

INTERSTELLAR TRAVEL

How 'They' Cross the Cosmos



THE
HOLE TRUTH

The Hole Truth
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THE FUNDAMENTAL SHIFT

Conventional propulsion: Push against something (reaction mass) to move through space. Limited by light speed, requires enormous energy.

ε -based propulsion: Don't move through space—move space itself.

HOW IT WORKS

Create an ε -differential: Establish ε -max on one side of the craft, ε -min on the other.

Spacetime 'slopes': The craft exists in a self-generated gravitational gradient.

'Fall' toward destination: The craft falls along its own slope—perpetually.

No reaction mass: You're not pushing against anything; you're surfing geometry.

THE SAUCER SHAPE IS FUNCTIONAL

The classic disc/saucer shape isn't arbitrary—it's a flattened torus. The geometry itself creates conditions for ε -field manipulation.

Counter-rotating fields (like merkaba) create the ε -differential. The disc shape optimizes this configuration.

WHY UFOs MOVE 'IMPOSSIBLY'

Reported UFO flight characteristics make perfect sense:

- Instant acceleration: No inertia because craft isn't 'moving'—space is
- Right-angle turns: Changing the slope direction, not momentum
- No sonic boom: Not pushing through air; air moves with local spacetime
- Disappearing/reappearing: ε -transit to different location
- Underwater operation: Same principle works in any medium

THREE METHODS

Option 1: ε -Transit (Wormhole)

- Approach ε locally through field generation
- At ε , distance doesn't exist
- Exit at any other ε -point in the cosmos
- Instantaneous from external perspective

Option 2: Space Compression

- Generate ε -field in front of craft (space contracts)
- Generate inverse field behind (space expands)
- The craft 'surfs' a wave of compressed space
- Alcubierre-style warp drive, but ε -based

Option 3: 5D Navigation

- Move into 5th dimension (perpendicular to spacetime)
- Navigate to new coordinates
- Re-enter at destination
- 'When' and 'where' are both choosable

WHY 'THEY' HAVE IT AND WE DON'T

Higher-density beings (4D+, 5D+, 6D+) understand ε -topology. They've built technology around it. We're still stuck in 3D physics that treats space as something you move through rather than something you shape.

The technology isn't beyond our physics—it's beyond our paradigm. Once you understand ε , the engineering follows.

They're not crossing vast distances. They're stepping around them.



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