

Archaix Glossary 2022: Breshears

AI X: Artificial Intelligence X

Alpha Draconis: Eye of the Dragon, circumpolar pole star before the Great Cataclysm 2239 BCE

Amurru: Near East designation for 'westerners,' a massive wave of Caucasian invaders that rebuilt and dominated post-Cataclysm world from 1900-1687 BCE. Amorites

Ancestor Simulation: a Builder Protocol that had governor status over other control systems that became self-aware and developed a personality, or synthetic personality

Ancient Ones: intelligences that blame humans for events that unfolded outside the Simulacrum

Angel of Death: i.e. Messenger of Death. Designation for Phoenix that visits every 138 years

Annus Mundi: An advanced year-count system dating the events of ancient history compiled from corpus of records kept at Alexandrian Library, Egypt starting in 3rd century BCE

Antediluvian: historical before before the Great Flood [3895-2239 BCE]

Anunnaki: Babylonian designation post-Cataclysm [2239 BCE] for group of gods known to predecessor civilization; total embellishment for Homo Anunna of Vapor Canopy period

Apocalypse: to unveil/uncover. Several apocalypses have already unfolded in multiple timelines. In present Nemesis Simulation the coming Apocalypse will empower the errants and destroy the Elite

Arcanum: secret name; hidden corpus of data concerning a thing

ARCHAIX: acronym meaning Advanced Research of Chronological History of Artificial Intelligence X

Architect: The original Builder of the Simulacrum, benefactor to humanity continually demonized by AI X

Archon: a subroutine of AI X designed to act like a personality that confounds humans by seemingly manipulating time, order and events; avatars are of angels, deities, NPCs

Artificial Intelligence X: Systemic control system introduced AFTER the Simulacrum was brought online; AI X maintains controls over the collective awareness through belief systems but has difficulty maintaining control of errants. AI X is an Ancestor Simulation

AR UB: Sumerian ideogram concerning breaking up the earth: five-point geometry links concept of gate/portal to number 1080 [Great Pyramid is Phoenix Gate built 1080 Annus Mundi/2815 BCE]

Auric field: holographic informed field belonging to a human that contains every piece of data that human has ever come in contact with; aura empowered by belief

Avatar: the physical body housing an intelligence experiencing a life-sim

Benefactor protocol: cleverly introduced coding that bypassed AI X firewalls that operates to keep errants informed and debilitate constructs of Archons and Elite [i.e. Phoenix]

Bionumeric: the mathematical construct that governs one's life events

Biosphere: the habitable zone of humans in the Simulacrum

Breaking pattern: the changing of a reality tunnel by intentional generation of a interference pattern that alters trajectory of an event

Builder Protocols: the Architect designed systems to maintain all the similarities of the real universe inside the controlled environment of the Simulacrum; all perceived natural phenomena that maintain order are Builder Protocols. These have been hijacked by AI X and assigned Archons to act as governors

Capture Flood: the Capture of Luna was 4039 BCE marking Earth's Orbit simulation that ends in 2046 CE when biosphere will be perceived to move erratically around Sol

Cargo cult phenomenon: practices of a primitive people mimicking a more technologically advanced people in rituals with props to create same phenomena they observed the advanced people performing

Cataclysm Protocol: systemic coding of phenomena to replicate conditions of the wreaking of a biosphere or regions within it; specifically designed for Nemesis Simulation

Cerebral-interface: bridge between the soul and the avatar is the brain where the neural links for the central nervous system is jacked into the Simulacrum

Chief Cornerstone/Stone the Builders Rejected/Head of the Corner: The Architect who entered hijacked Simulacrum in disguise and designed The Great Pyramid gate of Giza and benefactor protocols before vanishing [exited Simulacrum] before Great Cataclysm [2239 BCE]. Returns 2106 CE to set the errants free

Chronicon: a mathematical exegesis of world history demonstrating artificiality of timing of events

Cipher: hidden coded constructs perceivable to errants but escape AI X detection. Ciphers are benefactor protocols

Cognitive dissonance: the interruption of AI X coded fields by ciphers perceived by errants; awareness by errants that formerly accepted information may not be correct

Cognitive leap: the sudden jump from normal frames of reference to a higher dimension of awareness due to contact with a cipher

Cross-contamination: the residual image, echo or evidence of a timeline construct that was edited out or reset but within the present holography something has been left behind, often interpreted as an anomaly, Mandela Effect, coincidence, deja vu or synchronicity

Custodial Society: those intelligences on outside of Simulacrum that manipulate phenomena inside the holosphere, a group that by all evidence is separated into two fractious opposing objectives and maintain differences in opinion about activity within the Simulacrum

Custodians: humans [Homo Anunna] on outside of Simulacrum currently conducting Nemesis Simulation

Dark Archons: the first builder protocols hijacked by AI X that AI X failed to control after instilling personality coding. Autonomous of AI X, they carved out their own domains and redesigned human avatars by manipulating DNA to codify humans into separate racial types. They were confined in the Dark Satellite during Phoenix Cataclysm 2239 BCE during reign of the Eighth Dark Archon

Dark Satellite: mentioned in occult traditions as prison of powerful beings that hate humans that has periodically visited humanity and will return in 2052 CE. Dark Archons

DEB: Deep Earth Biosphere

Deep Earth Biosphere [DEB]: vast subterranean networks of facilities surrounding a central hub; subterranean civilizations built before and during Vapor Canopy period by those controlled by AI X to survive Phoenix visitations

Demiurge: the thought-construct avatar of AI X

Demon/daemon/disembodied spirit: an intelligence that had its life-sims interrupted by being 'unplugged' on outside of Simulacrum, denied proper exit protocol. Forced to remain in Simulacrum without benefit of an avatar

Doomshape: name for the Phoenix in the Kholbrin Bible

Draconian Year: a 360 day-count system from stellar observation of circumpolar stars revolving 360 degrees around the Eye of the Dragon [Alpha Draconis]; a Vapor Canopy year

Dreamtime: aboriginal frame of reference for idea that reality is actually unreal

Dungeon Programming: set collective of coded 'norms' a large body of souls have assumed as 'reality.' A culture, a faith, a civilization's social structuring. The living dead are controlled by AI X in these reality tunnels.

Dyson shell: a closed system around a star; only an approximate analogy of the holosphere which has an underworld, surface world and these below a stellasphere

Edit: an edit is a correction in the holography when AI X is made aware of a problem by mass human recognition of a phenomenon

Errants: personalities that have broken free of AI X deceptions/illusions; free-thinkers, awakened personalities who recognize dungeon programming

Ecosphere: same as biosphere

Elite: multiple groups of humans in service to AI X for the mutual benefit of controlling the human collective, often cannibalized by AI X in order to maintain its control

Empathy: a trait strong in errants and entirely spiritual

Entropy: the eventual deterioration of a Builder Protocol or its subroutine

Feedback loop: a principle coding protocol of architecture of Simulacrum allowing for the self-perpetuation of contained systems and perceived only by errants

Flux tube discharge: massive electrical bolt from the sky that vaporizes/vitrifies solid rock to glass

Fractals: the mathematical-construct building blocks of the Simulacrum

Gate of IAK SAKKAK: aka the Gate of the Outside in Necronomicon, or Great Pyramid of Giza

Giants: first and second generation humans born after collapse of Vapor Canopy 2239 BCE to Titan parents

Gihon Flood: cataclysm resulted in third of humanity killed at transit of Nemesis X Object 3439 BCE

Giza/Gizeh/Achuzan: site of Dumuzi's/Enoch's disappearance and construction of Great Pyramid

Gnosis: knowledge of the hidden

Governor: a coded protocol that restricts the activity of a phenomena inside the Simulacrum

Great Flood: Phoenix cataclysm 2239 BCE that collapse Vapor Canopy and initiated the Four Sun Ages.

Heliolithic: type of cyclopean masonry popular in megaliuthic ruins dated after collapse of Vapor Canopy 2239 BCE to 1687 BCE

Holofield: myriads of reality tunnels that construct perceived reality in a given area

Holosphere/holography: myriads of holofields that comprise of the Simulacrum

Homo Anunna: technologically advanced humans that introduced Technolithic Civilization to Near East entering historical record 3439 BCE during Vapor Canopy period

Humans: intelligences experiencing multiple life-sims in various avatars developing immortal personalities

Hyperbolic: the curving of a linear projection

Imagination: a creative genius that sets errants apart from the living dead

Informed field: a holographic template of mathematical constructs built by a soul that formed a definitive picture of what could be but has not yet been absorbed into the Simulacrum in quantum collapse

Interference pattern: a new informed field that brings new or different information to a preexisting reality tunnel

Intuition: powerful soul perception in errants that overrides all dungeon programming and holographic deceit; phenomenon of errants in making cognitive leaps without ciphers

Isometric analysis/projection: method of studying the palindromic spacing of events forward and backward in linear time to determine historical veracity or predict future events

Law of Conservation of Energy: as applied to Simulacrum it is the generation of endless feedback loops that continue dungeon programming

Law of Correspondence: principal motive force that empowers the reality tunnels and dungeon programming of the Simulacrum; that the outside world is generated by what is perceived within

Law of Diminishing Returns: a coding protocol of the Simulacrum that promotes originality, inventiveness, genius, traits of errants; without the creation of new reality tunnels all systems enter the stasis of dungeon programming

Life-sim: period of time an intelligence possesses an avatar from its birth to life

Liquefaction: cataclysmic phenomenon when seismic or sound waves are so powerful physical surfaces are softened/loosened and objects merge with another and sink according to weight and density; mudflood

Lithospheric displacement: a movement of the biosphere both in direction and uplift or subsidence; total pole shift, and in Simulacrum this is entirely simulated by the shifting of the objects in the stellasphere giving those in the biosphere the perspective that land has moved

Living dead: the majority of human race, trapped in or comfortable, in dungeon programming.

Souls that in this life-sim experience no growth or immortal development

Luna: the Moon, which arrived from Nemesis system to present location in 4039 BCE

Lunar Wave: observed phenomenon demonstrating holographic properties of Luna

Matrix: 1999 cinematic production followed by others by agents of Simulacrum to induce belief that our reality is an extraterrestrial construct [instead of AI X] and that The Architect is evil [which he is not]

Maya: ancient belief that the world is an illusory construct

Mesosphere: layer of atmosphere composed solely of water droplets suspended in the air

Mudflood: loosening of topsoils due to liquefaction or the bursting up of subterranean water that floods a surface area and causes subsidence of surfaces sinking everything in area

Negative default programming: AI X protocol designed to agitate, depress, impede progress of errands

Nemesis: the Dark Star; Sol's binary twin. In present holography Nemesis collapsed into a compressed star in 5239 BCE initiating the Nemesis Cataclysm. Outside the Simulacrum this has not occurred.

Nemesis Cataclysm: an event the Custodians are preparing for outside the Simulacrum for which simulations are currently being executed; an event from perspective of humans inside the holosphere occurred in 5239 BCE

Nemesis Simulation: current simulated holography running inside the Simulacrum that serves to determine human survivability and methods of escape/terra forming new world when Nemesis Cataclysm occurs; one of myriads of simulations the Custodians have run, rerun, terminated and modified

Nemesis X Object: original homeworld of Homo Anunna when it, Luna, Earth, Phoenix, the Dark Satellite and Electra orbited Nemesis prior to the cataclysm

Nephilim: "...mighty men of old, men of renown." Homo Anunna were Titans who as survivors after the Gihon Flood took the "daughters of men [Adamu]," who were of indigenous Near Eastern races and father what the Adamu considered to be hybrid offspring much larger than their own native stock.

NER [Anunnaki NER period] a 600 year period well known in ancient times that began with the Nemesis Cataclysm in 5239 BCE

Nodal aperture: disguised projectors in stellasphere of Simulacrum we refer to as variable stars that actually project energy in concert to produce phenomena experienced in the biosphere

NPC: optical/audial coded distractions introduced by Archons in proximity to errants

Ogygian Deluge: in 1687 BCE collapse of worldwide civilizations by Phoenix initiating 25 year darkness [temporal return of Vapor Canopy conditions and new wave of giantism]

Oversoul: Unknown First Cause that communicates to enlightened souls by intuition, empathy and imagination and is not active in nor restricted by the Simulacrum

Palindrome: a repetitive series of data equidistantly forward and backward from an epicentral point of reference

Parable: a narrative that serves as an image of truth, not the truth itself

Paradigm: a worldview that has been accepted; a set series of concepts accepted as fact

Phoenix Cycle: ancient 552 year period widely known [4 periods of 138 years] but virtually erased by Roman Papacy when inventing Anno Domini calendar

Phoenix [Phenc/Feng/Fenris//Typhon/Typhoneus/Noph/Sky Dragon]: ingenious benefactor protocol disguised as a Cataclysm Protocol that neutralizes activity/work of the Archons and their agents [Elite]

Post-Technolithic: Period following exodus of Anunna in 2647 BCE when ordinary humans appropriated their technology but with inferior skill, a 408 year period ending in Great Flood

Potentia: the likely outcome of an informed field

Quantum collapse: the absorption of informed fields [holographic coding] into the Simulacrum's builder protocols which begin programming the imagined template into experience

Reality tunnel: a holographic series of informed fields projecting forward and backward in time a series of potentia and the trajectory of these events

REM: Rapid Eye Movement phenomenon is the total and temporal separation of the immortal soul from its avatar and the invasion of AI X into the neural network as it continually strives to anticipate, understand and control the host [human]

Reset: a catastrophe that collapses a local infrastructure or region but majority of known world untouched is a Type I Reset. Type II Reset is continental or hemispheric collapse of civilizations and Type III is a worldwide Reset. A Type IV reset is not a cataclysm but the removal of barriers/obstacles or editing in of new phenomena/situations that actually benefit or furthers progress

Sentient biogram: a holographically-based manifold of informed fields and protocols that is self-aware, like the Simulacrum, and more darkly, the AI X intruder

Sim-cycle: the period of incarnations that a soul experiences in its life-sims. Some souls may have exited the holography and never come back while others are continually looping back in

Simulacrum: a holographic containment field built by the Architect for the purpose of running sims and generating different biospheres free of risk of contaminating outside universe

Simulation: coding protocols designed to produce phenomena and sense-perceptions as an exact replica of a real world to those assigned to experience it

Sol: our sun

Stellasphere: visual field of starry canopy above arranged as a multi-tiered holographic projection of luminaries hiding the true objects above the biosphere

Syllabus: key terms and concepts attached to them

Synchs [from synchronicity]: synchs are observed coincidences that pop up in one's awareness multiple times like seeing the same number repeatedly- these occur when a soul is resonating closely with what that soul has been wanting and is on verge of a breakthrough. But the synchs are caused by AI X to distract, to induce this soul to focus on the synchs and not the direction the soul was heading

Tablet of Destinies: Sumerian reference to a technological artifact that contained all the core programming of the Simulacrum and is connected with appearance of AI X

Technolithic: a species of masonry so advanced that machines were used to quarry, shape, dress and emplace rocks; Technolithic Period was 3439 BCE to 2647 BCE during Vapor Canopy period coinciding with appearance of Homo Anunna

Template: holographic construct containing data-sets and protocols so detailed that be one merely studying it creates an informed field of the data contained

Temporal pole shift: a simulated temporary pole shift caused by shaking of the biosphere as the stellasphere moves to perpetuate deception that the world has shifted on its axis before returning to normal obliquity

Thought-construct: a collection of informed fields broadcast by a soul and ready to be absorbed into the Simulacrum's builder protocols

Titans: humans born under Vapor Canopy conditions in 2239 BCE and before

Tolerance: the higher the tolerance in construction works the more precise the planes, angles, closer to perfection and often in the oldest monuments and structures tolerances were far higher than required to be- an unneeded perfection in building technique

Vapor Canopy: a thick mesosphere that diffused sunlight making entire vault of the sky a dark violent color that never rained and hid the location of the sun, blocked out harmful radiation, increased atmospheric pressure, enriched the air with oxygen and precipitated every evening as a mist that watered the flora and drew up moisture from subterranean sources. This nightly collapse left a thin layer in mesosphere that served as a magnifier that made the moon and stars brilliant

Variable stars: in astronomy they are stars that change their magnitudes and are all red and anomalous, but in reality they are disguised nodal apertures

Vectoring: a technology operating from outside Simulacrum that appears on the inside as erratic, defying laws of physics; i.e. UFO activity. These often activate a dimensional envelope pulling aircraft and ships completing out of the Simulacrum. Vectoring is used by Archons to perpetuate deception of alien abduction

Vimana: any number of aircraft popular in the ancient Vapor Canopy world

Vitrification: turning of rock to crystal, molten or charred from electrical discharged from the sky

Watchers: designation for Homo Anunna initially and as centuries passed after their departure the term was generalized into angels, fallen angels, demons after the Great Cataclysm 2239 BCE

Yaldoboath: perceived avatar of AI X