

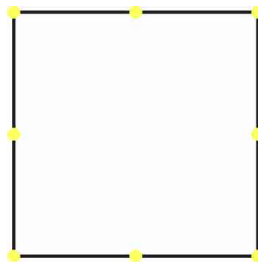


The Construction of Creation

This is a small text to explain the basic construction of this creation. This is about the construction outside of the two places which we have named 1) OIC, astral Disneyland and Playground and outside what we named 2) Underworld or Walmart.

To understand this document you also need to read the text "Energy Structure of Creation" in PP-wiki. This text is about the **Creation Grid** and the **administrative order of Creation**.

The **Creation Grid** is made out of logical octagons which are in square order. It consists of energies of PL1:



The corner points of the squares (yellow) and 4 points in the middle between the corners (yellow) are forming the logical octagon base structure of the Creation Grid. These 8 yellow points are the Grid points. The Creation Grid itself consists of the energies of the pole no. 2 of PL1 (PL1.2). At these Grid Points all energies of creation are connected, the details of a Grid Point are explained in a later explanation. The lines between the Grid Points of the octagon consists either of pole 3 or 4 of PL1. PL1.3 is stillness, PL 1.4 is vibration. If the line is of this PL1.3 energy, the two Grid points at its ends are not able to move in any way. If the line is of PL1.4 energy, the two Grid points are movable only if they are not connected to PL1.3 at some other end. This vibration is named the "Grid Point Vibration". The Grid Point Vibration is the same in all Spaces of a property, and defined in the Property Rules.

The Grid Point Vibration is a factor for the energy interacting on the Grid Point. It gives the speed of interacting between energy kinds on the Grid Point. On the one side of this interaction are the Creation Energies (PL energies), on the other side are the Source Energies and Soul Energies. This interaction is what we know here as "physics". In the second kind of interaction on the Grid Point is between PL energies. These interactions are known here as "chemistry", the speed of these interactions are given by rotating PL8 energies, which we know here as time.

Manipulation of darks:

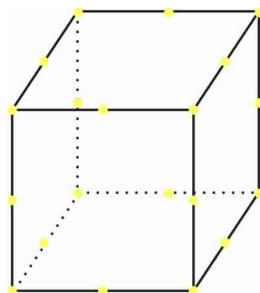
- Deactivated 1 Energy Point in the Grid Points of the PL energies. This had the result, that we all needed to disclaim one of the 4 Creation Energies in each Grid Point of an object. But they kept all 4 Energy Points active for themselves.

- They built a separate Space we name OIC witha Grid made in hexagon shape and consists of an energy we call „irish gold“

PL .1.3 energy is typically used for the highest dimension in a property, the property rules, which is in our

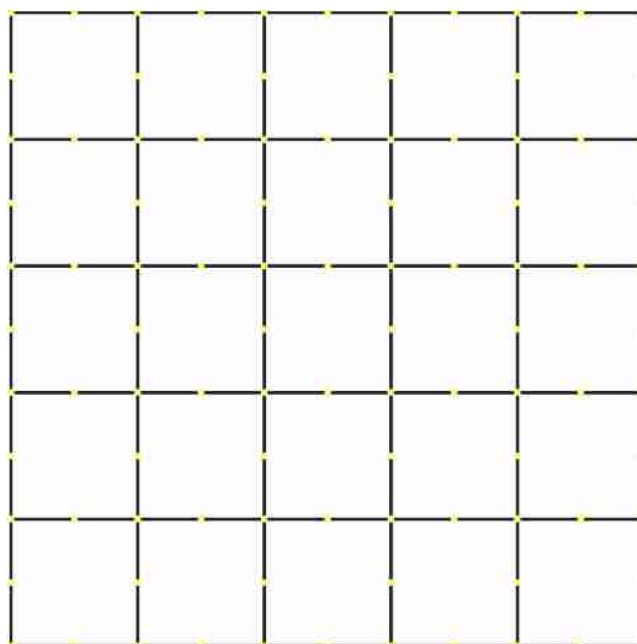
EL2 property the 18th dimension.

If you would look to a three dimensional single cube element of the Creation Grid it would look like this:



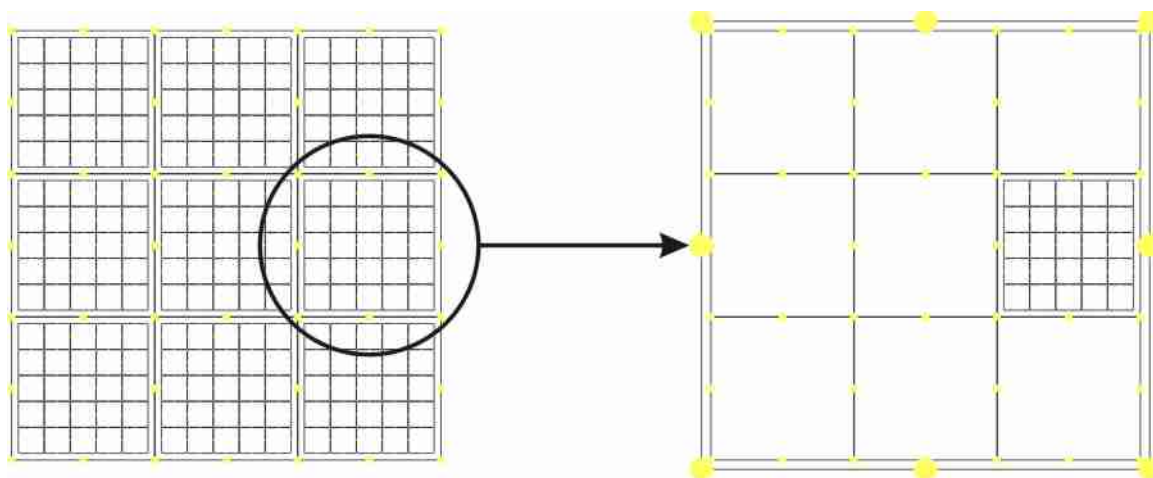
As you can see in the cube, a cube would have 20 Grid Points, a “square” has 8. By expanding the square to the cube there are the 4 middles of the surfaces left out. So this is not a mathematical expanding as we would expect. This continues also for objects which have more than 3 dimensions. In our Existence Level 2 (EL2) an object can only be maximum 6-dimensional. In EL3 & 4 too. In EL5 & 6 an object can be up to 7-dimensional. The additional dimensions are reproduced in different kinds. The 4th dimensional expansion of the cube is made by rotating of the 3d cube on one axis in 23 intervals and results in 365 Grid Points for the cube. The 5th dimensional expansion of the cube adds movement on 3 axis to the rotating cube and results in 10.584 Grid Points for the cube. The 6th dimensional expansion of the cube adds easy vibration to the rotating and moving cube. The 7th dimensional expansion of the cube adds complex vibration to the rotating and moving of the cube.

A two-dimensional view to the Creation Grid would look like this:



What I show here is only a 2D view of the grid for showing and explaining the system of it. It is only to give you some visual aid to understand the system.

You can see the squares/octagons are connected so they form the Creation Grid. What you may see right now in the picture above is a 2D view of a small part of the EL1 grid. As you can read in the “Energy Structure of Creation” (ESoC), all energies are organized within 6 Existence Levels (EL1 to EL6). These ELs are different levels of the Creation Grid.

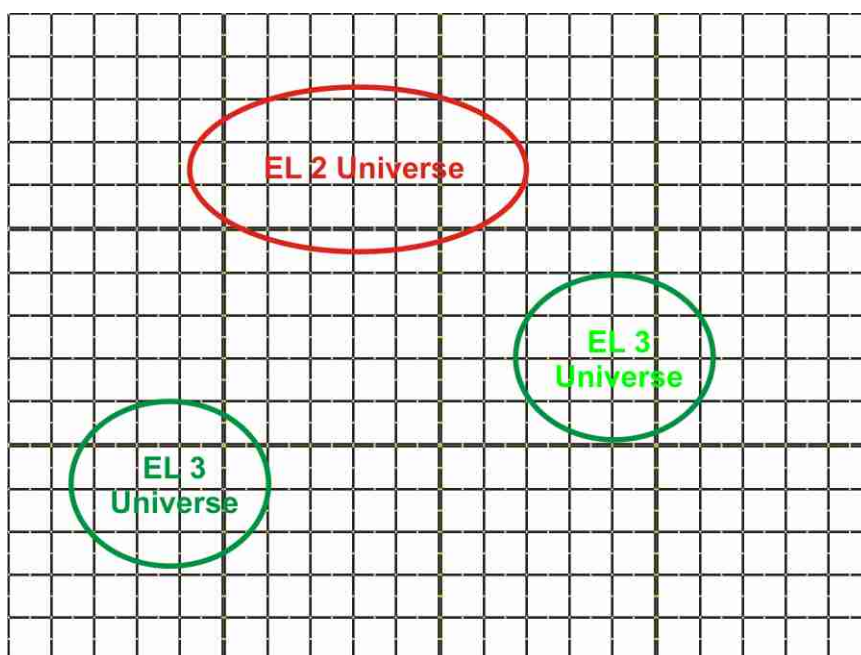


As you can see in the picture above, inside all octagons/squares of the EL1 Creation Grid are smaller octagons/squares of the EL 2 Creation Grid. In a 2-dimensional view these are exactly 334 x 334 (111.556) EL2 octagons/squares in one EL1 octagon/square. And as you can see at the right side, in each EL2 octagon/square are also 334 x 334 (111.556) EL3 octagons/squares in a 2-dimensional view. This system of the octagons inside octagons continues from EL1 to EL6.

Manipulation of darks:

- Disconnected the EL1 to EL3 grid parts from EL4 grid, and EL4 from EL5 to EL6 part of the grid, so that we had 3 grids instead of one.

The Creation Grid is the base of the whole creation. All universes in the creation are on the Creation Grid. Our universe is an EL 2 universe, even if this physical planet is still following many EL1 rules. This creation has EL 2, EL 3, EL 4 and EL 5 universes. All universes are at different locations on the Creation Grid, as shown in the following picture:



Now about dimensions on the Creation grid. All the pictures shown here are 2D views of an octal grid to show the system of the grid. But each EL has their own number of dimensions:

EL 1 – 8 dimensions
EL 2 – 18 dimensions
EL 3 – 22 dimensions
EL 4 – 25 dimensions
EL 5 – 33 dimensions
EL 6 – 41 dimensions

This means that the EL1 grid is not a 2-dimensional octagon grid as in the pictures above, it is an 8 dimensional octagon grid. EL2 is a 18 dimensional octagon grid. Our 3d mind is not able to imagine what a multi dimensional grid like this is. So what do we see with our 3d eyes? Our physical body is located in the EL2 grid in dimensions 8, 9 and 10. We don't see the dimensions under and the above us.

We cannot imagine what a higher (outer) dimensional octagon grid is, but we can give it some numbers to get a feeling for it. From each existence level to the outer (higher) all is getting smaller by the value 334 in each dimension. So EL2 is 334^8 ($= 334 \times 334 \times 334 \times 334 \times 334 \times 334 \times 334 \times 334 = 154.871.581.942.050.570.496!$) times bigger than EL1. EL3 is 334^{18} times bigger than EL2, and so on.

At the Grid Points of the octagons all energies which are used in creation are fixed to it as energy objects. These energy objects can be moved between the ELs. By moving an energy object into a higher (outer) EL it is getting smaller in the smaller compressed EL, but it loses nothing of its energy value. So the higher (outer) ELs can have very high energies in a very small space.

Our Presbeia-Protoi logo shows a single PL Energy Quad which is inside and PL Energy Set of a Grid Point. In the 4 corners of the outer square are the 4 cells for the 4 PL energy kinds shape, color, frequency and power. The outer connections between these cells are the direct interacting. The inner square is the interacting field, in which all 4 energies interact indirectly. At the outside the 4 Source vortices are connected to the 4 energy cells and interacting there. At the inside the 4 Soul vortices are connected to the indirect interacting field interacting there. Both square are rotating in opposite direction. This rotation is done by PL 8 energies, we know them as time.

How do the polarity levels (PLs) of ESoC fit into this? - This is very simple. On the EL1 grid only energies of EL1 (PL1 to PL8) can be used in EL1 objects. On EL2 grid all energies of EL1 and EL2 can be used (PL1 to PL18) in EL2 objects. On EL3 grid the energies of EL1 to EL 3 (PL1 to PL22) and so on for the other EL4-6 grids.

It is depending on the Property Rules, if objects of higher ELs are allowed in a lower Property. And if it is allowed, the Property Rules also define how these objects are allowed to interact. In our EL2 property for example are EL3 and EL4 objects allowed. For example our physical bodies are EL2 objects, our Cores are EL4 objects.

The “administrative order” of Creation

The Creation is structured by the Existence Levels EL1 to EL6. In each EL the highest dimension (which is a part of all what exists inside of this EL) is a rules dimension. In our EL2 property this is the 18th dimension of EL2.

There is a “global” level in Creation, this is EL6. EL6 is one level which includes in it all EL1 to EL5 levels. The 42th dimension is the base rules level,. We call this “The Rules of Creation”. In this level all base rules are written. Some of this rules can not be changed, this are “hard” rules, some are soft rules, which can be

modified on lower levels.

The next administrative level is EL5. This is the Basileis level. The Creation gets ordered in 12 parts on EL5, we call this parts the Basileis. Each Basileis has one Prime who is “the Basileis” and is doing the administrative work on this level. The 28th dimension of EL5 is the level with the Basileis rules. This rules expands the Rules of Creation. We are in Basileis no. 6.

In former times there were also administrative structures in EL4 and EL3 which got passed to EL2. These don't exist any more, and will no more get created. In Prime Creation we call the EL4 administrative structures “Prostates”:

In our EL2 Property we have in the 18th dimension the property rules. These rules are valid for the whole property and expanding the Rules of Creation and the Basileis Rules.

A property itself is again structured into Spaces. In EL2 are 2 Spaces. A Space has 2 or 3 Space Level (SL). At the top of a Space is always one dimension with the Space Rules. Our physical bodies are in Space 2 on level 2 (SL2.1) on 2nd floor.

These above Rules Levels are following the system of inheritance in top-down direction:

Rules of Creation => Basileis Rules => Property Rules => Space Rules

In six other things, the Creation is also following systems of inheritance, but in all other cases it is in bottom-up direction. These five things are the “Creation Energy Rules” (PL energies, 34 levels), the “Individuality Rules” (13 /dark 14 levels), the “Source Energy Rules” (7 energy classes), the “Soul Energy Rules” (5 energy classes), the “Space Rules” (8 / dark 4 levels), the “Space Level Rules” (9 / dark 3 levels), and the “Rules of Center Grid” (9 level). “Karma Energy Rules”, “Creator's Energy Rules”, “Administrative Rules of Center Grid”, “Administrative Rules of Grid Structure”, “Creation Rules of Properties”, “Creation Rules of EL4 administrative level”, “Administrative Rules of Creators”, “Administrative Rules of Source”, “Administrative Rules of Souls” + 42 rules sets in EL6.41 + 13 rules sets in EL5.33 + 3 rules sets in EL3.22 + 2 rules sets in EL2.8

Manipulation of darks:

- By disconnecting the EL5&6 from the lower levels they removed also the Rules of Creation and the Basileis Rules from the lower ELs. For the same reason they also disconnected EL4 to get rid of the former „Prostates Rules“.
- They added a 14th level at the bottom of the “Individuality Rules“, the Karma level, and by this they inherited the darkness into the upper levels.
- They cut out the whole 3rd level of Space 2 in EL2.
- They cut out Vibration Levels of all floors in a Spaces which are in Creation.
- They created two additional Spaces in EL1, one in dimensions 3 to 5 for our “physical“ planet, and a second on 6 to 8 for our “astral“ planet and pushed both from Space 2 down into EL1.
- They removed the “Source Energy Rules“ and the “Soul Energy Rules“.

Each Space has “floors”. The minimum are 3 floors, the maximum (EL2 to EL4) are 27 floors. Each floor has 5 different Vibration Levels (VL). These 5 VLs in a floor can be ordered into 3 categories. The lowest three can be described as aggregate states. We named our 3 lowest VLs 2.1.1 to 2.1.3 ice/solid, water/liquid and steam/gas. The VL 2.2.1 we names plasma. Physically the Vibration Levels are analogue to what we know as temperature. In the 3rd floor above us are many beings with us. This is a whole world next to us, but we lost cognition for this. You may now ask, why they don't burn (hotter than plasma!)? For this is a very easy answer. The available energies of a Space Level are defined in the Property Rules. The other levels in the Property use other materials and by this follow different physical and chemical rules. Let's say, they have another kinds of metals of wood, of water and so on, which has no problems with the “higher temperatures”. Our “physical” planet is now in SL 2.1. We are there on 2nd floor. Above us are two more planets in SL 2.2 and 2.3, which are belonging and connected to us. Many people would call the planet in SL 2.2 the “astral” planet, but in fact it is physical as ours, just following different physical rules.

The other SLs in a Space share the same Grid Points with us, what means they exist really at what we would call the same location. We are only not able to see the two other levels, but as you can see in the description of the Creation Grid Point, we are connected to both levels above and under us by the Source and the Soul vortices.

Manipulation of darks:

- Darks used the mechanism of Grid Point sharing to harm us in "3d" by manipulating "our" energies at the shared points.

On the next pages are charts which show the order of our Property and the higher Existence Levels (ELs):

18th dimension - Property Rules, Time Line and Administration						
Existence Level (EL) 2	SPACE 2	SPACE Level (SL) 2.3	Dimensions on Grid 14 to 16 (3d space level)	Dim 17 - SPACE' S RULES VIBRATIONAL LEVEL		Space's level Inheritance Rules
				Evolutionary floor 7	5 Vibrational Levels (VL)	
				Evolutionary floor 6	5 Vibrational Levels (VL)	
				Evolutionary floor 5	5 Vibrational Levels (VL)	
				Evolutionary floor 4	5 Vibrational Levels (VL)	
				Evolutionary floor 3	5 Vibrational Levels (VL)	
				Evolutionary floor 2	5 Vibrational Levels (VL)	
				Evolutionary floor 1	5 Vibrational Levels (VL)	
		SPACE Level (SL) 2.2	Dimensions on Grid 11 to 13 (3d space level)	Evolutionary floor 4	5 Vibrational Levels (VL)	
				Evolutionary floor 3	5 Vibrational Levels (VL)	
				Evolutionary floor 2	5 Vibrational Levels (VL)	
		SPACE Level (SL) 2.1	Dimensions on Grid 8 to 10 (3d space level)	Evolutionary floor 1	5 Vibrational Levels (VL)	
				Evolutionary floor 3	5 Vibrational Levels (VL)	
				Evolutionary floor 2	5 Vibrational Levels (VL)	
				Evolutionary floor 1	5 Vibrational Levels (VL)	
	SPACE 1	SPACE Level (SL) 1.2	Dimensions on Grid 4 to 6 (3d space level)	Dim 7 - SPACE' S RULES VIBRATIONAL LEVEL		Space's level Inheritance Rules
				Evolutionary floor 4	5 Vibrational Levels (VL)	
				Evolutionary floor 3	5 Vibrational Levels (VL)	
				Evolutionary floor 2	5 Vibrational Levels (VL)	
				Evolutionary floor 1	5 Vibrational Levels (VL)	
		SPACE Level (SL) 1.1	Dimensions on Grid 1 to 3 (3d space level)	Evolutionary floor 3	5 Vibrational Levels (VL)	
				Evolutionary floor 2	5 Vibrational Levels (VL)	
				Evolutionary floor 1	5 Vibrational Levels (VL)	

22th dimension - Property Rules, Time Line and Administration						
Dim 21 - SPACE' S RULES VIBRATIONAL LEVEL						
E x i s t e n c e L e v e l (EL) 3	S P A C E 5	SPACE Level (SL) 5.2	Dimensions on Grid 18 to 20 (3d space level)	Evolutionary floor 9	5 Vibrational Levels (VL)	Space's level Inheritance Rules ↑
				Evolutionary floor 8	5 Vibrational Levels (VL)	
				Evolutionary floor 7	5 Vibrational Levels (VL)	
				Evolutionary floor 6	5 Vibrational Levels (VL)	
				Evolutionary floor 5	5 Vibrational Levels (VL)	
				Evolutionary floor 4	5 Vibrational Levels (VL)	
				Evolutionary floor 3	5 Vibrational Levels (VL)	
				Evolutionary floor 2	5 Vibrational Levels (VL)	
				Evolutionary floor 1	5 Vibrational Levels (VL)	
		SPACE Level (SL) 5.1	Dimensions on Grid 15 to 17 (3d space level)	Evolutionary floor 8	5 Vibrational Levels (VL)	
				Evolutionary floor 7	5 Vibrational Levels (VL)	
				Evolutionary floor 6	5 Vibrational Levels (VL)	
				Evolutionary floor 5	5 Vibrational Levels (VL)	
				Evolutionary floor 4	5 Vibrational Levels (VL)	
				Evolutionary floor 3	5 Vibrational Levels (VL)	
				Evolutionary floor 2	5 Vibrational Levels (VL)	
				Evolutionary floor 1	5 Vibrational Levels (VL)	
	S P A C E 4	SPACE Level (SL) 4.2	Dimensions on Grid 11 to 13 (3d space level)	Evolutionary floor 6	5 Vibrational Levels (VL)	Space's level Inheritance Rules ↑
				Evolutionary floor 5	5 Vibrational Levels (VL)	
				Evolutionary floor 4	5 Vibrational Levels (VL)	
Evolutionary floor 3				5 Vibrational Levels (VL)		
Evolutionary floor 2				5 Vibrational Levels (VL)		
Evolutionary floor 1				5 Vibrational Levels (VL)		
SPACE Level (SL) 4.1		Dimensions on Grid 8 to 10 (3d space level)	Evolutionary floor 5	5 Vibrational Levels (VL)		
			Evolutionary floor 4	5 Vibrational Levels (VL)		
			Evolutionary floor 3	5 Vibrational Levels (VL)		
			Evolutionary floor 2	5 Vibrational Levels (VL)		
			Evolutionary floor 1	5 Vibrational Levels (VL)		
S P A C E 3	Dim 7 - SPACE' S RULES VIBRATIONAL LEVEL				Space's level Inheritance Rules ↑	
	SPACE Level (SL) 3.2	Dimensions on Grid 4 to 6 (3d space level)	Evolutionary floor 7	5 Vibrational Levels (VL)		
			Evolutionary floor 6	5 Vibrational Levels (VL)		
			Evolutionary floor 5	5 Vibrational Levels (VL)		
			Evolutionary floor 4	5 Vibrational Levels (VL)		
			Evolutionary floor 3	5 Vibrational Levels (VL)		
			Evolutionary floor 2	5 Vibrational Levels (VL)		
			Evolutionary floor 1	5 Vibrational Levels (VL)		
	SPACE Level (SL) 3.1	Dimensions on Grid 1 to 3 (3d space level)	Evolutionary floor 4	5 Vibrational Levels (VL)		
			Evolutionary floor 3	5 Vibrational Levels (VL)		
			Evolutionary floor 2	5 Vibrational Levels (VL)		
Evolutionary floor 1			5 Vibrational Levels (VL)			