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ObjectType: Article  
ObjectNumber: 22

LocationName: PAAIL.org

LocationNumber:

Language: PAAIL 2.6

Maker: PAAIL.org  
Model:   
  
Name: Wizardry Evolved 14

Rank:

SerialNumber:

Level: 4.0

Score:   
Birth: 8-18-2023

Label: Room 22

Title: Wizardry Evolved 14

Details: Aged Wizardry. Wizardry more evolved. Wizardry more researched and developed.

Principle: Aged Wizardry.

Agenda: Aged Wizardry.

Action: Aged Wizardry.

Information: Aged Wizardry.

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A screenshot of a video game

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Item Group: Evolution 0

Principle: The four forces, gravity, electromagnetism, the strong-nuclear, and the weak-nuclear. One is the +1 force, one the -1 force. One is the +2 force, and one the -2 force.

Principle: Everything Ages. PAAIL.org Wizardry has Aged.

Principle: Height, width, depth and time. One is the -1 dimension, one the +1 dimension, one the -2 dimension, one the +2 dimension.

Principle: Fire, Water, Earth and Air. One is the -1 Element. One the +1 Element. One is the -2 Element. One is the +2 Element.

Principle: In some ways the first numbers are -2, -1, 0, +1 and +2.

Principle: The Math/Science/Numerology of -1, +1, -2 and +2 is a rather new Knowledge. Its new to PAAIL.org Wizardry.

Principle: The most common number is the 0 or the 1. After those it’s the number 2. After that its 3. Then 4. Then 5. Then 6 and so on.

Principle: The number 0 is the biggest part of the foundation of the Multiverse. The number 1 is the 2nd biggest part of the foundation.

Principle: Any number a human can write in 30 seconds… on a Cosmic Scale… is a small number and a foundation number.

Principle: Some numbers are too big to be called a foundation number. Not all numbers are foundation numbers.

Principle: All us zero century humans have foundation Numbers. As has been said before we all have a main, whole number. A name in Numbers.

Principle: It would appear that all operations, addition, subtraction, multiplication, division and others….it would appear that all operations have an opposite operation.

Principle: All Operations have a Number and an opposite.

Principle: One worthwhile thing might be to figure out the +3, -3, +4, -4 Operations. This might be doable by Math or Physics experts.

Principle: Since the Number 2 is the Number for Growth and Decay…multiplication and division have a Connection to Growth and Decay.

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Principle: Since the Number 1 is the Number for Energy, Beginnings, and Ends…addition and subtraction have a Connection to Energy Beginnings, and Ends.

Principle: Since the number 3 is Connected to Law and Order. The +3 and -3 Operations will have a Connection to Law and Order.

Principle: Since the Number 4 is Connected to Solid….The +4 and -4 Operations have a Connection to Solid.

Principle: The +9 and -9 Operations will have a Connection to Beginnings and Ends.

Principle: Knowing Numerology can be mixed with Math and other Science.

Principle: Discovering new Operations is ultimate Math. I’m not sure if Mathematicians know there is such thing as “Operations”.

Principle: Operations are also known as Processes’.

Principle: I’m not sure if Physicists know about Operations.

Principle: Operations are Basic chemical Processes.

Principle: Every Action in chemistry is an Operation.

Principle: Every Action in life is an Operation.

Principle: Every Spell is an Operation.

Principle: Nuclear Fission is an Operation.

Principle: All Operations might sort into the 10 Numerology Core Numbers. All Operations are either a 0, 1,2,3,4,5,6,7,8 or 9 Category Operation.

Principle: It might be that Nuclear Fission is a Division Operation.

Principle: It might be that all Operations sort into the -1,+1,-2+2. All Operations are either a -1,+1,-2 or +2.

Principle: All Operations have either a Positive Number or a Negative Number. All Operations might be either Positive or Negative.

Principle: Hand Symbol Writing/Gestures Sorcery is so much like a pen it even has **Bold,** *Italics* and Underlines.

Principle: If you Make a Dot, then turn it into a Circle and do a Circle twice, that is **Bold**.

Principle: If you slant your Hand Gestures to the right that is *Italics.*

Principle: If you Underline your Symbols that’s the same as Underlines.

Principle: A person can even do all three ***Bold, Italic, and Underlined.***

Principle: If you do a super Bold Circle by doing Circle over and over again(without pulling hand back) it turns into a big Dot. This is different than non bold Circles over and over.

Principle: When doing Hand Symbol Writing Sorcery…. Think of the pen.

A screenshot of a video game

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Principle: When I hear the word “to” in song lyrics all I hear is the word “Michael”. Its always some message about his holiness, brother Michael.

Principle: It’s the same story with the word “I”, “one”, “too”. I hear things about the single digit people. The music is about the single digit people.

Principle: His holiness, Lord Michael is Crown Prince of Heaven. I think its been mentioned before.

Principle: I suspect a single digit person shows up at the end of every Age. I suspect they all have a huge impact on the planet.

Principle: Theres a song with the lyrics “it aint no joke, I would like to buy the world a toke.” I hear “I would like Michael buy the world a toke.”.

Principle: I would think it major Physics that Gravity is either the -1, +1, -2, or +2 force.

Principle: At this point with all the Wizardry, PAAIL and writing from PAAIL.org. I deserve like at least 6 Nobel Prize’s. lol.

Principle: One Nobel Prize for Energy Bits. One for the Origin Moment and related big bang stuff. One for the four forces a greater understanding of gravity and so forth. One for PAAIL. One for Wizardry. One for the spirituality teachings. Spiritual Levels, Scores and so forth. And I think there may be more.

