ObjectName: Room ObjectNumber: 24

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Secrets 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-22-2021

Label: Room 23

Title: Secrets 0

Details: Secrets…

Principle: Secrets.

Agenda: Secrets.

Action: Secrets.

Information: Secrets.

Room 14: Secrets 0

 Secrets…

Principle 0.0: Secrets

 There are Secrets behind every little thing. When someone accidentally drops a bunch of Sunflower Seeds on the ground, there are Secrets about the number of seeds that ended up on the ground. When someone, on purpose, drops a bunch of Sunflower Seed on the ground, there are Secrets behind that as well.

Principle 0.0: Secrets

 Some Secrets are bigger than others.

Principle 0.0: Secrets

 One of the major Secrets behind Star Wars, is the use of the Word “Force”. You can switch the word “Force”, with the Word “Chess”, and you get this huge Chess thing. “A Jedi, can feel the Force, flowing through them.” This translates into…”A Jedi, can feel the Chess, flowing through them.”.

Principle 0.0: Secrets

 Another example is “May the Force be with you.”, translates as, “May the Chess be with you.”. When you tell someone, “May the Chess be with you.” You increase the Chess Level in that person, though it is such a small amount, it doesn’t help at all.

Principle 0.0: Secrets

 Another Example. “The Force is strong in this one.”. “The Chess is strong in this one.”, is the translation.

Principle 0.0: Secrets

 There are a lot of Star Wars lines with the Force. I don’t know them all. However most, or all, are good ones for Connecting with things. Just switch the Word Force with Football, or Chess, or Gaming.

Principle 0.0: Secrets

 One Wizardry Power is to be able to “Read Into” things. One knowledge is that you can Read Into virtually everything.

Principle 0.0: Secrets

 What it looks like when you Read Into things, is a bunch of coincidence’s.

Principle 0.0: Secrets

 You can do Read Into, Harry Potter books, and learn more Sorcery. The exact Science is not the one in the book, still you can do Read Into and learn Sorcery things.

Principle 0.0: Secrets

 You Read Into movies with Genie Lamps, the Rubbing part, and realize Rubbing is a big thing.

Principle 0.0: Electric Machine Alchemy

 Electric Machine Alchemy is now a Vocabulary Term.

Principle 0.0: Secrets

 When you Read Into the first line of the Bible “In the beginning God created the Heavens and the Earth. One thing you can get, is that Earth was created at the beginning of time.

Principle 0.0: Secrets

 Since the Bible is this huge Aura book,(from Age, and more), you can expect the first line to be a most perfect one. I see it as what is the first important knowledge. The first line of the Bible is this ultimate thing. The rest of Words are ultimate too, however the first line is unique in the book.

Principle 0.0: Secrets

 The line is ultimate towards a start on understanding the Universe. From it, we get, 1-there is a God, 2-there is a Heaven, 3-God created Heaven,4-God existed before Heaven, 5-God created Earth, 6-Heaven and Earth were made at the beginning of time 7-Maybe its still the beginning of time. 8-Maybe its important to understand Earth is a beginning of time thing.

Principle 0.0: Secrets

 I don’t know the beginning of the Koran or any other Scripture. However I’m sure the Koran has a lot you can Read Into on its first line.

Principle 0.0: Secrets

 A great example of Read Into, is some older Cartoons. Its easy to Read Into things on older Cartoons. “Tiny Tunes” is one awesome example. “Alice In Wonderland”, the old Cartoon one. “Loony Tunes”, “Fantasia”. This list could go for about 50 more old Cartoons.

Principle 0.0: Secrets

 Using 1Keys is a 2Read Into thing. Lets do use the Word 3“Key”, as our 1Key. 2Because the Principle Before this one is large enough, we can use a 3Key on it. Because there are no 1“K’s” in 2the prior principle, I ended up with a Blank 3Key. I would have to change the System to “E’s” and “Y’s”. So….instead I am going to use this Principle now.

Keys Read Key Key Because Key “K’s” The Key

Now you Read Into this line.

Many messages exist. One I think of right now is that your paragraph has to “K’s” if you want to use the word “Key”.

Principle 0.0: Secrets

 We ended up worse final Line, because the Word “Key” was our Word, and it was also, a ton in the Paragraph. I keep thinking, when you use the Word “Key”, you keep getting this strange, partial Blank Key thing. I should have used Word “Keys”, instead of “Key”.

Principle 0.0: Secrets

 One reason you can Read Into everything, like Star Wars, and Alice In Wonderland, is because they are beginning of time, first century things. They have a huge Aura.

Principle 0.0: Secrets

 Reading Into Zeus and Hara…King and Queen of the Gods. Zeus is God of Lightning, and Hera Goddess of Fire. Zeus therefor has a Connection to Electricity, and Hara has the Connection to Fire, so Hara has a Connection to Power Plants. A Nuclear Power Plant uses fire, and the electricity it produces is lightning. I wish I knew more Gods of this type. Seems there is Hermes, Messenger of the Gods…..so then we have, as ultimate things….lightning, fire, and messages. Seems like there is a Goddess of Love….so Love is this ultimate force in the universe. All these Gods/Goddess’s are ultimate forces in the Universe. I don’t know how many Gods there are, in the old Zeus Religions. The Read Into, is to recognize that they are all these powerful Energies. The thing we are Reading Into is the old Religions that have Zeus in them. I wish I knew more of those Gods. The theory goes that there is no Zeus or Hara Gods. However being able to Read Into things, there is ultimate stuff to learn from learning those Religions.

Principle 0.0: Secrets

 We’re tiny, we’re tuney, we’re all a little looney, and in this cartoony, we’re invading your TV. We’re comic dispensers. We crack up all the sensors. Are tiny tune adventures gives a dose of comedy. M n So here’s to ACME acres, it’s a whole wild world apart. Are home sweet home, it stands alone, a cartoon work of art. Expected. Rejected. Expect the un-expected. Are tiny tune adventures is about to start. Their furry, their funny, their Babs and Buster bunny. Montana match’s money and Elmyra is a pain. He’s Hampton, I’m Plucky, Dissy devel ducky. Furball’s a mucky and GoGo is insane. At ACME loon adversity we earn are tune degree. The Teachers have been getting laughs since 1933. We’re tiny, we’re tuney, we’re all a little looney. Are tiny tune adventure are about to start. And now our song is done.----(Tiny Toons Theme Song)(I know this song so well, I can sing it. I might have the lyrics messed up a Bit).

Principle 0.0: Secrets

 All the Greek Gods, or where ever Zeus comes from. That set of Gods… they are all ultimate Powers in the Universe. Not real people. However they are still ultimate Energy’s. So far, I know of electricity, fire, messages, love. 4 God’s I can think of sort of. Zeus, Hera, Hermes(messenger of the God’s), then seems like there is a Goddess of Love.

Principle 0.0: Secrets

After looking up a list of Greek God’s I ended up seeing a collection of text, super worthy of putting in a Wizardry Book. It was a huge list of many Gods, and had a quick Bit of Information on what they are God’s of.

Principle 0.0: Secrets

 There should be a Wizardry Book, that includes a list, like the one I saw. I highly recommend looking up Greek Gods list on the Internet. They are these ultimate Powers in the Universe. Hermes, messenger of the God’s is ultimate too.

Principle 0.0: Secrets

 Reading Into Greek Gods is something that can be done.

Principle 0.0: Secrets

 One of the next steps, while, and after this book is made….start creating all this Vocabulary. Create Vocabulary is next step. Create terms and so forth. Changing Vocabulary too.

Principle 0.0: Secrets

 If I wanted to do Ageing Room. I would prefer old machines from the 1950’s, or older. Machines from 1950’s and older, are likely to be Level 4(or better) Items.

Principle 0.0: Secrets

 We live in this huge Technology time. The time of huge Technology. When you mix huge Technology with Wizardry, you get something huge. The Fusion of Wizardry and Technology is a large thing.

Principle 0.0: Secrets

 In the past, a Wizard had to spend a lot of time to make nice water Items. Now it can be done on a massive scale, with only a tiny amount of work. The major thing is Electricity. Electricity is the big Power up to Wizardry. It is Energy pulsing through the walls. More Powered up walls, than back before Electricity.

Principle 0.0: Secrets

 The machines of the factory still need a person(Umpa Lumpa) to take care of the machines.

Principle 0.0: Secrets

 If they sing and dance, that is an improvement, but I would rather they do, made up Rituals for better Ageing everything.

Principle 0.0: Secrets

 Electricity is ultimate Alchemy Power. The non aged, Football Charm on a bracelet. Made before this book. Its still a Football Charm, so it builds on a Connection to Football. It grows, on its own, over time. The current Factorys, are already pumping out tons of huge Football Aura Bracelet Charms.

Principle 0.0: Secrets

 Its an awesome Football Charm, the ones already being made. No special things needed. Add special things, and its even more awesome.

Principle 0.0: Secrets

 Most Charms all end up at the same Location. Level 4.

Principle 0.0: Secrets

 When a Charm, has a larger Mass, like big, old, 1950’s, machines, the probability on a high Level is higher.

Principle 0.0: Secrets

 Biggest Aura Items. I think I have done in this this book already. However the list theory is… 1-Buildings/Propertys, 2-Ships, 3-Planes(maybe),4-Trains,5-Cars are going to be a bigger one. Its all about the Mass, of the Item. The Mass of the Ship. The Mass of the Property/Buildings on the Property. The final weight they can carry probably counts. Maybe final weight on trains, is more than final weight on ships.

Principle 0.0: Secrets

 The more weight to the Item, and the more likely it gets up to Level 4 quick. Also, the more likely it is to get above Level 4.

Principle 0.0: Secrets

 The super old Items from 243 BC, are not likely to be higher than 4 either. They are likely to be at Level 4.

Principle 0.0: Secrets

 Getting things to Level 4 is not hard at all. Things around us, hit Level 4, all the time.

Principle 0.0: Ageing Room

 Ageing Room seems like good Vocabulary. It is always fair to call it an Ageing Room, if you Age things in it.

Principle 0.0: Ageing Building

 Ageing Building seems like good Vocabulary. It is always fair to call it an Ageing Building, if you Age things in it.

Principle 0.0: Peaceful Water Ageing

 Fill a bunch of Containers with Water. Put them in a Room together. They now will have an impact on each other. Make it a Peaceful Quiet Room. No machines at all or maybe play some peaceful music machine. Wizards of the past, did not have music machines for their Ageing Room. Wizards of the past, did not have many Powers, that people have now.

Principle 0.0: Charms

 First you create a Charm. Then you Age it. Then it needs a manual on Taming it and using it. Then a person uses the manual, to Tame Charm, and Tame Spells for the Charm. Then person can use the Charm.

Principle 0.0: Charms

 There are Low Level Charms 1,2,3. Medium Level Charms 4,5,6, and High Level Charms 7,8,9. It is very rare for a Charm to get above Level 4.

Principle 0.0: Charms

 All Item have a Spirit Side Level. Most Items the Spirit Level is something like 0.000000000000006, Spirit Level….then people are super high(compared to items)…like 2.1 Spirit Level. Mostly, Items have little impact on the Spirit Side of Reality. The difference between people and Items is huge. The positive impact of Items is super low, and people are huge compared to Items.

Principle 0.0: Charms

 People generate the Positive Energy on Earth. Not very much, the Items.

Principle 0.0: Greek Gods

 Hermes, Messenger of the God’s. Means 2 big things… Messengers, and Messages. The Internet is a Messenger.

Principle 0.0: Greek Gods

 The theory goes, that all Technology, might sort into one of the Greek God’s. Secrets behind the Greek God’s.

Principle 0.0: Powerful Spells

 One of the fist things to do, when wanting to learn Chess, is Write the Word “Chess”, ten times. If your aiming for Math, then you Write Word “Math”. If is Football, then Word “Football”. There is a large Spell in a person Writing a Word. Gaming could be your Word. Education could be your Word. Programming, your Word. On and on, a million options.

Principle 0.0: Astrology Levels

 Book authors Astrology Knowledge Level is 1. There are the Secrets of everything, therefor there are the Secrets of Astrology. And Astrology is more of a Wizard sounding thing.

Principle 0.0: Dream Interpretation Levels

 Book authors Dream Interpretation Level is 2.

Principle 0.0: Greek Gods

 If you run a Nuclear Powerplant, it may be, that your Demi-God, is the Goddess Hera, in a certain way.

Principle 0.0: Greek Gods

 It may be, that we all have a Greek Demi-God. Not real people God’s, however still a huge Connection to one Greek God or another. There is no real Zeus, or Hera. There are the Secrets of the Greek Gods.

Principle 0.0: Greek Gods

 Like we all have a sign in Astrology, we all have a God of the Greek Gods.