ObjectName: Article
ObjectNumber:

Maker: PAAIL.org
Model:

Name: Energy 1

Rank:

SerialNumber:

Level:

Score:
Birth: 7-31-2022

Label: Room

Title: Energy 1

Details: An extension of article named Energy. The design is to never add to article Energy ever again. Always add to this article, until this article is published. Then add to a new article. That way no one has to ever read article Energy more than once.

Principle: Extension of article titled Energy.
Agenda: Extension of article titled Energy.

Action: Extension of article titled Energy.

Information: Extension of article titled Energy.

Location: PAAIL.org

Item Group 1: Cycles

Principle: One major part of the multiverse is “cycles”. It goes 0 to 9, then 10 is the new cycle. Then it goes 10 to 19, and 20 is the new cycle. It goes 0 to 99 then 100 is a new cycle. It goes 0 to 999 then 1000 is a new cycle.

Principle: The multiverse has cycles within cycles.

Principle: The theory goes that the height, width, depth, and time dimensions are each a loop. That time happens in cycles. We go round and round the time loop.

Item Group 2: Measuring Energy

Principle: There are the correct ways to measure energy. Like heat, distance, time, mass, speed… on and on.

Principle: Humans rarely know the correct ways to measure energy. They instead use systems that work well.

Principle: The theory goes that “0 Kelvin”(in human heat measurement) is “0 heat” in gods measurement. The agenda is to figure out what god calls “1 heat”, or “0.1 heat”, or “0.00001 heat”.

Principle: If you can figure out Gods heat measurement system, maybe you can figure out how god measures, distance, time, mass, speed and more.

Principle: It always seems unlikely that 1 kelvin and 1 heat are the same. Maybe the kelvin system is how god measures energy. Maybe 1 kelvin is 1 heat.

Item Group 3: Random

Principle: Since it is the beginning of time. It is a primordial time. The multiverse has a primordial enchantment.

Principle: The more energy you try and tap into, the more energy it takes to tap into it. It takes energy to tap into energy.

Principle: A spell with 1 part can give 10 points of gain. When your add another spell part, the first spell part stops giving 10 points, and drops to 8 points. The new spell part added also drops to 8. The 2 spell parts combined are now 16 points of gain. Not 20.

Principle: The words Christ/Messiah mean “annointed one”.

Principle: His holiness the Messiah is the “annointed one” because his name in numbers is one.

Principle: If your name in numbers were 2. You would be the “annointed too”.

Principle: God is the “annointed zero”.

Principle: The word “god” is a spiritual title and spiritual level. We all evolve into gods eventually.