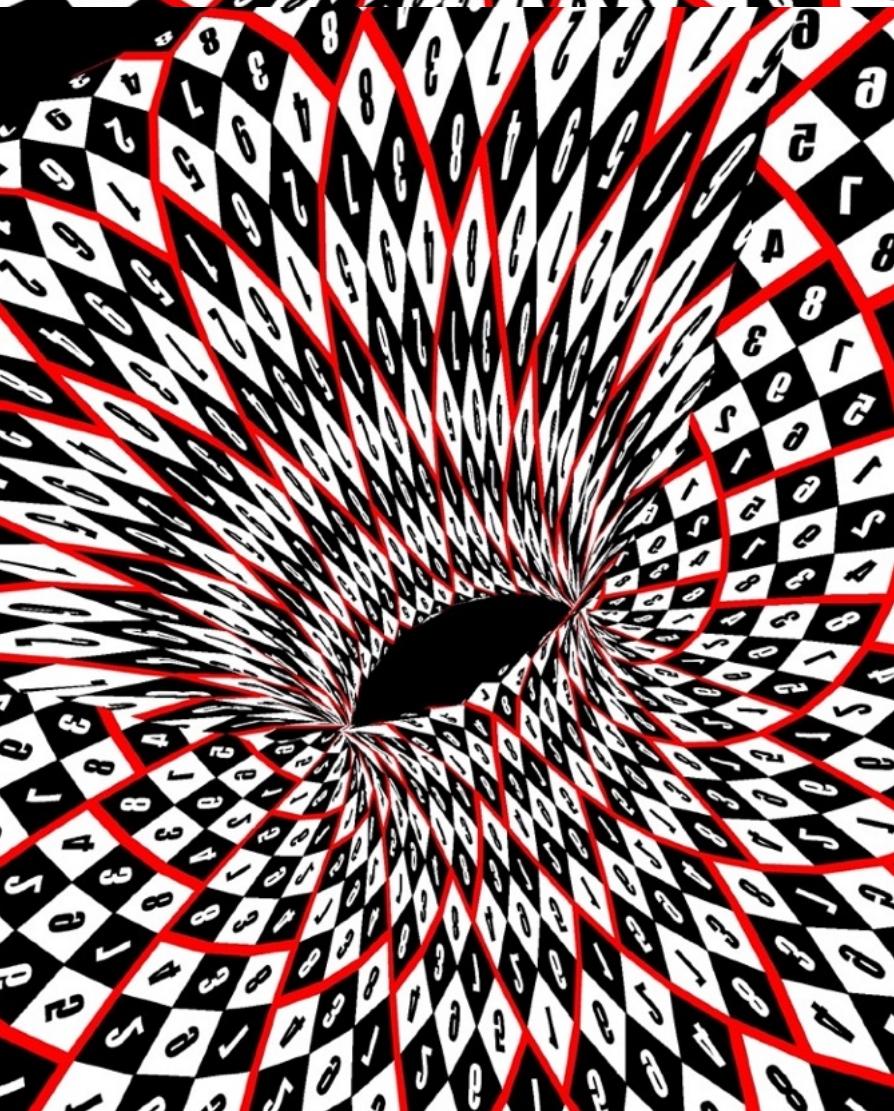
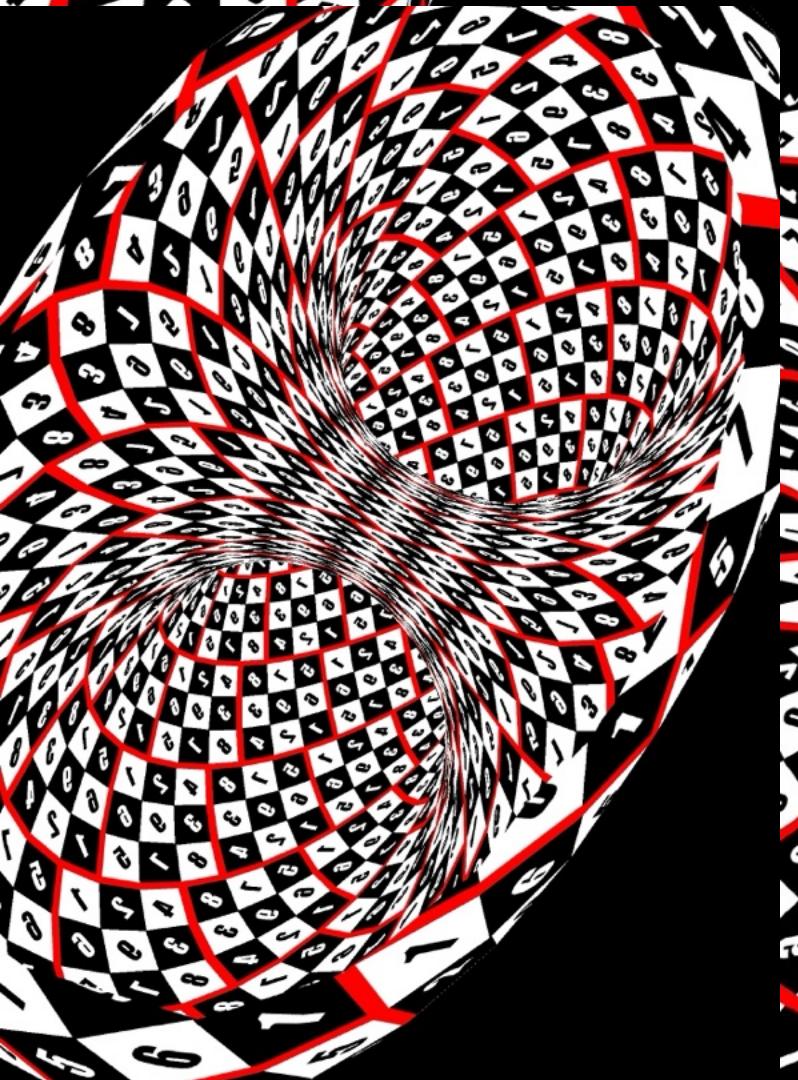
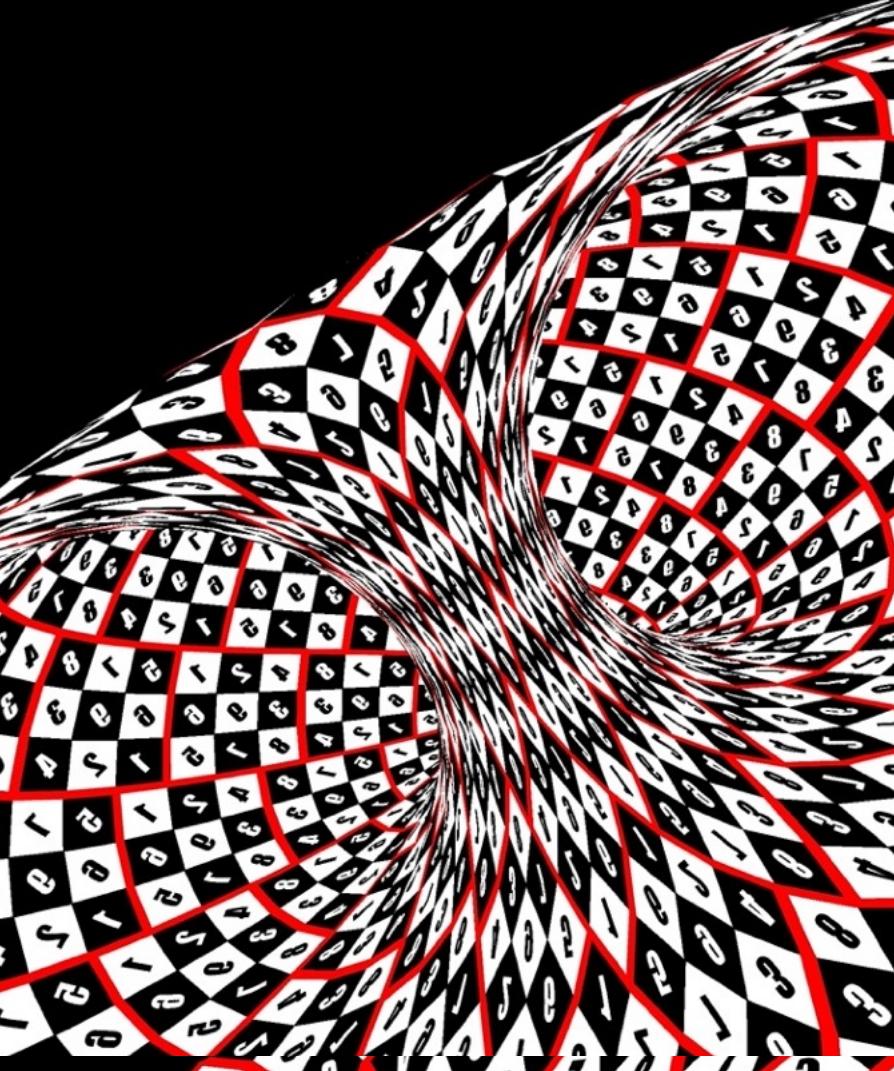
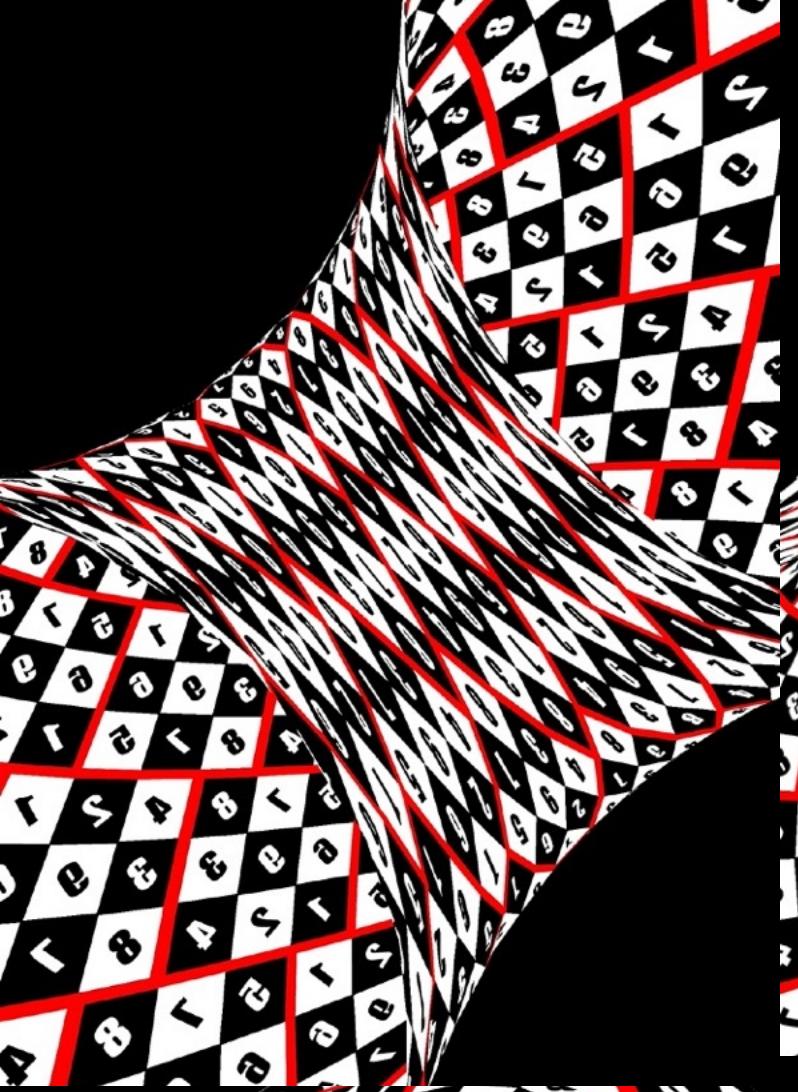




THE DECOQUBIT HYPERSPHERE SHEAR ONE STARTS FROM THE INSIDE-OUT

Marko has discovered perfection: there is an ideal which everything conforms to because Spirit is the invisible driver, creating while impelling everything forwards in the form of a ratchet. It is the ultimate work-wheel that would create for mankind a cornucopia and a utopia. The Decoqubit reveals all of the phase changes of spirit. Only the Decoqubit harnesses Spirit and magnetism to make electricity.





Torus Shear One

The three sets of polar number mates are:

8 & 1, 7 & 2, 5 & 4

$1 \times 1 = 1$; $2 \times 5 = 10$, $1 + 0 = 1$; $4 \times 7 = 28$, $2 + 8 = 10$, $1 + 0 = 1$; $8 \times 8 = 64$, $6 + 4 = 10$, $1 + 0 = 1$

Multiples of Eight

$$1 \times 1 = 1$$

$$1 \times 2 = 2$$

$$1 \times 3 = 3$$

$$1 \times 4 = 4$$

$$1 \times 5 = 5$$

$$1 \times 6 = 6$$

$$1 \times 7 = 7$$

$$1 \times 8 = 8$$

$$1 \times 9 = 9$$

Negative Vertical X-Axis
Multiples of Eight

Multiples of Seven

$$7 \times 1 = 7$$

$$7 \times 2 = 14, 1 + 4 = 5$$

$$7 \times 3 = 21, 2 + 1 = 3$$

$$7 \times 4 = 28, 2 + 8 = 10, 1 + 0 = 1$$

$$7 \times 5 = 35, 3 + 5 = 8$$

$$7 \times 6 = 42, 4 + 2 = 6$$

$$7 \times 7 = 49, 4 + 9 = 13, 1 + 3 = 4$$

$$7 \times 8 = 56, 5 + 6 = 11, 1 + 1 = 2$$

$$7 \times 9 = 63, 6 + 3 = 9$$

Negative Z-Axis
Multiples of Seven

Multiples of Five

$$5 \times 1 = 5$$

$$5 \times 2 = 10, 1 + 0 = 1$$

$$5 \times 3 = 15, 1 + 5 = 6$$

$$5 \times 4 = 20, 2 + 0 = 2$$

$$5 \times 5 = 25, 2 + 5 = 7$$

$$5 \times 6 = 30, 3 + 0 = 3$$

$$5 \times 7 = 35, 3 + 5 = 8$$

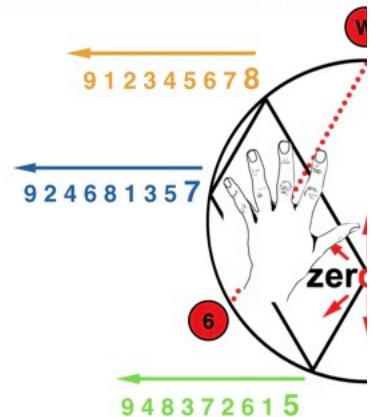
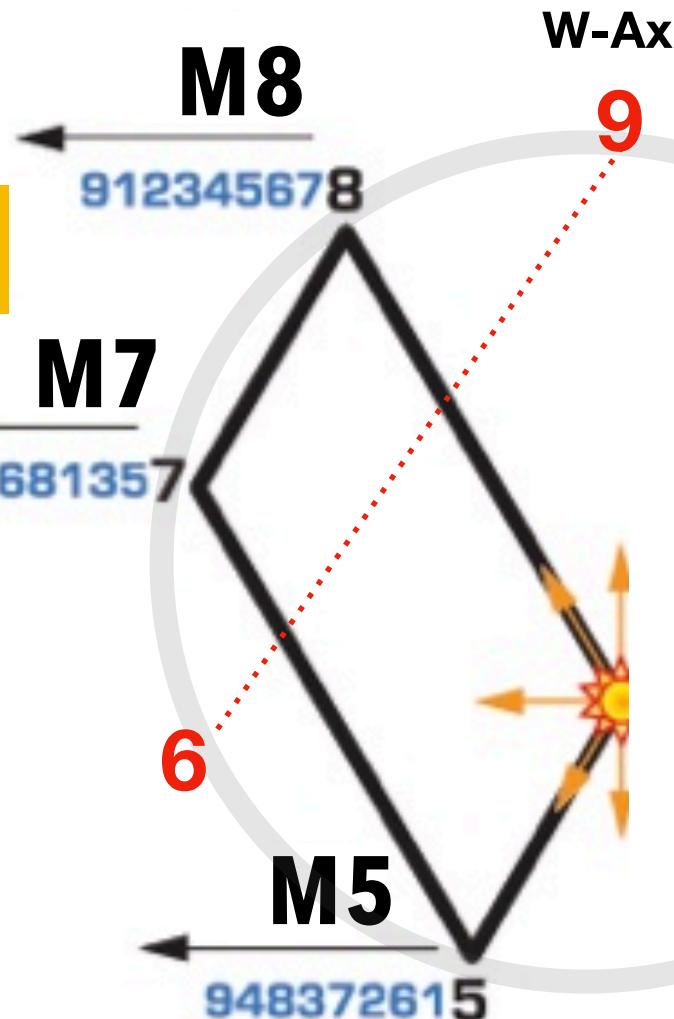
$$5 \times 8 = 40, 4 + 0 = 4$$

$$5 \times 9 = 45, 4 + 5 = 9$$

Negative Horizontal Y-Axis
Multiples of Five

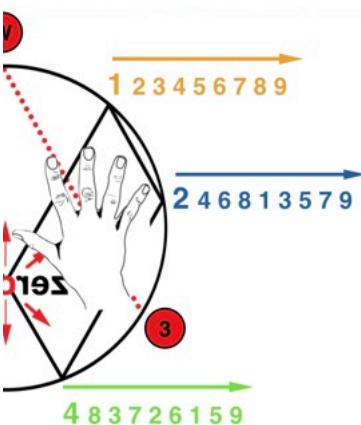
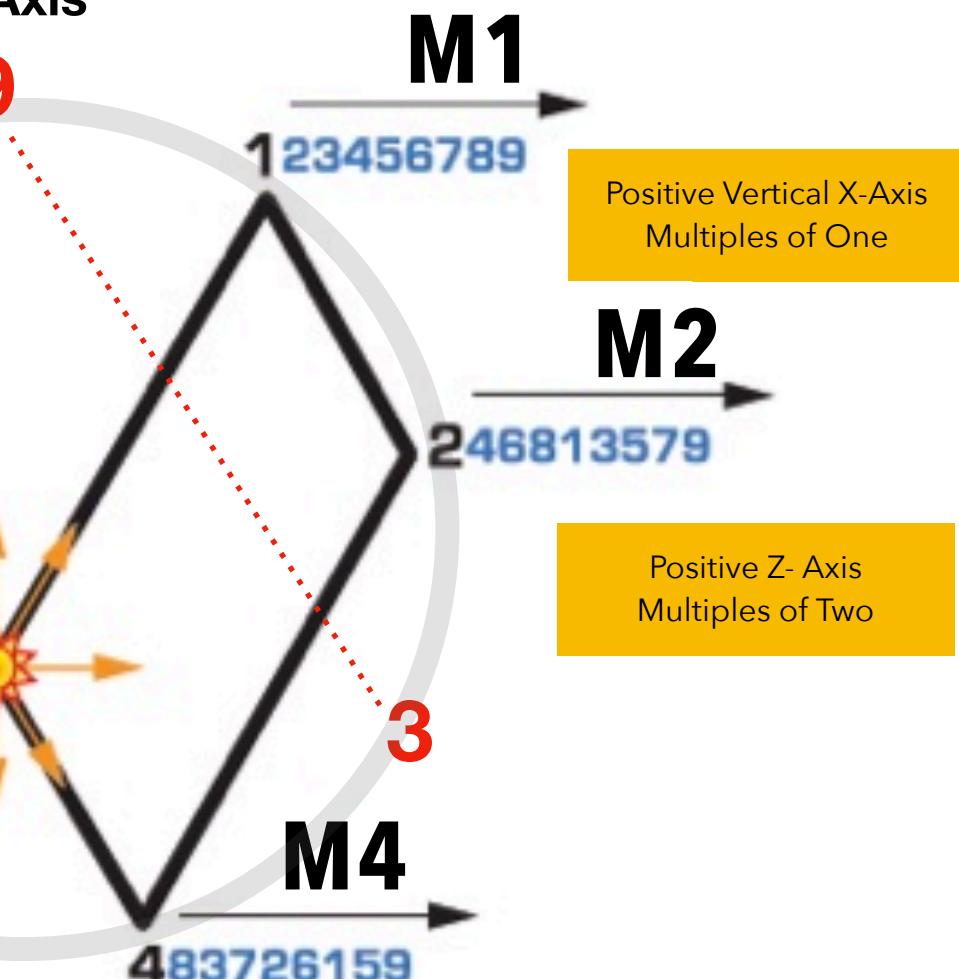
8 & 1
ARE
NUMBER
MATES

7 & 2
ARE
NUMBER
MATES



The torus shear functions as an electron shear which serves to insulate energy and to keep it from short circuiting. This is a harmonic barrier and replaces other forms of insulation such as rubber or shellac coatings on conductors. Everything has an invisible grain within it as a result from this shearing action. This grain is seamlessly composed from Diamond Quantum Tiles (DQT's).

Axis



5 & 4
ARE
NUMBER
MATES

Multiples of **One**

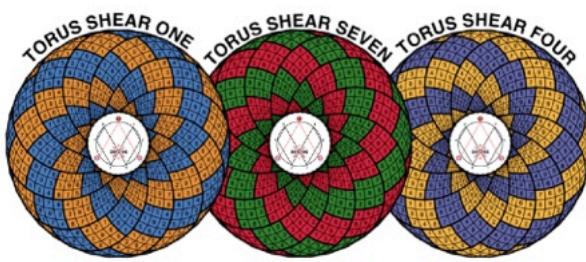
$$\begin{aligned}1 \times 1 &= 1 \\1 \times 2 &= 2 \\1 \times 3 &= 3 \\1 \times 4 &= 4 \\1 \times 5 &= 5 \\1 \times 6 &= 6 \\1 \times 7 &= 7 \\1 \times 8 &= 8 \\1 \times 9 &= 9\end{aligned}$$

Multiples of **Two**

$$\begin{aligned}2 \times 1 &= 2 \\2 \times 2 &= 4 \\2 \times 3 &= 6 \\2 \times 4 &= 8 \\2 \times 5 &= 10, 1 + 0 = 1 \\2 \times 6 &= 12, 1 + 2 = 3 \\2 \times 7 &= 14, 1 + 4 = 5 \\2 \times 8 &= 16, 1 + 6 = 7 \\2 \times 9 &= 18, 1 + 8 = 9\end{aligned}$$

Multiples of **Four**

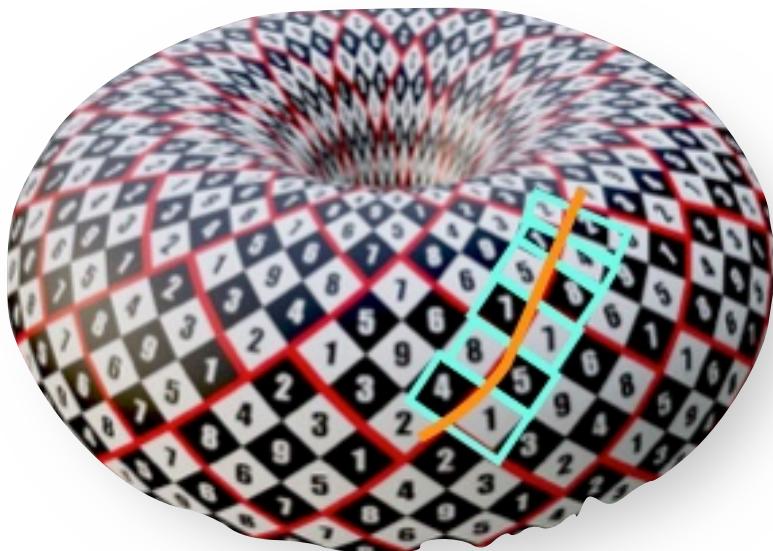
$$\begin{aligned}4 \times 1 &= 4 \\4 \times 2 &= 8 \\4 \times 3 &= 12, 1 + 2 = 3 \\4 \times 4 &= 16, 1 + 6 = 7 \\4 \times 5 &= 20, 2 + 0 = 2 \\4 \times 6 &= 24, 2 + 4 = 6 \\4 \times 7 &= 28, 2 + 8 = 10, 1 + 0 = 1 \\4 \times 8 &= 32, 3 + 2 = 5\end{aligned}$$

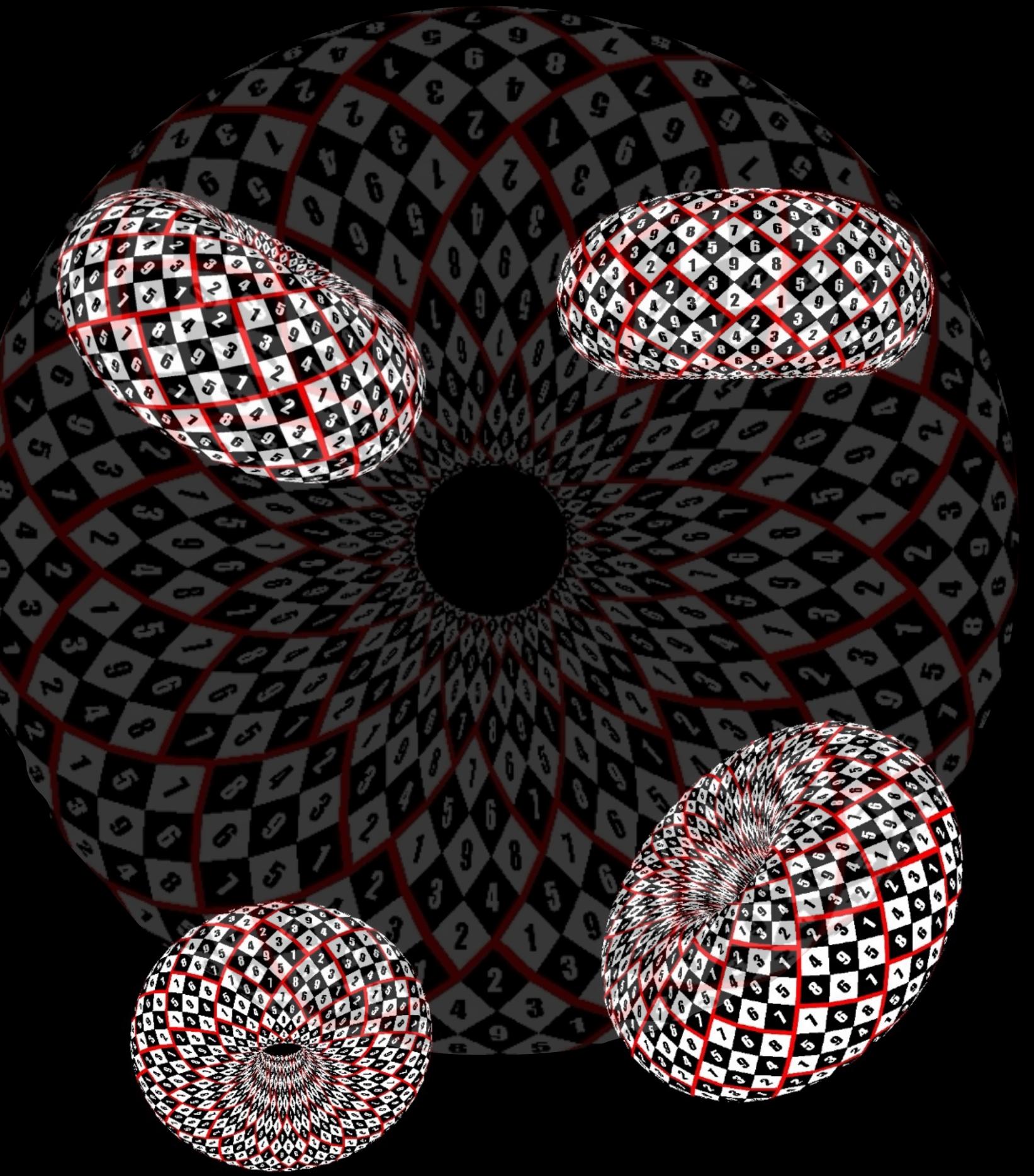


THE DECOQUBIT HYPERSPHERE SHEAR FOUR

The three hyperspheres are entangled and in superposition as they cycle.

Two parts when multiplied together equal the shear and when the same number is multiplied times itself it will also equal the value of the shear.





Torus Shear Four

The three sets of number mates are:

2 & 7, 4 & 5, 8 & 1

$$7 \times 7 = 49, 4 + 9 = 13, 1 + 3 = 4; 5 \times 8 = 40, 4 + 0 = 4; 1 \times 4 = 4; 2 \times 2 = 4$$

Multiples of **Two**

$$\begin{aligned} 2 \times 1 &= 2 \\ 2 \times 2 &= 4 \\ 2 \times 3 &= 6 \\ 2 \times 4 &= 8 \\ 2 \times 5 &= 10, 1 + 0 = 1 \\ 2 \times 6 &= 12, 1 + 2 = 3 \\ 2 \times 7 &= 14, 1 + 4 = 5 \\ 2 \times 8 &= 16, 1 + 6 = 7 \\ 2 \times 9 &= 18, 1 + 8 = 9 \end{aligned}$$

Multiples of **Four**

$$\begin{aligned} 4 \times 1 &= 4 \\ 4 \times 2 &= 8 \\ 4 \times 3 &= 12, 1 + 2 = 3 \\ 4 \times 4 &= 16, 1 + 6 = 7 \\ 4 \times 5 &= 20, 2 + 0 = 2 \\ 4 \times 6 &= 24, 2 + 4 = 6 \\ 4 \times 7 &= 28, 2 + 8 = 10, = 10, 1 + 0 = 1 \\ 4 \times 8 &= 32, 3 + 2 = 5 \\ 4 \times 9 &= 36, 3 + 6 = 9 \end{aligned}$$

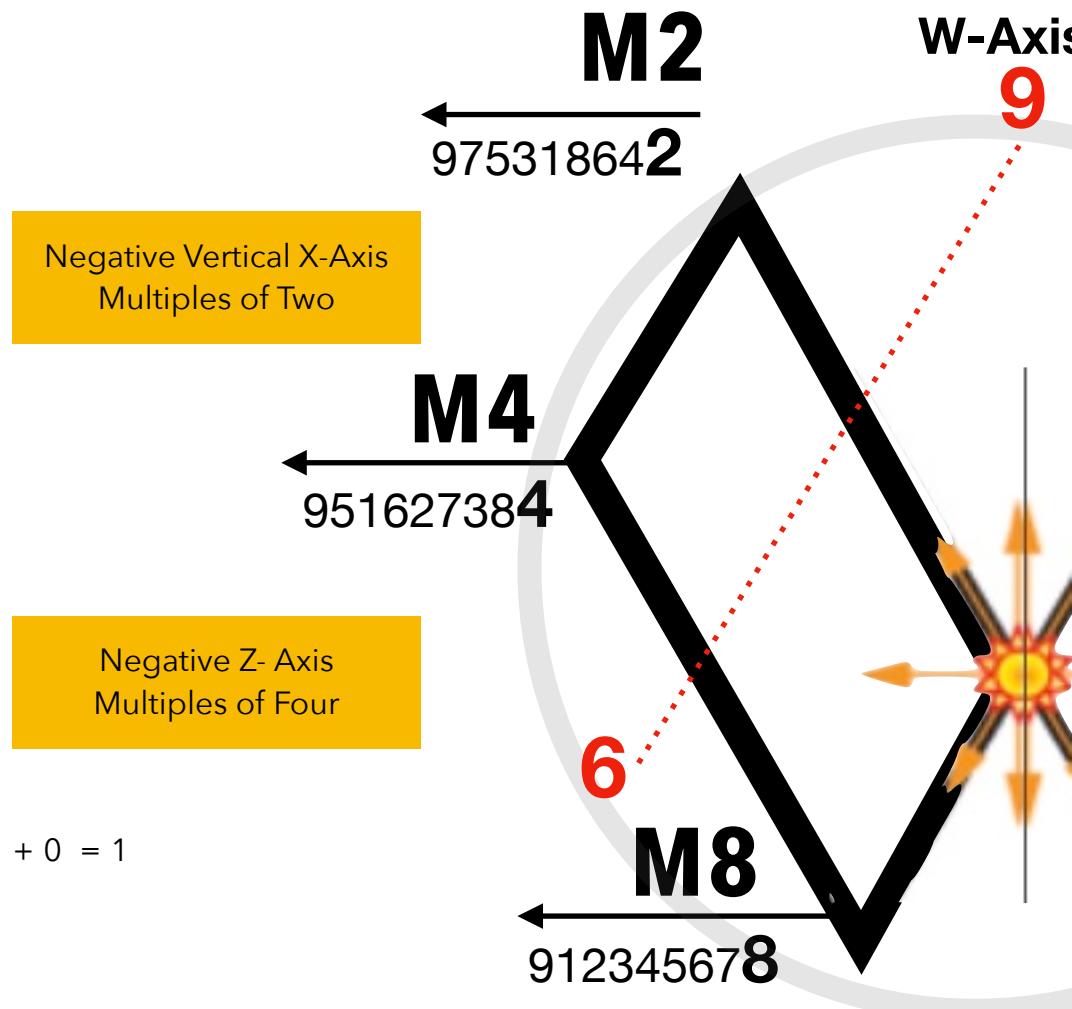
Multiples of **Eight**

$$\begin{aligned} 8 \times 1 &= 8 \\ 8 \times 2 &= 16, 1 + 6 = 7 \\ 8 \times 3 &= 24, 2 + 4 = 6 \\ 8 \times 4 &= 32, 3 + 2 = 5 \\ 8 \times 5 &= 40, 4 + 0 = 4 \\ 8 \times 6 &= 48, 4 + 8 = 12, 1 + 2 = 3 \\ 8 \times 7 &= 56, 5 + 6 = 11, 1 + 1 = 2 \\ 8 \times 8 &= 64, 6 + 4 = 10, 1 + 0 = 1 \\ 8 \times 9 &= 72, 7 + 2 = 9 \end{aligned}$$

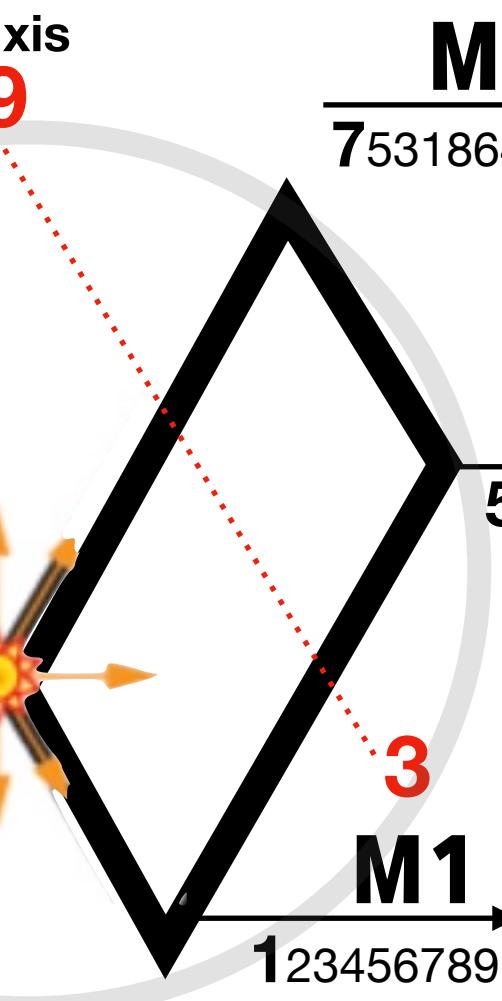
Negative Vertical X-Axis
Multiples of Two

Negative Z-Axis
Multiples of Four

Negative Horizontal Y-
Axis Multiples of Eight



The electron shear is a harmonic fence that always runs in-between the Möbius Circuits by hemming them in on their outskirts. This is known as a world boundary condition. There is only one electron harmonic shear that occurs throughout the Torus from the Möbius Circuits taking multiple spire revolutions.



Positive Vertical X-Axis
Multiples of Seven

Positive Z-Axis Multiples
of Five

Positive Horizontal Y-Axis
Multiples of One

Multiples of **Seven**

$$\begin{aligned} 7 \times 1 &= 7 \\ 7 \times 2 &= 14, 1 + 4 = 5 \\ 7 \times 3 &= 21, 2 + 1 = 3 \\ 7 \times 4 &= 28, 2 + 8 = 10, 1 + 0 = 1 \\ 7 \times 5 &= 35, 3 + 5 = 8 \\ 7 \times 6 &= 42, 4 + 2 = 6 \\ 7 \times 7 &= 49, 4 + 9 = 13, 1 + 3 = 4 \\ 7 \times 8 &= 56, 5 + 6 = 11, 1 + 1 = 2 \\ 7 \times 9 &= 63, 6 + 3 = 9 \end{aligned}$$

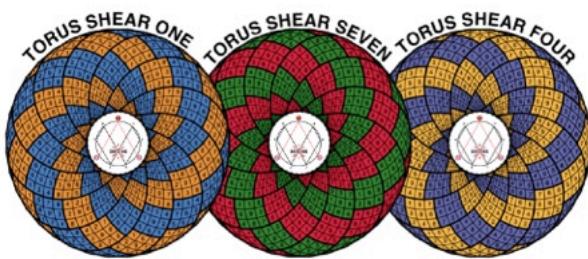
Multiples of **Five**

$$\begin{aligned} 5 \times 1 &= 5 \\ 5 \times 2 &= 10, 1 + 0 = 1 \\ 5 \times 3 &= 15, 1 + 5 = 6 \\ 5 \times 4 &= 20, 2 + 0 = 2 \\ 5 \times 5 &= 25, 2 + 5 = 7 \\ 5 \times 6 &= 30, 3 + 0 = 3 \\ 5 \times 7 &= 35, 3 + 5 = 8 \\ 5 \times 8 &= 40, 4 + 0 = 4 \\ 5 \times 9 &= 45, 4 + 5 = 9 \end{aligned}$$

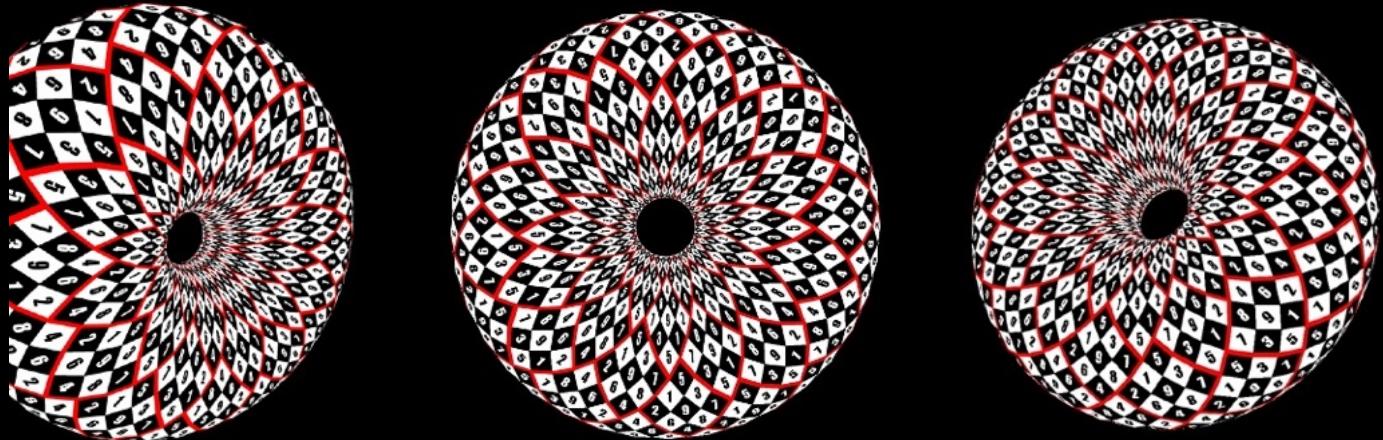
Multiples of **One**

$$\begin{aligned} 1 \times 1 &= 1 \\ 1 \times 2 &= 2 \\ 1 \times 3 &= 3 \\ 1 \times 4 &= 4 \\ 1 \times 5 &= 5 \\ 1 \times 6 &= 6 \\ 1 \times 7 &= 7 \\ 1 \times 8 &= 8 \\ 1 \times 9 &= 9 \end{aligned}$$

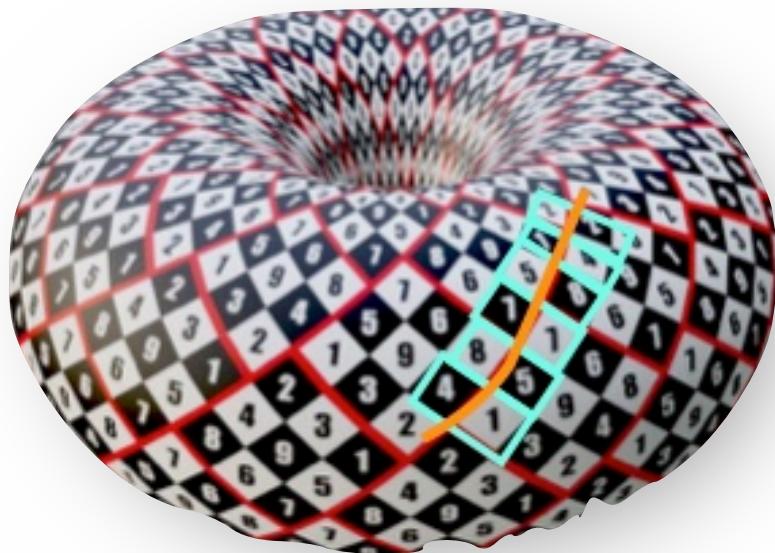
MYSTICISM UNVEILED
Bahá'í Metaphysical Technology

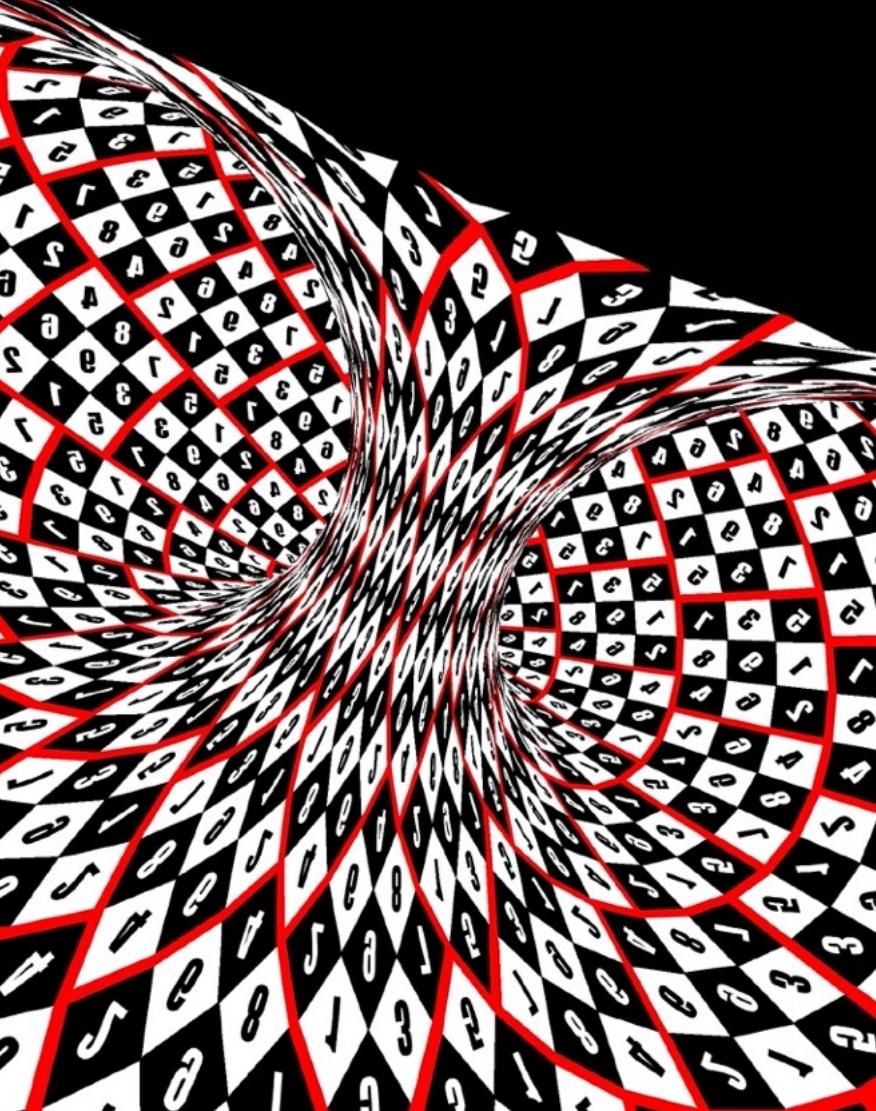
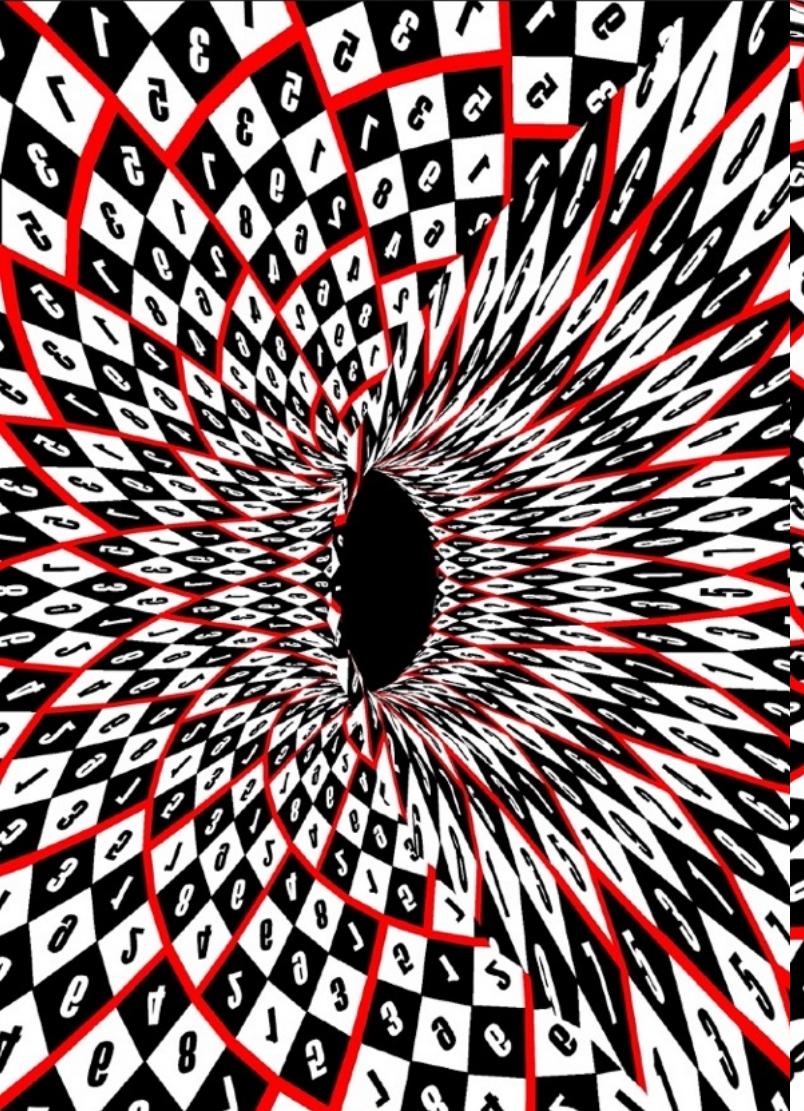
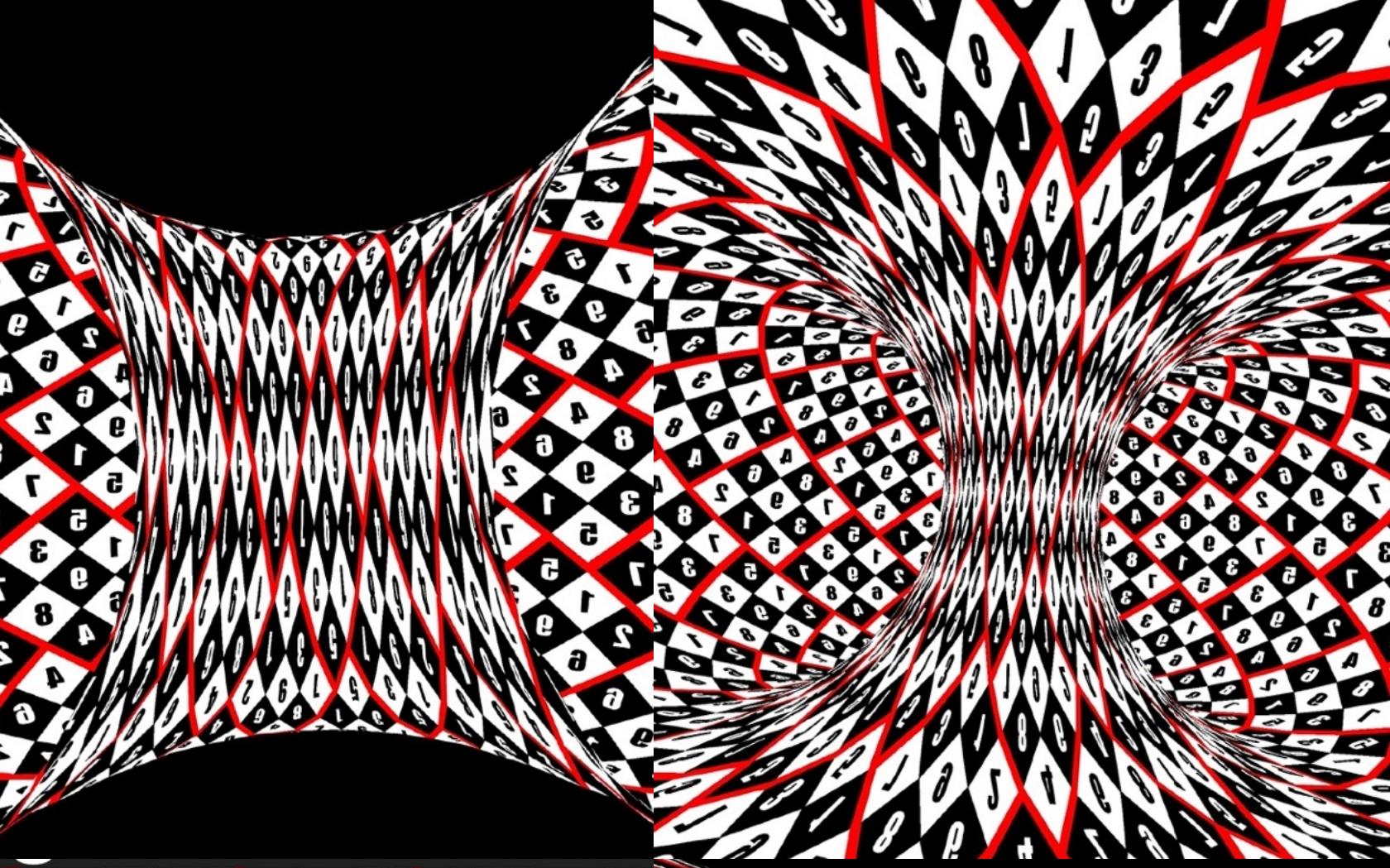


DECOQUBIT.COM
Vortex Based Mathematics



THE DECOQUBIT HYPERSPHERE SHEAR SEVEN





Torus Shear Seven

The three sets of number mates are:

5 & 4, 8 & 1, 2 & 7

$$4 \times 4 = 16, 1 + 6 = 7; 8 \times 2 = 16, 1 + 6 = 7; 7 \times 1 = 7; 5 \times 5 = 25, 2 + 5 = 7$$

Multiples of **Five**

$$\begin{aligned} 5 \times 1 &= 5 \\ 5 \times 2 &= 10, 1 + 0 = 1 \\ 5 \times 3 &= 15, 1 + 5 = 6 \\ 5 \times 4 &= 20, 2 + 0 = 2 \\ 5 \times 5 &= 25, 2 + 5 = 7 \\ 5 \times 6 &= 30, 3 + 0 = 3 \\ 5 \times 7 &= 35, 3 + 5 = 8 \\ 5 \times 8 &= 40, 4 + 0 = 4 \\ 5 \times 9 &= 45, 4 + 5 = 9 \end{aligned}$$

Multiples of **One**

$$\begin{aligned} 1 \times 1 &= 1 \\ 1 \times 2 &= 2 \\ 1 \times 3 &= 3 \\ 1 \times 4 &= 4 \\ 1 \times 5 &= 5 \\ 1 \times 6 &= 6 \\ 1 \times 7 &= 7 \\ 1 \times 8 &= 8 \\ 1 \times 9 &= 9 \end{aligned}$$

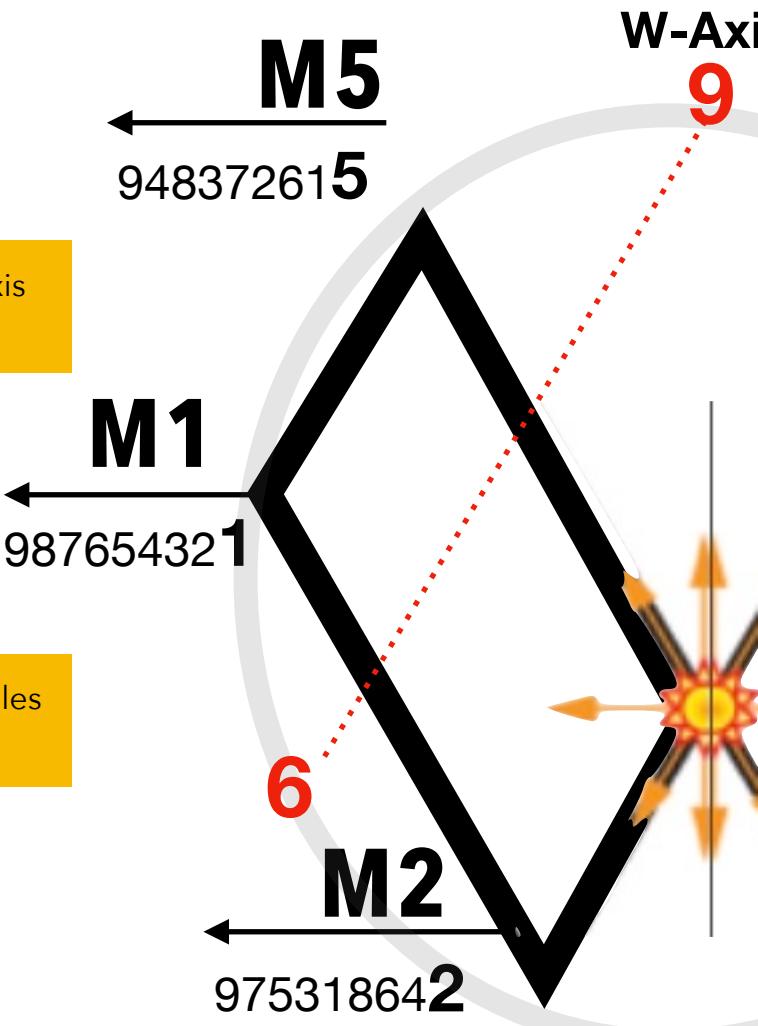
Multiples of **Two**

$$\begin{aligned} 2 \times 1 &= 2 \\ 2 \times 2 &= 4 \\ 2 \times 3 &= 6 \\ 2 \times 4 &= 8 \\ 2 \times 5 &= 10, 1 + 0 = 1 \\ 2 \times 6 &= 12, 1 + 2 = 3 \\ 2 \times 7 &= 14, 1 + 4 = 5 \\ 2 \times 8 &= 16, 1 + 6 = 7 \\ 2 \times 9 &= 18, 1 + 8 = 9 \end{aligned}$$

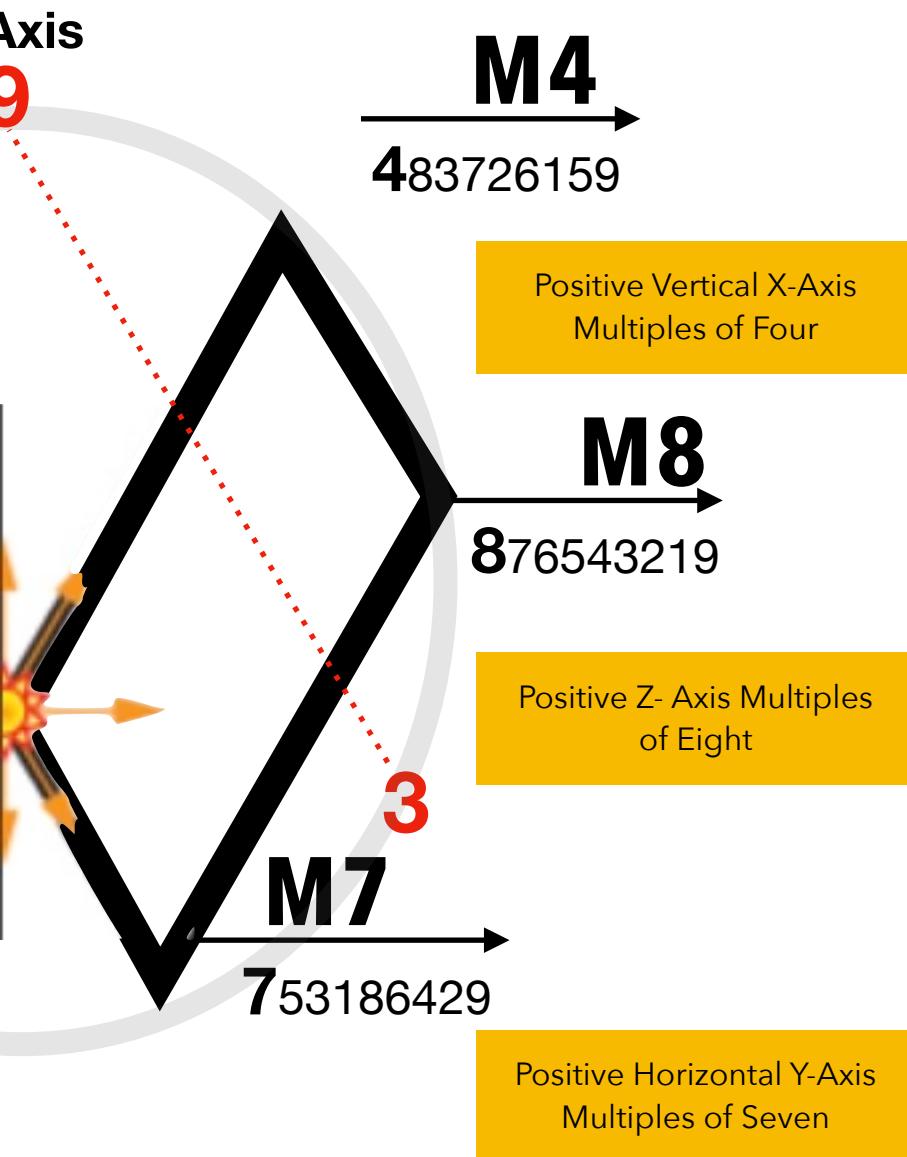
Negative Vertical X-Axis
Multiples of Five

Negative Z-Axis Multiples
of One

Negative Horizontal Y-Axis
Multiples of Two



There is an inherent time component hidden within the Möbius Circuits that is embedded in the relationship between the Torus DQT's and the numbers. This phase-shift is controlled by the 3•9•6 time frame event Spirit/magnetic moment of occurrence.



Multiples of **Four**

$$\begin{aligned} 4 \times 1 &= 4 \\ 4 \times 2 &= 8 \\ 4 \times 3 &= 12, 1 + 2 = 3 \\ 4 \times 4 &= 16, 1 + 6 = 7 \\ 4 \times 5 &= 20, 2 + 0 = 2 \\ 4 \times 6 &= 24, 2 + 4 = 6 \\ 4 \times 7 &= 28, 2 + 8 = 10, 1 + 0 = 1 \\ 4 \times 8 &= 32, 3 + 2 = 5 \\ 4 \times 9 &= 36, 3 + 6 = 9 \end{aligned}$$

Multiples of **Eight**

$$\begin{aligned} 8 \times 1 &= 8 \\ 8 \times 2 &= 16, 1 + 6 = 7 \\ 8 \times 3 &= 24, 2 + 4 = 6 \\ 8 \times 4 &= 32, 3 + 2 = 5 \\ 8 \times 5 &= 40, 4 + 0 = 4 \\ 8 \times 6 &= 48, 4 + 8 = 12, 1 + 2 = 3 \\ 8 \times 7 &= 56, 5 + 6 = 11, 1 + 1 = 2 \\ 8 \times 8 &= 64, 6 + 4 = 10, 1 + 0 = 1 \\ 8 \times 9 &= 72, 7 + 2 = 9 \end{aligned}$$

Multiples of **Seven**

$$\begin{aligned} 7 \times 1 &= 7 \\ 7 \times 2 &= 14, 1 + 4 = 5 \\ 7 \times 3 &= 21, 2 + 1 = 3 \\ 7 \times 4 &= 28, 2 + 8 = 10, 1 + 0 = 1 \\ 7 \times 5 &= 35, 3 + 5 = 8 \\ 7 \times 6 &= 42, 4 + 2 = 6 \\ 7 \times 7 &= 49, 4 + 9 = 13, 1 + 3 = 4 \\ 7 \times 8 &= 56, 5 + 6 = 11, 1 + 1 = 2 \\ 7 \times 9 &= 63, 6 + 3 = 9 \end{aligned}$$



The universe has a preferred frame of reference which is consistent at any scale this is true both spiritually, for the soul which is defined in its relation to its Creator, and physically, as objects accelerate toward the center of mass. Nothing exists alone; truth is defined by relationships.

Let us picture and Egyptian pyramid. Here we have an example of what Marko Rodin describes as the preferred frame of reference in physical terms. The peak of the pyramid is a center of mass from which Spirit emits. The pyramid close to the point is narrow; at the base it's wide. As we approach the point there is convergence. Since all movement is in relation to this point, movement is a flow of compression and decompression. If we imagine this movement taking place on the pyramid's sides, and then imagine a line from the point to the ground, reaching the ground at a 90 degree angle, to be the axis of the pyramid, we find that our movement is never on the same line as the axis, but described around it.

This model is also consistent with Einstein's physics, which refers to gravity as acceleration due to the curvature of space-time. In fact, all "matter" is actually a curvature of space-time. Therefore, there is nothing but space-time and motion, which is pretty much the same thing, and, again, there is curvature and acceleration towards the center of "mass".

— Aaron Emmel