Spooky²
Morgellons & Lyme Protocol
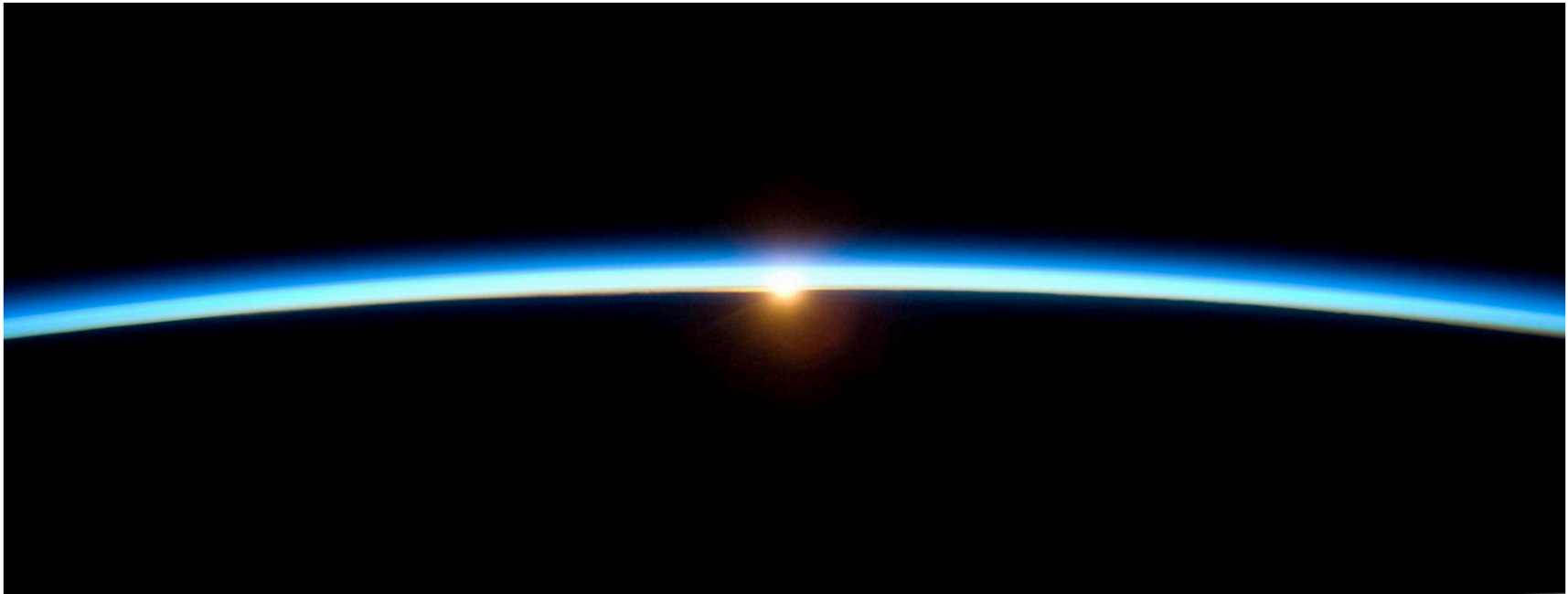
Version 3.0c

The Spooky Team/September 2019

Table of contents

Click on a chapter to go there.

Protocol introduction

Welcome to the Morgellons & Lyme Protocol for the Spooky Rife System. Although it is based on the original Morgellons Protocol, it is a radical departure from it in several ways.

The first major change is that the entire Protocol is now installed together with the software in the form of a collection of "presets." The user selects and runs these presets in the order given in the timetables. Each preset automatically loads the frequency programs and optimum settings for you, so input from you is no longer required to the extent that it was.

The second change is the addition of a large number of species-specific programs for co-infections common to both diseases. Because Lyme and Morgellons come out of the same cooking pot, they share many of the same pathogens and parasites. It's been said that while not every Lymie has Morgellons, every Morgie has Lyme. More will be added in the future.

Should any Lyme sufferer be tempted to skip Morgellons-specific steps, I suggest they consult Carnicom Institute **research** that clearly indicates the likelihood that almost everyone on this planet now has Morgellons in dormant form, waiting to be activated. Besides, many Lyme sufferers also go on to develop active Morgellons.

Previous versions of the protocol used remote treatment only. While this produced good results, I now believe that it wrongly placed the emphasis on convenience rather than effectiveness, and many found that they had to run the protocol a few times. So for the first time, the Protocol now uses Contact Mode extensively for those who don't own Spooky Central/Plasma, as well as regular biofeedback scans using Spooky Pulse. These two changes will produce results quicker than using Remote Mode alone.

Four versions of the Protocol are provided, specific to four Spooky rigs. One is for the Spooky Central/Plasma Essential Kit, one is for Spooky Scalar and Essential Kit, one for the Spooky[2] Advanced Kit, and the third for the Spooky[2] Essential Kit. However, the use of presets allows the Protocol to be used on any arbitrary number of generators.

Believe it or not, more than half of the cells in your body are bacterial. Most are harmless or beneficial. The remainder are pathogenic, and they, together with heavy metals, pollutants, and toxins represent a major burden on

the immune system, preventing it from dealing effectively with Morgellons and Lyme. This protocol is designed to kill or remove *everything* in the body that's a burden on the immune system. You should go through it once, noting every preset that produces a reaction. When you're done, return to those presets and run them again, this time keeping a closer eye on the component programs that provoke a response. In this way, you can home in on frequencies that are most effective *for you*, shortening treatment times considerably.

Because of the nanotechnology element in Morgellons, the protocol is not yet a full cure – we're still actively working on that – but it will remove metals and toxins, kill co-infections and parasites, and destroy a major part of the disease infrastructure.

The Protocol is divided into phases – **Terrain**, **Organisms**, and **Biotech**. This last phase is new, and includes an extensive "mini- protocol" designed to destroy the patented technology that allows many insects to invade the body, and reverse its damage. This was created by our new crack team of frequency developers and we are very grateful to them for their brilliant work.

The **Brine Therapy** section augments programs for the slime moulds found in Morgellons. It also works to kill organisms common to both diseases. **Body Knowledge** gives techniques you can use to find out whether you need specific programs, and for how long. You would use these techniques after you've been through the Protocol once, then make your own programs and presets from the results.

We believe that this Protocol is currently the single best way to use Rife effectively to treat Morgellons and Lyme. Nevertheless, we strongly urge the use of other modalities at the same time, like diet, herbs, supplements, or even some useful medications where deemed necessary.

The main reason you became ill in the first place is because your immune system was dysfunctional. It became so because you most likely lack the proper nutrients that enable it to do its job – so you are what you've eaten in the past. By consuming real food made from raw ingredients in your own kitchen, you avoid the toxins. pollutants, and other spurious additions in so-called "convenience" foods. Best of all is to grow your own, or buy organic. Tap water, too, is another major source of toxic chemicals, carcinogens, and even dangerous organisms. A countertop distiller for drinking water is highly recommended to remove these. By using this Protocol, you've taken the first step on the road back to health. We wish you well on your journey.

The Spooky team, October 2013/September 2019

Important information

The Spooky[2] Rife System offers three main routes to tackle Morgellons and Lyme. The first uses Plasma Mode as its principal weapon, the second uses Scalar Mode, and the third uses Contact Mode. All three are adjuncted by Remote Mode. This document gives treatment plans for the three routes. I've further subdivided Contact Mode into two plans, one for four Spooky[2]-5M frequency generators, and one for two.

We call these four approaches **Plasma Plus**, **Scalar Plus**, **Contact Plus 4**, and **Contact Plus 2**. Plasma Plus requires a Spooky Central/Plasma and a Spooky[2] Essential Kit, Scalar Plus requires a Spooky Scalar and a Spooky[2] Essential Kit, Contact Plus 4 requires a Spooky[2] Advanced Kit, and Contact Plus 2 requires a Spooky[2] Essential Kit.

The main difference between them is speed of efficacy. Plasma Plus and Scalar Plus are the fastest, then Contact Plus 4, followed by Contact Plus 2.

It's been authoritatively estimated that to produce the same effectiveness as one Contact Mode session, you would need to apply the same frequencies between 10 and 20 times consecutively in Remote Mode. It's also been estimated that to produce the same effectiveness as one Plasma Mode session, you would need to do 5-10 Contact Mode sessions.

However, until the results of our studies are in, we're going to err on the side of caution with plasma for now.

Instructions for each approach will be given at the top of each timetable, but essentially, you will run the presets in order, one at a time, for its designated duration and number of applications in each mode you use, then move on to the next one.

Finally, many who don't suffer from Lyme or Morgellons have used previous Protocols to greatly improve health by removing many types of pathogens, parasites, and pollutants. Most will wish to operate in Remote Mode. For them, there are two different methods, with timetables. If scanning, these users should also see the section headed "Editing Presets" on the next page.

Presets and programs

Because Plasma Mode and Scalar Mode have very different technical requirements than Contact or Remote Modes, presets built for Plasma Mode or Scalar Mode will not work correctly in these other modes. Most important for Spooky Central/Plasma and Spooky Scalar users is that presets designed for Contact or Remote Modes **may actually damage their machines**. So mindful care and attention are required.

Presets for this Protocol have been installed in the *Morgellons and Lyme v3.0* Preset Collection in the leftmost column, and will appear in this column when you select this collection. Selecting any preset will load it and display its notes in the rightmost *Notes* column. If the preset already has programs embedded, it will display the *Estimated Total Run Time*, and its programs in the Programs column. If not, you will see the words *Shell Preset*, indicating that you must load the preset with programs yourself.

There are four types of preset, each designed to be used in the four different Spooky modes – Plasma, Scalar, Contact, and Remote. Preset exist also for Coil, and Laser, which you can use in conjunction with the other modes.

Presets starting with the letter "P" can **only** be used with Spooky Central/Plasma – "P" stands for "Plasma." Presets starting with the letter "S" can **only** be used with Spooky Scalar – "S" stands for "Scalar." The letter "C" is used to denote presets designed for Contact Mode use with either of the two Contact Plus plans, while "R" presets are for Remote Mode use with any of the plans – *Run For* values you **must** enter for these are given in the timetables. Where no *Run For* value is noted, simply run the presets until it's time to change your Contact or Plasma Mode preset, then change them all. Presets starting with the letter "M" are for Coil, while presets starting with the letter "L" are for Laser.

While almost the entire Protocol has been programmed for you, there are two related jobs you must do for yourself with every preset from the fifth one onward (this has "Immunomodulators" in its name). The first is naming and saving the results of your biofeedback scan sessions as programs. The second is editing your latest scan results program into each preset before you run it. Depending on your rig, you will do this for either Plasma or Contact or Scalar or Laser or Coil, and again for Remote Mode.

Editing presets

The first task is to name and save your scan results as a treatment program. Choose one of the following biofeedback presets depending on which Biofeedback hardware you are using:
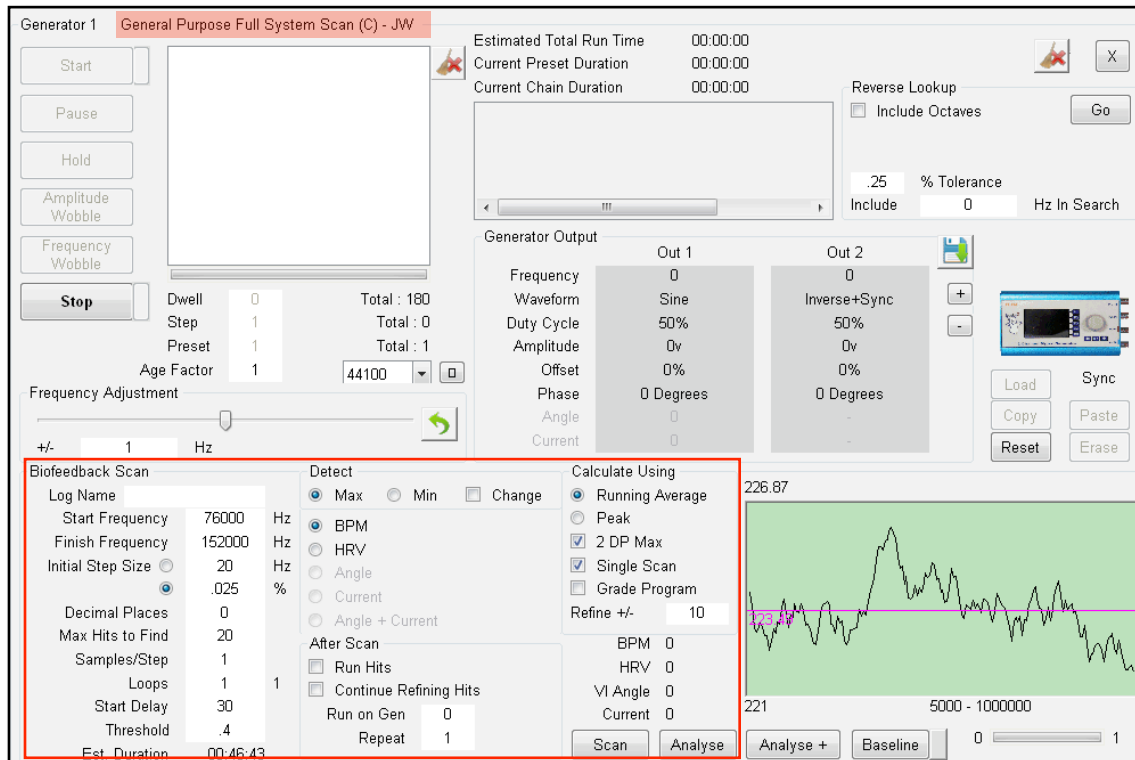
Biofeedback Hardware	Preset
Spooky Pulse	\Biofeedback\Spooky Pulse\General\General Purpose Full System Scan - JW
GeneratorX	\Biofeedback\GeneratorX\GX General Biofeedback Scan (C) - JW
Scalar Digitizer	\Biofeedback\Scalar Digitizer\Spooky2 Scalar Digitizer Master (GX) - JW *and* \Biofeedback\Scalar Digitizer\Spooky2 Scalar Digitizer Slave (GX) - JW
Sample Digitizer	\Biofeedback\Sample Digitizer\General Biofeedback Scan (SD) - JW

For full details on how to perform a scan, please see the section on Biofeedback Scanning in the Spooky[2] User's Guide. Before you start every scan, please check its settings against the following images, using the image that corresponds to the biofeedback hardware you are using.

Note: Because the Sample Digitizer scan results only reflect the bacteria, virus, and parasites found in the sample, and not the whole body, if you are to use the Sample Digitizer scan results, these result ought to be used in conjunction with one of the scan results of one of the other three biofeedback hardware (Spooky Pulse, GeneratorX, or Scalar Digitizer).

The first image is the biofeedback settings Spooky Pulse:

The biofeedback setting for GeneratorX:

The biofeedback setting for Scalar Digitizer (master):

Before you load up the slave generator for Scalar Digitizer, you must set the master generator number:

The biofeedback setting for Scalar Digitizer (slave):

The biofeedback setting for Sample Digitizer:
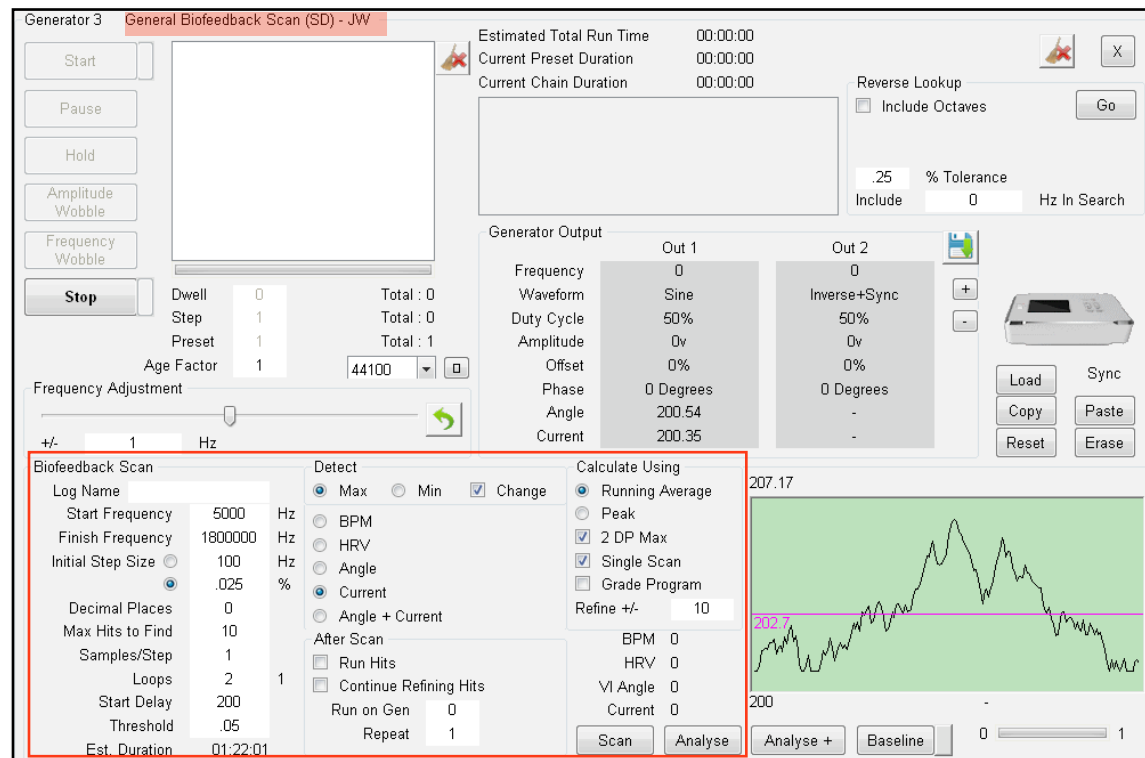
Note: Because the Sample Digitizer scan results only reflect the bacteria, virus, and parasites found in the sample, and not the whole body, if you are to use the Sample Digitizer scan results, these result ought to be used in conjunction with one of the scan results of one of the other three biofeedback hardware (Spooky Pulse, GeneratorX, or Scalar Digitizer).

1. In the *Presets* tab, click the *Home* icon (the green house image in the centre above the leftmost column).

Biofeedback Hardware	Finding your preset
Spooky Pulse	Click >Biofeedback, then >Spooky Pulse, then >General, then General Purpose Full System Scan - JW
GeneratorX	Click >Biofeedback, then >GeneratorX, then GX General Biofeedback Scan (C) - JW
Scalar Digitizer	Click >Biofeedback, then >Scalar Digitizer, then Spooky2 Scalar Digitizer Master (GX) - JW.for the master. For the slave, Spooky2 Scalar Digitizer Slave (GX) - JW. Make sure in the Setting tab to set the master generator in the Output Shadowing area.
Sample Digitizer	Click >Biofeedback, then >Sample Digitizer, then General Biofeedback Scan (SD) - JW

2. Find your preset depending on your biofeedback hardware.

3. The *Notes* for this preset appear in the rightmost column, along with the words *Shell Preset*. Please read these *Notes* because they're important.

4. Click the *Control* tab. Now tick the *Allow Generator Overwrites* checkbox top left, then the button for the generator you're using to transmit the sweep.

5. For Spooky Pulse users, top left, you should see the name of the preset - *General Purpose Full System Scan - JW*. If you see the words *Emulating Spooky Pulse*, this means you connected your Spooky Pulse while Spooky[2] was already running. The USB protocol requires that software which communicates bidirectionally with external hardware issues a "handshake" signal when it's launched in order to register the hardware's presence. So quit Spooky[2], reconnect Spooky Pulse directly to the PC (not to a USB hub), then relaunch Spooky[2]. For GeneratorX user, top left, you should see the name of the preset - *GX General Biofeedback Scan (C) - JW*. For Scalar Digitizer users, you should see the name of the preset - *Spooky2 Scalar Digitizer Master (GX) - JW* in the master generator, and *Spooky2 Scalar Digitizer Slave (GX) - JW* in the slave generator.

6. Finally, ensure that your *Biofeedback Scan* pane settings exactly match those in the image above. Now click the *Scan* button to initiate the scan.

When your scan finishes, you will be presented with a window listing the top 10 problem frequencies found. Click the *Save* button to save these to your personal custom database.

The window will disappear and the *Create Program* screen appears in its place, with your found frequencies already entered.

Name your scan results program. I strongly recommend naming it "Scan," followed by your initials, then the date in reverse format – year, month, date. As in, "*Scan DB 20160915*." For clarity, you can enter the long form of the date in the *Program Description* box, and any other notes you wish.

When you click the *Save* button, your new program will be written to your custom database and loaded into Spooky[2].

When you load the fifth preset for the first time, you will see a program named *Your Scan Results CUST* at the end of the list – I've highlighted this in the rightmost *Notes* column below – you can also see it in the *Programs* list in the centre column:
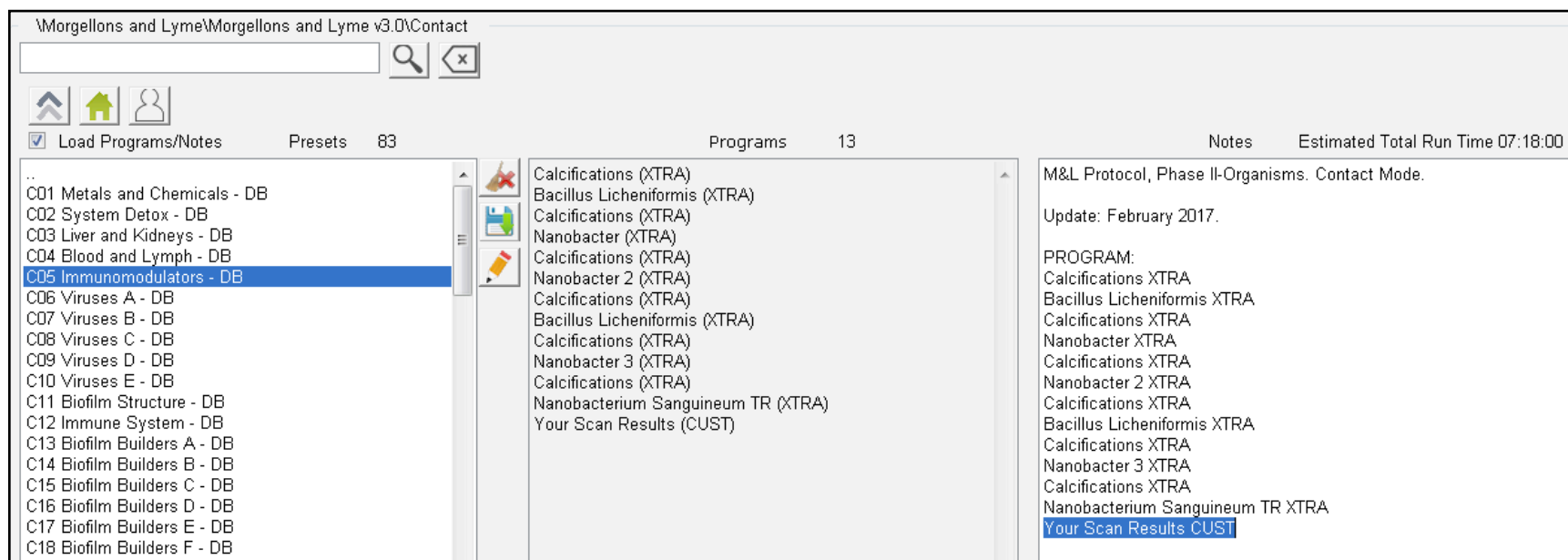
This program is not actually a real scan but a placeholder you're going to replace with your own scan results program. Here, I'm editing the Contact Mode Immunomodulators preset. This procedure is exactly the same for Plasma and Remote presets:

1. Click the *Programs* tab.
2. Enter "Scan" into the *Search* field and press the Return key on your keyboard.
3. If you've followed the program naming suggestion, you'll see something like the following in the *Search Results* list at the top:

My most recent scan was on 15 September 2016, so I named it *Scan DB 20160915*. Since it's the newest one, it appears last in the list of all my scans – I've selected it so it's highlighted blue in the image left.
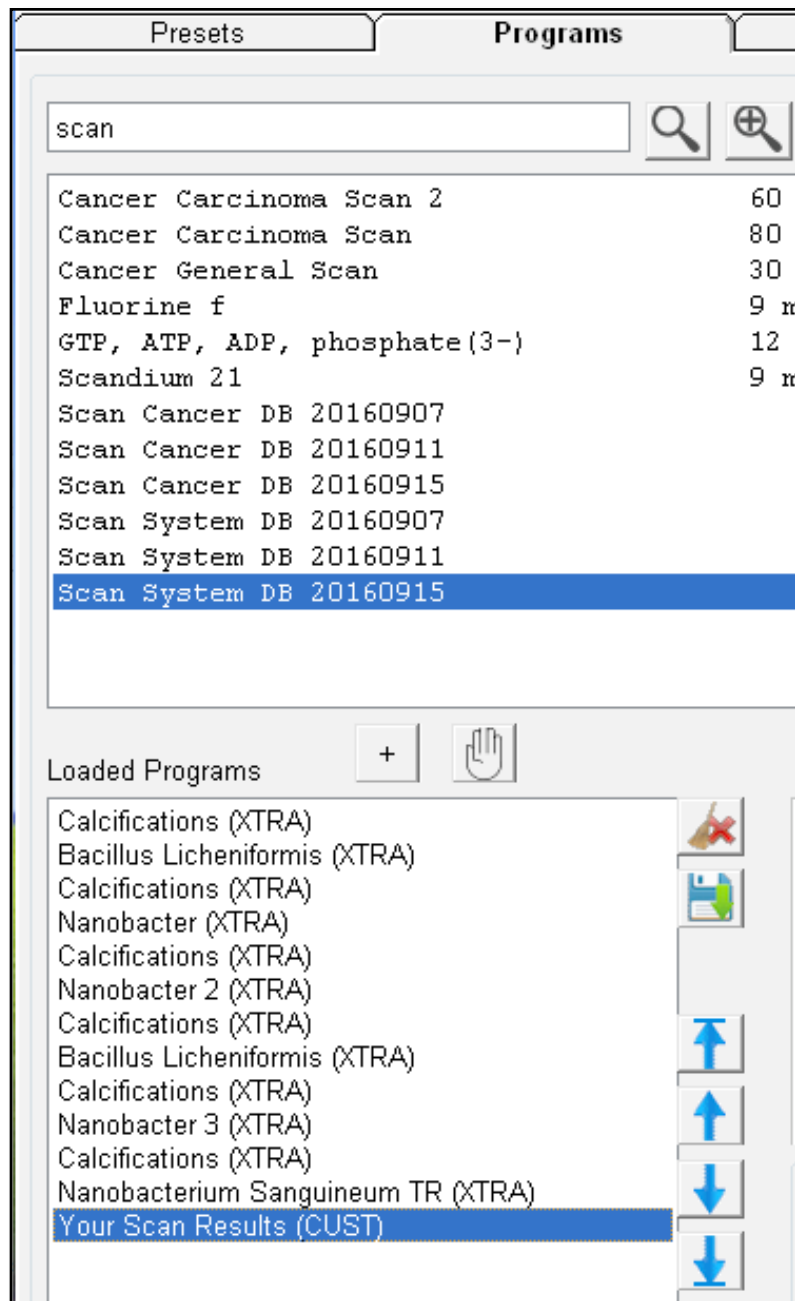
In the *Loaded Programs* column below, I've also selected the program it's going to replace – *Your Scan Results CUST* - so it, too, is highlighted blue.
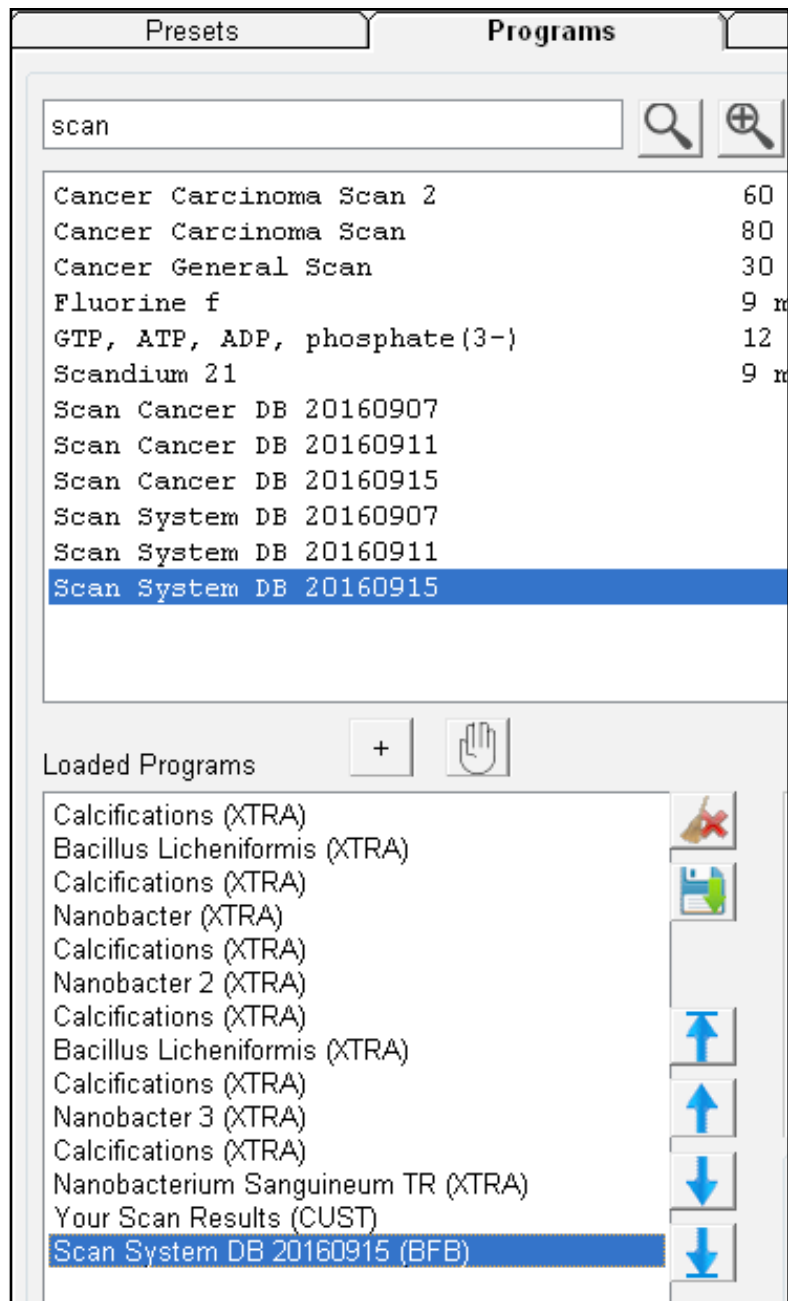
I load my scan results program by double clicking its entry in the *Search Results* list.

It immediately appears at the bottom of the *Loaded Programs* column – I've selected it in the image left. You'll also notice it has (CUST) appended to its name, indicating that it's from my custom database.

Now we need to move it into the correct position.
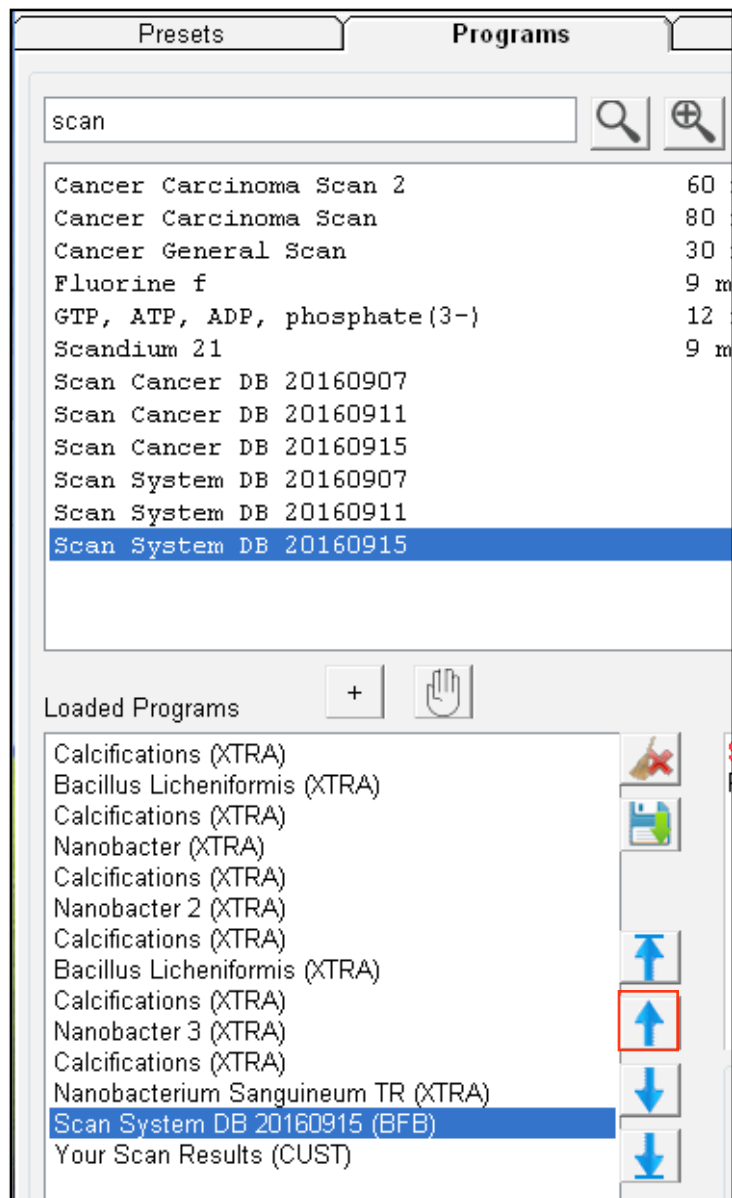
The *Scan DB 20160915 CUST* program is already selected, so I click the *Move Up Arrow* twice to move it above the program I'm replacing – *Your Scan Results CUST*.

The *Move Up Arrow* is outlined in red left.
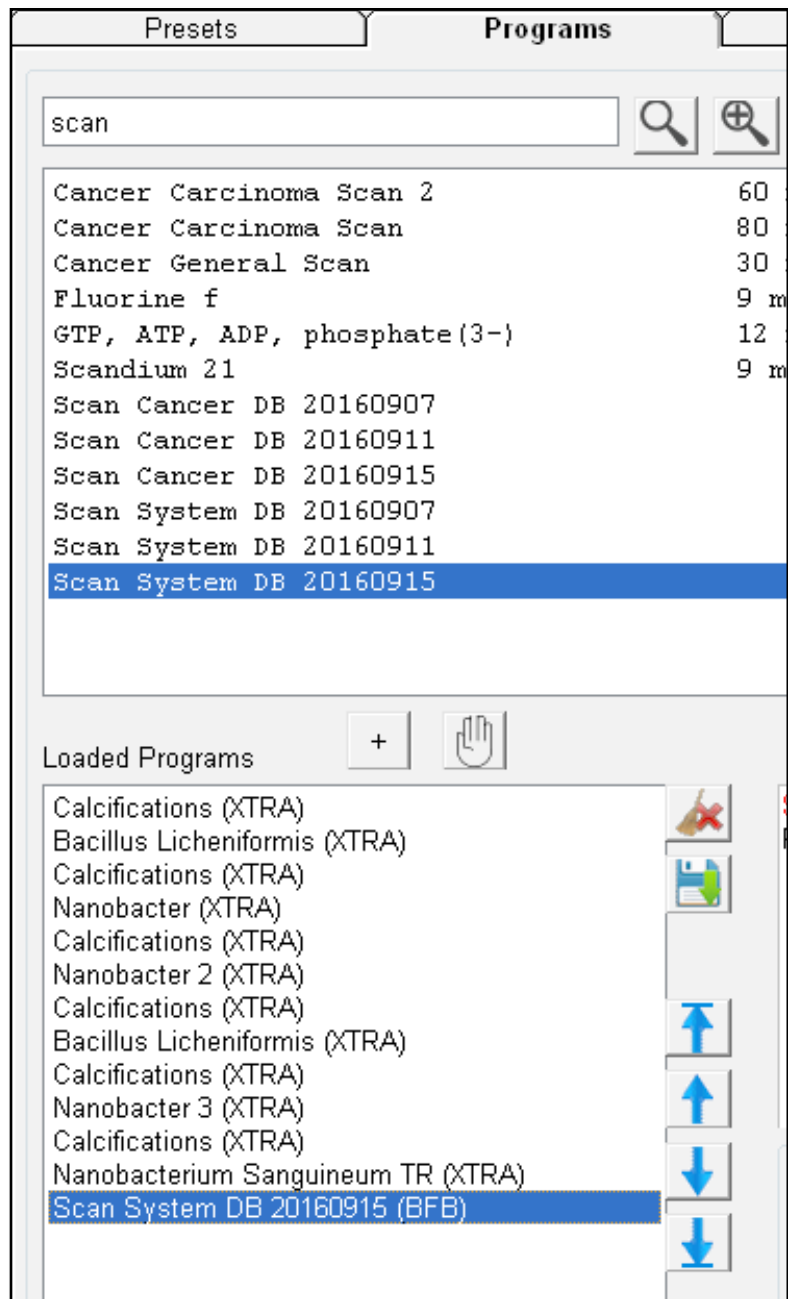
Then, in the *Loaded Programs* column, I double click the placeholder *Your Scan Results CUST* program to delete it.

You can see that it has disappeared in the image left, and my *Scan DB 20160915 CUST* program has taken its position in the list.

Now we can save the edited preset.

If your scan results come from the Sample Digitizer, you will want to also add the results of a scan from either GeneratorX, Scalar Digitizer, or Spooky Pulse with the preset.
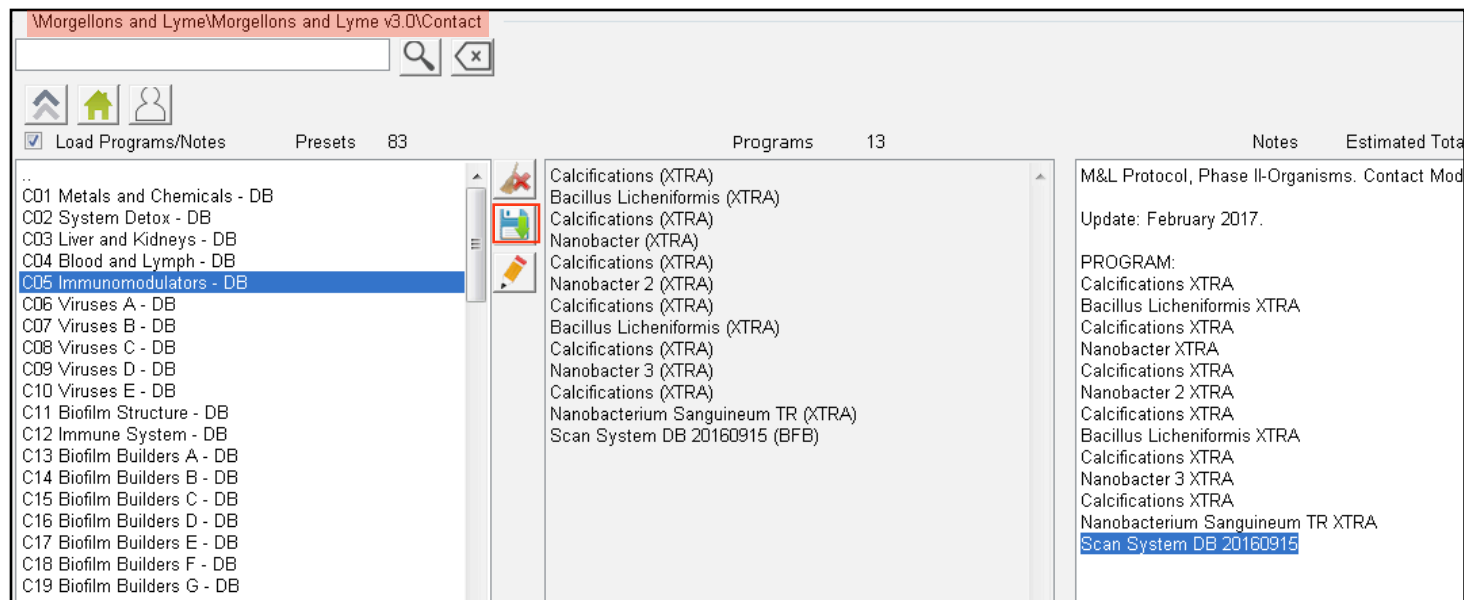
1. Click the *Presets* tab. I'm back where I started – the *Contact* sub-collection in the *Morgellons and Lyme v3.0* preset collection. You can see the file path highlighted in red top left above.

2. I select the text "Your Scan Results" in the *Notes* at the right and, to prevent any possible confusion later, I type the name of my own program – *Scan DB 20160915*.

3. I click the *Save Preset* button – outlined in red above – and the following file dialog window appears:
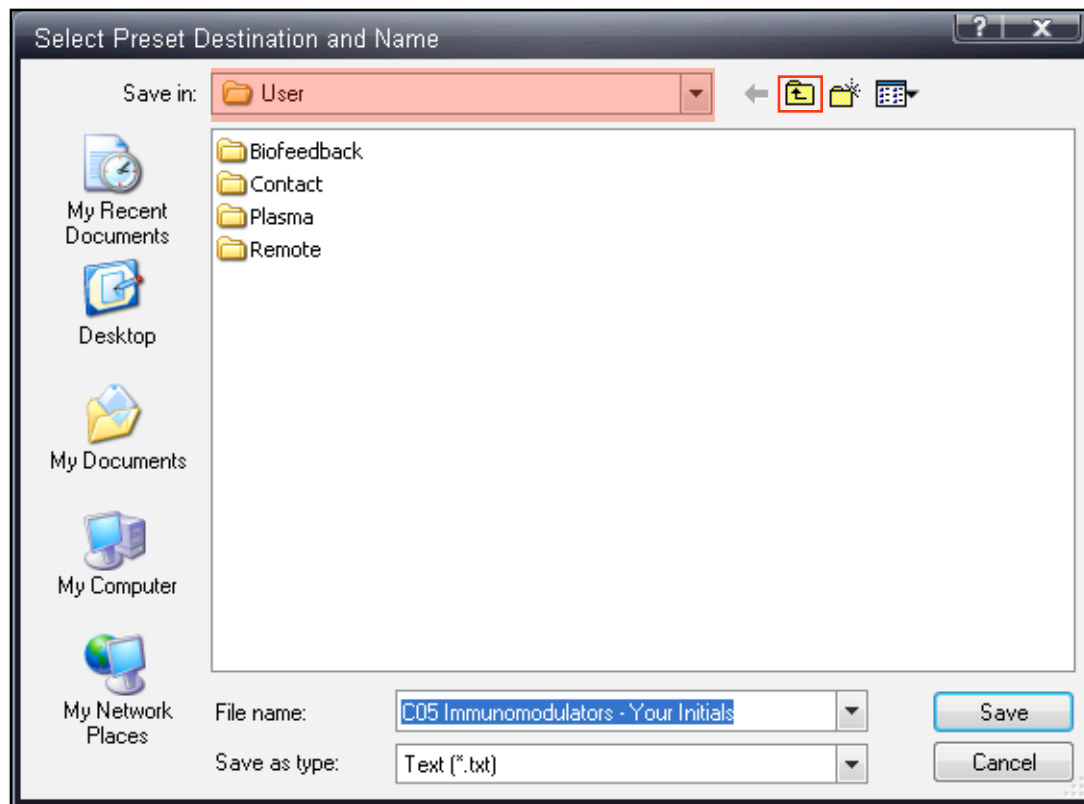
You should be brought to your *User* preset collection. If not, navigate through the file system to find it using the up arrow outlined in red (left), or by clicking locations in the red file path field.

Here, I've already created three new folders to store presets for each mode. This is a Contact Mode preset I'm saving, so I want it to go inside the *Contact* collection.

I double click the *Contact* folder, and this is what I see:
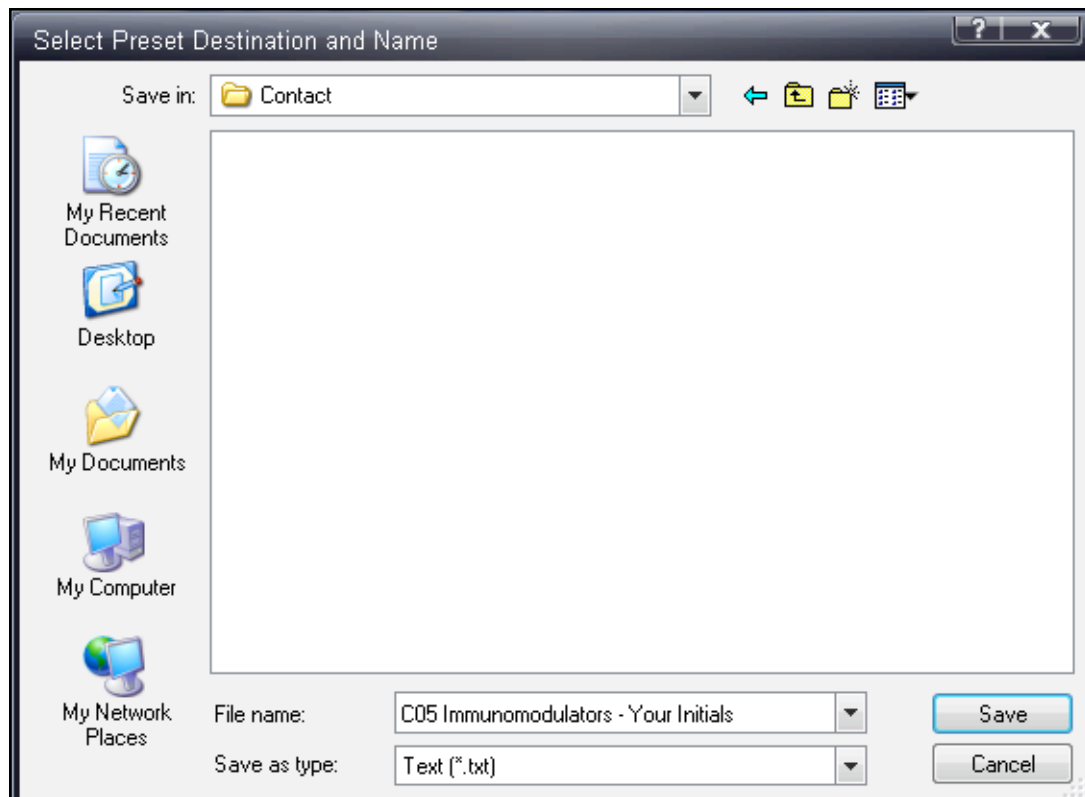
Nothing. The folder is empty because this is the first Contact Mode preset I'm saving.

It's best to save it using its original name, so you should type "C05 Immunomodulators," then add your own initials.

Now click the *Save* button, or press the Return key on your keyboard.

My edited preset is now saved to my *Contact* preset collection inside my *User* preset collection:
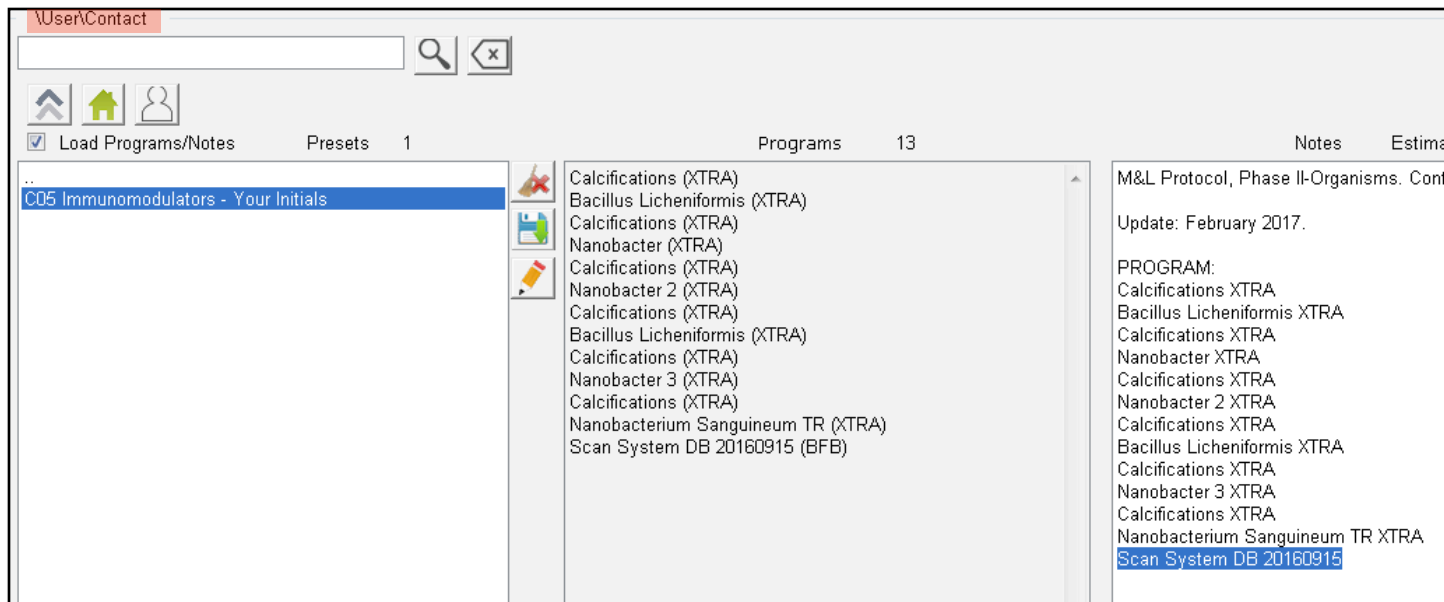
And here it is, right where I saved it – you can see the file path highlighted in red top left above.

Although at first glance this might seem like a complicated procedure, the truth is that it isn't difficult at all. It's simply a matter of navigating correctly through the file system from inside the Save dialog window when necessary. After the first couple of times you do this, you'll be able to do it in your sleep.

I should really also point out that navigating the Windows file system is one of the first things taught in every PC course.

Day or night?

Disease never sleeps, and pathogens don't take time off. Their prime directive is: reproduce. Their growth is exponential, particularly in Morgellons and Lyme. These virulent multi-pathogen illnesses destroy lives, and unless treated effectively, can become life-threatening. For this reason, we've now completely changed the approach and intent of this protocol.

The first two major versions were designed to be used in Remote Mode only. This works superbly for just about all complaints, and even for many cancers, but for laboratory-hardened bioweapons, it's a very slow process. While it's been found to greatly improve quality of life, it's now apparent that many repeats were necessary for a full recovery. And this took time. Lots of it.

So we've switched the emphasis from convenience to efficacy and speed by relegating Remote Mode to a supporting role, and bringing in the big guns of plasma and contact. However, since the protocol is also designed to remove the majority of common pathogenic organisms in order to free up your immune system to deal with the main issue, this presents a big problem – finding enough time to administer all the treatments this requires.

There are 78 presets in this protocol, most of which contain three and a half to four hours of programs. These programs repeat once so that each preset will run for 7-8 hours. In Plasma Plus, each preset must be run on two consecutive days, and in Contact Plus, on three or four days (this is why we recommend using a Spooky Central/ Plasma). You would need to be extraordinarily committed to spend up to eight hours every day for 156 days under a plasma tube, or 234/312 days connected to a frequency generator.

This problem completely disappears when you elect to treat while you sleep. On waking, you simply switch your rig to Remote Mode till bedtime, then go about your day as normal.

For Plasma Plus and for Contact Plus, there are different important considerations for both night and day use.

A. Plasma Plus night

1. Placement: when you run plasma for long periods, the tube can get very hot. To prevent this, don't put it under the covers but on top of them. Doing this means the tube stays relatively cool – but can fall off the bed. So I've

pushed my bed up against the wall. I place the tube close to the wall, and fall asleep with my back against it. The best and most secure way I've found so far to use the Ultrasonic transmitter is to place it between my thighs with its diaphragm directly against my perineum. If you move around the bed a lot while you sleep, you may have to find another way – in the armpit may be more viable. Spooky Central/Plasma's fan is quiet – like white noise – but if it bothers you, use wax earplugs. And a sleeping mask if you find the light troublesome.

I put one TENS pad for SC Contact Mode on my left foot just below the outside ankle, and the other on the back of my right hand to ensure total body coverage. It may be a good idea to wear a bed-sock and a glove to keep the pads secure. Don't use a leather or latex glove.

2. Bathroom needs: when you wake, you must remember that you are connected by wires to Spooky Central/ Plasma, hand and foot. And you must never disconnect the TENS pad cable while the machine is switched on. So the first thing to do is to switch off Spooky Central/Plasma. Then you can peel off the TENS pads, go to the the PC and click *Pause*. On your return, click *Pause* again and select the frequency above the one currently selected. Then reapply the TENS pads and turn Spooky Central/Plasma on again.

Personally – and I'm not shy about admitting this – I found this much too disruptive to sleep. So...I bought a chamber pot. A plastic bucket or a commode would be fine, too. There's nothing shameful about this – urine's been used many times in battleground emergency surgeries as a substitute for blood plasma infusion, and even for cleaning out wounds. And if you were in a hospital overnight, and sick enough, you'd be handed a bottle or a bedpan and told to get on with it.

My grandparents did this for most of their lives because their privy was outdoors. Please don't be reticent about it. Remember, it will not be a permanent arrangement. Once you begin to recover, you will find your own way to deal with it.

3. Herxing: this should not be a problem because all of the co-infection presets most likely to cause this have a powerful detox program built-in. You will also be running another detox program remotely. In the event that it does happen, load and run the *RX Herxheimer - DB* preset remotely, then continue your plasma treatment. If your herx is very bad, run the *PX Herxheimer - DB* version in place of the plasma preset you were running.

If you keep a notebook and pen beside your PC, you can write down the Step number you'd reached, then either try to complete that treatment next day, or next night in place of the scheduled one. And because you herxed, also note the preset so you can return to it and finish the job after completing the protocol.

B. Contact Plus night

1. Placement: no rearrangement of furniture is required, but it's a good idea to keep the PC within reach of your bed with its screen set to sleep after three minutes. Attach one TENS pad to your left foot just below the outside ankle, and another to the back of your right hand. You may wish to use a woollen or silk bed-sock and a glove to keep the pads secure – not leather or latex.

Contact Plus 4 users who own a Spooky Coil can also use one generator with the coil taped to the skin, or beneath the body, instead of using a Spooky Remote. If you do this, you **must** ensure that the "BN" side of the coil is next to the skin.

2. Bathroom needs:

When you wake, remember you're connected by wires to a generator which can be damaged if you inadvertently drag it off your bedside table. First, click the *Pause* button, then peel off both pads. When you return, reapply the pads, get into bed, and click *Pause* again. Please see the section on this topic on the previous page for an alternative strategy.

3. Herxing:

All co-infection presets that may cause a Herxheimer reaction have a detox program built in, and you will have a second generator running another detox program, so this is unlikely. If it does happen, Contact Plus 4 users can load and run the *RX Herxheimer - DB* preset on one of their remote generators, then continue with treatment if possible. If not, run the *CX Herxheimer - DB* preset on the contact machine instead of the one you were running. Contact Plus 2 users will have to load the *CX Herxheimer - DB* preset on the contact machine in place of the preset that caused the herx.

Keep a notebook and pen handy so you can note down the Step number you'd reached, and make a note of the preset that caused the herx because you will need to return to it after you finish the protocol.

4. Voltage:

Most of the presets contain high-frequency programs which won't be a problem. But some contain low frequencies which may. All of these have damping and ramping set. If they're still too much, connect your TENS cable to the Colloidal Silver output.

C. Plasma Plus & Contact Plus day

1. Treatment timings:

All presets except for Remote start with a 60-second pause to allow you to get ready after you click Start. Each preset consists of a list of frequency sets. Between each set, or series of shorter sets, a 10-second pause has been inserted. Each program that follows a pause has a colon and two Step numbers after its name in the preset *Notes* to help you identify visually where all pauses are located. If you intend breaking up your daytime treatments, it's best to do so following such a pause. You can set Spooky[2] to sound an alert chime each time a pause is encountered. You enable this in the *System* and *Settings* tabs:

☑ Enable system sounds
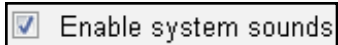
Tick this box for use during the day.

There's one more step before we're done.

Spooky[2] allows audio alerts for each individual generator. So for every generator you wish to use this feature on, you must first click the *Control* tab, open a *Generator Control* panel, then click the *Settings* tab, go to the *Audio Options* pane top right, and tick *Notify when Zero Hz*.
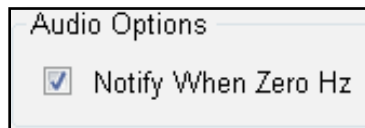
Audio Options
☑ Notify When Zero Hz

To save this setting for each of your presets, click the *Presets* tab, then click the *Save Preset* button.

☐ Enable system sounds
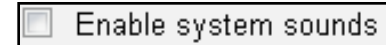
Untick this box for use while sleeping.

You don't want any alerts to sound while you sleep.

So it's a good idea to check the *Audio Options* pane in the *Settings* tab for each of your generators to make sure that the *Notify when Zero Hz* checkbox is unticked. Go to the *Control* tab, open a *Generator Control* panel, then click the *Settings* tab to check.

To save this setting for each of your presets, click the *Presets* tab, then click the *Save Preset* button.

Audio Options
☐ Notify When Zero Hz
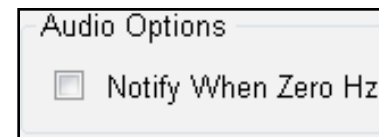
To save this setting for each of your presets, click the *Presets* tab, then click the *Save Preset* button.

2. General:

Every time you need to visit the bathroom, answer the phone, cook or eat, you will have to click *Pause* in Spooky[2], and remove TENS pads if using Contact Plus. When you're ready to resume, reapply the pads and click *Pause* again. If your absence is likely to be fairly long, you can also switch off Spooky Central/Plasma if using it – but don't switch off any generators or quit Spooky[2].

In either plan, if you don't get enough time during the day to complete the preset, you can stop the generator, then use the *Resume* button next day to restart where you left off. Leave your remote generators running their current presets until you finish that contact or plasma preset.

Do not turn off any generators unless you're going to turn them all off. Switching off individual generators in a rig will cause Spooky[2] to report communications errors at a prodigious rate which can affect the smooth operation of the other generators. Leaving unused generators switched on doesn't use very much electricity - less than a night-light. However, Spooky Central/Plasma can safely be switched off without affecting the rest of the rig.

Plasma, PEMF, and Ultrasonic are all safe to use on the head and neck. However, both SC Contact Mode and standard Contact Mode should not be used in these areas. Place a TENS pad on each shoulder close to the base of the neck instead.

SC Contact Mode, standard Contact Mode, or PEMF should **never** be used by people with pacemakers or electronic implants.

How I Use Spooky Central/Plasma:

I use Plasma Plus while sleeping. Plasma tubes emit two fields – near-field and far-field. The first extends about six inches in all directions from the tube, and it's very powerful. After six inches, it becomes far-field. This is not as powerful as near- field, although it's far more effective than standard Contact Mode. This means that my feet are not receiving the same plasma energy intensity as my trunk.

Adding SC Contact Mode and Ultrasonic solves this problem. And since SC Contact Mode delivers the PEMF signal as well, I can leave any localised PEMF treatments I may need for daytime administration if necessary.

Because I use Spooky Central/Plasma for near-field treatment while sleeping, I have a choice in how I use its generator during the day: I can disconnect Spooky Central/Plasma, connect a white BN Remote

to the Boost BN socket, then load the remote version of the preset and run it until the next plasma session. This allows me to leave my home and go anywhere.

OR: I can simply run Spooky Central/Plasma's plasma tube on its own during the day, using the same preset. As long as I remain within my home, I receive far-field treatment which will vary in power depending on how close I am to the tube. I've killed mould on fruit placed 10 feet away from the tube in less than 16 hours, so this is powerful stuff.

And because plasma tubes also emit scalar energy, I place a tape containing my fingernail beneath the tube. Doing this allows me to leave my home and still receive remote treatment *from the plasma tube*. This is the method we recommend.

Things to understand

This is NOT an à la Carte Menu

This Protocol is designed to be completed in the order given, at least on your first run through. This is because it takes account of pathogen dependencies and synergy, and is intended to tackle all problems in the most efficient way that's least problematic for the sufferer.

When you've done the Protocol once, you should then go back and concentrate on those presets and programs that provoked a physical response or a positive result of any sort.

If you treat while sleeping, you will know when you've had a reaction by how you feel when you wake. Occasionally, that reaction may be strong enough to wake you. Note all presets that provoke this reaction so you can return to them.

However, please be aware that Morgellons and Lyme are tough designer diseases to beat. It may take time and repeated applications of the frequencies you need. But once you've cleared the stage of all the bit part players and brought your immune system back online by completing this Protocol once, they *are* beatable.

The Golden Rule of Rifing

Any living thing that lives in or on you, that consumes your energy or resources, and that confers no benefit upon you in exchange, is a parasite. This includes insects, fungi, bacteria, and viruses.

It may surprise you to learn that, with the possible exception of viruses, all parasites themselves have their own parasites.

Viruses and spirochaetes can parasitize bacteria. Fungi can parasitize larger fungi. They can also host viruses, bacteria, and insects. And insects can harbour many different parasites internally and on the surface of their bodies.

Entirely understandably, insect infestation sufferers wish to be rid of their pests the moment they get their hands on a Rife system. I did this myself – and it brought me a world of nightmare and suffering.

When you kill hundreds of thousands of large parasites like mites ("large" by comparison with bacteria), you're leaving all *their* internal and external parasites alive. When the insect bodies decompose, all those living fungi, bacteria, and viruses are released into your bloodstream.

And now you're in big trouble. Since you've just killed their hosts of choice, *you* will have to take their place. You've just given your already-overburdened immune system an enormous number of extra headaches to deal with.

So the rule of rifing is this:

Always work from smallest to largest.

This can also be stated as: work from the inside to the outside, from the things contained to the container itself.

If you proceed like this, you won't end up in the awful trouble that I did, because when you finally get to kill your biggest parasites, you should already have killed everything inside them that might have been unleashed.

Wobble Settings

For **ALL** Plasma Plus presets running on Spooky Central/Plasma and Spooky Scalar, *Amplitude Wobble*, *Frequency Wobble*, and *Harmonic Wobble* should always be set to *Disabled/None*. For Contact and Remote Mode presets, the procedures are different:

- The general rules on Frequency and Harmonic Wobble are: for something that's non-living, these should be set to Disabled/ None (e.g. metals, pollutants, toxins).

- If it's a living thing, and it belongs naturally in your body, these settings should also be Disabled/None (e.g. normalise an organ or gland, relieve pain, stimulate immune system, etc.).

- If it's a living thing, and it doesn't belong naturally in your body, the settings should be anything other than Disabled/ None. This is because living things can mutate over time, thus changing their frequencies slightly, and you may need to wobble to catch those mutations (e.g. bacteria, fungi, parasites, viruses). However, many have had success leaving this disabled, too.

- Research and observation has shown that a Harmonic Wobble of +- .02% Feathering is generally a good choice for Remote Mode, although other researchers have reported positive results using None as well. There are also other excellent choices – see the Spooky[2] User's Guide section "Wobble & feather."

From its invention, Rife has always been about thoughtful and logical experimentation rather than fraudulent multi-million dollar "double-blind studies" designed solely to hobble non-allopathic competition.

Whichever setting you choose, it's important to examine the frequencies you're running so that you can be aware of what the setting you choose will do to them. Here are two examples, one with a low frequency, and one with a high frequency:

Frequency:	1000 (1,000Hz)
Setting 1:	*+- .02% Feathering.*
Transmitted:	Random from 999.80-1000.20 (range = .4Hz).

Setting 2: *Octave 12 Stage Wobble.*

Transmitted: 1000, 2000, 4000, 6000, 8000, 10000, 12000, 10000, 8000, 6000, 4000, 2000.

Frequency: 1000000 (1,000,000Hz)

Setting 1: *+- .02% Feathering.*

Transmitted: Random from 999800-1000200 (range = 400Hz).

Setting 2: *Octave 12 Stage Wobble.*

Transmitted: 1000000, 2000000, 4000000, 6000000, 8000000, 10000000, 12000000, 10000000, 8000000, 6000000, 4000000, 2000000.

The Transmitted frequencies in red above are above the 5M generator's native limit of 5,000,000Hz. This is not a problem for the presets in this Protocol, but you need to be aware of it when you start building your own (and you will).

Before You Start

- You must actively assist in the detox process by drinking at least three litres of pure water daily, half of it before noon. This will help flush out the kidneys, and increase electrical conductivity in the body, especially if you add a tiny pinch of sea salt or Himalayan Pink Salt to your daily water ration.

- In any battle, the more weapons that are brought to bear on the enemy, the more likely it is that victory will be achieved. Don't neglect other modalities, especially diet, naturopathic, homeopathic, and herbal.

OK, let's get down to business.

Plasma Plus

This requires a Spooky Central/Plasma Essential Kit.

Back in the 1930s, Dr. Royal Raymond Rife cured 14 terminal cancers and two terminal TBs using plasma.

The machine he used was very different to the crippled units that came later.

Today, Spooky Central/Plasma is the only machine on Earth that can replicate – and even vastly improve upon – his method and results.

Plasma: frequencies of up to 3.5MHz can be transmitted – the next best available today is 0.6MHz. Most effective when the tube is positioned close to the body or organ – the powerhouse near-field extends six inches in all directions from the tube, then drops off to become far-field (still very powerful, but less so), so near-field use is recommended. Plasma can be wide spectrum or directly targeted.

SC Contact: this is a form of Contact Mode unique to Spooky Central. It's wide spectrum and non-targetable, so it should be used with plasma for maximum effect. It delivers the same signal as the PEMF coil, with a 320 volt energy spike at the end of each PEMF pulse. This reverses the electrical charge of every cell in the body for half of one-millionth of a second, opening its "doors" so that lethal plasma frequencies gain direct access. This is called reversible cell electroporation, and for pathogens, it means death. It can also be used with the plasma tube disconnected (**but see the warning on page 2 of your SC User's Guide**).

Ultrasonic: sound is frequency, and sound conducts far better in water and solids than it does in air. Since the human body is about 70% water and 30% solids, this means that Ultrasonic can hit every cell in the body. Place the diaphragm of the transmitter against bare skin anywhere on the body. It can be wide spectrum using linear sweeps (not Spectrum sweeps), or directly targeted. Ultrasonic can be used together with plasma, or with the tube disconnected.

PEMF: Pulsed ElecroMagnetic Field. Use a Spooky PEMF Coil where the location of the problem is known – place it directly over the site, or as close to it as possible. Produces a wide spectrum of high frequencies, each with a 29 volt energy spike. This is non-targetable, so it's best used in conjunction with plasma. It may also, however, be used with the plasma tube disconnected. PEMF is also particularly useful and effective for localised pain and killing pathogens that colonise joints.

WARNING: Treatment timings and durations are based on your using Plasma, SC Contact Mode, and Ultrasonic for every near- field session. If you omit them, you won't get the results you need. So please don't leave them out for the sake of convenience.

Spooky Central/Plasma Essential Kit

This comes with two Spooky²-5M generators, two Spooky Boost 3.0 signal processors, two white Bio North Spooky Remotes (plus a black Magnetic North model - **this is not used in this Protocol**), the Spooky Pulse biofeedback detection system, plus a bunch of other very useful stuff.

Generator 1: this is used to provide frequency input for Spooky Central/Plasma. Connect a Spooky Boost 3.0 to the generator first, then, using the two Dick Ring BNC cables provided, connect its Out 1 to Spooky Central/Plasma's Input, and its Out 2 to Modulation. If you have the original unmarked cables, we strongly recommend marking the Out 1 > Input cable with a piece of tape to avoid inadvertently reversing these connections. The ring cables should be connected so that the rings are closest to the generator(s).

When this generator is not driving Spooky Central/Plasma, you can disconnect Spooky Central/Plasma from it, connect a Bio North Remote to its dedicated BN socket, and run additional programs remotely until your next plasma session. Don't forget to add a fingernail clipping to the Remote as your DNA sample.

Alternatively, you can simply run Spooky Central/Plasma again with plasma only, with a DNA specimen taped to the tube, or beneath it.

Generator 2: this is used to provide non-stop Remote Mode detox and support, also using a fingernail clipping as a DNA sample. Connect a Spooky Boost 3.0/2.0 first, then a Bio North Remote to its BN output.

Spooky Pulse: after you've completed the Phase I – Terrain section, you should do a biofeedback scan in conventional Contact Mode using a generator directly. This is what we recomend, but you can also do the scan in Remote Mode if necessary.

You cannot use Spooky Central/Plasma to supply the frequency sweep because the very powerful energy from the plasma tube will prevent Spooky Pulse from accurately reading your heart rate.

Before we start, we must first make a vital setting.
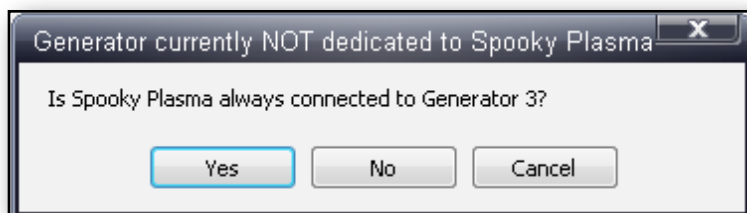
To run any SC plasma preset, you must first right click the **Generator Button** to which Spooky Central/Plasma is connected. The dialog on left will appear. Click *Yes*. This ensures you cannot damage Spooky Central/Plasma with incorrect settings.

To use Remote or Contact Mode, do this again, and click *No*.

IMPORTANT: do **NOT** tick Remove Duplicate Frequencies.

Phase I – Terrain

Days/ Nights	SC Near-field/Far-field (day or night as desired)	Remarks	Generator 1 (if/when disconnected)	Generator 2 (run as directed)
x2	P01 Metals & Chemicals – DB		R01 Metals & Chemicals – DB	R01 Metals & Chemicals – DB (*Run For* = 48 hours)
x2	P02 System Detox – DB		R02 System Detox – DB	R02 System Detox – DB (*Run For* = 48 hours)
x2	P03 Liver & Kidneys – DB		R03 Liver & Kidneys – DB	R03 Liver & Kidneys – DB (*Run For* = 48 hours)
x2	P04 Blood & Lymph – DB		R04 Blood & Lymph – DB	R04 Blood & Lymph – DB (*Run For* = 48 hours)

Tables Key:

P = Spooky Central/Plasma Plasma preset.

R = Spooky[2]-5M generator Remote preset.
This completes Phase I – Terrain.

☐ = print table and tick box as a reminder to revisit preset.

Notice that the Generator 2 "R" presets in the table above all say "Run For = 48 hours." To program this, click the *Settings* tab, then enter 48 into the *Run For* field as shown left. Save the preset if desired. This control overrides all *Repeat* settings. The presets vary from six to about eight hours in length, so they lend themselves to night treatment. However, if you have no choice but to do your plasma treatments during the day, go right ahead.

Start in the morning and go for as long as you can. When you feel you've done enough for the time being, simply click the *Pause* button and turn off Spooky Central/Plasma – but leave its generator switched on. When it's time for more plasma, click *Pause* again. In this way, you can split an eight-hour session into two or three shorter sessions.

In all cases, however, you should only do what your body will tolerate, then stop until you feel able to continue. At such times, if you are able, you should *try* to do one session using Ultrasonic each day. You should also try to leave the Remote programs running until you've completed that particular Spooky Central/Plasma step. If you can't manage it, don't worry too much – Dr. Rife treated his terminal cancer and TB subjects every third day.

From here on, you can, if you wish, add the Brine Therapy regimen to start making life difficult for slime moulds.

Phase II – Organisms

Days/ Nights	SC Near-field/Far-field (day and/or night as desired)	Remarks	Generator 1 (if/when disconnected)	Generator 2/Notes (run as directed)
	✳ Immunomodulators			
☐ x 2	P05 Immunomodulators – DB		R05 Immunomodulators – DB	ALL Maintenance (R) – DB (*Run For* = 0 hours) – run this until Protocol is complete
	✳ Viruses			
☐ x 2	P06 Viruses A – DB		R06 Viruses A – DB	
☐ x 2	P07 Viruses B – DB		R07 Viruses B – DB	
☐ x 2	P08 Viruses C – DB		R08 Viruses C – DB	
☐ x 2	P09 Viruses D – DB		R09 Viruses D – DB	
☐ x 2	P10 Viruses E – DB		R10 Viruses E – DB	
	✳ Biofilm			
☐ x 2	P11 Biofilm Structure – DB		R11 Biofilm Structure – DB	

	✱ **Immune System**			
☐ x 2	**P12 Immune System – DB**		**R12 Immune System – DB**	
	✱ **Biofilm Builders**			
☐ x 2	**P13 Biofilm Builders A – DB**		**R13 Biofilm Builders A – DB**	
☐ x 2	**P14 Biofilm Builders B – DB**		**R14 Biofilm Builders B – DB**	
☐ x 2	**P15 Biofilm Builders C – DB**		**R15 Biofilm Builders C – DB**	
☐ x 2	**P16 Biofilm Builders D – DB**		**R16 Biofilm Builders D – DB**	
☐ x 2	**P17 Biofilm Builders E – DB**		**R17 Biofilm Builders E – DB**	
☐ x 2	**P18 Biofilm Builders F – DB**		**R18 Biofilm Builders F – DB**	
☐ x 2	**P19 Biofilm Builders G – DB**		**R19 Biofilm Builders G – DB**	
	✱ **Co-infections**			
☐ x 2	**P20 Co-infections A – DB**		**R20 Co-infections A – DB**	
☐ x 2	**P21 Co-infections B – DB**		**R21 Co-infections B – DB**	
☐ x 2	**P22 Co-infections C – DB**		**R22 Co-infections C – DB**	
☐ x 2	**P23 Co-infections D – DB**		**R23 Co-infections D – DB**	
☐ x 2	**P24 Co-infections E – DB**		**R24 Co-infections E – DB**	
☐ x 2	**P25 Co-infections F – DB**		**R25 Co-infections F – DB**	
☐ x 2	**P26 Co-infections G – DB**		**R26 Co-infections G – DB**	
☐ x 2	**P27 Co-infections H – DB**		**R27 Co-infections H – DB**	
	✱ **Other Bacteria**			
☐ x 2	**P28 Other Bacteria A – DB**		**R28 Other Bacteria A – DB**	
☐ x 2	**P29 Other Bacteria B – DB**		**R29 Other Bacteria B – DB**	
☐ x 2	**P30 Other Bacteria C – DB**		**R30 Other Bacteria C – DB**	
☐ x 2	**P31 Other Bacteria D – DB**		**R31 Other Bacteria D – DB**	
	✱ **Fungus & Mold**			
☐ x 2	**P32 Fungus & Mold A – DB**		**R32 Fungus & Mold A – DB**	
☐ x 2	**P33 Fungus & Mold B – DB**		**R33 Fungus & Mold B – DB**	

☐ x 2	**P34 Fungus & Mold C – DB**		**R34 Fungus & Mold C – DB**	
☐ x 2	**P35 Fungus & Mold D – DB**		**R35 Fungus & Mold D – DB**	
	✳ Simple Parasites			
☐ x 2	**P36 Algae & Simple Parasites A – DB**		**R36 Algae & Simple Parasites A – DB**	
☐ x 2	**P37 Simple Parasites B – DB**		**R37 Simple Parasites B – DB**	
☐ x 2	**P38 Simple Parasites C – DB**		**R38 Simple Parasites C – DB**	
☐ x 2	**P39 Simple Parasites D – DB**		**R39 Simple Parasites D – DB**	
☐ x 2	**P40 Simple Parasites E – DB**		**R40 Simple Parasites E – DB**	
	✳ Complex Parasites			
☐ x 2	**P41 Complex Parasites A – DB**		**R41 Complex Parasites A – DB**	
☐ x 2	**P42 Complex Parasites B – DB**		**R42 Complex Parasites B – DB**	
☐ x 2	**P43 Complex Parasites C – DB**		**R43 Complex Parasites C – DB**	
☐ x 2	**P44 Complex Parasites D – DB**		**R44 Complex Parasites D – DB**	
☐ x 2	**P45 Complex Parasites E – DB**		**R45 Complex Parasites E – DB**	
☐ x 2	**P46 Complex Parasites F – DB**		**R46 Complex Parasites F – DB**	
☐ x 2	**P47 Complex Parasites G – DB**		**R47 Complex Parasites G – DB**	
☐ x 2	**P48 Complex Parasites H – DB**		**R48 Complex Parasites H – DB**	
	✳ Body Locations			
☐ x 2	**P49 Body Sites A - DB**		**R49 Body Sites A - DB**	
☐ x 2	**P50 Body Sites B - DB**		**R50 Body Sites B - DB**	
☐ x 2	**P51 Body Sites C - DB**		**R51 Body Sites C - DB**	

This completes Phase II – Organisms.

Phase III – Biotech

Days/ Nights	SC Near-field/Far-field (day and/or night as desired)	Remarks	Generator 1 (if/when disconnected)	Generator 2/Notes (run as directed)
✱ Morgellons Biotech				
☐ x 2	P52 Morgellons Biotech A – DB		R52 Morgellons Biotech A – DB	
☐ x 2	P53 Morgellons Biotech B – DB		R53 Morgellons Biotech B – DB	
☐ x 2	P54 Morgellons Infrastructure A – DB		R54 Morgellons Infrastructure A – DB	
☐ x 2	P55 Morgellons Infrastructure B – DB		R55 Morgellons Infrastructure B – DB	
☐ x 2	P56 Morgellons Infrastructure C – DB		R56 Morgellons Infrastructure C – DB	
☐ x 2	P57 Morgellons Infrastructure D – DB		R57 Morgellons Infrastructure D – DB	
☐ x 2	P58 Morgellons Infrastructure E – DB		R58 Morgellons Infrastructure E – DB	
☐ x 2	P59 Morgellons Infrastructure F – DB		R59 Morgellons Infrastructure F – DB	
☐ x 2	P60 Morgellons Infrastructure G – DB		R60 Morgellons Infrastructure G – DB	
☐ x 2	P61 Morgellons Infrastructure H – DB		R61 Morgellons Infrastructure H – DB	
☐ x 2	P62 Morgellons Infrastructure I – DB		R62 Morgellons Infrastructure I – DB	
☐ x 2	P63 Morgellons Infrastructure J – DB		R63 Morgellons Infrastructure J – DB	
☐ x 2	P64 Morgellons Infrastructure K – DB		R64 Morgellons Infrastructure K – DB	
☐ x 2	P65 Morgellons Infrastructure L – DB		R65 Morgellons Infrastructure L – DB	
☐ x 2	P66 Morgellons Infrastructure M – DB		R66 Morgellons Infrastructure M – DB	

☐ x 2	P67 Morgellons Infrastructure N – DB		R67 Morgellons Infrastructure N – DB	
☐ x 2	P68 Morgellons Infrastructure O – DB		R68 Morgellons Infrastructure O – DB	
☐ x 2	P69 Morgellons Infrastructure P – DB		R69 Morgellons Infrastructure P – DB	
☐ x 2	P70 Morgellons Infrastructure Q – DB		R70 Morgellons Infrastructure Q – DB	
☐ x 2	P71 Morgellons Infrastructure R – DB		R71 Morgellons Infrastructure R – DB	
☐ x 2	P72 Morgellons Infrastructure S – DB		R72 Morgellons Infrastructure S – DB	
☐ x 2	P73 Morgellons Infrastructure T – DB		R73 Morgellons Infrastructure T – DB	
☐ x 2	P74 Morgellons Infrastructure U – DB		R74 Morgellons Infrastructure U – DB	
☐ x 2	P75 Morgellons Infrastructure V – DB		R75 Morgellons Infrastructure V – DB	
☐ x 2	P76 Morgellons Infrastructure W – DB		R76 Morgellons Infrastructure W – DB	
☐ x 2	P77 Morgellons Infrastructure X – DB		R77 Morgellons Infrastructure X – DB	
☐ x 2	P78 Morgellons Infrastructure Y – DB		R78 Morgellons Infrastructure Y – DB	

This completes Phase III - Biotech, and the Morgellons & Lyme Protocol.

Extras (use as and when required)

Days/ Nights	SC Near-field/Far-field (day and/or night as desired)	Remarks	Generator 1 (if/when disconnected)	Generator 2/Notes (run as directed)
Ad lib	PX Healing A – DB		RX Healing A – DB	
Ad lib	PX Healing B – DB		RX Healing B – DB	
Ad lib	PX Healing C – DB		RX Healing C – DB	
Ad lib	PX Herxheimer – DB		RX Herxheimer – DB	

Scalar Plus

This requires Spooky² Scalar.

This version of the protocol is very similar to the Plasma version of the protocol, where the plasma presets are replace by the scalar versions of the same programs.

The Spooky² Scalar is potentially the most easeful in terms of receiving treatments, as the Spooky² Scalar can be set up to treat an entire room or house. Getting night treatments is easy because Spooky² Scalar is quiet, has low light, and does not involve getting wired to a device.

The Scalar presets for the protocol are found in the Scalar folder of the protocol directory.

IMPORTANT: do **NOT** tick Remove Duplicate Frequencies.

Phase I – Terrain

Days/ Nights	Spooky Scalar Treatment (day or night as desired)	Remarks	Generator 1 (if/when disconnected)	Generator 2 (run as directed)
x2	S01 Metals & Chemicals – DB		R01 Metals & Chemicals – DB	R01 Metals & Chemicals – DB (*Run For* = 48 hours)
x2	S02 System Detox – DB		R02 System Detox – DB	R02 System Detox – DB (*Run For* = 48 hours)
x2	S03 Liver & Kidneys – DB		R03 Liver & Kidneys – DB	R03 Liver & Kidneys – DB (*Run For* = 48 hours)
x2	S04 Blood & Lymph – DB		R04 Blood & Lymph – DB	R04 Blood & Lymph – DB (*Run For* = 48 hours)

Tables Key:

☐= print table and tick box as a reminder to revisit preset.

S = Spooky Scalar preset.

R = Spooky**2**-5M generator Remote preset.

This completes Phase I – Terrain.

Notice that the Generator 2 "R" presets in the table above all say "Run For = 48 hours." To program this, click the *Settings* tab, then enter 48 into the *Run For* field as shown left. Save the preset if desired. This control overrides all *Repeat* settings. The presets vary from six to about eight hours in length, so they lend themselves to night treatment. However, if you have no choice but to do your Scalar treatments during the day, go right ahead.

Start in the morning and go for as long as you can. When you feel you've done enough for the time being, simply click the *Pause* button and turn off Spooky Scalar – but leave its generator switched on. When it's time for more Scalar, click *Pause* again. In this way, you can split an eight-hour session into two or three shorter sessions.

In all cases, however, you should only do what your body will tolerate, then stop until you feel able to continue. You should also try to leave the Remote programs running until you've completed that particular Spooky Scalar step. If you can't manage it, don't worry too much – Dr. Rife treated his terminal cancer and TB subjects every third day.

From here on, you can, if you wish, add the Brine Therapy regimen to start making life difficult for slime moulds.

Phase II – Organisms

Days/ Nights	Spooky Scalar Treatment (day or night as desired)	Remarks	Generator 1 (if/when disconnected)	Generator 2/Notes (run as directed)
	✳ Immunomodulators			
☐ x 2	S05 Immunomodulators – DB		R05 Immunomodulators – DB	ALL Maintenance (R) – DB (*Run For* = 0 hours) – run this until Protocol is complete
	✳ Viruses			
☐ x 2	S06 Viruses A – DB		R06 Viruses A – DB	
☐ x 2	S07 Viruses B – DB		R07 Viruses B – DB	
☐ x 2	S08 Viruses C – DB		R08 Viruses C – DB	
☐ x 2	S09 Viruses D – DB		R09 Viruses D – DB	
☐ x 2	S10 Viruses E – DB		R10 Viruses E – DB	
	✳ Biofilm			
☐ x 2	S11 Biofilm Structure – DB		R11 Biofilm Structure – DB	
	✳ Immune System			
☐ x 2	S12 Immune System – DB		R12 Immune System – DB	
	✳ Biofilm Builders			
☐ x 2	S13 Biofilm Builders A – DB		R13 Biofilm Builders A – DB	

☐ x 2	S14 Biofilm Builders B – DB		R14 Biofilm Builders B – DB	
☐ x 2	S15 Biofilm Builders C – DB		R15 Biofilm Builders C – DB	
☐ x 2	S16 Biofilm Builders D – DB		R16 Biofilm Builders D – DB	
☐ x 2	S17 Biofilm Builders E – DB		R17 Biofilm Builders E – DB	
☐ x 2	S18 Biofilm Builders F – DB		R18 Biofilm Builders F – DB	
☐ x 2	S19 Biofilm Builders G – DB		R19 Biofilm Builders G – DB	
	✳ Co-infections			
☐ x 2	S20 Co-infections A – DB		R20 Co-infections A – DB	
☐ x 2	S21 Co-infections B – DB		R21 Co-infections B – DB	
☐ x 2	S22 Co-infections C – DB		R22 Co-infections C – DB	
☐ x 2	S23 Co-infections D – DB		R23 Co-infections D – DB	
☐ x 2	S24 Co-infections E – DB		R24 Co-infections E – DB	
☐ x 2	S25 Co-infections F – DB		R25 Co-infections F – DB	
☐ x 2	S26 Co-infections G – DB		R26 Co-infections G – DB	
☐ x 2	S27 Co-infections H – DB		R27 Co-infections H – DB	
	✳ Other Bacteria			
☐ x 2	S28 Other Bacteria A – DB		R28 Other Bacteria A – DB	
☐ x 2	S29 Other Bacteria B – DB		R29 Other Bacteria B – DB	
☐ x 2	S30 Other Bacteria C – DB		R30 Other Bacteria C – DB	
☐ x 2	S31 Other Bacteria D – DB		R31 Other Bacteria D – DB	
	✳ Fungus & Mold			
☐ x 2	S32 Fungus & Mold A – DB		R32 Fungus & Mold A – DB	
☐ x 2	S33 Fungus & Mold B – DB		R33 Fungus & Mold B – DB	
☐ x 2	S34 Fungus & Mold C – DB		R34 Fungus & Mold C – DB	
☐ x 2	S35 Fungus & Mold D – DB		R35 Fungus & Mold D – DB	
	✳ Simple Parasites			
☐ x 2	S36 Algae & Simple Parasites A – DB		R36 Algae & Simple Parasites A – DB	
☐ x 2	S37 Simple Parasites B – DB		R37 Simple Parasites B – DB	
☐ x 2	S38 Simple Parasites C – DB		R38 Simple Parasites C – DB	

☐ x 2	S39 Simple Parasites D – DB		R39 Simple Parasites D – DB	
☐ x 2	S40 Simple Parasites E – DB		R40 Simple Parasites E – DB	
	✱ Complex Parasites			
☐ x 2	S41 Complex Parasites A – DB		R41 Complex Parasites A – DB	
☐ x 2	S42 Complex Parasites B – DB		R42 Complex Parasites B – DB	
☐ x 2	S43 Complex Parasites C – DB		R43 Complex Parasites C – DB	
☐ x 2	S44 Complex Parasites D – DB		R44 Complex Parasites D – DB	
☐ x 2	S45 Complex Parasites E – DB		R45 Complex Parasites E – DB	
☐ x 2	S46 Complex Parasites F – DB		R46 Complex Parasites F – DB	
☐ x 2	S47 Complex Parasites G – DB		R47 Complex Parasites G – DB	
☐ x 2	S48 Complex Parasites H – DB		R48 Complex Parasites H – DB	
	✱ Body Locations			
☐ x 2	S49 Body Sites A - DB		R49 Body Sites A - DB	
☐ x 2	S50 Body Sites B - DB		R50 Body Sites B - DB	
☐ x 2	S51 Body Sites C - DB		R51 Body Sites C - DB	

This completes Phase II – Organisms.

Phase III – Biotech

Days/ Nights	Spooky Scalar Treatment (day or night as desired)	Remarks	Generator 1 (if/when disconnected)	Generator 2/Notes (run as directed)
✱ Morgellons Biotech				
☐ x 2	S52 Morgellons Biotech A – DB		R52 Morgellons Biotech A – DB	
☐ x 2	S53 Morgellons Biotech B – DB		R53 Morgellons Biotech B – DB	
☐ x 2	S54 Morgellons Infrastructure A – DB		R54 Morgellons Infrastructure A – DB	
☐ x 2	S55 Morgellons Infrastructure B – DB		R55 Morgellons Infrastructure B – DB	
☐ x 2	S56 Morgellons Infrastructure C – DB		R56 Morgellons Infrastructure C – DB	
☐ x 2	S57 Morgellons Infrastructure D – DB		R57 Morgellons Infrastructure D – DB	
☐ x 2	S58 Morgellons Infrastructure E – DB		R58 Morgellons Infrastructure E – DB	
☐ x 2	S59 Morgellons Infrastructure F – DB		R59 Morgellons Infrastructure F – DB	
☐ x 2	S50 Morgellons Infrastructure G – DB		R60 Morgellons Infrastructure G – DB	
☐ x 2	S51 Morgellons Infrastructure H – DB		R61 Morgellons Infrastructure H – DB	
☐ x 2	S52 Morgellons Infrastructure I – DB		R62 Morgellons Infrastructure I – DB	
☐ x 2	S53 Morgellons Infrastructure J – DB		R63 Morgellons Infrastructure J – DB	
☐ x 2	S54 Morgellons Infrastructure K – DB		R64 Morgellons Infrastructure K – DB	
☐ x 2	S55 Morgellons Infrastructure L – DB		R65 Morgellons Infrastructure L – DB	
☐ x 2	S56 Morgellons Infrastructure M – DB		R66 Morgellons Infrastructure M – DB	
☐ x 2	S57 Morgellons Infrastructure N – DB		R67 Morgellons Infrastructure N – DB	
☐ x 2	S58 Morgellons Infrastructure O – DB		R68 Morgellons Infrastructure O – DB	
☐ x 2	S59 Morgellons Infrastructure P – DB		R69 Morgellons Infrastructure P – DB	
☐ x 2	S70 Morgellons Infrastructure Q – DB		R70 Morgellons Infrastructure Q – DB	
☐ x 2	S71 Morgellons Infrastructure R – DB		R71 Morgellons Infrastructure R – DB	
☐ x 2	S72 Morgellons Infrastructure S – DB		R72 Morgellons Infrastructure S – DB	
☐ x 2	S73 Morgellons Infrastructure T – DB		R73 Morgellons Infrastructure T – DB	
☐ x 2	S74 Morgellons Infrastructure U – DB		R74 Morgellons Infrastructure U – DB	
☐ x 2	S75 Morgellons Infrastructure V – DB		R75 Morgellons Infrastructure V – DB	

☐ x 2	S76 Morgellons Infrastructure W – DB		R76 Morgellons Infrastructure W – DB	
☐ x 2	S77 Morgellons Infrastructure X – DB		R77 Morgellons Infrastructure X – DB	
☐ x 2	S78 Morgellons Infrastructure Y – DB		R78 Morgellons Infrastructure Y – DB	

This completes Phase III - Biotech, and the Morgellons & Lyme Protocol.

Extras (use as and when required)

Days/ Nights	Spooky Scalar Treatment (day or night as desired)	Remarks	Generator 1 (if/when disconnected)	Generator 2/Notes (run as directed)
Ad lib	SX Healing A – DB		RX Healing A – DB	
Ad lib	SX Healing B – DB		RX Healing B – DB	
Ad lib	SX Healing C – DB		RX Healing C – DB	
Ad lib	SX Herxheimer – DB		RX Herxheimer – DB	

Contact Plus 4

The Contact Plus 4 method requires a Spooky[2] Advanced Kit. This comes with four Spooky[2]-5M generators, four Spooky Remote v1.1 Bio North scalar transmitters, two Spooky Cold Lasers, and the Spooky Pulse biofeedback detection system.

It uses Contact Mode and Remote Mode. Contact Mode isn't any more powerful than Remote Mode, but it produces beneficial effects quicker.

It's been estimated that to produce the same effectiveness as one Contact Mode session, you need to apply the same frequencies 10-20 times in a row in Remote Mode. So a contact session program that takes 30 minutes would take 5-10 hours to produce the same effect remotely.

Do NOT tick Remove Duplicate Frequencies.

Phase I – Terrain

Days/ Nights	Generator 1 – Contact & Remote (day or night as desired)	Generator 2 – Remote/ day, Coil/night if desired	Generator 3 – Remote (start 5 mins after Generator 2)	Generator 4 – Remote (start 5 mins after Generator 3)
x2	C01 Metals & Chemicals – DB > R01 Metals & Chemicals – DB	R01 Metals & Chemicals – DB (*Run For* = 48 hrs)	R01 Metals & Chemicals – DB (*Run For* = 48 hours)	R01 Metals & Chemicals – DB (*Run For* = 48 hours)
x2	C02 System Detox – DB > R02 System Detox – DB	R02 System Detox – DB (*Run For* = 48 hours)	R02 System Detox – DB (*Run For* = 48 hours)	R02 System Detox – DB (*Run For* = 48 hours)
x2	C03 Liver & Kidneys – DB > R03 Liver & Kidneys – DB	R03 Liver & Kidneys – DB (*Run For* = 48 hours)	R03 Liver & Kidneys – DB (*Run For* = 48 hours)	R03 Liver & Kidneys – DB (*Run For* = 48 hours)
x2	C04 Blood & Lymph – DB > R04 Blood & Lymph – DB	R04 Blood & Lymph – DB (*Run For* = 48 hours)	R04 Blood & Lymph – DB (*Run For* = 48 hours)	R04 Blood & Lymph – DB (*Run For* = 48 hours)

Tables Key:

C = Spooky^2-5M generator Contact preset.

R = Spooky^2-5M generator Remote preset.

> = Switch to Remote Mode and load Remote preset.

☐ = print table and tick box as a reminder to revisit preset.

This completes Phase I – Terrain.

Notice that the Generator 2 "R" presets in the table above all say "Run For = 48 hours." To program this, click the *Settings* tab, then enter 48 into the *Run For* field as shown left. Save the preset if desired.

This control overrides all *Repeat* settings.

The Contact presets above vary from six to a little over eight hours in length, so they lend themselves to night treatment.

However, if you have no choice but to do your treatments during the day, go right ahead.

Start in the morning and go for as long as you can. When you feel you've done enough for the time being, simply click the *Pause* button – but leave the generator switched on. When it's time for more, click *Pause* again. In this way, you can split an eight-hour session into two or three shorter sessions.

In all cases, however, you should only do what your body will tolerate, then stop contact treatment until you feel able to continue. You should try to leave the Remote programs running until you've completed that particular Contact Mode step.

If you can't manage it, don't worry too much – Dr. Rife treated his terminal cancer and TB subjects every third day. From here on, you can, if you wish, add the Brine Therapy regimen to start making life difficult for slime moulds.

Phase II – Organisms

Days/ Nights	Generator 1 – Contact & Remote (day or night as desired)	Generator 2 – Remote/day, Coil/night if desired	Generator 3 – Remote (start 5 mins after Generator 2)	Generator 4/ Notes (run as directed)
	✱ Immunomodulators			
☐ x 3	C05 Immunomodulators – DB > R05 Immunomodulators – DB	R05 Immunomodulators – DB	R05 Immunomodulators – DB	ALL Maintenance (R) – DB (*Run For* = 0 hours) – run until Protocol is done
	✱ Viruses			
☐ x 3	C06 Viruses A – DB > R06 Viruses A – DB	R06 Viruses A – DB	R06 Viruses A – DB	
☐ x 3	C07 Viruses B – DB > R07 Viruses B – DB	R07 Viruses B – DB	R07 Viruses B – DB	
☐ x 3	C08 Viruses C – DB > R08 Viruses C – DB	R08 Viruses C – DB	R08 Viruses C – DB	
☐ x 3	C09 Viruses D – DB > R09 Viruses D – DB	R09 Viruses D – DB	R09 Viruses D – DB	
☐ x 3	C10 Viruses E – DB > R10 Viruses E – DB	R10 Viruses E – DB	R10 Viruses E – DB	
	✱ Biofilm			

☐ x 3	C11 Biofilm Structure – DB > R11 Biofilm Structure – DB	R11 Biofilm Structure – DB	R11 Biofilm Structure – DB	
	✱ Immune System			
☐ x 3	C12 Immune System – DB > R12 Immune System – DB	R12 Immune System – DB	R12 Immune System – DB	
	✱ Biofilm Builders			
☐ x 3	C13 Biofilm Builders A – DB > R13 Biofilm Builders A – DB	R13 Biofilm Builders A – DB	R13 Biofilm Builders A – DB	
☐ x 3	C14 Biofilm Builders B – DB > R14 Biofilm Builders B – DB	R14 Biofilm Builders B – DB	R14 Biofilm Builders B – DB	
☐ x 3	C15 Biofilm Builders C – DB > R15 Biofilm Builders C – DB	R15 Biofilm Builders C – DB	R15 Biofilm Builders C – DB	
☐ x 3	C16 Biofilm Builders D – DB > R16 Biofilm Builders D – DB	R16 Biofilm Builders D – DB	R16 Biofilm Builders D – DB	
☐ x 3	C17 Biofilm Builders E – DB > R17 Biofilm Builders E – DB	R17 Biofilm Builders E – DB	R17 Biofilm Builders E – DB	
☐ x 3	C18 Biofilm Builders F – DB > R18 Biofilm Builders F – DB	R18 Biofilm Builders F – DB	R18 Biofilm Builders F – DB	
☐ x 3	C19 Biofilm Builders G – DB > R19 Biofilm Builders G – DB	R19 Biofilm Builders G – DB	R19 Biofilm Builders G – DB	
	✱ Co-infections			
☐ x 3	C20 Co-infections A – DB > R20 Co-infections A – DB	R20 Co-infections A – DB	R20 Co-infections A – DB	
☐ x 3	C21 Co-infections B – DB > R21 Co-infections B – DB	R21 Co-infections B – DB	R21 Co-infections B – DB	
☐ x 3	C22 Co-infections C – DB > R22 Co-infections C – DB	R22 Co-infections C – DB	R22 Co-infections C – DB	
☐ x 3	C23 Co-infections D – DB > R23 Co-infections D – DB	R23 Co-infections D – DB	R23 Co-infections D – DB	
☐ x 3	C24 Co-infections E – DB > R24 Co-infections E – DB	R24 Co-infections E – DB	R24 Co-infections E – DB	
☐ x 3	C25 Co-infections F – DB > R25 Co-infections F – DB	R25 Co-infections F – DB	R25 Co-infections F – DB	
☐ x 3	C26 Co-infections G – DB > R26 Co-infections G – DB	R26 Co-infections G – DB	R26 Co-infections G – DB	

☐ x 3	C27 Co-infections H – DB > R27 Co-infections H – DB	R27 Co-infections H – DB	R27 Co-infections H – DB	
	✱ Other Bacteria			
☐ x 3	C28 Other Bacteria A – DB > R28 Other Bacteria A – DB	R28 Other Bacteria A – DB	R28 Other Bacteria A – DB	
☐ x 3	C29 Other Bacteria B – DB > R29 Other Bacteria B – DB	R29 Other Bacteria B – DB	R29 Other Bacteria B – DB	
☐ x 3	C30 Other Bacteria C – DB > R30 Other Bacteria C – DB	R30 Other Bacteria C – DB	R30 Other Bacteria C – DB	
☐ x 3	C31 Other Bacteria D – DB > R31 Other Bacteria D – DB	R31 Other Bacteria D – DB	R31 Other Bacteria D – DB	
	✱ Fungus & Mold			
☐ x 3	C32 Fungus & Mold A – DB > R32 Fungus & Mold A – DB	R32 Fungus & Mold A – DB	R32 Fungus & Mold A – DB	
☐ x 3	C33 Fungus & Mold B – DB > R33 Fungus & Mold B – DB	R33 Fungus & Mold B – DB	R33 Fungus & Mold B – DB	
☐ x 3	C34 Fungus & Mold C – DB > R34 Fungus & Mold C – DB	R34 Fungus & Mold C – DB	R34 Fungus & Mold C – DB	
☐ x 3	C35 Fungus & Mold D – DB > R35 Fungus & Mold D – DB	R35 Fungus & Mold D – DB	R35 Fungus & Mold D – DB	
	✱ Simple Parasites			
☐ x 3	C36 Algae & Simple Parasites A – DB > R36 Algae & Simple Parasites A – DB	R36 Algae & Simple Parasites A – DB	R36 Algae & Simple Parasites A – DB	
☐ x 3	C37 Simple Parasites B – DB > R37 Simple Parasites B – DB	R37 Simple Parasites B – DB	R37 Simple Parasites B – DB	
☐ x 3	C38 Simple Parasites C – DB > R38 Simple Parasites C – DB	R38 Simple Parasites C – DB	R38 Simple Parasites C – DB	
☐ x 3	C39 Simple Parasites D – DB > R39 Simple Parasites D – DB	R39 Simple Parasites D – DB	R39 Simple Parasites D – DB	
☐ x 3	C40 Simple Parasites E – DB > R40 Simple Parasites E – DB	R40 Simple Parasites E – DB	R40 Simple Parasites E – DB	
	✱ Complex Parasites			
☐ x 3	C41 Complex Parasites A – DB > R41 Complex Parasites A – DB	R41 Complex Parasites A – DB	R41 Complex Parasites A – DB	

☐ x 3	**C42 Complex Parasites B – DB** **> R42 Complex Parasites B – DB**	R42 Complex Parasites B – DB	R42 Complex Parasites B – DB	
☐ x 3	**C43 Complex Parasites C – DB** **> R43 Complex Parasites C – DB**	R43 Complex Parasites C – DB	R43 Complex Parasites C – DB	
☐ x 3	**C44 Complex Parasites D – DB** **> R44 Complex Parasites D – DB**	R44 Complex Parasites D – DB	R44 Complex Parasites D – DB	
☐ x 3	**C45 Complex Parasites E – DB** **> R45 Complex Parasites E – DB**	R45 Complex Parasites E – DB	R45 Complex Parasites E – DB	
☐ x 3	**C46 Complex Parasites F – DB** **> R46 Complex Parasites F – DB**	R46 Complex Parasites F – DB	R46 Complex Parasites F – DB	
☐ x 3	**C47 Complex Parasites G – DB** **> R47 Complex Parasites G – DB**	R47 Complex Parasites G – DB	R47 Complex Parasites G – DB	
☐ x 3	**C48 Complex Parasites H – DB** **> R48 Complex Parasites H – DB**	R48 Complex Parasites H – DB	R48 Complex Parasites H – DB	
	✱ **Body Locations**			
☐ x 3	**C49 Body Sites A - DB** **> R49 Body Sites A - DB**	R49 Body Sites A - DB	R49 Body Sites A - DB	
☐ x 3	**C50 Body Sites B - DB** **> R50 Body Sites B - DB**	R50 Body Sites B - DB	R50 Body Sites B - DB	
☐ x 3	**C51 Body Sites C - DB** **> R51 Body Sites C - DB**	R51 Body Sites C - DB	R51 Body Sites C - DB	

This completes Phase II – Organisms.

Phase III – Biotech

Days/ Nights	Generator 1 – Contact & Remote (day or night as desired)	Generator 2 – Remote/day, Coil/night if desired	Generator 3 – Remote (start 5 mins after Generator 2)	Generator 4/ Notes (run as directed)
	✱ Morgellons Biotech			
☐ x 3	C52 Morgellons Biotech A – DB > R52 Morgellons Biotech A – DB	R52 Morgellons Biotech A – DB	R52 Morgellons Biotech A – DB	
☐ x 3	C53 Morgellons Biotech B – DB > R53 Morgellons Biotech B – DB	R53 Morgellons Biotech B – DB	R53 Morgellons Biotech B – DB	
	✱ Morgellons Infrastructure			
☐ x 3	C54 Morgellons Infrastructure A – DB > R54 Morgellons Infrastructure A – DB	R54 Morgellons Infrastructure A – DB	R54 Morgellons Infrastructure A – DB	
☐ x 3	C55 Morgellons Infrastructure B – DB > R55 Morgellons Infrastructure B – DB	R55 Morgellons Infrastructure B – DB	R55 Morgellons Infrastructure B – DB	
☐ x 3	C56 Morgellons Infrastructure C – DB > R56 Morgellons Infrastructure C – DB	R56 Morgellons Infrastructure C – DB	R56 Morgellons Infrastructure C – DB	
☐ x 3	C57 Morgellons Infrastructure D – DB > R57 Morgellons Infrastructure D – DB	R57 Morgellons Infrastructure D – DB	R57 Morgellons Infrastructure D – DB	
☐ x 3	C58 Morgellons Infrastructure E – DB > R58 Morgellons Infrastructure E – DB	R58 Morgellons Infrastructure E – DB	R58 Morgellons Infrastructure E – DB	
☐ x 3	C59 Morgellons Infrastructure F – DB > R59 Morgellons Infrastructure F – DB	R59 Morgellons Infrastructure F – DB	R59 Morgellons Infrastructure F – DB	
☐ x 3	C60 Morgellons Infrastructure G – DB > R60 Morgellons Infrastructure G – DB	R60 Morgellons Infrastructure G – DB	R60 Morgellons Infrastructure G – DB	
☐ x 3	C61 Morgellons Infrastructure H – DB > R61 Morgellons Infrastructure H – DB	R61 Morgellons Infrastructure H – DB	R61 Morgellons Infrastructure H – DB	
☐ x 3	C62 Morgellons Infrastructure I – DB > R62 Morgellons Infrastructure I – DB	R62 Morgellons Infrastructure I – DB	R62 Morgellons Infrastructure I – DB	
☐ x 3	C63 Morgellons Infrastructure J – DB > R63 Morgellons Infrastructure J – DB	R63 Morgellons Infrastructure J – DB	R63 Morgellons Infrastructure J – DB	
☐ x 3	C64 Morgellons Infrastructure K – DB > R64 Morgellons Infrastructure K – DB	R64 Morgellons Infrastructure K – DB	R64 Morgellons Infrastructure K – DB	

☐ x 3	C65 Morgellons Infrastructure L – DB > R65 Morgellons Infrastructure L – DB	R65 Morgellons Infrastructure L – DB	R65 Morgellons Infrastructure L – DB	
☐ x 3	C66 Morgellons Infrastructure M – DB > R66 Morgellons Infrastructure M – DB	R66 Morgellons Infrastructure M – DB	R66 Morgellons Infrastructure M – DB	
☐ x 3	C67 Morgellons Infrastructure N – DB > R67 Morgellons Infrastructure N – DB	R67 Morgellons Infrastructure N – DB	R67 Morgellons Infrastructure N – DB	
☐ x 3	C68 Morgellons Infrastructure O – DB > R68 Morgellons Infrastructure O – DB	R68 Morgellons Infrastructure O – DB	R68 Morgellons Infrastructure O – DB	
☐ x 3	C69 Morgellons Infrastructure P – DB > R69 Morgellons Infrastructure P – DB	R69 Morgellons Infrastructure P – DB	R69 Morgellons Infrastructure P – DB	
☐ x 3	C70 Morgellons Infrastructure Q – DB > R70 Morgellons Infrastructure Q – DB	R70 Morgellons Infrastructure Q – DB	R70 Morgellons Infrastructure Q – DB	
☐ x 3	C71 Morgellons Infrastructure R – DB > R71 Morgellons Infrastructure R – DB	R71 Morgellons Infrastructure R – DB	R71 Morgellons Infrastructure R – DB	
☐ x 3	C72 Morgellons Infrastructure S – DB > R72 Morgellons Infrastructure S – DB	R72 Morgellons Infrastructure S – DB	R72 Morgellons Infrastructure S – DB	
☐ x 3	C73 Morgellons Infrastructure T – DB > R73 Morgellons Infrastructure T – DB	R73 Morgellons Infrastructure T – DB	R73 Morgellons Infrastructure T – DB	
☐ x 3	C74 Morgellons Infrastructure U – DB > R74 Morgellons Infrastructure U – DB	R74 Morgellons Infrastructure U – DB	R74 Morgellons Infrastructure U – DB	
☐ x 3	C75 Morgellons Infrastructure V – DB > R75 Morgellons Infrastructure V – DB	R75 Morgellons Infrastructure V – DB	R75 Morgellons Infrastructure V – DB	
☐ x 3	C76 Morgellons Infrastructure W – DB > R76 Morgellons Infrastructure W – DB	R76 Morgellons Infrastructure W – DB	R76 Morgellons Infrastructure W – DB	
☐ x 3	C77 Morgellons Infrastructure X – DB > R77 Morgellons Infrastructure X – DB	R77 Morgellons Infrastructure X – DB	R77 Morgellons Infrastructure X – DB	
☐ x 3	C78 Morgellons Infrastructure Y – DB > R78 Morgellons Infrastructure Y – DB	R78 Morgellons Infrastructure Y – DB	R78 Morgellons Infrastructure Y – DB	

This completes Phase III - Biotech, and the Morgellons & Lyme Protocol.

Extras

Days/ Nights	Generator 1 – Contact & Remote (day or night as desired)	Generator 2 – Remote/ day, Coil/night if desired	Generator 3 – Remote (start 5 mins after Generator 2)	Generator 4/Notes (run as directed)
	✳ Healing & Help			
Ad lib	CX Healing A – DB > RX Healing A – DB	RX Healing A – DB	RX Healing A – DB	
Ad lib	CX Healing B – DB > RX Healing B – DB	RX Healing B – DB	RX Healing B – DB	
Ad lib	CX Healing C – DB > RX Healing C – DB	RX Healing C – DB	RX Healing C – DB	
Ad lib	CX Herxheimer – DB > RX Herxheimer – DB	RX Herxheimer – DB	RX Herxheimer – DB	The switch to Remote Mode on Generator 1 will most likely not be required

Use any of these presets as desired throughout the Protocol when necessary.

Contact Plus 2

The Contact Plus 2 method requires a Spooky**2** Essential Kit. This comes with two Spooky**2**-5M generators, two Spooky Remote v1.1 Bio North scalar transmitters, two Spooky Cold Lasers, the Spooky Pulse biofeedback detection system, plus a bunch of other goodies.

It uses Contact Mode and Remote Mode in exactly the same way as Contact Plus 4, except it is done to a different – and longer – schedule.

Please see the Plasma Plus and Contact Plus 4 sections for extra information.

IMPORTANT: do **NOT** tick Remove Duplicate Frequencies.

Phase I – Terrain

Days/ Nights	Generator 1 – Contact & Remote (day or night as desired)	Generator 2 – Remote
x4	**C01 Metals & Chemicals – DB** **> R01 Metals & Chemicals – DB**	**R01 Metals & Chemicals – DB** (*Run For* = 96 hrs)
x4	**C02 System Detox – DB** **> R02 System Detox – DB**	**R02 System Detox – DB** (*Run For* = 96 hours)
x4	**C03 Liver & Kidneys – DB** **> R03 Liver & Kidneys – DB**	**R03 Liver & Kidneys – DB** (*Run For* = 96 hours)
x4	**C04 Blood & Lymph – DB** **> R04 Blood & Lymph – DB**	**R04 Blood & Lymph – DB** (*Run For* = 96 hours)

Tables Key:

C = Spooky²-5M generator Contact preset.

R = Spooky²-5M generator Remote preset.

> = Switch to Remote Mode and load Remote preset.

☐ = print table and tick box as a reminder to revisit preset.

This completes Phase I – Terrain.

Notice that the Generator 2 "R" presets in the table above all say "Run For = 96 hours." To program this, click the *Settings* tab, then enter 96 into the *Run For* field as shown left. Save the preset if desired.

This control overrides all *Repeat* settings. The Contact presets above vary from six to a little over eight hours in length, so they lend themselves to night treatment.

However, if you have no choice but to do your treatments during the day, go right ahead.

Start in the morning and go for as long as you can. When you feel you've done enough for the time being, simply click the *Pause* button – but leave the generator switched on. When it's time for more, click *Pause* again. In this way, you can split an eight-hour session into two or three shorter sessions.

In all cases, however, you should only do what your body will tolerate, then stop contact treatment until you feel able to continue. You should try to leave the Remote programs running until you've completed that particular Contact Mode step.

If you can't manage it, don't worry too much – Dr. Rife treated his terminal cancer and TB subjects every third day. From here on, you can, if you wish, add the Brine Therapy regimen to start making life difficult for slime moulds.

Phase II – Organisms

Days/ Nights	Generator 1 (if/when disconnected)	Generator 2/Notes (run as directed)
	✳ Immunomodulators	
☐ x 4	C05 Immunomodulators – DB > R05 Immunomodulators – DB	ALL Maintenance (R) – DB (*Run For* = 0 hours) – run until Protocol is done
	✳ Viruses	
☐ x 4	C06 Viruses A – DB > R06 Viruses A – DB	
☐ x 4	C07 Viruses B – DB > R07 Viruses B – DB	
☐ x 4	C08 Viruses C – DB > R08 Viruses C – DB	
☐ x 4	C09 Viruses D – DB > R09 Viruses D – DB	
☐ x 4	C10 Viruses E – DB > R10 Viruses E – DB	
	✳ Biofilm	
☐ x 4	C11 Biofilm Structure – DB > R11 Biofilm Structure – DB	
	✳ Immune System	

☐ x 4	**C12 Immune System – DB** **> R12 Immune System – DB**	
	✱ Biofilm Builders	
☐ x 4	**C13 Biofilm Builders A – DB** **> R13 Biofilm Builders A – DB**	
☐ x 4	**C14 Biofilm Builders B – DB** **> R14 Biofilm Builders B – DB**	
☐ x 4	**C15 Biofilm Builders C – DB** **> R15 Biofilm Builders C – DB**	
☐ x 4	**C16 Biofilm Builders D – DB** **> R16 Biofilm Builders D – DB**	
☐ x 4	**C17 Biofilm Builders E – DB** **> R17 Biofilm Builders E – DB**	
☐ x 4	**C18 Biofilm Builders F – DB** **> R18 Biofilm Builders F – DB**	
☐ x 4	**C19 Biofilm Builders G – DB** **> R19 Biofilm Builders G – DB**	
	✱ Co-infections	
☐ x 4	**C20 Co-infections A – DB** **> R20 Co-infections A – DB**	
☐ x 4	**C21 Co-infections B – DB** **> R21 Co-infections B – DB**	
☐ x 4	**C22 Co-infections C – DB** **> R22 Co-infections C – DB**	
☐ x 4	**C23 Co-infections D – DB** **> R23 Co-infections D – DB**	
☐ x 4	**C24 Co-infections E – DB** **> R24 Co-infections E – DB**	
☐ x 4	**C25 Co-infections F – DB** **> R25 Co-infections F – DB**	
☐ x 4	**C26 Co-infections G – DB** **> R26 Co-infections G – DB**	
☐ x 4	**C27 Co-infections H – DB** **> R27 Co-infections H – DB**	
	✱ Other Bacteria	

☐ x 4	**C28 Other Bacteria A – DB** **> R28 Other Bacteria A – DB**	
☐ x 4	**C29 Other Bacteria B – DB** **> R29 Other Bacteria B – DB**	
☐ x 4	**C30 Other Bacteria C – DB** **> R30 Other Bacteria C – DB**	
☐ x 4	**C31 Other Bacteria D – DB** **> R31 Other Bacteria D – DB**	
	✳ **Fungus & Mold**	
☐ x 4	**C32 Fungus & Mold A – DB** **> R32 Fungus & Mold A – DB**	
☐ x 4	**C33 Fungus & Mold B – DB** **> R33 Fungus & Mold B – DB**	
☐ x 4	**C34 Fungus & Mold C – DB** **> R34 Fungus & Mold C – DB**	
☐ x 4	**C35 Fungus & Mold D – DB** **> R35 Fungus & Mold D – DB**	
	✳ **Simple Parasites**	
☐ x 4	**C36 Algae & Simple Parasites A – DB** **> R36 Algae & Simple Parasites A – DB**	
☐ x 4	**C37 Simple Parasites B – DB** **> R37 Simple Parasites B – DB**	
☐ x 4	**C38 Simple Parasites C – DB** **> R38 Simple Parasites C – DB**	
☐ x 4	**C39 Simple Parasites D – DB** **> R39 Simple Parasites D – DB**	
☐ x 4	**C40 Simple Parasites E – DB** **> R40 Simple Parasites E – DB**	
	✳ **Complex Parasites**	
☐ x 4	**C41 Complex Parasites A – DB** **> R41 Complex Parasites A – DB**	
☐ x 4	**C42 Complex Parasites B – DB** **> R42 Complex Parasites B – DB**	

☐ x 4	**C43 Complex Parasites C – DB** **> R43 Complex Parasites C – DB**	
☐ x 4	**C44 Complex Parasites D – DB** **> R44 Complex Parasites D – DB**	
☐ x 4	**C45 Complex Parasites E – DB** **> R45 Complex Parasites E – DB**	
☐ x 4	**C46 Complex Parasites F – DB** **> R46 Complex Parasites F – DB**	
☐ x 4	**C47 Complex Parasites G – DB** **> R47 Complex Parasites G – DB**	
☐ x 4	**C48 Complex Parasites H – DB** **> R48 Complex Parasites H – DB**	
	✳ Body Locations	
☐ x 4	**C49 Body Sites A - DB** **> R49 Body Sites A - DB**	
☐ x 4	**C50 Body Sites B - DB** **> R50 Body Sites B - DB**	
☐ x 4	**C51 Body Sites C - DB** **> R51 Body Sites C - DB**	

This completes Phase II – Organisms.

Phase III – Biotech

Days/ Nights	Generator 1 – Contact & Remote (day or night as desired)	Generator 2 – Remote
	✳ Morgellons Biotech	
☐ x 4	**C52 Morgellons Biotech A – DB** **> R52 Morgellons Biotech A – DB**	
☐ x 4	**C53 Morgellons Biotech B – DB** **> R53 Morgellons Biotech B – DB**	
	✳ Morgellons Infrastructure	
☐ x 4	**C54 Morgellons Infrastructure A – DB** **> R54 Morgellons Infrastructure A – DB**	

☐ x 4	**C55 Morgellons Infrastructure B – DB** **> R55 Morgellons Infrastructure B – DB**	
☐ x 4	**C56 Morgellons Infrastructure C – DB** **> R56 Morgellons Infrastructure C – DB**	
☐ x 4	**C57 Morgellons Infrastructure D – DB** **> R57 Morgellons Infrastructure D – DB**	
☐ x 4	**C58 Morgellons Infrastructure E – DB** **> R58 Morgellons Infrastructure E – DB**	
☐ x 4	**C59 Morgellons Infrastructure F – DB** **> R59 Morgellons Infrastructure F – DB**	
☐ x 4	**C60 Morgellons Infrastructure G – DB** **> R60 Morgellons Infrastructure G – DB**	
☐ x 4	**C61 Morgellons Infrastructure H – DB** **> R61 Morgellons Infrastructure H – DB**	
☐ x 4	**C62 Morgellons Infrastructure I – DB** **> R62 Morgellons Infrastructure I – DB**	
☐ x 4	**C63 Morgellons Infrastructure J – DB** **> R63 Morgellons Infrastructure J – DB**	
☐ x 4	**C64 Morgellons Infrastructure K – DB** **> R64 Morgellons Infrastructure K – DB**	
☐ x 4	**C65 Morgellons Infrastructure L – DB** **> R65 Morgellons Infrastructure L – DB**	
☐ x 4	**C66 Morgellons Infrastructure M – DB** **> R66 Morgellons Infrastructure M – DB**	
☐ x 4	**C67 Morgellons Infrastructure N – DB** **> R67 Morgellons Infrastructure N – DB**	
☐ x 4	**C68 Morgellons Infrastructure O – DB** **> R68 Morgellons Infrastructure O – DB**	
☐ x 4	**C69 Morgellons Infrastructure P – DB** **> R69 Morgellons Infrastructure P – DB**	
☐ x 4	**C70 Morgellons Infrastructure Q – DB** **> R70 Morgellons Infrastructure Q – DB**	
☐ x 4	**C71 Morgellons Infrastructure R – DB** **> R71 Morgellons Infrastructure R – DB**	
☐ x 4	**C72 Morgellons Infrastructure S – DB** **> R72 Morgellons Infrastructure S – DB**	

☐ **x 4**	**C73 Morgellons Infrastructure T – DB** **> R73 Morgellons Infrastructure T – DB**	
☐ **x 4**	**C74 Morgellons Infrastructure U – DB** **> R74 Morgellons Infrastructure U – DB**	
☐ **x 4**	**C75 Morgellons Infrastructure V – DB** **> R75 Morgellons Infrastructure V – DB**	
☐ **x 4**	**C76 Morgellons Infrastructure W – DB** **> R76 Morgellons Infrastructure W – DB**	
☐ **x 4**	**C77 Morgellons Infrastructure X – DB** **> R77 Morgellons Infrastructure X – DB**	
☐ **x 4**	**C78 Morgellons Infrastructure Y – DB** **> R78 Morgellons Infrastructure Y – DB**	

This completes Phase III - Biotech, and the Morgellons & Lyme Protocol.

Extras

Days/ Nights	Generator 1 – Contact & Remote (day or night as desired)	Generator 2 – Remote
	✱ Healing & Help	
Ad lib	CX Healing A – DB > RX Healing A – DB	RX Healing A – DB
Ad lib	CX Healing B – DB > RX Healing B – DB	RX Healing B – DB
Ad lib	CX Healing C – DB > RX Healing C – DB	RX Healing C – DB
Ad lib	CX Herxheimer – DB > RX Herxheimer – DB	The switch to Remote Mode on Generator 1 will most likely not be required

Use any of these presets as desired throughout the Protocol if necessary.

Remote Mode

This section is for those who wish to run this Protocol in Remote Mode because **a)** they seek thorough disinfection, or **b)** they are Morgellons/Lyme sufferers who have no other viable choice. This timetable is for those using four generators. Those with two generators should use the presets and settings for Generator 1 and Generator 4, marked with blue headers.

Method A: this way of doing it takes longer but puts the emphasis on effectiveness by running multiple instances of the same preset at the same time, with each generator's start time offset by five minutes (**NO OFFSET** with two generators from R05 on).

Schedule	
Run From	Midnight ▼ to Midnight ▼ ☐ Stop When Complete
Run For	48 Hours
Start In	0 Days 0 Hours 0 Minutes

To program the "Run For" values, click the *Settings* tab, then enter the value given into the *Run For* field as shown left. Save the preset if desired.

This control overrides all *Repeat* settings.

IMPORTANT: for both Method A and Method B, each preset includes a biofeedback placeholder program which should be swapped out for your own scan results program every seven days (instructions start on page 4).

If you're not doing any biofeedback scanning, you should delete the Your Scan Results CUST program from each preset (R05 onward), then deduct 20 hours from the "Run For hours" values shown in all tables below.

Do NOT tick *Remove Duplicate Frequencies*.

Run For hours	Generator 1	Generator 2 (start 5 mins after Generator 1)	Generator 3 (start 5 mins after Generator 2)	Generator 4 (start 5 mins after Generator 3)
90	R01 Metals & Chemicals – DB	R01 Metals & Chemicals – DB	R01 Metals & Chemicals – DB	R01 Metals & Chemicals – DB
92	R02 System Detox – DB	R02 System Detox – DB	R02 System Detox – DB	R02 System Detox – DB
130	R03 Liver & Kidneys – DB	R03 Liver & Kidneys – DB	R03 Liver & Kidneys – DB	R03 Liver & Kidneys – DB

112	R04 Blood & Lymph – DB	R04 Blood & Lymph – DB	R04 Blood & Lymph – DB	R04 Blood & Lymph – DB
	✱ Immunomodulators			
160	R05 Immunomodulators – DB	R05 Immunomodulators – DB	R05 Immunomodulators – DB	ALL Maintenance (R) – DB *Run For* = 0 hours – non-stop till done
	✱ Viruses			
160	R06 Viruses A – DB	R06 Viruses A – DB	R06 Viruses A – DB	
163	R07 Viruses B – DB	R07 Viruses B – DB	R07 Viruses B – DB	
122	R08 Viruses C – DB	R08 Viruses C – DB	R08 Viruses C – DB	
160	R09 Viruses D – DB	R09 Viruses D – DB	R09 Viruses D – DB	
159	R10 Viruses E – DB	R10 Viruses E – DB	R10 Viruses E – DB	
	✱ Biofilm			
159	R11 Biofilm Structure – DB	R11 Biofilm Structure – DB	R11 Biofilm Structure – DB	
	✱ Immune System			
158	R12 Immune System – DB	R12 Immune System – DB	R12 Immune System – DB	
	✱ Biofilm Builders			
160	R13 Biofilm Builders A – DB	R13 Biofilm Builders A – DB	R13 Biofilm Builders A – DB	
154	R14 Biofilm Builders B – DB	R14 Biofilm Builders B – DB	R14 Biofilm Builders B – DB	
152	R15 Biofilm Builders C – DB	R15 Biofilm Builders C – DB	R15 Biofilm Builders C – DB	
148	R16 Biofilm Builders D – DB	R16 Biofilm Builders D – DB	R16 Biofilm Builders D – DB	
156	R17 Biofilm Builders E – DB	R17 Biofilm Builders E – DB	R17 Biofilm Builders E – DB	
152	R18 Biofilm Builders F – DB	R18 Biofilm Builders F – DB	R18 Biofilm Builders F – DB	
151	R19 Biofilm Builders G – DB	R19 Biofilm Builders G – DB	R19 Biofilm Builders G – DB	
	✱ Co-infections			
166	R20 Co-infections A – DB	R20 Co-infections A – DB	R20 Co-infections A – DB	
164	R21 Co-infections B – DB	R21 Co-infections B – DB	R21 Co-infections B – DB	
158	R22 Co-infections C – DB	R22 Co-infections C – DB	R22 Co-infections C – DB	
156	R23 Co-infections D – DB	R23 Co-infections D – DB	R23 Co-infections D – DB	
167	R24 Co-infections E – DB	R24 Co-infections E – DB	R24 Co-infections E – DB	
156	R25 Co-infections F – DB	R25 Co-infections F – DB	R25 Co-infections F – DB	

159	R26 Co-infections G – DB	R26 Co-infections G – DB	R26 Co-infections G – DB	
160	R27 Co-infections H – DB	R27 Co-infections H – DB	R27 Co-infections H – DB	
	✱ Other Bacteria			
159	R28 Other Bacteria A – DB	R28 Other Bacteria A – DB	R28 Other Bacteria A – DB	
159	R29 Other Bacteria B – DB	R29 Other Bacteria B – DB	R29 Other Bacteria B – DB	
158	R30 Other Bacteria C – DB	R30 Other Bacteria C – DB	R30 Other Bacteria C – DB	
159	R31 Other Bacteria D – DB	R31 Other Bacteria D – DB	R31 Other Bacteria D – DB	
	✱ Fungus & Mold			
164	R32 Fungus & Mold A – DB	R32 Fungus & Mold A – DB	R32 Fungus & Mold A – DB	
159	R33 Fungus & Mold B – DB	R33 Fungus & Mold B – DB	R33 Fungus & Mold B – DB	
164	R34 Fungus & Mold C – DB	R34 Fungus & Mold C – DB	R34 Fungus & Mold C – DB	
163	R35 Fungus & Mold D – DB	R35 Fungus & Mold D – DB	R35 Fungus & Mold D – DB	
	✱ Simple Parasites			
158	R36 Algae & Simple Parasites A – DB	R36 Algae & Simple Parasites A – DB	R36 Algae & Simple Parasites A – DB	
159	R37 Simple Parasites B – DB	R37 Simple Parasites B – DB	R37 Simple Parasites B – DB	
164	R38 Simple Parasites C – DB	R38 Simple Parasites C – DB	R38 Simple Parasites C – DB	
159	R39 Simple Parasites D – DB	R39 Simple Parasites D – DB	R39 Simple Parasites D – DB	
168	R40 Simple Parasites E – DB	R40 Simple Parasites E – DB	R40 Simple Parasites E – DB	
	✱ Complex Parasites			
154	R41 Complex Parasites A – DB	R41 Complex Parasites A – DB	R41 Complex Parasites A – DB	
160	R42 Complex Parasites B – DB	R42 Complex Parasites B – DB	R42 Complex Parasites B – DB	
160	R43 Complex Parasites C – DB	R43 Complex Parasites C – DB	R43 Complex Parasites C – DB	
158	R44 Complex Parasites D – DB	R44 Complex Parasites D – DB	R44 Complex Parasites D – DB	
152	R45 Complex Parasites E – DB	R45 Complex Parasites E – DB	R45 Complex Parasites E – DB	
160	R46 Complex Parasites F – DB	R46 Complex Parasites F – DB	R46 Complex Parasites F – DB	
150	R47 Complex Parasites G – DB	R47 Complex Parasites G – DB	R47 Complex Parasites G – DB	
162	R48 Complex Parasites H – DB	R48 Complex Parasites H – DB	R48 Complex Parasites H – DB	
	✱ Body Locations			
158	R49 Body Sites A - DB	R49 Body Sites A - DB	R49 Body Sites A - DB	
160	R50 Body Sites B - DB	R50 Body Sites B - DB	R50 Body Sites B - DB	
162	R51 Body Sites C - DB	R51 Body Sites C - DB	R51 Body Sites C - DB	
	✱ Morgellons Biotech			

159	R52 Morgellons Biotech A – DB	R52 Morgellons Biotech A – DB	R52 Morgellons Biotech A – DB	
136	R53 Morgellons Biotech B – DB	R53 Morgellons Biotech B – DB	R53 Morgellons Biotech B – DB	
	✱ Morgellons Infrastructure			
145	R54 Morgellons Infrastructure A – DB	R54 Morgellons Infrastructure A – DB	R54 Morgellons Infrastructure A – DB	
127	R55 Morgellons Infrastructure B – DB	R55 Morgellons Infrastructure B – DB	R55 Morgellons Infrastructure B – DB	
167	R56 Morgellons Infrastructure C – DB	R56 Morgellons Infrastructure C – DB	R56 Morgellons Infrastructure C – DB	
108	R57 Morgellons Infrastructure D – DB	R57 Morgellons Infrastructure D – DB	R57 Morgellons Infrastructure D – DB	
108	R58 Morgellons Infrastructure E – DB	R58 Morgellons Infrastructure E – DB	R58 Morgellons Infrastructure E – DB	
108	R59 Morgellons Infrastructure F – DB	R59 Morgellons Infrastructure F – DB	R59 Morgellons Infrastructure F – DB	
138	R60 Morgellons Infrastructure G – DB	R60 Morgellons Infrastructure G – DB	R60 Morgellons Infrastructure G – DB	
148	R61 Morgellons Infrastructure H – DB	R61 Morgellons Infrastructure H – DB	R61 Morgellons Infrastructure H – DB	
140	R62 Morgellons Infrastructure I – DB	R62 Morgellons Infrastructure I – DB	R62 Morgellons Infrastructure I – DB	
140	R63 Morgellons Infrastructure J – DB	R63 Morgellons Infrastructure J – DB	R63 Morgellons Infrastructure J – DB	
156	R64 Morgellons Infrastructure K – DB	R64 Morgellons Infrastructure K – DB	R64 Morgellons Infrastructure K – DB	
148	R65 Morgellons Infrastructure L – DB	R65 Morgellons Infrastructure L – DB	R65 Morgellons Infrastructure L – DB	
164	R66 Morgellons Infrastructure M – DB	R66 Morgellons Infrastructure M – DB	R66 Morgellons Infrastructure M – DB	
159	R67 Morgellons Infrastructure N – DB	R67 Morgellons Infrastructure N – DB	R67 Morgellons Infrastructure N – DB	
164	R68 Morgellons Infrastructure O – DB	R68 Morgellons Infrastructure O – DB	R68 Morgellons Infrastructure O – DB	
140	R69 Morgellons Infrastructure P – DB	R69 Morgellons Infrastructure P – DB	R69 Morgellons Infrastructure P – DB	

	Generator 1	Generator 2	Generator 3	
148	R70 Morgellons Infrastructure Q – DB	R70 Morgellons Infrastructure Q – DB	R70 Morgellons Infrastructure Q – DB	
127	R71 Morgellons Infrastructure R – DB	R71 Morgellons Infrastructure R – DB	R71 Morgellons Infrastructure R – DB	
164	R72 Morgellons Infrastructure S – DB	R72 Morgellons Infrastructure S – DB	R72 Morgellons Infrastructure S – DB	
154	R73 Morgellons Infrastructure T – DB	R73 Morgellons Infrastructure T – DB	R73 Morgellons Infrastructure T – DB	
140	R74 Morgellons Infrastructure U – DB	R74 Morgellons Infrastructure U – DB	R74 Morgellons Infrastructure U – DB	
140	R75 Morgellons Infrastructure V – DB	R75 Morgellons Infrastructure V – DB	R75 Morgellons Infrastructure V – DB	
159	R76 Morgellons Infrastructure W – DB	R76 Morgellons Infrastructure W – DB	R76 Morgellons Infrastructure W – DB	
106	R77 Morgellons Infrastructure X – DB	R77 Morgellons Infrastructure X – DB	R77 Morgellons Infrastructure X – DB	
140	R78 Morgellons Infrastructure Y – DB	R78 Morgellons Infrastructure Y – DB	R78 Morgellons Infrastructure Y – DB	
	✱ Healing & Help			
Ad lib	RX Healing A – DB	RX Healing A – DB	RX Healing A – DB	1 loop = 3h:58m
Ad lib	RX Healing B – DB	RX Healing B – DB	RX Healing B – DB	1 loop = 4h:03m
Ad lib	RX Healing C – DB	RX Healing C – DB	RX Healing C – DB	1 loop = 4h:00m
Ad lib	RX Herxheimer – DB	RX Herxheimer – DB	RX Herxheimer – DB	1 loop = 3h:00m

Method B: this next way only works for four generators, **not for two**. It gets you through the Protocol faster because it uses different presets on each generator from R02 onwards. Although it won't be as thorough and heavy-duty as Method A, it will be more effective than previous versions of this Protocol.

Run For hours	Generator 1	Generator 2	Generator 3	Generator 4

90	R01 Metals & Chemicals – DB (this is loaded into all four generators)	R01 Metals & Chemicals – DB (start 5 mins after Generator 1)	R01 Metals & Chemicals – DB (start 5 mins after Generator 2)	R01 Metals & Chemicals – DB (start 5 mins after Generator 3)
130	R02 System Detox – DB	R03 Liver & Kidneys – DB (this is loaded into two generators)	R03 Liver & Kidneys – DB (start 5 mins after Generator 2)	R04 Blood & Lymph – DB
160	R05 Immunomodulators – DB	R06 Viruses A – DB	R07 Viruses B – DB	ALL Maintenance (R) – DB Run For = 0 hours – non-stop till done
160	R08 Viruses C – DB	R09 Viruses D – DB	R10 Viruses E – DB	
160	R11 Biofilm Structure – DB	R12 Immune System – DB	R13 Biofilm Builders A – DB	
154	R14 Biofilm Builders B – DB	R15 Biofilm Builders C – DB	R16 Biofilm Builders D – DB	
156	R17 Biofilm Builders E – DB	R18 Biofilm Builders F – DB	R19 Biofilm Builders G – DB	
166	R20 Co-infections A – DB	R21 Co-infections B – DB	R22 Co-infections C – DB	
167	R23 Co-infections D – DB	R24 Co-infections E – DB	R25 Co-infections F – DB	
160	R26 Co-infections G – DB	R27 Co-infections H – DB	R28 Other Bacteria A – DB	
159	R29 Other Bacteria B – DB	R30 Other Bacteria C – DB	R31 Other Bacteria D – DB	
164	R32 Fungus & Mold A – DB	R33 Fungus & Mold B – DB	R34 Fungus & Mold C – DB	
163	R35 Fungus & Mold D – DB	R36 Algae & Simple Parasites A – DB	R37 Simple Parasites B – DB	
168	R38 Simple Parasites C – DB	R39 Simple Parasites D – DB	R40 Simple Parasites E – DB	
160	R41 Complex Parasites A – DB	R42 Complex Parasites B – DB	R43 Complex Parasites C – DB	
160	R44 Complex Parasites D – DB	R45 Complex Parasites E – DB	R46 Complex Parasites F – DB	
162	R47 Complex Parasites G – DB	R48 Complex Parasites H – DB	R49 Body Sites A - DB	
162	R50 Body Sites B - DB	R51 Body Sites C - DB	R52 Morgellons Biotech A – DB	
145	R53 Morgellons Biotech B – DB	R54 Morgellons Infrastructure A – DB	R55 Morgellons Infrastructure B – DB	
167	R56 Morgellons Infrastructure C – DB	R57 Morgellons Infrastructure D – DB	R58 Morgellons Infrastructure E – DB	
138	R59 Morgellons Infrastructure F – DB	R60 Morgellons Infrastructure G – DB	R61 Morgellons Infrastructure H – DB	

148	R62 Morgellons Infrastructure I – DB	R63 Morgellons Infrastructure J – DB	R64 Morgellons Infrastructure K – DB	
164	R65 Morgellons Infrastructure L – DB	R66 Morgellons Infrastructure M – DB	R67 Morgellons Infrastructure N – DB	
164	R68 Morgellons Infrastructure O – DB	R69 Morgellons Infrastructure P – DB	R70 Morgellons Infrastructure Q – DB	
164	R71 Morgellons Infrastructure R – DB	R72 Morgellons Infrastructure S – DB	R73 Morgellons Infrastructure T – DB	
159	R74 Morgellons Infrastructure U – DB	R75 Morgellons Infrastructure V – DB	R76 Morgellons Infrastructure W – DB	
140	R77 Morgellons Infrastructure X – DB	R78 Morgellons Infrastructure Y – DB	(As desired)	
	✱ Healing & Help			
Ad lib	RX Healing A – DB	RX Healing A – DB	RX Healing A – DB	
Ad lib	RX Healing B – DB	RX Healing B – DB	RX Healing B – DB	
Ad lib	RX Healing C – DB	RX Healing C – DB	RX Healing C – DB	
Ad lib	RX Herxheimer – DB	RX Herxheimer – DB	RX Herxheimer – DB	

This completes all phases of the Morgellons & Lyme Protocol.

Slime moulds

A number of different species of slime moulds called Dictyostelids have been positively identified in Morgellons. Because these organisms have the ability to mutate spontaneously, this means that they can be difficult to deal with using Rife. This is because when something mutates, its frequency also mutates.

However, thanks to long-time Rife user and researcher DB, we now have a adjunctive regimen that helps a great deal. It's called Brine Therapy, and it works by dehydrating the individual amoebas that make up slime moulds. But please note that you mustn't do this until you've completed all of *Core: Phase I–terrain* because your liver and kidneys must first be fully functional.

There are two parts to this protocol which you will alternate. For the first part, you need Himalayan Pink Salt (not sea or table salt) and pure drinking water. Here's how you proceed:

If your salt is small grain (already ground): use one part salt by volume to three parts pure drinking water. If you use large chunks, you can weigh them and the water, and use the same 3:1 ratio. This gives you 25% brine (26% is saturated, which is fine). Or you simply make sure you use enough salt so that a little never dissolves — that way you know for sure you have a 26% solution.

Four milliliters of brine yields just about one gram of salt.

Always dilute your brine into pure drinking water or else be ready to chase it immediately with something else because straight brine can close your throat.

Start with four grams a day of salt a day (16ml brine) and work up to 16-20 grams a day (64-80ml of brine). **Anything over that starts to get really dangerous, so please don't overdo it.** Space your dose out through the day – you don't have to do it all in one go. The idea is to keep your serum salt levels high throughout.

Everyone has different tolerance levels, so you'll need to monitor your body and your urine carefully. If you add two grams of salt per day until your reach the 16 gram level, it will take a week. But you may need to add just one gram a day if you're very salt-sensitive. The key is to watch urine output, listen to what your body is telling you,

and use your intuition and common sense. At all times while doing this, drink lots of pure water to flush your system. Be on the alert for kidney or liver problems.

If you come across trouble, immediately stop the Brine Therapy and rerun the third preset in your plan ("Liver and Kidneys") for its designated duration. Then you should be able to resume the Brine Therapy and continue the Protocol where you left off.

Note that your urine will be odorous for a time.
You can learn more about Brine Therapy by clicking **here**.

Once you've reached the 16-20 grams a day (64-80ml of brine) level, three or four days of it will kill a lot of the colonies, but some will encyst and be impervious to brine.

This is where the second part of the protocol comes in – for this you need raw apple cider vinegar "with mother." The enzymes in the "mother" will attack the cysts so that the colonies are again forced out into the open. Because they are under huge environmental pressure, they will immediately enter a phase of explosive growth.

Listen carefully to what your body is telling you and you'll know when this happens. Then immediately switch back to the Brine Therapy at the 16-20 grams a day (64-80ml of brine) level and suspend the enzymes.

Again, listen to your body and revert to the apple enzymes when activity goes quiet and colonies have encysted once again. By switching back and forth between brine and apple enzymes, you will eventually kill all your Dictyostelids.

The recipe for the enzymatic part is as follows:

One tablespoon of raw unpasteurised apple cider vinegar mixed into about 6-8oz of freshly-made apple juice. If you don't have a juicer, you can simply eat a small apple (preferably organic) as a chaser for the undiluted vinegar.

Body knowledge

If you've used Spooky[2] for any length of time, you will by now have no doubt that it works. But I'm willing to bet that when you first learned about it, your initial reaction was one of utter disbelief. Treat yourself remotely by using your fingernail? Pull the other leg!

I know that was my own reaction – until I investigated the quantum physics concept of nonlocality. But what exactly is nonlocality? It's everything that lies outside the observable, measurable universe. In other words, beyond the ability of our limited human senses (and our machine extensions of them) to recognise.

Nonlocality is everywhere – we just can't see it, or measure it. Max Planck, the father of quantum physics, said it was an intelligent mind. Carl Jung discovered a subset of it and called it the collective unconscious.

Since it contains and permeates everything in the universe, and since everything is energy – including thought – then it also contains all knowledge possible. About absolutely everything. Dowsers have used this fact for many milennia to find water – they call nonlocality "The Field."

No doubt you've probably seen a dowser at work, walking around a field holding a forked stick that points to the spot where he finds water. So what's going on?

There's no magic or hoodoo involved. The dowser simply asks "The Field" for the location. The movement of the device he's using guides him to it and points it out. But how does the device know?

It doesn't – the dowser moves it herself, but is unaware that she's doing so. Here's how that works:

When you want to lift something, you consciously think about it, your brain sends a signal to your arm muscles, and you lift it. But your heart is a muscle, too – yet you don't have to consciously make any effort to force it to beat. That's because it, like many other organs and processes in your body, is not controlled by conscious thought but by an automatic mechanism called the autonomic nervous system.

The control centre for this system is your subconscious mind.

So our dowser asks the question, "Is there water within 500 yards?" If there is, "The Field" responds "Yes." Not by using language, but by using energy. The conscious mind cannot detect this, but the subconscious mind can because the pineal gland is under its control – and our pineal glands connect every one of us to nonlocality (this is just one of the reasons we're poisoned with fluoride in our drinking water, which calcifies this gland).

The subconscious then sends tiny nerve impulses via the autonomic nervous system to our dowser's arms and hands to make the device move. This is the "Yes" answer translated by the subconscious from subtle energy into a human-readable language.

The dowser then keeps asking further questions and moving in accordance with the answers until the water source is found. She can then ask how deep it is, whether it's potable, and even what its mineral contents by percentage are.

Essentially, our dowser isn't really dowsing for water as a substance, but for the *knowledge* of where water can be found. So dowsers don't really seek for *things*, but rather for situational *information* about things.

Wild animals can always find water. Not by smell, because water has no scent, but because they're using their own natural "dowsing" system. Conventional science prefers to call this "instinct."

All humans can dowse. They just don't realise it because the direction taken by civilisation has caused the vast majority of us to forget it – who needs to go seek water when there's a communal spring or well in the village? But dowsers have preserved the knowledge and skills that the rest of us have allowed to lie fallow.

Muscle testing, also called applied kinesiology, is also a form of dowsing, except that it uses the body as its dowsing device rather than a forked stick or a pendulum.

And you can use either pendulum dowsing or muscle testing to find the answers you seek to questions like "Do I need to use this (named) frequency set in Spooky to help treat my Morgellons?" And then, "Do I need to run this set for more than three (or five, or seven) days?"

Note that unless you're an experienced dowser, your questions should always be framed simply and unambiguously so that they can be answered by a "Yes" or "No."

Although neither dowsing nor muscle testing depend on your beliefs, it is an extraordinary fact that they are both inherently moral. That is, they can only be used to benefit yourself or others, never to harm. And both are intimately connected with truth – muscle testing in particular will expose a lie quicker than any polygraph.

Finally, lest you entertain any doubts about this subject, the frequencies that killed my systemic infestation of demodex mites in six days were dowsed for by eminent physicist and Rife researcher Dr. Jeff Sutherland – I was unaware of this at the time.

And some of the programs in this Protocol and in the Spooky[2] database were dowsed for by seasoned Rife users, one of whom is a professional dowser. Other dowsers also helped to find and refine technical information which has helped to make the Spooky[2] system even more powerful.

Learning to Dowse

Space does not permit me to teach you in this document. But you will find a simple technique outlined on **this** page of my website. There are also many links to freely downloadable learning materials and information from far better teachers than I.

Learning to Muscle Test

Muscle testing can either involve you (the testee) and another person (the tester), or it can just involve you alone. I encourage you to learn the one-person technique first. That way, you can always get the information you need at any time or place.

First, watch this incredible short video.

Diana Rankin demonstrates three self-test techniques in **this** video – I find the second method excellent. You can learn seven muscle testing techniques from Holly Worton's video **here**. And Rita Harrison shows another technique, plus a way to reset body and mind for optimum accuracy **here**.

Watch a dog owner choose the correct remedy from 100 for a sick dog **here**.
You can read about six different ways to muscle test on Eloisa Ramos's website **here**.

The best book on the subject is "Your Body Doesn't Lie," by Dr. John Diamond. You can get it in paperback for about $6 from **Amazon**.

Here's a search **list** of YouTube videos on muscle-testing. And here's a search **list** of videos using the sway technique.

Tips for Dowsing and Muscle Testing

- Since we're dealing with energy and conductivity in the body, you **must** be well hydrated and have adequate mineral levels. In the home, turn off and unplug all electrical appliances in the room before starting.

- Even better, do it outdoors barefoot on grass, earth, or stone paving (not cast, moulded, or concrete). This way, you'll be electrically grounded to the earth.

- Prejudge nothing – you must be open to the answers you will receive, not seek to have them confirm your own wishes and desires.

- Use these techniques for everything in your life – testing supermarket foods, supplements, interpersonal situations. The more you do it, the better you get.

- Believe in yourself – you're more powerful than you know.

Thanks go to:

Our thanks go to:

Alvin Rose
Argyrios Argyropoulos
Blue Aquarian
Bryan Yamamoto
Chaffee Cline
Chris Aguirre
David Bourke
David Halliday
Echo Lee
Ed Von
Gwen Burley
Hans Rikkerink
Jason Elliott
Jeff Kaczor
Joe Strothman
Johann & Tania Stegmann
John White
Judy Buduccio
Karl Becker
Kate Hu
Kylin Zhang
Manuel Mallo
Marcello Allegretti
Michelle Mullins
Nick Dewey
Paul Gruszka
Robert Wolcott

Roman Nowak
Sebastien Mercier
Sharyn Peacocke
Suzi Smith
Suzie Winter
Syyenergy7
Ting Ting Luo
Trevor Nelson
Walt Dod

You

Tiocfaidh ár lá!
Team Spooky – October 2013/September 2019