

## JUMP GATES/WORMHOLES

Imagine if you could jump from star system to star system across time and space. A spacecraft could skip ahead to a distant region of space if it enters a wormhole or jump gate between any two locations and cut the travel time down from thousands of light years to mere hours.

This paper addresses an overview of the concepts of jump gates and wormholes. While there are some complex processes occurring, the principle is rather simple.

### DEFINITIONS

**JUMP GATE:** Jump gates work by manipulating energetic forces of opposing polarity generated by each strut of the hexagon gate system located throughout the Orion Nine Grid System. The grid allows a craft to enter from any point within the grid and plot any number of points throughout the grid. These forces work against each other to create a vacuum effect, forming a stable vortex which opens a pathway to hyperspace via a singularity between two points in spacetime, thereby cutting travel down to a fraction of time.

**WORMHOLE:** A wormhole is an extremely dense, gravitational body that connects disparate points in spacetime (i.e., different locations, different points in time, or both) and is generated by the spacecraft. This allows the spacecraft to open a wormhole anywhere in space. The wormhole works on the quantum principle where two particles become interconnected in such a way that their properties remain correlated, regardless of the distance between them. This system harnesses quantum entanglement to transmit information instantaneously across vast distances, create faster-than-light communications and speed, and gravitic propulsion systems. The advantage is, that while the craft enters slower at the beginning of the jump, the longer the craft is in a jump, the faster the ship accelerates.

**DISTORTION WAVE:** Any kind of deformation of an output of a waveform compared to its input. In this case, we need a spiral distortion wave. This particular spiral wave is a spiral wave drift dynamic. It can control the position of a spiral wave or even eliminate it by forcing it to the boundary. In essence, by manipulating the fabric of space-time, a spacecraft would be enveloped within a "warp bubble," effectively contracting space in front of it and expanding it behind. This contraction and expansion would allow the spacecraft to move faster than light.

The Andromedans consider themselves the master shipbuilders in this Universe. They state that if we wish to understand the jump gate and wormhole systems, as well as their personal inter-phasers, we must understand the forces that are at play. The principle is that we would need to open a singularity leading to a hyperspace pathway, and these forces must work against each other to create a vacuum effect. According to the discussions, the object moving through hyperspace would distort the shape of space around it, essentially bringing the chosen destination closer to the ship. There are a number of processes and moving parts at play.

The entire system relies on advanced infrared carrier waves. They use this same technology for many applications such as mapping the cosmos, repairing jump gates, and FTL communications. These waves are virtually invisible until activated. These are longer IR wavelengths in the terahertz radiation band and as such have both momentum, as well as, exert pressure, and correspond as both a wave and a particle, as an excited photon.

According to the shipbuilders, spacecraft have a series of engines aboard each craft that provide different light and frequency characteristics. We may have envisioned the like in our science fiction series in the form of sub-light, warp, or worm drive engines. The simplified version is that important processes are occurring to convert the electromagnetic waves into light speed and also distortion waves that keep the pathway from collapsing in on the ship. According to the shipbuilders, when a spacecraft enters a jump gate or worm hole, a wave of spiral-effect develops around the spacecraft so that as the craft moves forward at faster than light speed, the spiral creates a distortion field that keeps the hyperspace from folding in on the craft and when it exits at the designated jump gate or worm hole, the field collapses behind the gate ending the process.

In order for this to happen, we would have to understand the four fundamental forces at work in the universe that make it possible to create jump gates or wormholes. These forces are labeled as the strong force, the weak force, the electromagnetic force, and the gravitational force. The electromagnetic force has infinite range and is many times stronger than gravity. Gravity is the weakest, but it also has an infinite range. The weak and strong forces are effective only over a very short range and dominate only at the level of subatomic particles. The weak force is weaker than the strong force and the electromagnetic force, but it is still much stronger than gravity. The strong force, as the name suggests, is the strongest of all four fundamental interactions.

Next we have to understand that three of the fundamental forces result from the process exchange of force-carrier particles and this is a very necessary action for activating a jump gate or wormhole. Force carrier particles or exchange particles, play a crucial role in the fundamental forces of nature and a key component to jump gates and wormholes. Each force interaction has an associated action with the other forces.

The force carrier for electromagnetism is the photon. Photons mediate interactions between charged particles, such as electrons and protons. When an electron emits or absorbs a photon, it communicates the electromagnetic force to other particles

The strong force binds quarks together within protons and neutrons. Gluons are the force carriers for this interaction. They “glue” quarks together by exchanging gluons between them. Gluons are unique because they carry the strong force themselves, unlike other force carriers that mediate interactions between different types of particles.

The weak force governs processes like beta decay and neutrino interactions. It involves the exchange of W and Z bosons. These force carriers enable transformations between different types of particles (e.g., changing a neutron into a proton or vice versa). The weak force is responsible for the decay of unstable particles and plays a crucial role in the Sun’s energy production.

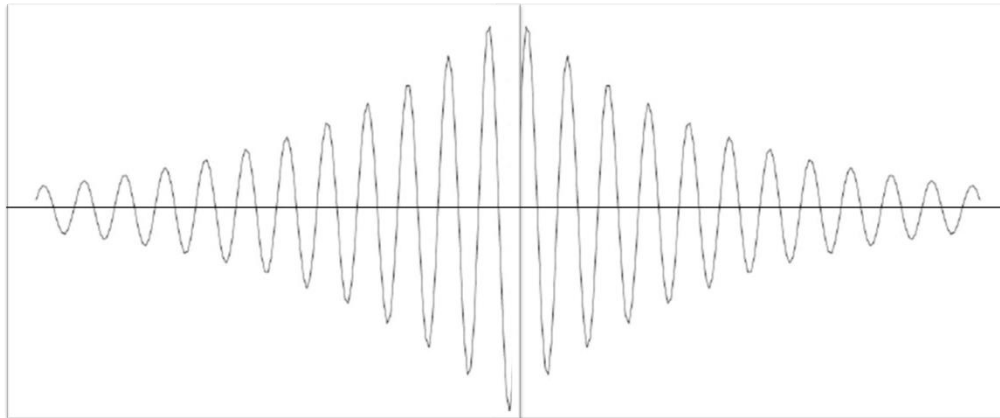
These particular particles belong to a group called “bosons”. Particles of matter transfer discrete amounts of energy by exchanging bosons with each other. Each fundamental force has its own corresponding boson – the strong force is carried by the “gluon”, the electromagnetic force is carried by the “photon”, and the “W and Z bosons” are responsible for the weak force.

Next we have to understand how to create a vacuum in space. Energy fluctuations known as virtual particles are constantly popping in and out of existence in space. These Virtual particles are transient particles that exhibit some common characteristics of ordinary particles however, their existence is limited

by the uncertainty principle. This principle states that there is a limit to the precision with which certain pairs of physical properties, such as position and momentum, can be simultaneously known. But what if you could create instances of virtual particles at a specific position and in a specific time?

The object, whether spacecraft or something else would need to have certain characteristics to accomplish travelling at the speed of light. We, understand the speed of light in the "vacuum" of empty space to be about 186,282 miles per second. Fundamentally, different frequencies or waves of light travel at different speeds. This is due to Light exhibiting both particle-like and wave-like characteristics, and can therefore be regarded as both a particle (a photon) and a wave and all light is a type of electromagnetic wave. This is what is needed to activate a jump gate.

An important process in jump gate and wormhole technology is the excitation of a hyperspace bubble. The required hyperspace bubble is both a lifeline and pandora's box because the inside bubble shape and the outside bubble shape are caught between two realities.



The spiral distortion wave is very important to this entire process. The spiral propagation patterns are due to the spreading depolarizations that occur using the spacecraft as

the core where the excitation is strongest and where the wave originates. The motion of the core determines the overall behavior of the spiral wave so using the spacecraft as the core creates a stable wave.

A jump gate requires a system of struts that are capable of manipulating stable, energetic forces of opposing polarity to create a vacuum. The hexagon is the perfect shape for creating a stable activated jump gate because the grid is formed by a tessellation of regular hexagons allowing the gate to expand and contract as needed to accommodate the size of the craft entering.

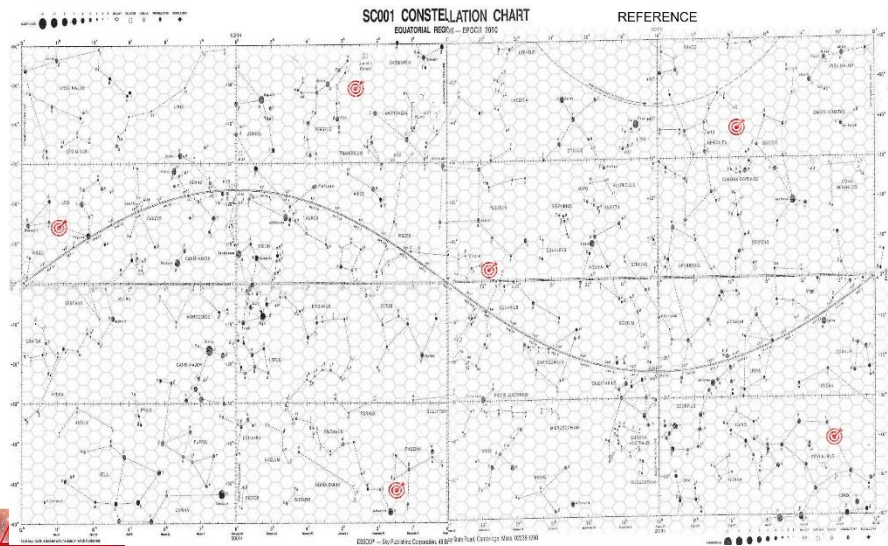
These concepts come easy to most Extraterrestrials as they have strong, fundamental beliefs and understanding of energy. Many Extraterrestrials live by the knowledge of energies and have living faith in the "Forty-Two Universal Laws". They stated frequently on how the Law of Apperception, law of Absorption, and Law of Elements are pertinent to the processes of jump gates and wormholes.

10. LAW OF APPERCEPTION - The many aspects of perception, consciousness, and Divine understanding. Conscious of being flows within all units of the Universe. Throughout all eternity, everything has a consciousness and knows its own conscious being. Thought knows it is thought, energy knows it is energy, every single unit, from the Great Cosmos to the tiniest Atom, knows what the function of its unit.

18. LAW OF ABSORPTION - All matter, regardless of its manifested vibration, absorbs emanations from all other matter and that matter is influenced by absorption. The manner in which visible light interacts with an object is dependent upon the frequency of the light and the nature of the atoms of the object. Objects have a tendency to selectively absorb, reflect, or transmit light at certain frequencies.

31. LAW OF ELEMENTS - Each unit has its own frequency and each element in that unit has its frequency of emanations connecting it to and compatible with the parent unit. When these elements are separated from the parent unit, they will still have the same emanations connecting them to the parent unit.

Constellation and grid



Jump Gate

