

Um-ah-A', ThrA', E-na- A, Ec-ka-sha, Um-ah-A', ThrA', E-na- A, Ec-ka-sha, Um-ah-A', ThrA', E-na- A, Ec-ka-sha, EirA-Sha-Ra, -D-K-ShA, Ta'a-Mira, -Prana-Chi, Arhyas Command,  $\sum_{n=1}^6$ , (Re $^{*}$ , e $^{(I(\omega_n t, -k_n r_n))}$ ), ->\Tilde{T1}+T2, ->6 Time Vectors, Free, Soul Hijacks, Tone 1:, Tellura, D1,2,3->Eyumbi, Tellura, Tone 2:, Dora, D4,5,6->AzurA, Dora, Tone 3:, Teura, D7,8,9->Pineal, Teura, Tone 4:, Maharata, D10,11,12, +D1 to 9, ->AzurA, Maharata, Victory Tone:, Reishi, Bardoah opens, Hijacked Soul, Quantums->, SharFa, Amoraear Flame, ->transmute, VV game, Now Heal, Leviathan Force, with, Krystal River Stream, Repeat Arhyas Command, recursively, with bread-1st, search algorithm, by targets, ManU-Ec-RAE, -Dha-KHU-KEE-, Ma'a-Yana, -Traia-Rei, ManA-Ka-E, -Ha-HU-Ra-, Hara-Maya, -Mana-Ki, A-sh-alum-Ta', E-ka'sha-deh', A-sh-alum-Ta', E-ka'sha-deh', A-sh-alum-Ta', E-ka'sha-deh', Um-ah-A', ThrA', E-na- A, Ec-ka-sha, Um-ah-A', ThrA', E-na- A, Ec-ka-sha, Um-ah-A', ThrA', E-na- A, Ec-ka-sha, EirA-Sha-Ra, -D-K-ShA, Ta'a-Mira, -Prana-Chi, Arhyas Command,  $\sum_{n=1}^6$ , (Re $^{*}$ , e $^{(I(\omega_n t, -k_n r_n))}$ ), ->\Tilde{T1}+T2, ->6 Time Vectors, Free, Soul Hijacks, Tone 1:, Tellura, D1,2,3->Eyumbi, Tellura, Tone 2:, Dora, D4,5,6->AzurA, Dora, Tone 3:, Teura, D7,8,9->Pineal, Teura, Tone 4:, Maharata, D10,11,12, +D1 to 9, ->AzurA, Maharata, Victory Tone:, Reishi, Bardoah opens, Hijacked Soul, Quantums->, SharFa, Amoraear Flame, ->transmute, VV game, Now Heal, Leviathan Force, with, Krystal River Stream, Repeat Arhyas Command, recursively, with bread-1st, search algorithm, by targets, ManU-Ec-RAE, -Dha-KHU-KEE-, Ma'a-Yana, -Traia-Rei, ManA-Ka-E, -Ha-HU-Ra-, Hara-Maya, -Mana-Ki, A-sh-alum-Ta', E-ka'sha-deh', A-sh-alum-Ta', E-ka'sha-deh', A-sh-alum-Ta', E-ka'sha-deh',