Spooky²

User's Guide

February 2022

The Spooky² Team

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Before We Begin...

Welcome to the smiley face of Spooky[2]. And welcome also to the Spooky[2] User's Guide. This Guide allows you to quickly and easily master Spooky[2] to kill pathogens and heal organs and systems in Remote, Contact, and Plasma Modes.

It opens with our Video Guide to setting up and using Spooky[2]. Next comes the new Simple Guide, a shorter and easier-to-understand text guide for those who still prefer to print for offline or bedtime reading. Several comprehensive step-by-step tutorials are included to cover all tasks and transmission modes. Our Technical Guide examines Spooky[2]'s interface in minute detail, explains the controls in plain English, and shows how they can be used for maximum benefit.

Finally, a number of NanoGuides explain other ways you can use Spooky[2] for health and home, how Spooky[2] works according to the laws of the universe, and how to troubleshoot your PC for software problems. Taken all together, this Guide is the roadmap to a healthier future for you and your loved ones.

Now take control.

Spooky Team – July 2019

Warning!

To use the Spooky^2 Rife System safely, you **MUST**:

Always connect your Spooky^2–XM and GeneratorX frequency generator to an electrical outlet and powered on before attempting to use it. **Don't** use USB only.

Never unplug it while in use – **always** stop and switch it off first.

Ensure that plug socket adaptors cannot be accidentally kicked or nudged by cleaning/vacuuming, small children, or curious pets, causing momentary disconnection.

Failure to observe these precautions at all times may result in damage to your generator and **will void your warranty.**

Important Advice

- **Don't adjust the Spooky²-XM generator front panel controls unless you know what you're doing or you're being guided by tech support.** The Spooky²-XM is designed to be totally controlled by the software.

- Drink pure water — lots of it. Ideally, you should drink from six to eight pints daily, half of it before noon. This does two very important things: it flushes toxins and dead organisms out of your body quicker, and it improves your electrical conductivity.

- The Spectrum and overnight carrier sweeps are intended for use only in the absence of a reliable diagnosis, not as a general panacea. These sweeps will kill almost <u>all</u> bacteria – pathogenic <u>and</u> beneficial. Thus, prolonged continuous use may damage the immune system unless you supplement with natural probiotics using fermented foods such as sauerkraut, kefir (dairy and/or water), kimchi, pickles, and the like. In no case other than an emergency should any of these sweeps be used continuously for more than a week except for environmental use.

- The USB and BNC cables for Spooky Central/Plasma are coiled around a metal ring. This ring shields the cables from interference coming from the plasma bulb. **Do NOT uncoil the cable or remove the metal ring.**

- You can damage your Spooky Central/Plasma if you use a duty value of other than 50% duty.

- See additional precautions here.

Notes About this Guide

- The term "click" in this guide always means a <u>single</u> click of the left mouse button.

- "Tick" means to place a check in a checkbox control by clicking on the empty box of a checkbox. "Untick" means to remove the check from a checkbox by clicking on the checkbox.

- The Spooky² software is continuously being improved. We make every effort to keep the User's Guide up to date. However, some screenshots and descriptions may differ from the current software release.

System Requirements

PC: Spooky² was originally designed for use with Windows XP, but it also runs on Windows 7, Windows 8, Windows 8.1, and Windows 10. USB 2.0 or greater is required for frequency generator connectivity. Works with both 32-bit and 64-bit versions of Windows.

Mac/Linux: Regrettably, there are no native Mac or Linux versions. We recommend you pick up a pre-owned Windows PC and dedicate it to Spooky². These can usually be bought for a very modest price. Since many of you will wish to try experiments with long run times, this may be a good idea anyway. Alternatively, you can use BootCamp to create a Windows partition, or purchase virtualization software. You can download our helpful " Spooky² in Linux or Mac" PDF guide here under "Useful Documents."

Windows Warnings

There are two very important settings in Windows that you need to be aware of when using Spooky²:

PC Sleep Settings

If your computer is set to sleep or hibernate after a certain amount of time with no user activity, the contents of your memory are temporarily written to a file on the hard drive. The drive then stops spinning – this means that nothing more can be read from it into memory.

So when your PC sleeps or hibernates, it's no longer working, like a TV on standby. Consequently, Spooky² will simply suspend transmission until you wake your PC again.
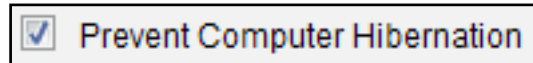
To fix this, in Spooky²'s *System* tab, tick *Prevent Computer Hibernation*.

Windows Update Reboots

If your PC is also used for the internet, be aware that default system settings mean that Windows can download and install updates automatically. It can then quit Spooky², install the updates, and restart your PC – ending your entire Spooky² session without any warning to you.

To fix this, go to Control Panels > Windows Update > Change settings and choose anything other than Install updates automatically (for Windows 10 Home, this is not an option. You must turn off the internet). If you don't want to lose this auto-install functionality, you can simply switch off your modem/Wi-fi router before going to sleep or leaving your home. But remember to keep an eye on things while you're at home but away from the computer. If you don't use a Wi-fi system, your computer is connected to the internet with an ethernet cable plugged into a modem or switcher. If you unplug this cable, Windows can't go looking for updates, so your Spooky² session can't be interrupted.

What You Get

- A choice of generators built from high quality components and optimized for Spooky[2]:
  - The Spooky[2] GeneratorX–40 MHz 2-generator unit with biofeedback capability.
  - Spooky[2]–XM 5 MHz generator.
- Unique Wave Cycle Multiplication enables frequencies up to 5 times native maximum frequency.
- Two damped waveforms (square and sinusoidal) with configurable decay oscillations.
- Unique H-Bomb waveform (square and sine), Colloidal Silver, Square Harmonic, Lilly, and many more.
- Spectral processing can transmit up to 1,024 frequencies simultaneously with uniform amplitude.
- High voltage multiple "spike" injection into all waveforms to increase effectiveness.
- Enhanced dual signal gate control.
- Software amplitude, offset, and phase angle control.
- Auto-calibration – no adjustment necessary.
- Dual configurable amplitude and frequency wobble systems, plus harmonic wobbles and feathering.
- Selectable wobble functions.
- Configurable automatic frequency transposition up or down with selectable harmonic generation functions.
- Direct entry of light wavelength in the database, as well as molecular weight, base pair linear and base pair circular frequencies.
- Three types of frequency sweep possible – Carrier, Spectrum, and Linear.
- Global transport controls for multi-generator rigs.
- Individual signal gating and frequency limits on each output, run scheduling, Auto Start, and Auto Resume.
- Internet controls for email and web. Database and preset editors.
- Improved multiple subject handling. Auto-resizing supports all screen sizes.
- Biofeedback (Spooky Pulse, GeneratorX, Sample Digitizer, and Scalar Digitizer) to detect Mortal Oscillatory Rates.
- Multiple Preset Collections and protocols, including program(s), and all settings. Presets may be chained and looped.
- More than 185,000 entries in five databases, with real time control of individual frequency values.
- A medical encyclopedia with over 9,100 articles.
- Over 29,000 ready-to-run factory presets.

Download Spooky[2] here. Visit the Spooky[2] website to see full-size versions of main screen graphics contained in this Guide.

What's New

Here's what's new and better in Spooky[2] 20220209 (9 February 2022):

Changes

New: Option to force Tissue Factor on or off for individual frequencies in the *Create Program* window.

New: Chemical formulae can now be used as database entries in the *Create Program* window. Each formula is converted into a monoisotopic mass value, which Spooky converts to a frequency on-the-fly.

New: Option to give a beep when the program steps to the next frequency in the *Settings* tab.

New: The database now includes Russian frequency sets in the *Programs* tab.

New: Option to automatically save biofeedback generator parameters and raw analysis data for every biofeedback scan in the *System* tab.

New: *Help* and *About Spooky* menu commands in the *Help* menu.

Fixed: Reading of the generator configuration file after each Sequence Repeat.

Fixed: XM generator frequency resolution could under some circumstances be incorrect.

Improved: Disable automatic software interlock dead-man's handle during global start / resume function.

The Spooky² Rife System

Here are the components that make up a basic Spooky² Rife System. All of these, and much more, are available **only** from [here](#).

Spooky²–XM generator

While the Spooky² software is the brain that controls the system, this generator provides the muscle with a top frequency of 5 MHz. It comes with power supply/connector cable, USB cable, and a BNC-to-alligator clips cable which is used to connect a pair of Spooky Tubes.

Spooky Remote

Used for remote treatment. The Spooky Remote kills pathogens, and heals and regenerates. Comes with a BNC connector cable.

GeneratorX
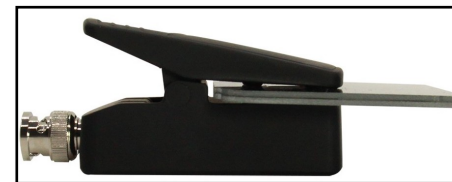
Spooky² flagship generator is the GeneratorX. It does everything the Spooky²–XM generator does, but faster (40 MHz) and includes built-in high performance biofeedback. It can also run programs offline.

Sample Digitizer

With the Sample Digitizer, you can run biofeedback on fluid samples (mucus, blood, urine), and even do remote treatments on those samples if they contain viable DNA.

Spooky Contact

For contact treatment. They are connected using the Spooky TENS cable. For hands-free contact sessions, you can

use TENS pads instead, also available from the website linked above.

PEMF Coil

For PEMF treatments for healing applications, like relaxation, pain, and regeneration.

Spooky Boost

This clever signal processor can quadruple the power of Contact Mode, and double the power of Remote. It has outputs for each Remote model, pass-through connections for the generator's Out 1 and Out 2, a *High Power Contact* output, and an optimized output for the manufacture of high-quality colloidal silver (can also be used for gentler Contact Mode). Essential for some of Spooky2's most powerful features.

Cold Laser

For treating skin conditions and conditions that are within 1 cm of your skin. Also used for regeneration and treating the blood at circulation points.

Spooky Central/Plasma

The most powerful and versatile plasma machine on Earth, Spooky Central/Plasma can transmit up to 3.5MHz without using a wasteful and potentially harmful fixed carrier frequency.

It comes with built-in PEMF (Pulsed ElectroMagnetic Field), ultrasonic, and its own Contact Mode capable of true reversible cell electroporation.
All can be used together or separately. Its Phanotron plasma tube is identical to that used by Dr. Rife in his cancer triumphs.

Spooky Central/Plasma requires any Spooky[2] generator to supply its frequencies, and we highly recommend a second one to run non-stop detox/support Programs remotely during and after plasma sessions. If you can afford to dedicate a Spooky[2]-XM generator to your Spooky Central/Plasma, this eliminates the potential of running programs or presets that are designed for other transmission methods, thus protecting your Spooky Central/Plasma.

The Spooky Central Essential Kit for Cancer, Lyme, and Morgellons is the perfect answer because it comes with two generators and all the other accessories. You'll find it here.

Spooky² Scalar and Scalar Digitizer

Spooky² Scalar is a scalar healing device that offers three methods of treatment: pure scalar, molecular/ substance modulation, and Rife frequency modulation. Pure scalar provides a healing scalar energy to the body. With molecular modulation, you can place substance like healing essential oils or herbs, or provide a physical sample that mixed with a killing agent, to share the information of these substances with the cells in your body. With Rife frequency modulation, you can treat yourself with frequencies to heal or kill.

You use the Scalar Digitizer in combination with GeneratorX and the Spooky² Scalar to perform a wireless full-body biofeedback scan. You can do a continuous scan-run cycles in the scalar field, or use the biofeedback frequencies to create a preset to run on the Spooky Remote or other transmission methods.

Click this site for more information.

Part 1: Video Guide

This list of video links will help you to set up and use your new Spooky**2** Rife System.

IMPORTANT
- ◆ Run Terrain Protocol once before anything else — particularly important for Spooky Central/Plasma users.
- ◆ Drink plenty of pure water to help conductivity and toxin elimination.
- ◆ Multiple generators are required for late-stage cancer and multi co-infection diseases.
- ◆ Note that the Morgellons & Lyme Protocol is a very efficient wide spectrum antibiotic/parasiticide.
- ◆ When you kill organisms, make sure you detox. Otherwise, a Herxheimer reaction – nausea, joint/lower back pain, etc - may ensue. If so, run *RX Herxheimer - DB* in the Morgellons & Lyme Protocol.

Install/Connect **Video:** install, connect, and run Spooky2.
www.spooky2videos.com/courses/spooky2-hardware/lessons/how-to-connect-and-run-a-generator-for-the-first-time-spooky2-users/

Remote Mode **Video:** set up for Remote Mode.
www.spooky2videos.com/courses/spooky2-hardware/lessons/how-to-use-spooky-remote/

Contact Mode **Video:** set up for Contact Mode.
www.spooky2videos.com/courses/spooky2-hardware/lessons/how-to-connect-spooky2-contact-accessories/

Video: TENS pads placement.
www.spooky2videos.com/video/tens-pads-placement/

Cold Laser **Video:** how to use Spooky Cold Laser.
www.spooky2videos.com/courses/spooky2-hardware/lessons/how-to-use-spooky-cold-laser/

PEMF Coil   **Video:** [connect and run a Spooky Coil using a generator](#).
www.spooky2videos.com/video/spooky2-generator-coil-hardware-connection-and-software-operation/

Spooky Central   **Video:** [how to set up hardware and software for Spooky Central](#).
www.spooky2videos.com/courses/spooky2-hardware/lessons/how-to-set-up-both-hardware-and-software-to-use-spooky-central/

Day vs. night   **Text:** [day and night use for Cancer Protocol.](#)
www.spooky2support.com/hc/en-us/articles/115000223354

Far field plasma   **Text:** [using far field and scalar energy of Spooky Central](#).
www.spooky2support.com/hc/en-us/articles/115000218753-Using-far-field-and-scalar-energy-of-Spooky-Plasma-

Colloidal Silver   **Video:** [make colloidal silver using Spooky2](#).
www.youtube.com/watch?v=nZXgIK9KogI

Biofeedback   **Video:** [what's in the Biofeedback Pane?](#)
www.spooky2videos.com/courses/spooky2-software/lessons/what-are-in-biofeedback-scan-pane/

Video: [how to Do GeneratorX Biofeedback Scan](#).
www.spooky2videos.com/video/how-to-do-generatorx-biofeedback-scan/

Video: [how to set up hardware and software for a full system scan](#).
www.spooky2videos.com/courses/spooky2-hardware/lessons/how-to-set-up-both-hardware-and-software-to-do-a-full-system-scan/

Presets tab   **Video:** [choose your preset](#).
www.spooky2videos.com/courses/spooky2-software/lessons/what-are-in-presets-tab/

Video: [how to build a single preset](). www.spooky2videos.com/video/how-to-build-your-own-preset-from-a-shell-empty-preset/

Terrain Protocol **Video:** [Terrain Protocol on one generator](). www.spooky2videos.com/video/how-to-run-terrain-protocol-by-in-remote-mode-using-one-generator/

Video: [Terrain Protocol on two generators](). www.spooky2videos.com/video/how-to-run-terrain-protocol-using-two-generators/

Part 2: Simple Guide

Let's get Spooky² installed first.

Install & Connect

1. Install the software

A. Double click the Spooky2_Setup ZIP file you downloaded.

B. Drag the Spooky² EXE file out of the window to your desktop, or select and copy it, then click on the desktop and paste.

C. Double click this file and follow the screen prompts. Make sure you select "YES – I agree" on the License Agreement screen.

D. When the installation is done, tick "Yes, launch the program file," then click the "Finish" button.

E. Spooky² will launch. If this is your first install, you'll see a "No generators detected" alert. Click "Yes" to install drivers, and the driver installer will launch to install extra software needed to allow Spooky² to talk to your generators.

F. If you click "No," the software will launch in Test Mode with 126 <u>virtual</u> generators. "Cancel" will stop Spooky² launching.

You're now ready to begin setting up your Spooky² Rife System.

2. Electrics

Some USB devices can simply be connected to the PC and they'll work fine. But each Spooky²–XM generator and GeneratorX **must** be plugged into an electrical socket to work correctly. If you're connecting more than a single generator, you'll need one or more surge-proof socket strips that can plug into a single wall socket and provide power for 4-6 devices. Connect each generator to the socket strip.

3. PC

Now connect the long "boxy" end of your USB cable to the socket on the left side of the generator. Connect the other end of the USB cable to your PC.

To use more than two or three generators, you need a multi-port USB hub. We recommend this one:

The Spooky USB 3.0 powered hub allows you to connect up to 10 generators to a single USB socket on your PC.

This high-quality hub ensures reliable operation of your Spooky[2] rig for an extremely affordable price.

After you've connected all generators to your PC, turn them on now.

4. Spooky Boost

First, connect a Spooky Boost to Out 1 and Out 2 of the generator. Make sure the connections are secure by turning the milled wheel on each plug clockwise to lock it in place.
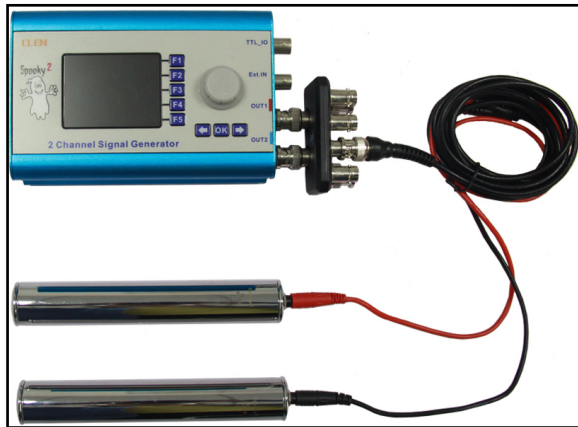
5. Spooky Remote

Now connect a Spooky Remote to the BN socket on the Boost, and tighten the wheel.

6. Spooky Contact (Hand Cylinders/TENS Pads)

Connect the TENS cable that came with your kit to the *High Power Contact* port (for a stronger treatment) or the *Colloidal Silver* port (for a less powerful treatment) socket of a Spooky Boost. Then connect each black and red pin of the TENS cable to the sockets on one end of the Spooky Conductive Carbonized Rubber Hand Cylinders, the individual sockets of the Spooky Stainless Steel electrodes, or to the sockets of a pair of TENS pads.
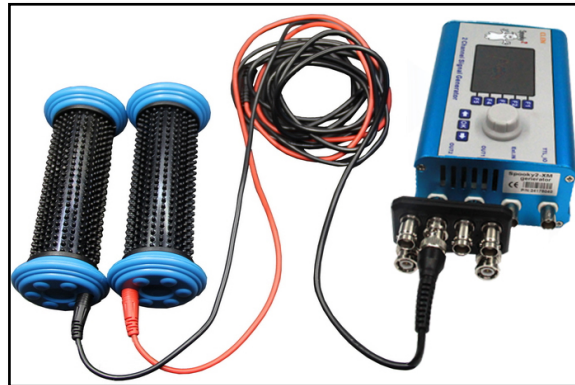
TENS pads are rubber sticky pad electrodes. TENS stands for **T**ranscutaneous **E**lectrical **N**erve **S**timulation units used in medicine for pain control.

They are available on the Spooky[2] Mall site **here**, along with a TENS cable. Pad placement should be on either side of the area to be treated. For an organ, front and back is best, so you transect it with energy through the body. The Spooky TENS pads use pin sockets (pictured left).

You can buy a Spooky TENS cable **here**.

Each pin is inserted into a pad socket, and the other end of each cable can be stripped of its insulation and connected to an alligator clip. The connections can then be wrapped with paper masking tape.

To the right is the Spooky Contact Kit that contains wearable contact options that use the TENS cable.

7. Spooky PEMF Coil (Generator Direct)

Connect the PEMF Coil to the *High Power Contact* port of the Spooky Boost. If you don't have a Spooky Boost, you can connect the PEMF Coil to the Out 1 port of your generator. The side of the coil marked *BN* should be placed against your skin.
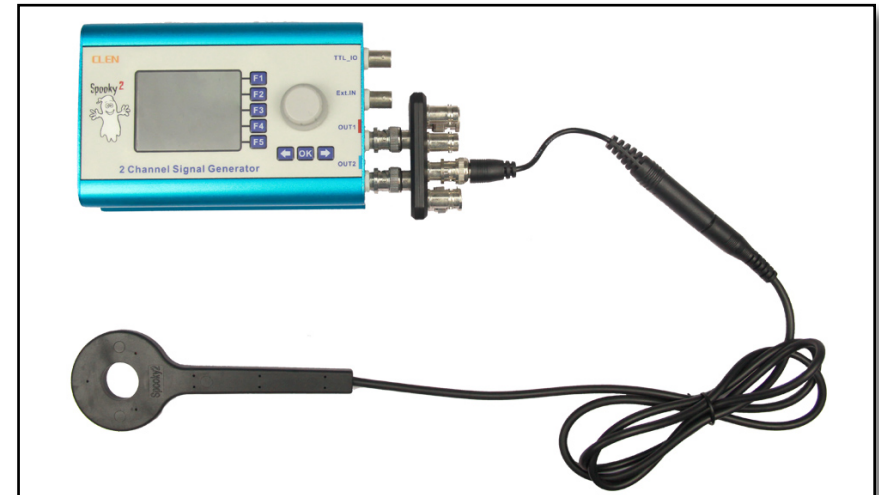
8. Spooky Cold Laser

Connect the cold laser (either the Spooky[2] Cold Laser Wrist or the Spooky[2] Cold Laser Twin) to the Out 1 port of your generator.

9. Spooky Central/Plasma

1. Connect your generator to Spooky Central/ Plasma. Out 1 goes to **Input**, and Out 2 connects to **Modulation**.

2. For Spooky Central, connect your ultrasonic transmitter to the short adaptor plug, then insert this into the **Ultrasonic** socket.

3. For Spooky Central connect your Hand Cylinders or TENS pads to the short adaptor cable, then connect it to Contact.

4. For Spooky Central connect your PEMF coil to **Coil**.

Note: Spooky Central/Plasma is available with either a straight tube (pictured) or a Phanotron tube (shown earlier).

A full Spooky Central/Plasma User's Guide can be downloaded from here.

5. Connect your plasma tube to the rear high voltage sockets.

6. Connect your mains electrical cable to the socket on the rear of the machine. Check that the power switch is set to the 0/Off position, then plug the cable into the wall power socket.

7. Use the special USB cable that's coiled around the metal ring to connect your PC to the Spooky[2]–XM generator that's connected to Spooky Central/Plasma. Do NOT uncoil it or remove the metal ring.

8. Now switch on Spooky Central/Plasma. The power light will illuminate orange. The order of setting up Spooky Central/Plasma important, making sure the unit is not turned on until the connections are finished.

10. Spooky Scalar and Scalar Digitizer
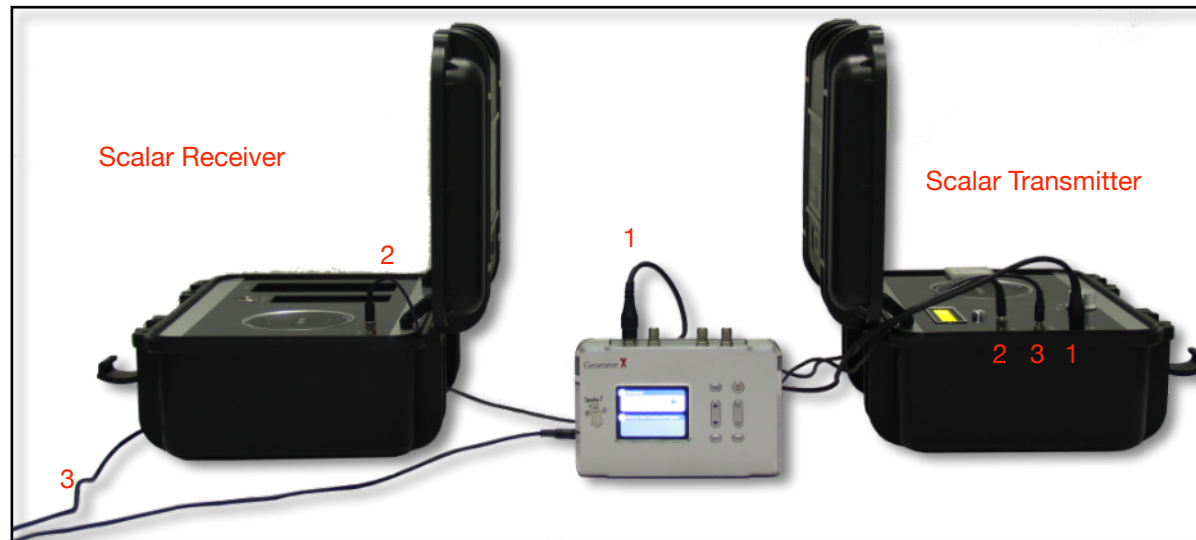
1. Connect your generator's Out 1 port to the *BNC* port of Scalar Transmitter.

2. The link cable connects the port labeled *Ban-A* on the Scalar Transmitter to port labeled *Ban-B* on the Scalar Receiver.

3. The power cable connects to the port labeled *Pow* on the Scalar Transmitter.

To connect the GeneratorX, the Scalar Digitizer, and the Spooky² Scalar for a biofeedback scan, do the following:

1. Connect the Scalar Digitizer to the link cable connector (labeled *Ban-A*) on the Scalar Transmitter. The link cable plugs into the top of the Scalar Digitizer. The other end of the link cable connects to the port labeled *Ban-B* on the Scalar Receiver.

2. Connect GeneratorX's G1 Out 1 port to the BNC port of the Scalar Digitizer.

3. Connect GeneratorX's G2 Out 1 port to the BNC port of the Scalar Transmitter.

11. Launch Spooky[2]

Now we'll take a quick look at the interface. Note that if you rest your mouse pointer on any Spooky[2] control or value field, a simple and informative tooltip will appear explaining it. The main window has 7 tabs – *Presets*, *Programs, Settings, Control, System*, *Internet* and *Errors*. The first screen you'll see is the *Presets* tab. Choose a *Preset Collection* on the left to display its presets in the same column. Select a preset to display its *Notes*, *Estimated Total Run Time*, or "*Shell Preset*" status. If it's not a *Shell Preset*, its programs will display in the central *Programs* column.
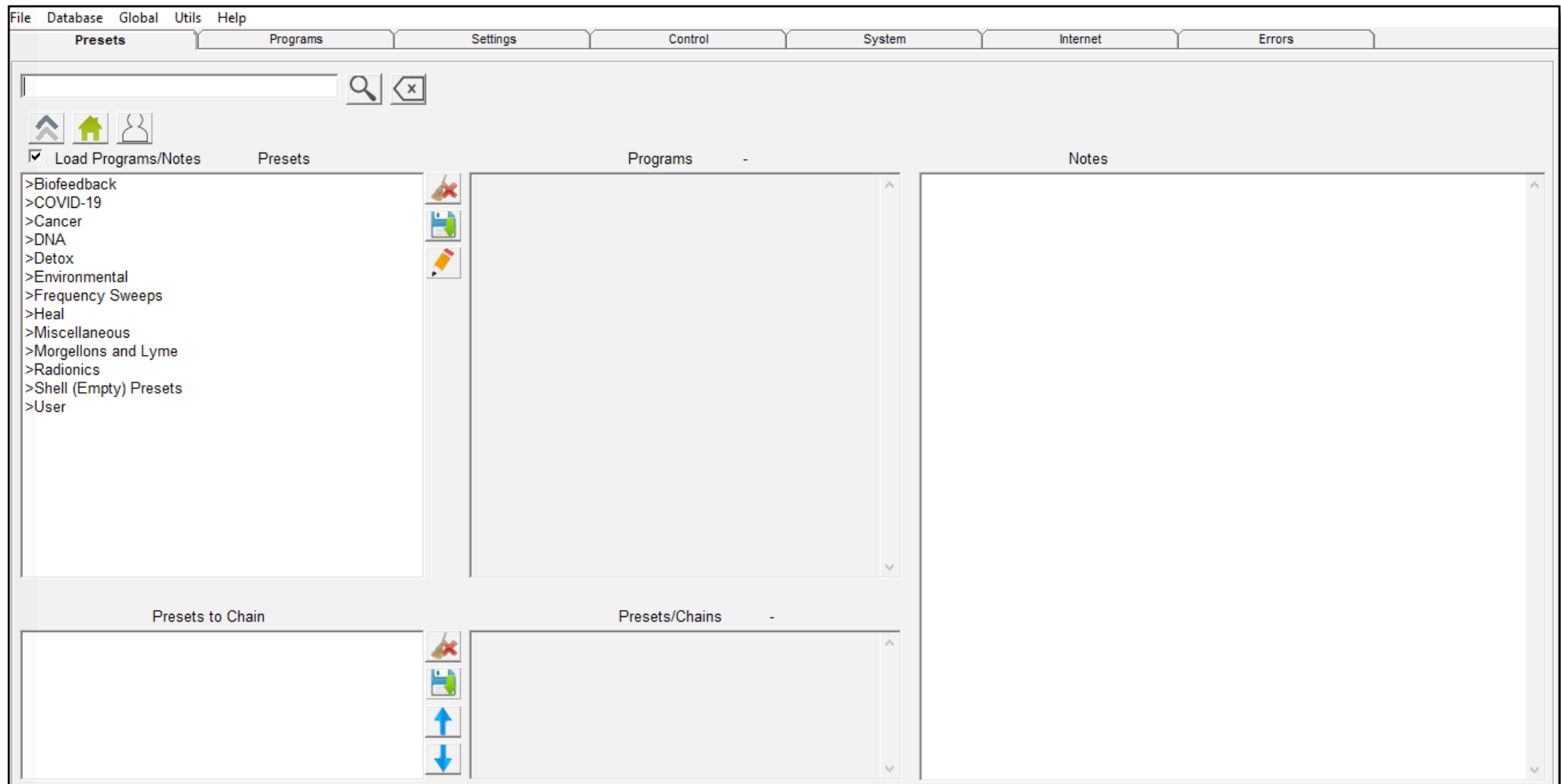
Now click the *Programs* tab to see this:
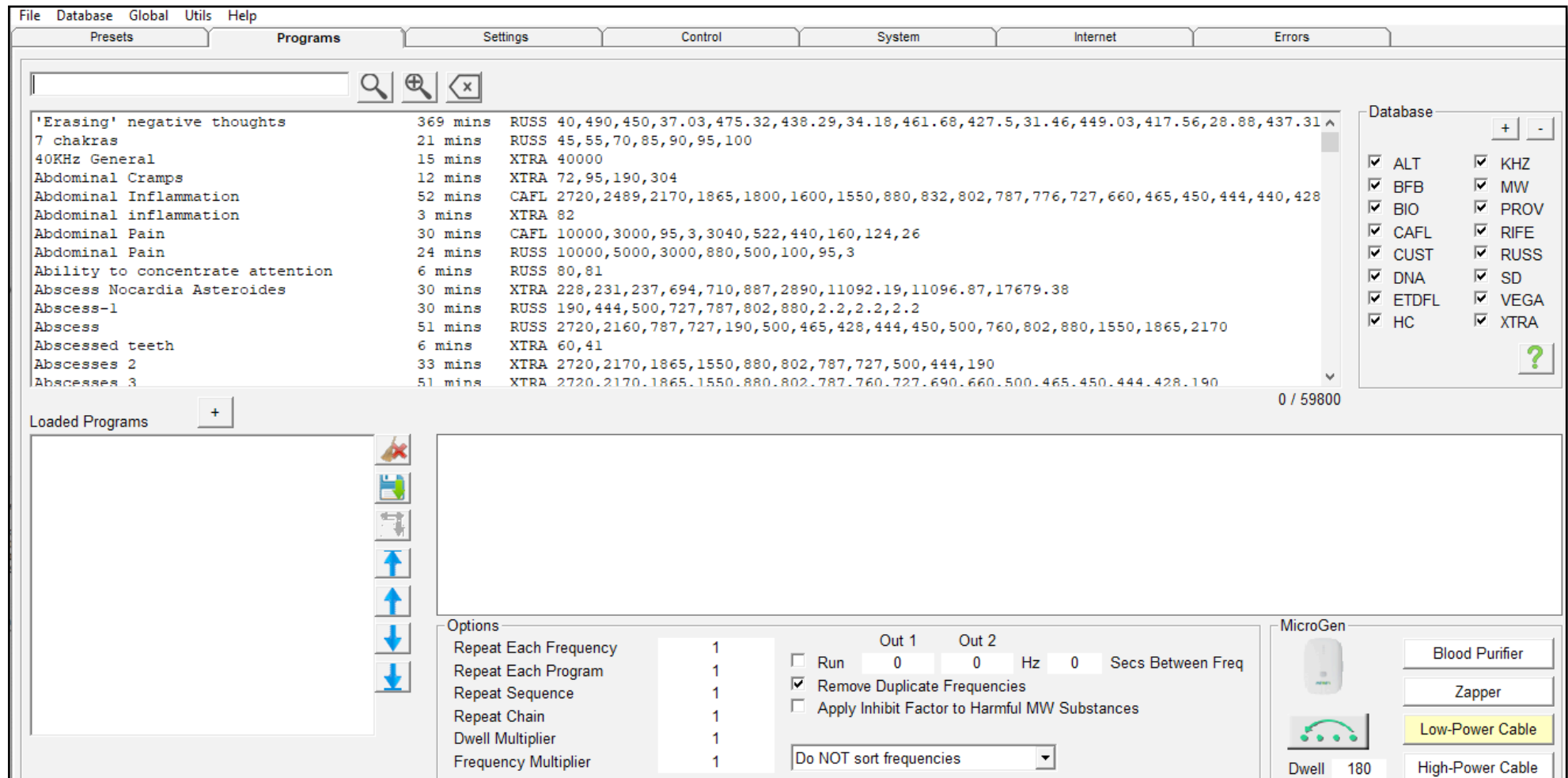
Frequency sets are called *Programs,* and multiple *Programs* are *Sequences*. The top field displays all programs in all databases for *Search* or scroll-through (click inside the field to use a scroll-wheel). Double click programs to load into the *Loaded Programs* column lower left. Then set *Repeat Each Frequency* and other settings.

To tweak waveforms and other settings, click the *Settings* tab:

File　Database　Global　Utils　Help

| Presets | Programs | **Settings** | Control | System | Internet | Errors |

Signal Settings

	Out 1	Out 2	
Duty Cycle	50	50	%
Amplitude	5	5	V
Offset	0	0	%
Phase	0	0	o

☐ Modulate Out 1

Gating

◉ 4　Hz Gate　　☐ Out 1
○ 125　mS On　125　mS Off　☐ Out 2

Wobble

		%	Steps
Amplitude Wobble	Disabled	0	16
Frequency Wobble	Disabled	0	16
Harmonic Wobble	None		

Schedule

Run From　Midnight　to　Midnight
Start In　0　Days　0　Hours　0　Minutes
After　0　Hours　○ Stop　◉ Advance To Next Preset

Contact Mode Options

☐ Ramp Up　5　V / Sec
☐ Ramp Down　5　V / Sec
☐ Reduce Amplitude <　10　kHz

Startup Options

◉ Manual Start
○ Auto Start
○ Auto Resume

Frequency Limits (Hz)

	Out 1	Out 2
>	0	0
<	0	0

Octave　Octave　* = Experimental

Output Control

Out 1 =　0　X　1　) +　0　Hz
Swap Waveform Every　0　Seconds
◉ Out 2 = (Out 1　X　1　) +　0　- ☐ Hz
○ Out 1 fixed at　3100000　Hz. Out 2 = Abs (Out1 - F1) Hz
○ Out 2 Follows Program Frequency
○ Out 2 Runs Every Second Frequency　☐ Swap Out 1 And Out 2

Waveform Setup

	1	2	Waveform		WCM	Spike Length Ratio		Spectrum %
	○	○		☐	1	0	2	0
	◉	○		☐	1	0	2	0
	○	○		☐	1	0	2	
	○	○		☐	1	0	2	
	○	○		☐	1	0	2	
	○	○		☐	8	0	2	
	○	○		☐	8	0	2	
	○	○		☐	16	0	2	
	○	○		☐	16	0	2	
	○		Alpha-Stim	☐	1	0	2	0
		○	Alpha-Stim	☐	1	0	2	0

○ Follow Out 1　◉ ~
○ Spike　○ +　☐
◉ Inverse　○ -

☑ + Spike
☑ - Spike
☐ - Edge

Count　0

F2 = F1　X　8　Hz　0　o

☐ Add F1 to F2

Write Waveforms

Graph Display
◉ MN
○ BN

Restore Defaults

Audio Options
☐ Notify When Zero Hz
☐ Notify When Program Advances

If you load a preset first, then click in here, you'll see the settings already programmed for you. While you're free to change these as you wish, we strongly recommend that you don't alter any Spooky Central/Plasma presets unless you know exactly what you're doing. However, you're <u>always</u> free to alter settings in the *Schedule* and *Audio Options* panes.

Now click the *Control* tab to see this:
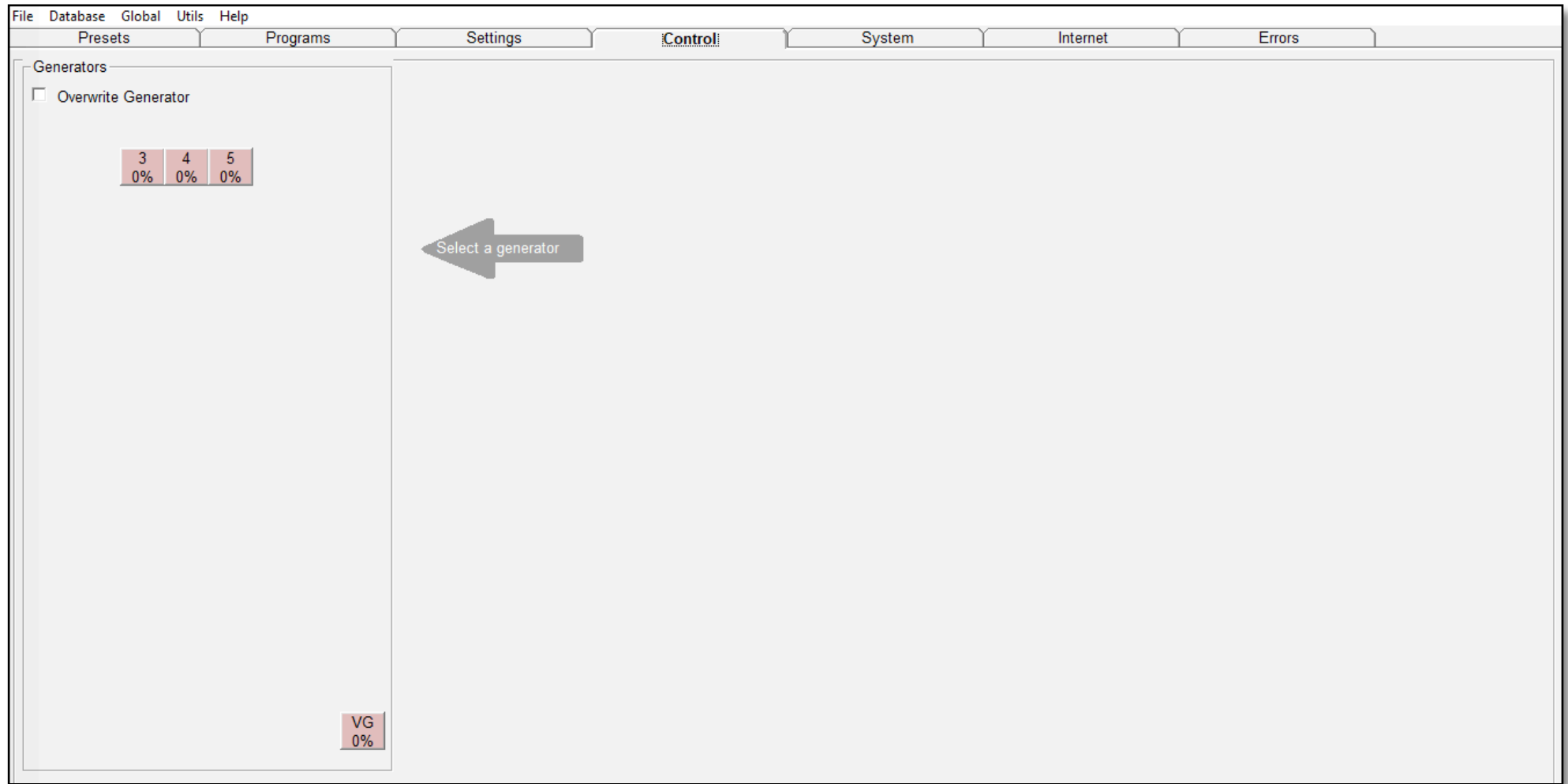
The *Generators* pane on the left shows your *Generator Buttons*. The center and right of the tab is blank because we must select a generator to display. Tick *Overwrite Generator*, then click the generator you want. The tab will then display this:

The *Generator Control Panel* – note the button color change. From here, you *Start*, *Pause*, and *Stop* your generators, apply toggled *Wobbles*, check *Generator Output*, adjust the currently transmitting frequency up or down, *Reset* your generator, perform a

Biofeedback Scan, and do a *Reverse Lookup* of the frequencies detected.

Now, let's move on to the *System* tab:

All settings made here apply to your entire Spooky**2** rig. You can also see what Spooky**2** hardware is connected to the PC, enter the number of generators Spooky**2** should look for at launch, see the file-paths to your databases, set up *Wobbles* which can be toggled on and off in any *Generator Control Panel* for as long as you wish, and enter "blacklist" frequencies to be avoided.

The *Internet* tab displays the email facility (a correctly configured POP mail desktop client is required for this to work). On the right are various social networking websites and resources associated with Spooky[2]. Obviously, you should be connected to the internet for this.

File   Database   Global   Utils   Help

| Presets | Programs | Settings | Control | System | Internet | Errors |

Email Options

Email Address

Email Message

Forum

Blog

PEMF

Quick Guide

Reviews

Rife

Sales

Scalar

Support

Videos

Social
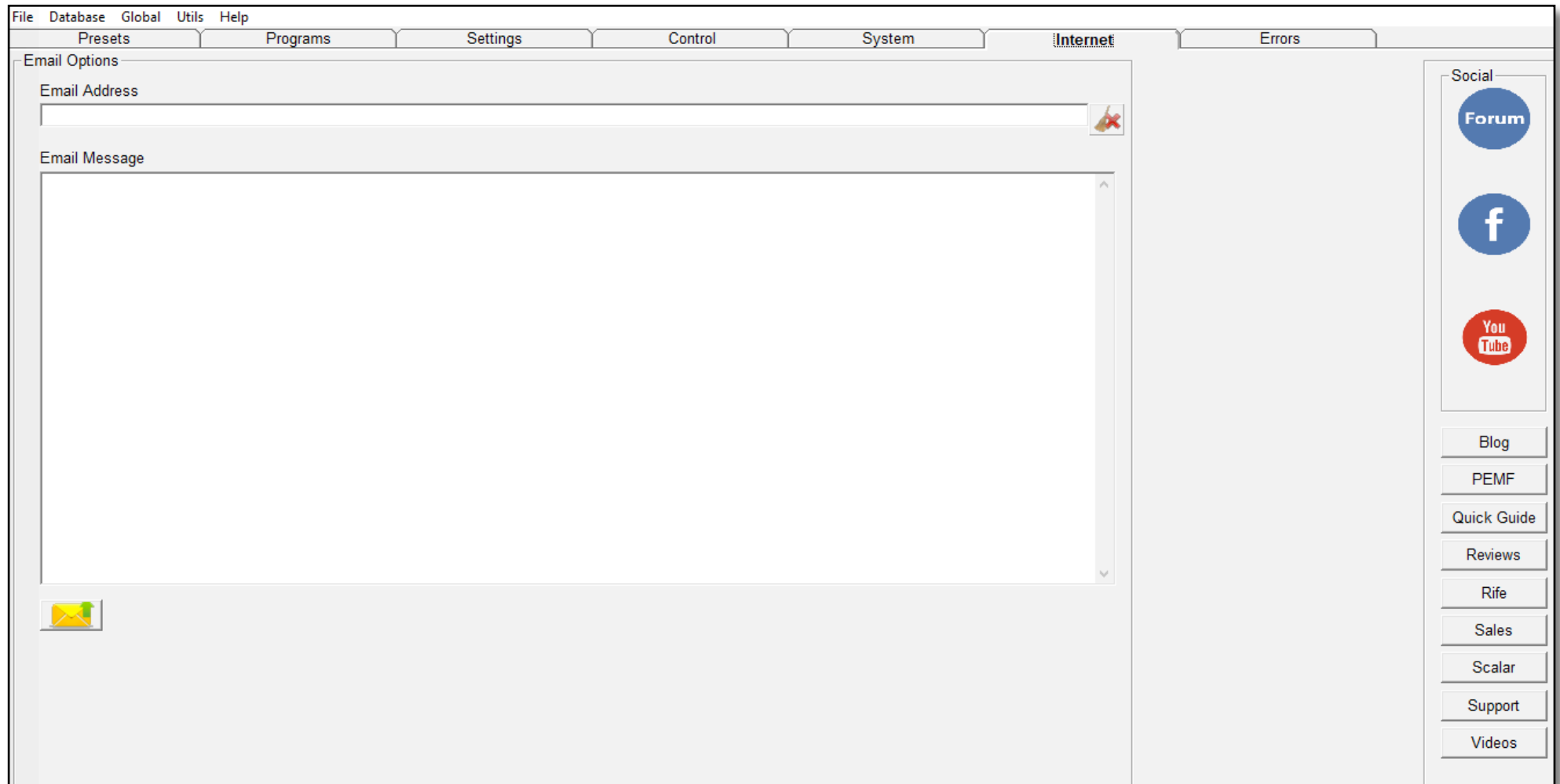
To end our short tour of the new interface, click on the *Errors* tab:
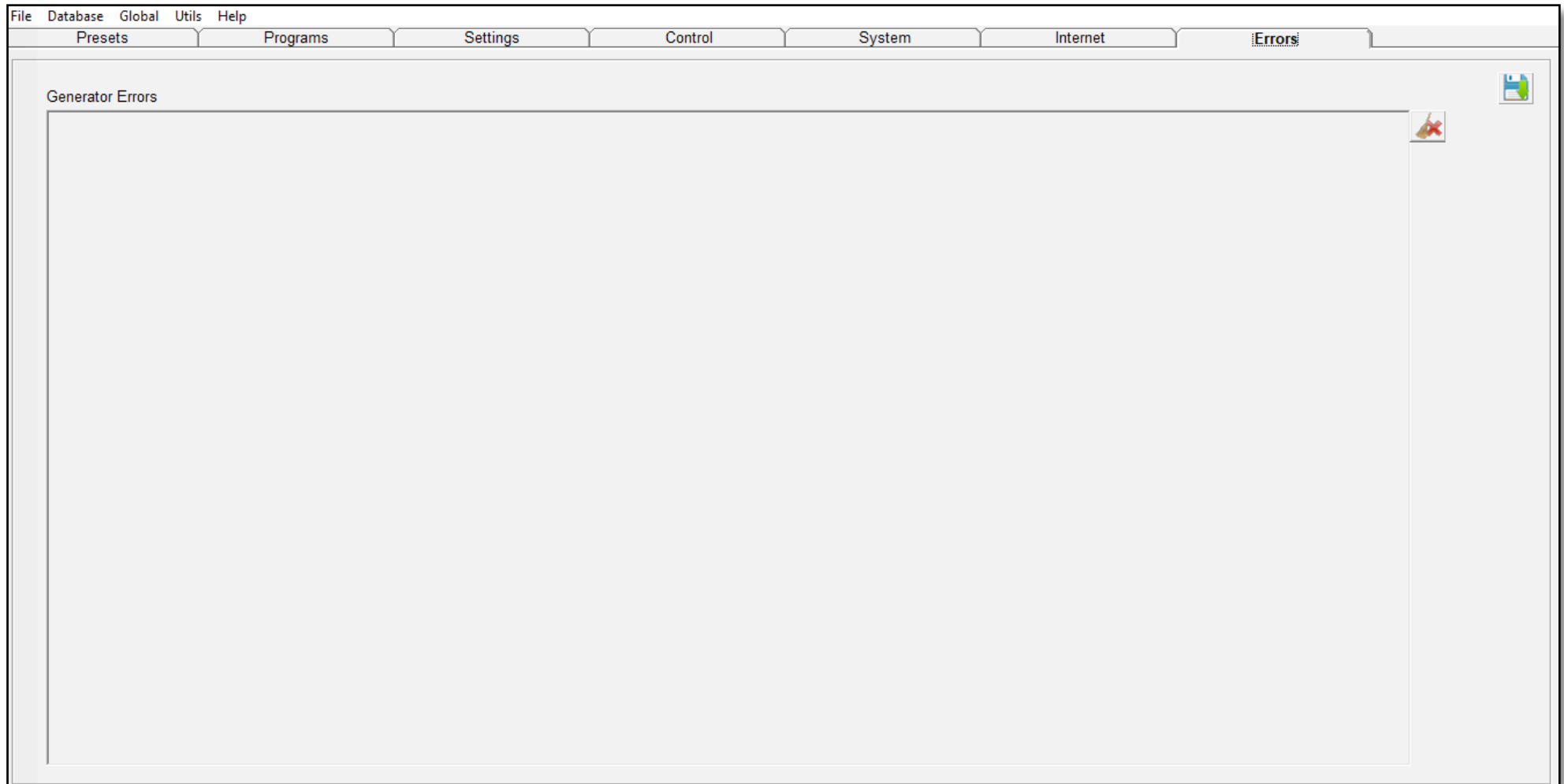
Any communications or other errors encountered by Spooky[2] will be recorded here, and may be saved as a text file if necessary. Above is the ideal situation — a completely blank list. However, a few sporadic errors is nothing to worry about because Spooky[2] resends the command immediately. Now, before we start, there are a few things we need to get to grips with first...

Understanding Spooky²

The easiest way to understand Spooky² and Rife is to see it as a futuristic multi-function gun that can shoot different types of bullets. Diseases are caused by things living in your body which shouldn't be there, so you must kill them. Other conditions are caused by organs or body systems malfunctioning, so you must heal them, or bring them back into line.

Spooky² can shoot two types of "bullets" — killing and healing. These bullets are called frequencies, and they're very special and unusual because they're made from invisible electromagnetic energy, not metal. Depending on the waveform that's used to shape how the bullet behaves, each bullet can deliver multiple strikes to the targets in your body.

How does it find those targets? It doesn't have to because everything in the universe — from a star to a virus — vibrates at its own unique frequency. You can't use Rife to destroy a star, but you <u>can</u> use it for very small things like parasites and microbes. When you know the frequency for a germ, transmitting it into your body will cause that germ to vibrate. Here's a bullet example:

12 positive jackhammer strikes, one

12 negative jackhammer strikes, one

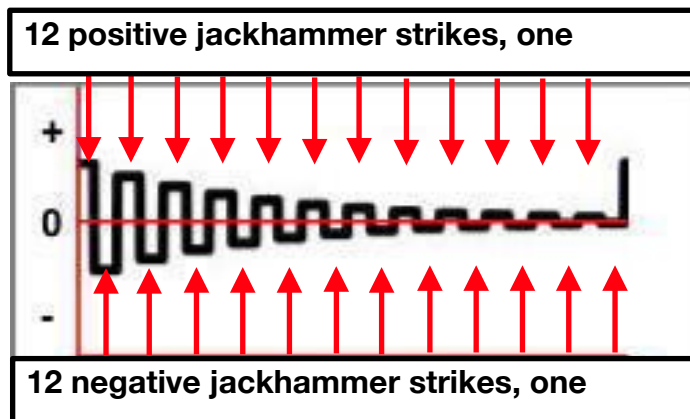From left to right, any waveform is simply a drawing of how energy's power changes over time. This waveform is called a Damped Square. This is one single bullet, and each rise and fall delivers a hammer blow. If you've ever seen a jackhammer or pneumatic road drill being used to break up rocks and tarmac, this is exactly the same idea. With this waveform, every bullet delivers 24 built-in jackhammer blows, 12 positive and 12 negative, slowly diminishing in power.

This is one cycle of the waveform. For a 1 Hz frequency, this means that one jackhammer bullet with 24 strikes is fired every second. If the frequency was 100 Hz, you'd shoot 100 of these bullets a second, and 10,000 if it was 10,000 Hz.

The result is that pathogens and parasites are cut to pieces. But how, since there's no real physical "hammer" tip? What causes this killing is the fact that each hammer blow of positive energy is immediately followed by a blow of negative energy, and these huge energy jumps are what destroys small organisms.

35

Healing organs and body systems works in exactly the same way, believe it or not. These are not small, so the bullets affect them differently. Again, each organ and system has its own unique resonant frequency, and these are all known. When an organ is not working properly, its frequency gets lower.

Let's say that the frequency of a healthy organ is 600 Hz, and something causes it to drop down to 598 Hz. If you transmit the healthy frequency of 600 Hz into the body, this can't damage that organ because it's too big and complex. Instead, in a process called entrainment, the unhealthy frequency of 598 Hz will gradually rise until it perfectly matches the healthy frequency of 600 Hz. Entrainment can't be shown in a photo, so please watch this 84-second [video](#) to see it in action.

We live in a toxic world today. We breathe, eat, drink, and absorb via our skin heavy metals, plastics, solvents, and toxic proteins every day. When we kill pathogens, parasites, or cancer cells in our bodies, their dead bodies spill toxins and rot. All this poison can affect how well our liver, kidneys, and intestines work, so we need to remove it.

When we use Spooky[2] to detox, we're using the bullets' "jackhammer effect" to bump the toxins out of our bones and flesh and into our bloodstream. Once we keep the frequencies going, the toxins can't come to rest and lodge again, and they're safely delivered to the eliminatory system for excretion.

Each Spooky[2] generator is an individual gun, and here's how you can customize each one, its "magazines," and its bullets.

Presets *Presets* are complete gun set-ups. When you select one, it makes all the correct settings in the other tabs for you. Most of the factory presets come pre-loaded with "ammunition magazines" suitable for things like cancer and Morgellons or Lyme Disease. "Shell" presets set up your gun for a job, but they're empty, allowing you to load your own magazines.

Chains are auto-loaders. They let you auto-load any number of different gun set-ups one after another, each with any number of different magazines for different purposes.

Each gun setup, or preset, has *Notes* that give more info. All set-ups were designed and built by members of the Spooky Team, whose initials appear at the end of their names.

This is your ammo store. Each program is a magazine loaded with different bullets, or frequencies, pre-targeted at the illness, germ, parasite, or organ/system it's named after. You can load these into an empty shell set-up suitable for the job, and when you know your way around Spooky[2], you'll be able to easily insert them into existing factory set-ups.

Programs Here, you can choose which magazine "manufacturer" — or *Database* — to view. We recommend viewing all. Plus, in the *Options* pane, you can choose to have

each individual bullet fired multiple times in a row, and have a magazine – or a whole bunch of them – reloaded and fired multiple times by using the *Repeat* controls.

If you've chosen a chained auto-loader preset or a single preset set-up, you can have it automatically reloaded and fired again, as many times as you wish.

You can also have your streams of individual bullets fired for longer or shorter times *(Dwell Multiplier)*, and even change the bullets so that they deliver more or fewer jackhammer strikes *(Frequency Multiplier)*.
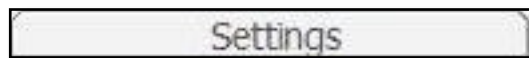
Settings This is the Simple Guide, and most of the controls in here are fairly technical for the beginner. For now, you just need to know that these controls allow you to shape how your bullets behave in almost any way you wish.

Essentially, this is your bullet toolshop. You can make them more — or less — powerful, set up automatic machine-gun "sprays" for all bullets, see and change your bullets' strike patterns, change the basic shape of your bullets, schedule your gun battles as you wish, and a whole lot more.
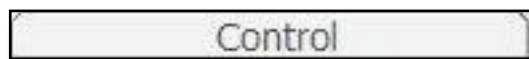
Control This is your sniper's nest. In here, you control and trigger all your generator guns. Every gun has a safety lock that must be clicked off before it can be fired. Spooky[2]'s safety is the *Allow Generators Overwrite* checkbox.

To load any gun with a new set-up or magazine, or to apply any change you've made to your existing set-up, magazines, or bullets, you must first tick this box, then choose your weapon by clicking its red *Generator Button*.

Doing this reloads and arms your gun for immediate action.

The *Control* tab also shows you what magazines are loaded, lists their bullets' frequencies, and allows you to navigate inside a magazine. *Generator Output* lets you see what ammo Spooky[2] is feeding your generator guns in real time.

This tab also houses the *Biofeedback* and *Reverse Lookup* panes. These both have their own sections in the Technical Guide.

By the way, don't be dismayed at killing pathogens and parasites. Buddhism, the most pacifist and life-affirming philosophy we know of, holds that any organism without love may be killed without karmic consequence.
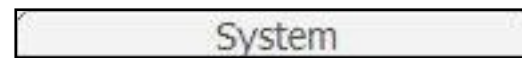
System The System tab lets you keep track of your ammo store databases, and shows you whether your generator guns can receive their ammo from Spooky[2] OK. It also allows you to set up the machine-gun sprays you can fire from the *Control* tab, and lets you make global settings that apply to the entire Spooky[2] weapons system.

Internet Here's where you can email the Spooky[2] tech support gunsmiths if your weapon seems to be misbehaving. And you can go hang out with other users in the Forum and Facebook group, watch videos, and send emails to anyone (but you can't receive).

Errors If there are problems with your Spooky[2] weapons system, you'll find them listed here, and you can save them for tech support.

Treatment Choices

Before you use Spooky[2] to tackle any problem, you have a number of very important things to consider first:

A. What source of DNA for Remote?

Nails: the DNA contained in fingernails is encased in hard keratin which protects it from degradation. In theory, it should be good to use for remote transmission forever, and some practitioners never change their specimens. However, my research suggests that since light energy has been shown to be intimately involved with DNA, nail specimens may be best renewed each month. Russian experiments show that the light energy "imprint" which "shadows" DNA fades after this time.

Here's how to package your nail clippings using paper tape:

1. First, cut your nail into a small piece. You only need to use one piece of nail for each Remote.
2. Cut a piece of masking tape 2" paper tape, place sticky side up on a table. Place the nail piece half inch from the end.
3. Fold tape in half. Write initials on one end if required. Trim tape so it will fit in the Remote's clamshell (about 1" x 1").
4. Insert tape in the Remote so that the tape is centered in the clamshell. This ensures DNA is correctly placed.

Saliva: cut a strip of blank paper (blotting paper is best) about two inches long and one inch wide. Place the top one-third of this in your mouth for about five minutes, or until it becomes saturated with saliva. Allow it to air-dry for about 10-20 minutes before placing it into your Remote. A saliva sample is good for about three days.

Buccal Skin Cells: this is how police do large-scale DNA testing after certain serious crimes. As above, use a strip of paper, but don't allow it to soak in your mouth. Instead, rub the top one-third gently but firmly against the inside of your cheek for a moment. If it becomes wet, allow it to air-dry as above. A skin sample is good for about 4-5 days.

Blood: for this you need a pack of lancets designed for diabetics to safely test blood sugar levels. These are inexpensive and available from all pharmacies. Wash your hands thoroughly first, then follow the directions on the pack. Smear the droplet of blood on the top one-third of a strip of paper. Allow to air-dry for a few moments. A blood sample is good for about 5-6 days.

Hair: the shaft contains no DNA, only RNA. So it must have the root "bulb" attached. A hair sample is good for about two days.

B. Which mode — plasma, contact, remote, scalar, laser, or coil?

Plasma: well-designed and implemented plasma is quickest and most powerful. The very best available today at any price comes from the Spooky team – Spooky Central/Plasma.

Contact: used with a dynamic carrier, this comes next for speed and power.

Remote: scalar DNA treatment has been vastly improved by the introduction of Spooky Remote, such that it has gained on contact mode. The convenience of Remote Mode makes it a winner.

Scalar: requires Spooky[2] Scalar to deliver powerful healing treatments. Delivers frequencies to the entire body.

Laser: for issues closer to the surface of the skin or to deliver treatment to the blood in areas where you can feel your pulse.

Coil: is ideal for relaxation and improving circulation and regeneration.

For serious conditions, we recommend one plasma or contact session daily, then switch that generator to Remote Mode.

D. Database programs, Biofeedback results, or Spectrum sweeps?

For killing, the Carrier and Spectrum Sweeps are convenient and very powerful. It's best to adjunct or alternate with targeted database programs. Most powerful of all, but not quite as convenient, are biofeedback scan results. Biofeedback has now clearly shown itself capable of finding frequencies to kill pathogens.

The effectiveness or otherwise of database programs also depends on the accuracy of your diagnosis. It's possible, too, that a different strain or a mutation of the pathogen is involved. Either way, if you get no results after 2–3 days, you should try another database program instead.

For healing, we recommend either Spooky Pulse biofeedback results or targeted database programs. The Spectrum Sweeps are designed for killing. Most healing works through frequency entrainment, and sweeps don't work for this process.

Mode Differences

Most Spooky[2] users will use Remote and Contact Modes. Although these may seem worlds apart, there are only a few important operational differences between them. But Plasma Mode is very different. Here's a table that summarizes the differences:

Differences	Plasma Mode	Contact Mode	Remote Mode
Transmission	Wireless delivery: plasma tube via radio-band, light, and scalar energy.	Wired delivery: Spooky Hand Cylinders/electrodes via DC electricity.	Wireless delivery: Spooky Remote via DNA/scalar energy.
Durations	Takes less time: usually three minutes per frequency repeated once a day, or every second or third day.	Takes less time: usually three minutes per frequency repeated once or twice a day.	Takes more time: usually 1-3 minutes per frequency repeated up to 20 times a day, or even non-stop.
Carriers	Spooky Central/Plasma doesn't require any carrier because it can transmit direct frequencies. However, it can also use carriers in various very powerful and creative ways.	Carrier may be required for deep body penetration. Dynamic carriers are strongly recommended for added therapeutic effect.	Carrier not required — frequencies are received by every cell that contains DNA. But use of a *dynamic* carrier will add therapeutic effect.
Sweeps	Spooky Spectrum sweeps cannot be used with plasma — use the Spooky Plasma Spectrum Sweep instead, or a carrier sweep.	Carrier sweeps require Spooky Central. Spooky Spectrum sweeps won't work due to voltage requirements.	Carrier sweeps need Spooky Central. Spooky Spectrum sweeps are engineered for Remote Mode only.
Inverse	Neither this nor Follow Out 1 are used for Spooky Central. This unit requires its own special settings which are automatically loaded once you dedicate a generator to it.	When Out 1 and Out 2 have the same frequency, this quadruples the power of Contact Mode by inverting Out 2's waveform, doubling its voltage potential, and adding it to Out 1 (doubling a signal's voltage squares its power).	When Out 1 and Out 2 have the same frequency, this doubles the power of Remote Mode by inverting Out 2's waveform and adding its harmonic content to Out 1.

Differences	Scalar Mode	Laser Mode	Coil Mode
Transmission	Wireless delivery to whole body via scalar energy field.	Wired delivery: cold laser connected to generator.	Wired delivery: Spooky PEMF Coil connected to generator.
Durations	Takes less time: usually three minutes per frequency repeated once a day	Takes more time: usually three minutes per frequency repeated until done.	Takes more time: usually three minutes per frequency repeated until done.
Carriers	Carrier not required.	Carrier not required.	Carrier not required.
Sweeps	Only simple sweeps supported.	Only simple sweeps supported.	Only simple sweeps supported.
Inverse	Do not use with Spooky Boost.	Do not use with Spooky Boost.	Can use Spooky Boost.

The wonderful thing about remote treatment is that it allows you to come and go as you please, and to lead a normal daily life. In fact, you can even go abroad, as some users have done, and remotely control Spooky[2] from a laptop, an iPad/iPhone, or an Android tablet/smartphone using a free-for-personal-use program called TeamViewer. So it makes sense to use a Spooky Remote.

As you can see, Remote Mode looks extremely attractive for those who lead busy lives. And it's also the only way to use Spectrum sweeps.
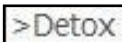
However, there are considerable benefits to be had from mixing your modes, and our recommendation is to **do one Plasma or Contact session on the main problem every day, then switch the generator over to Remote Mode**. That way, you get the best of both worlds.
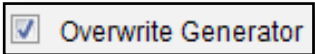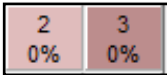
As you'll find out, it's even possible to connect two Remotes to a generator, or to the Out 1 and Out 2 sockets on a Spooky Boost. However, we don't recommend connecting two Remotes to its BN and MN sockets.

In Remote Mode, a Repeat value of 120-140 will deliver a timed treatment equal in effectiveness to 6-7 Contact Mode treatments.

Lesson 1: Terrain Protocol

Before you start on your main task, we strongly recommend that you run the Terrain Protocol. This will prepare your body to deal with the effects of destructive rifing.

Presets   1. Click the *Presets* tab.

2. Click the *Home* button to take you to the Home folder.

>Detox   3. Click *>Detox*, then *>Remote*, and load the Terrain preset you want to use (in the *Presets* tab, read *\Detox\GUIDE Terrain Protocol - Click Me.pdf*). If you don't know which preset to choose, use *Terrain (R) - BY*.

Control   4. Click *Control* tab.

☑ **Overwrite Generator**   5. Tick *Overwrite Generator*.

2	3
0%	0%

6. Click your chosen red generator button.

Start   7. Click *Start* button.

This preset will run non-stop, then repeat. You can manually stop it after 11 days have passed. If you wish, you can also run it on a second generator. Use the time to read this Guide and watch some Spooky[2] videos to prepare yourself for your main work. The Terrain protocol is more effective if you use other transmission methods in conjunction with remote mode. If you find the Terrain protocol too intense, perhaps start with running *Detox Maintenance (R) - JK* first, then move onto the Terrain protocol.

Lesson 2: Signal Testing

To ensure that the generator's signal is being transmitted successfully, we need to test its output, and the quickest way to do this is by connecting a Spooky Remote to its correct Boost socket, and sending a signal.

1. Click the *Presets* tab, click the *Home* button, then click the *>Miscellaneous* preset collection.

2. Now click the *Generator Signal Test (R) - JW* preset and read the important *Notes*.

3. Click the *Control* tab, tick *Overwrite Generator*, click your *Generator Button*, then click *Start*.

If both red LEDs on the Remote illuminate, you're ready to get to work. If not, click the *Presets* tab again and refer to the preset's *Notes* for troubleshooting instructions.

Lesson 3: Remote Mode

Let's say you feel a nasty cold or possibly influenza
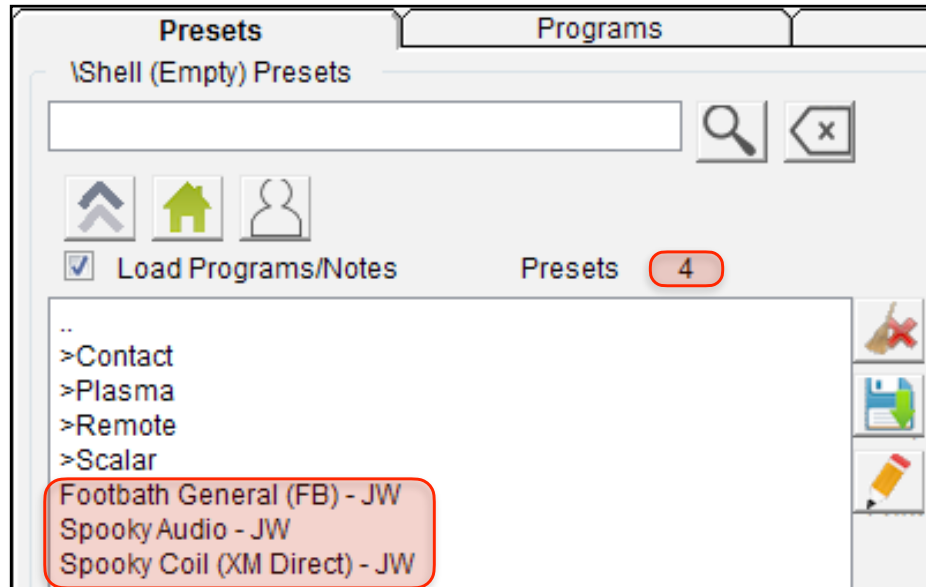
First, click the *Presets* tab. Click the *Home* button. In the *Presets* column on the left, select *>Shell (Empty) Presets*. The column now displays the contents of this folder.

The first four entries preceded by a **>** symbol are preset <u>sub-folders</u> — they contain presets for Contact, Plasma, Remote and Scalar Modes. The last presets (highlighted red above) are presets that don't fit into these categories. Since you want a remote preset, click the *>Remote* sub-folder. The contents of the column change again, and you can now see that this sub-folder contains 16 presets (the count is highlighted red):
Next, select the *Killing (R) - JW* preset. Its preset notes

starting. Here's how you can quickly build a Remote Mode preset for it. Before you start, see the instruction for connecting Spooky Boost and Spooky Remote.
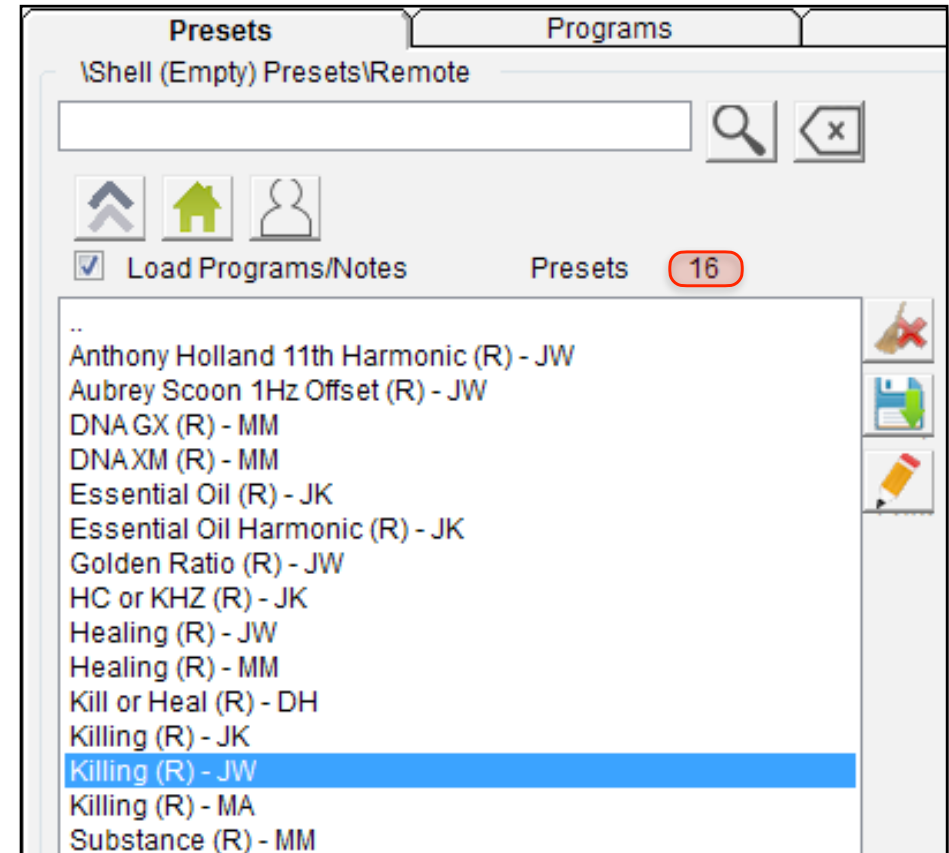
appear in the *Notes* column to the right, and its settings load into the *Settings* tab. Also, because this preset contains no programs (you must add these in the next step), the designation *"Shell Preset"* appears above the *Notes*, and the *Programs* column is empty.

Now click the *Programs* tab:
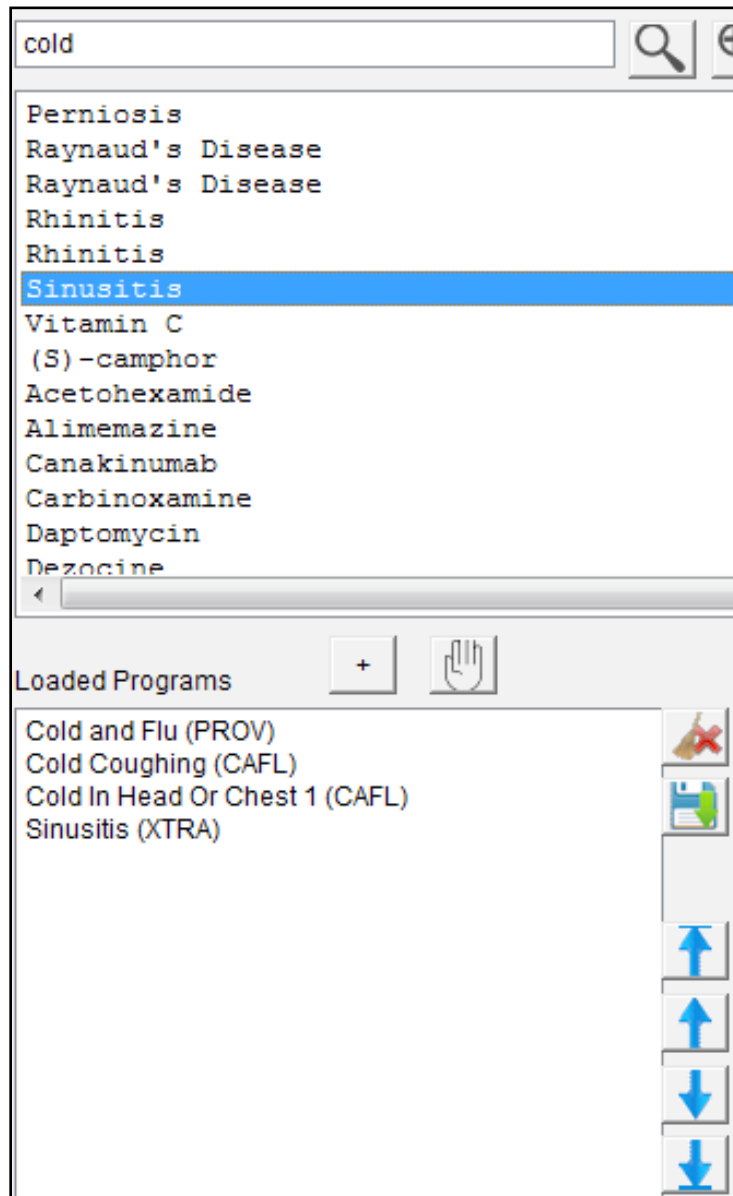
You're coughing, your head is stuffy, and your chest is tight, so type "cold" into the *Search* field and type Enter, then choose appropriate programs for these problems from the results returned.

As you select each program, explanatory notes will usually appear in the *Program Description* pane (if necessary). To load each program you want, simply double click it, and it will appear in the *Loaded Programs* column on the lower left of the tab.

But now that you've loaded your programs, you realize that your cough is the most irritating symptom, so you'd like to tackle it first. And since it's probably more likely to be a cold rather than influenza, it would probably be better to put *Cold and Flu PROV* at the end of this list. So do you have to start over? No. Simply select the program you want to move, then click the *Move Up Arrow* once.
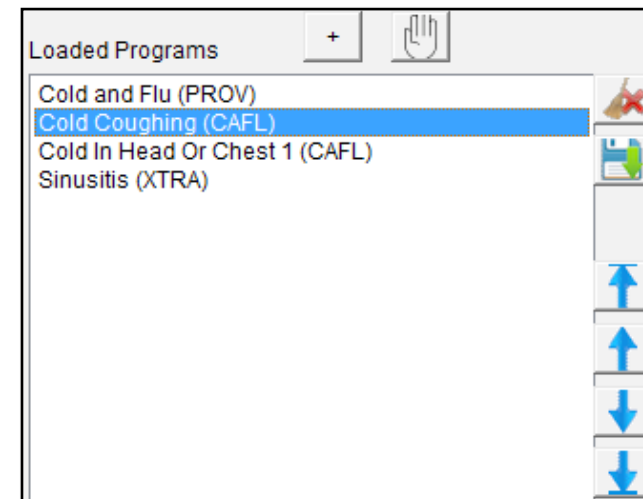
Your program moves to the top of the *Loaded Programs* list.
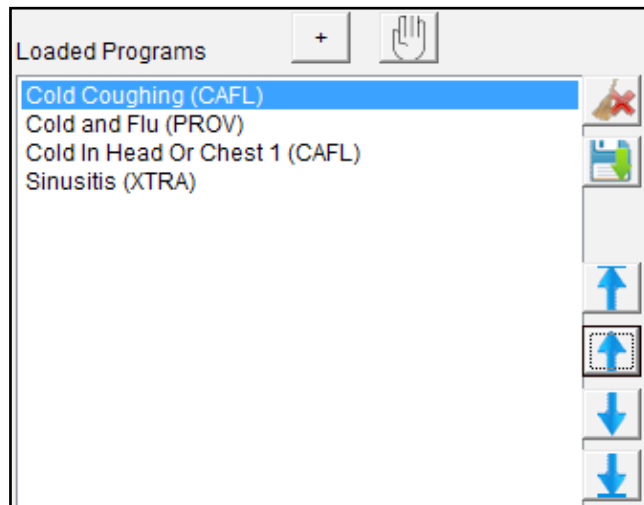
You also want *Sinusitis XTRA* to follow the coughing program, and the flu one last.

So select *Sinusitis XTRA* and click the *Move To Top Arrow*. Then select *Cold and Flu PROV* and click the *Move Down Arrow* once. And here's the final result:
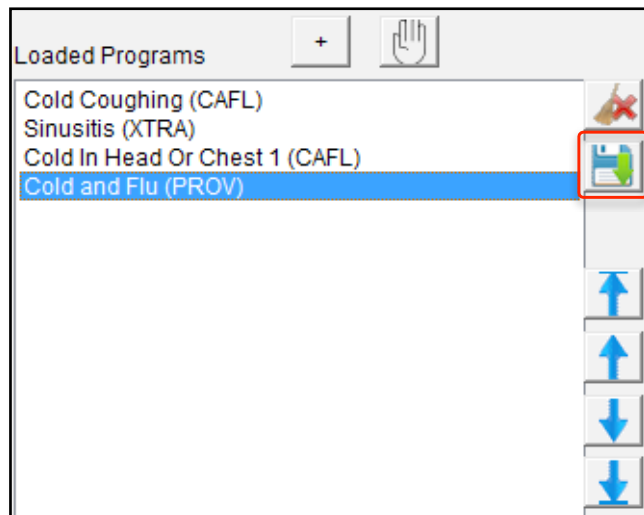
All your programs are now in the order in which you want them to run, and it's time to save your new preset.

So return to the *Presets* tab and click the *Save* button.
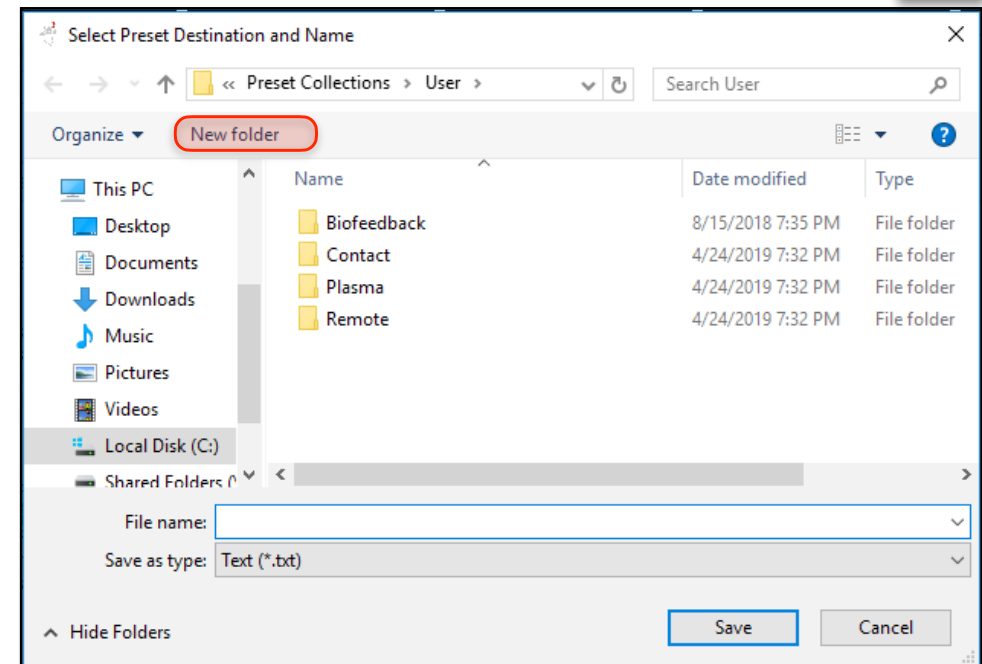
The file save dialog above opens.

Here, you can use the *New Folder* command (highlighted red) to create three new folders first.

One is for your Contact Mode presets, one for Plasma, and one for Remote. You can add folders for the other hardware transmission types you own, i.e., Laser, Scalar, Coil, etc.

When that's done, double click the *Remote* folder to see...

Nothing – because this is the first preset you've saved.

In the File Name field, type:

Cold or Flu (R)- YI

The "(R)" is to remind you that this is a Remote Mode preset when you're working in the *Control* tab. Use "(C)" as the prefix for Contact Mode, "(P)" for Plasma Mode, (L) for Laser Mode, and (Coil) for Coil mode presets. You should replace "YI" with your initials.

It's very important to name your presets like this so there's never any confusion about which mode it's designed for — **because inadvertently running contact or remote presets can damage a Spooky Central/Plasma.** Better to be safe than sorry.
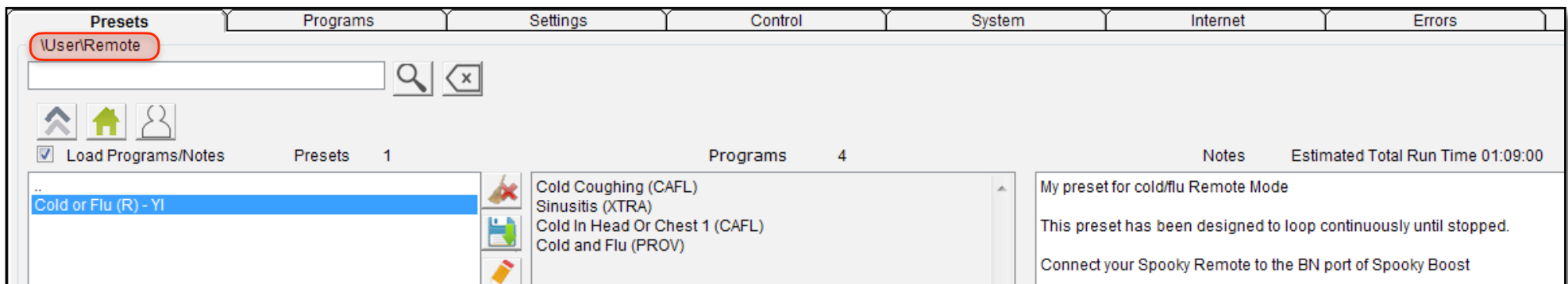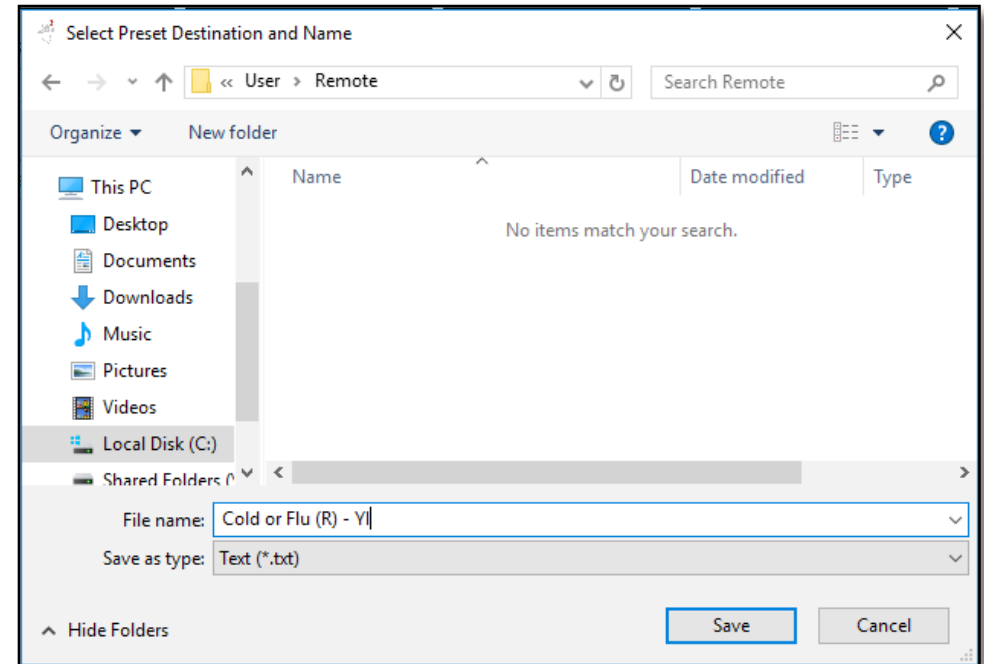
Now when you return to *Presets*, click the *User* button, then the *>Remote* sub-folder (the file path is highlighted red above).

And here's your new preset. You can see its programs, its *Estimated Total Run Time*, and your own replacement notes, if any.

Now it's time to run your preset. So click the *Control* tab, and this is what greets you:
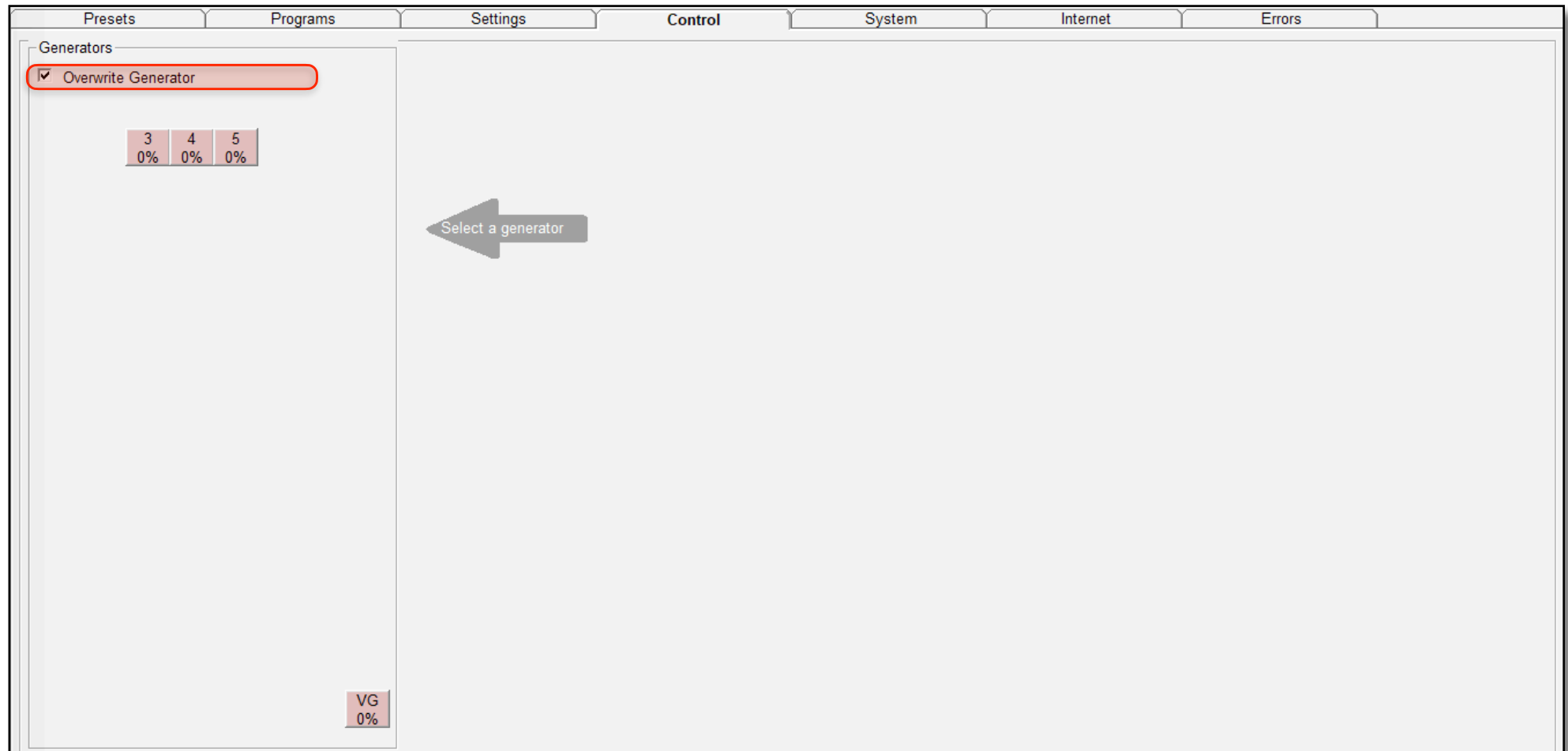
Your *Generator Buttons* appear in the *Generators* pane on the left, and the middle and right part of the window are blank. This is because you haven't selected a generator yet. So first tick the *Overwrite Generator* checkbox (highlighted red above), then click the *Generator Button* you want to use (Generator 3 in this case). This opens the *Generator Control Panel*:
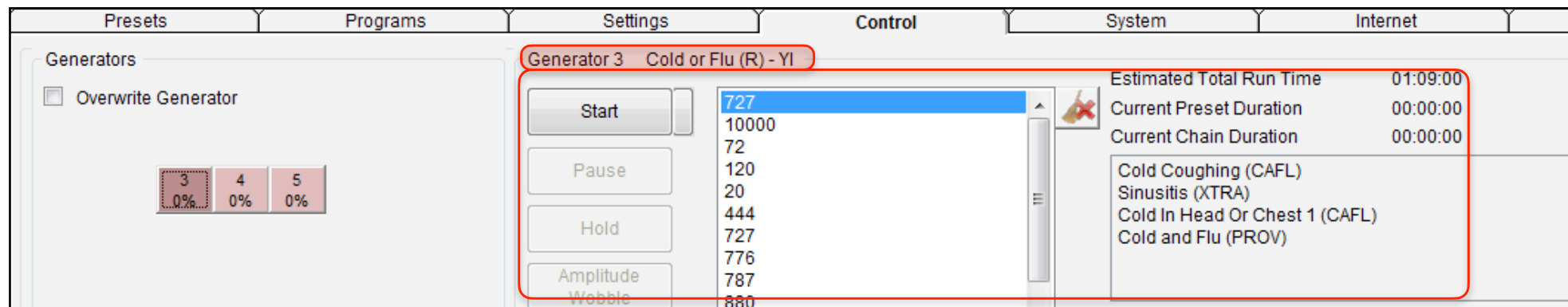
Here, you can see that your programs are loaded in the *Programs Column*, and their frequencies are shown in the *Frequency Column*. You also see the *Estimated Total Run Time* for a single loop of your preset, as well as other duration-related information. All of these are outlined in red above. Above the red box, you can see that *Cold or Flu (R) – YI* is loaded (also red).

Something else important has happened — the button for the generator that you're using is now a darker red color than the others. This shade change tells you that this is the generator you're working with at the moment. The darker color will remain even if you close the *Generator Control Panel* by clicking its *Close* button (the X button), or switch into a different tab.

A generator button can have different colors and appearances associated with the generator's status. Various functions will change its color, and it can also tell you whether the generator is dedicated to a Spooky Central/Plasma, indicate a USB communications failure, and provide a countdown in seconds for a delayed start. We'll show you all its possible appearances here.

Now click the *Start* button:
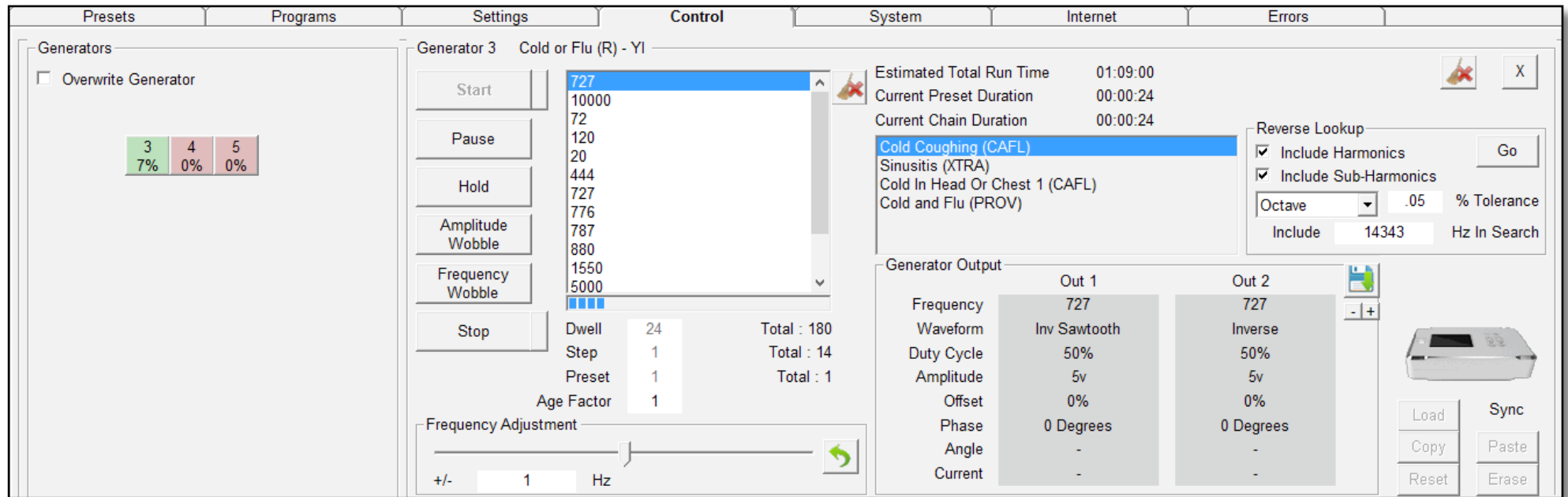
The red *Generator Button* has turned green to indicate that it's transmitting, and the *Progress Bar* beneath the *Frequency Column* is now filling up with color as the frequency is transmitted for its default dwell.

This is a Remote preset for killing pathogens, but if you wanted to make a healing Remote preset instead, you'd follow exactly the same procedure, except that you'd start by choosing *Healing (R) - JW* to start with instead of *Killing (R) - JW*.

Now let's imagine you have another problem. While gardening earlier today, you bent down too quickly, and awkwardly twisted your spine as you did so. This has left you with a lot of pain, likely a slipped disc, which you want to resolve quickly.

And for that you need Contact Mode.

Lesson 4: Contact Mode

Before you start, connect your Contact device to the generator, described here. Spooky²'s order of working is from left to right, so once again you start in the leftmost *Presets* tab:
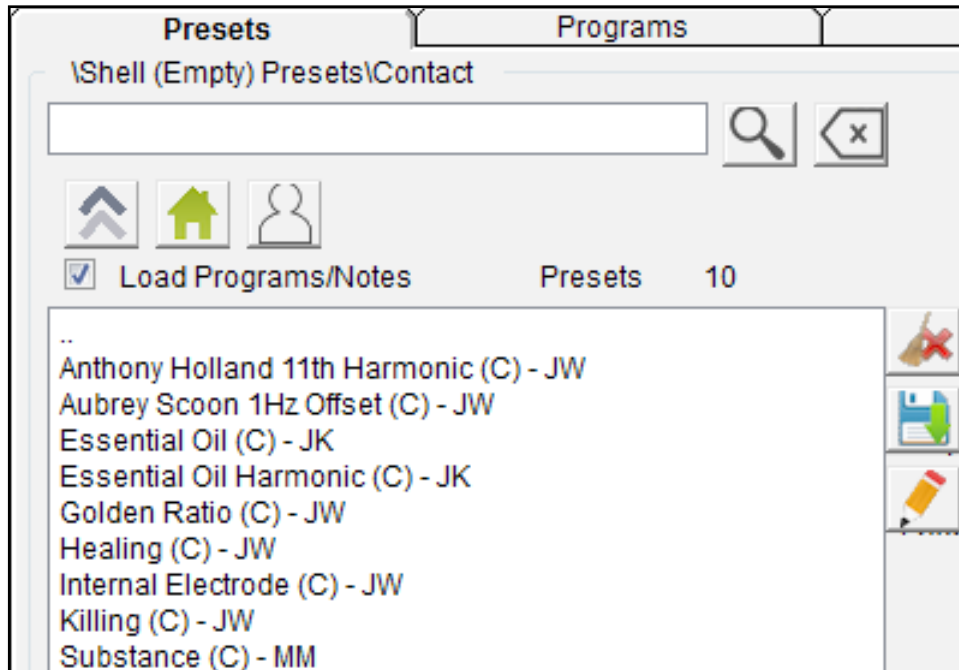
Click the *Home* button, then select >*Shell (Empty) Presets*, and then the >*Contact* sub-folder. Next, select *Healing (C) – JW*.

Now you must search for and load the programs you need. So click the *Programs* tab.

Type "disc" into the *Search* field and get the results. Double click *Slipped Discs CAFL*, followed by *Herniated Disc Reduce Swelling XTRA*.

You will see that both programs are now present in the *Loaded Programs* column below.
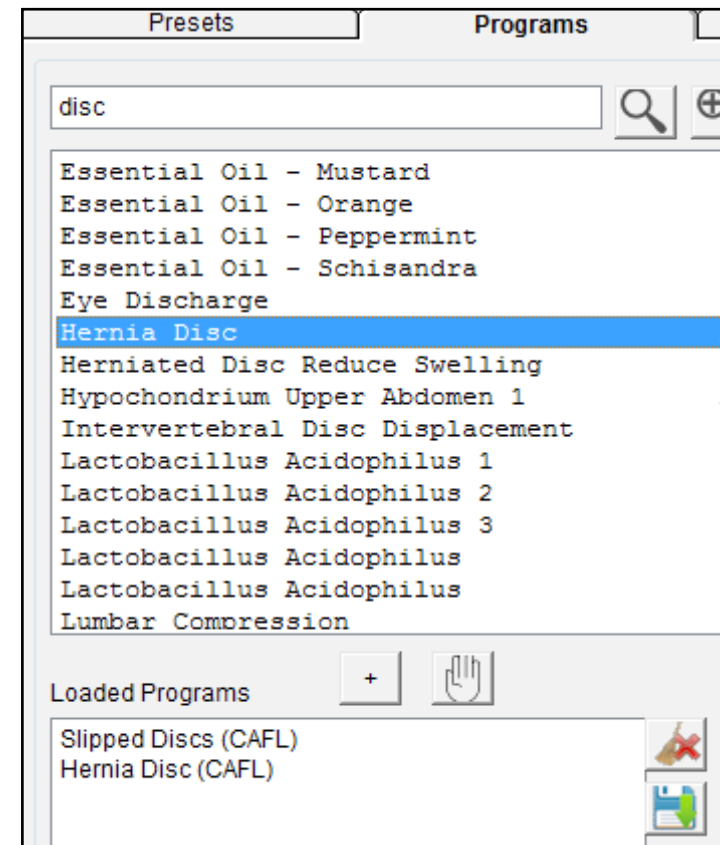
Now it's time to save your work, so return to *Presets* and click the *Save* button. Spooky[2] takes you to your *User* <u>folder</u> – which is where your *User* preset <u>folder</u> is stored
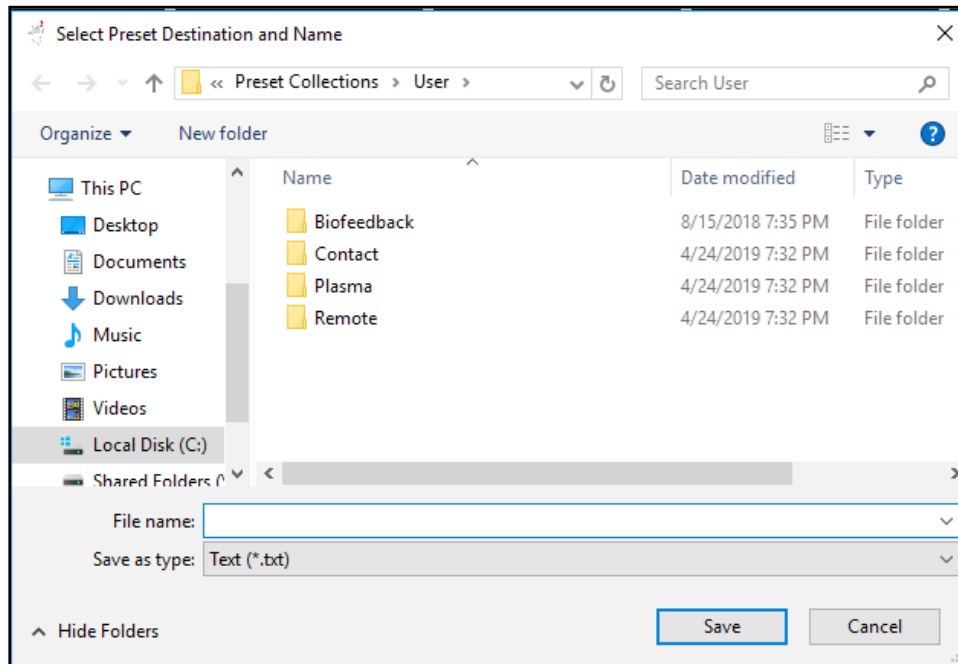
Since this is a contact preset, double click the *Contact* folder to open it and save into this folder.

Once again, since this is your first contact preset, the folder is empty:
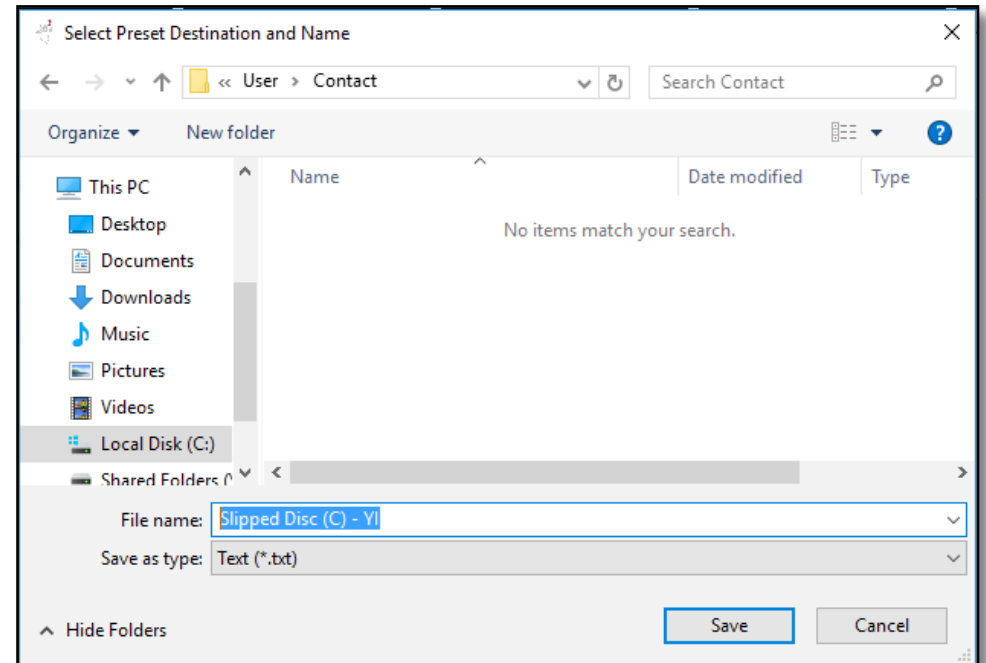
In the File name field, type:

Slipped Disc (C) - YI

If you recall, the "(C)" is to remind your that this is a Contact Mode preset. Replace "YI" with your initials.

Click the *User* button, then the *>Contact* sub-folder, and you see this:
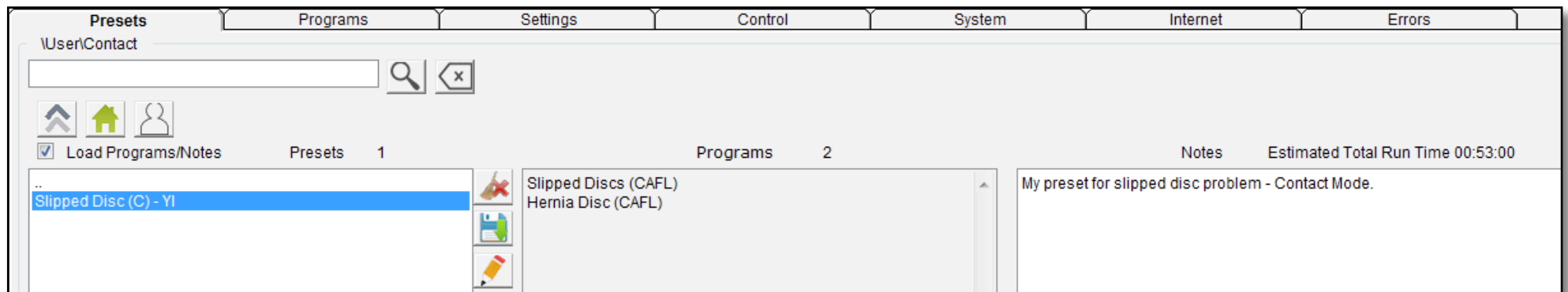
Your new preset is waiting for you, so select it to load it.

Now you're almost ready to run it. But first you need to decide which type of electrodes to use – Hand Cylinders or TENS pads.

Because you want to get as close as possible to the site of the pain — your lower spine – Hand Cylinders would be too uncomfortable to use, so it's best to opt for TENS pads.

Apply one to your spine just above the location of the pain, and the other below it. This way, the energy will travel through the injured area.

Connect the TENS cable to the high power output of Spooky Boost because that way the amplitude will be under your control, and you can stop and change it if it's too high for you.

Or, if you wish, you could use the Boost's Colloidal Silver output instead. This delivers an attenuated signal that won't sting or tingle uncomfortably.

Now that you're ready, click the Control tab. First tick the Overwrite Generator checkbox, then the button for the generator you're using. You can now click Start and get some relief:
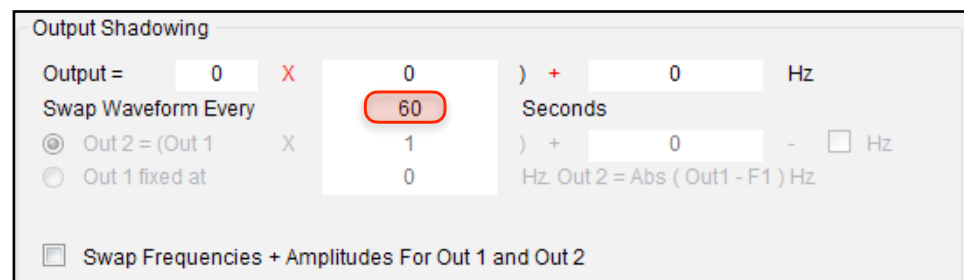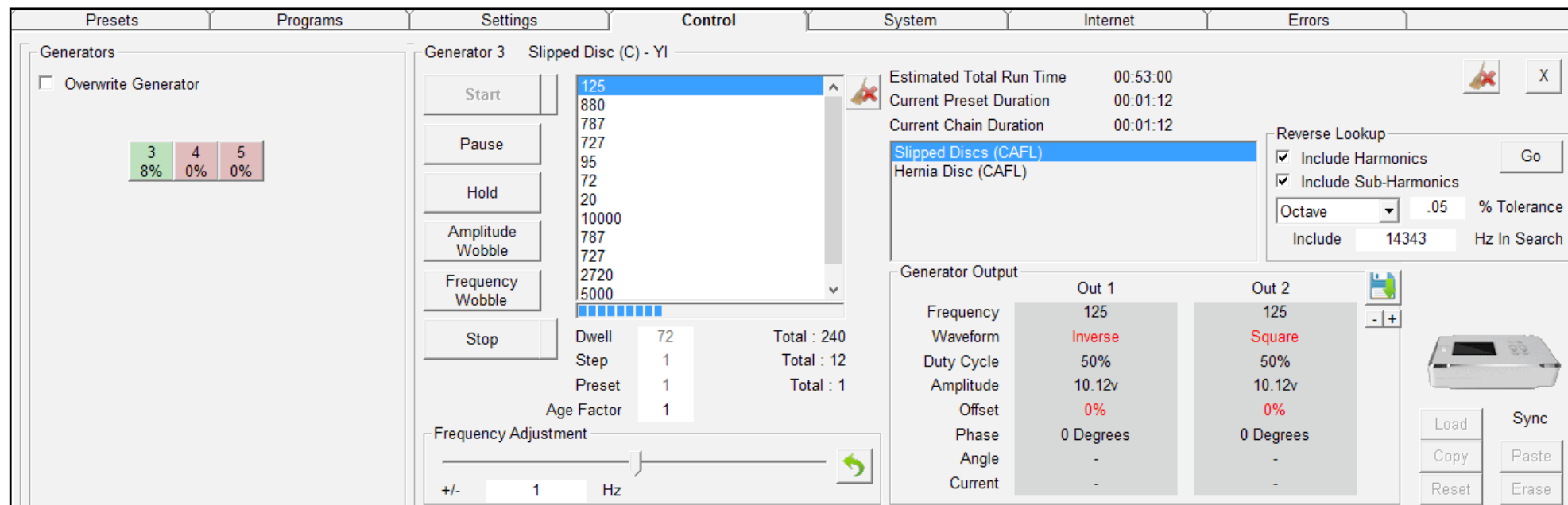
Something different is happening here. The generator has run for 73 seconds, and the text for *Waveform* and *Offset* in the *Generator Output* pane (outlined) has now turned red. This is a visual reminder that Spooky[2] will eliminate the risk of acids building up under the TENS pads by shifting the signal from negative to positive every 60 seconds.

Left, in the *Settings* tab, you can see that the shift will occur every 60 seconds.

Lesson 5: Plasma Mode

Now let's imagine that you have diarrhea and lower bowel pain. You need quick relief, and plasma will deliver this. Before you start with the software, connect the Spooky Central/Plasma to the generator, described here.
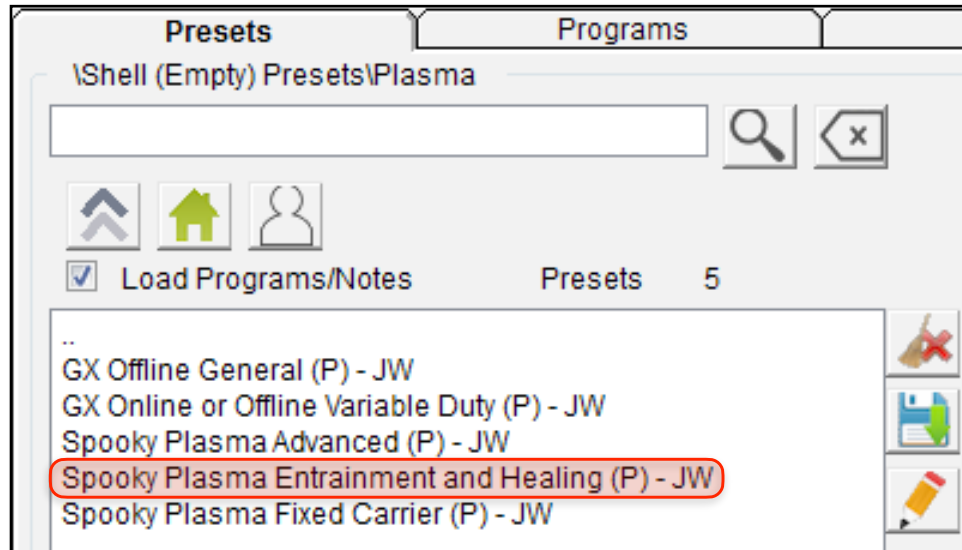
Click the *Presets* tab, click the *Home* button, then select the *>Shell (Empty) Presets* folder, then click *>Plasma*. This time, you will select *Spooky Plasma Entrainment and Healing (P)- JW* as your *Shell Preset*.

Now you must load the best programs. Click the *Programs* tab and enter "salmonella" into the *Search* field. Maybe you can be an impatient cook at times, and you remember that your chicken looked a little pink.

Choose *Salmonella Comp CAFL* because it targets all strains.
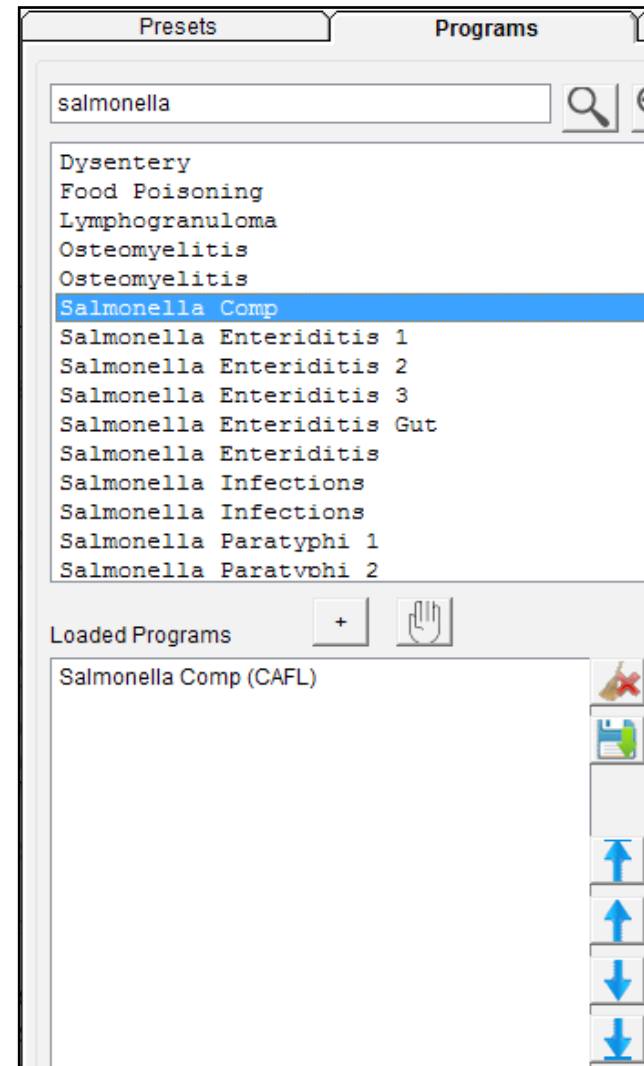
Now your Spooky Central/Plasma preset is finished, so it's time to save it.

Return to the *Presets* tab, click the *Save* button, and the *File Save* dialog opens.

In the File Name field, type:

GI Tract (P) – YI

Then click the *Save* button — or simply press the Enter key of your keyboard.

Now all you have to do is run it.

To do that, go back to the *Presets* tab and click the *User Button*. Here's what you see:
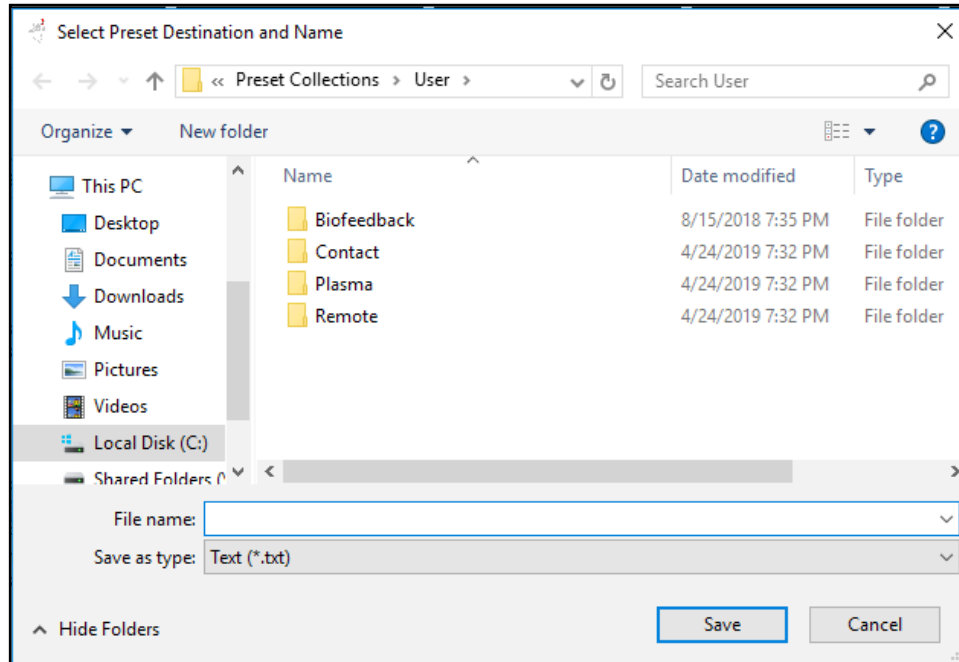
You're back in my *User* folder again. This is a plasma preset, so double click the *Plasma* folder so you can save into it.

Since this is your first plasma preset, this folder is still empty. But it won't take very long to populate!
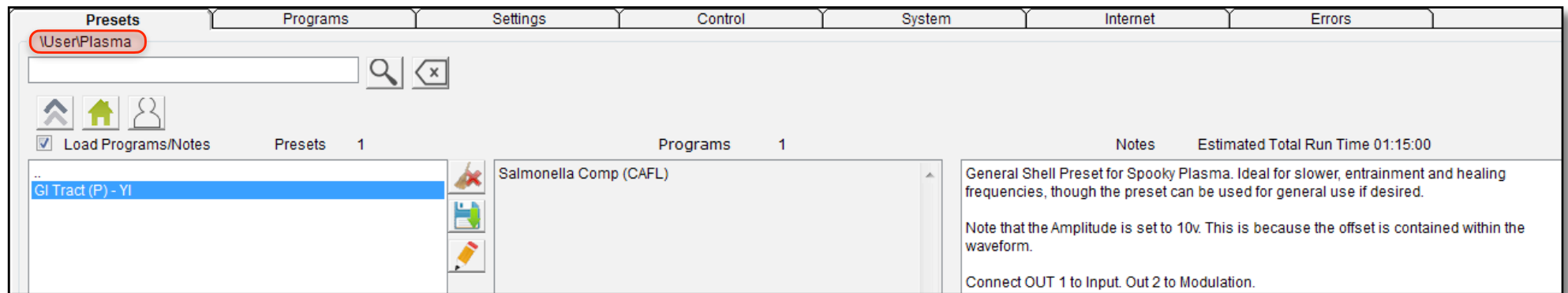
Uh-oh. Now you can see that you forgot to delete the existing *Notes* and add your own.

No problem. Simply right click into the *Notes* field, choose Select All from the Context Menu that appears, then press the backspace key on your keyboard to delete them. Now you can type your own. When you're done, just click the *Save* button again, then navigate into the *Plasma* folder once more.

To save having to type the name again, select the existing incorrect preset file — doing this will automatically enter its name into the File Name field for you. Then click *Save*. Job done!
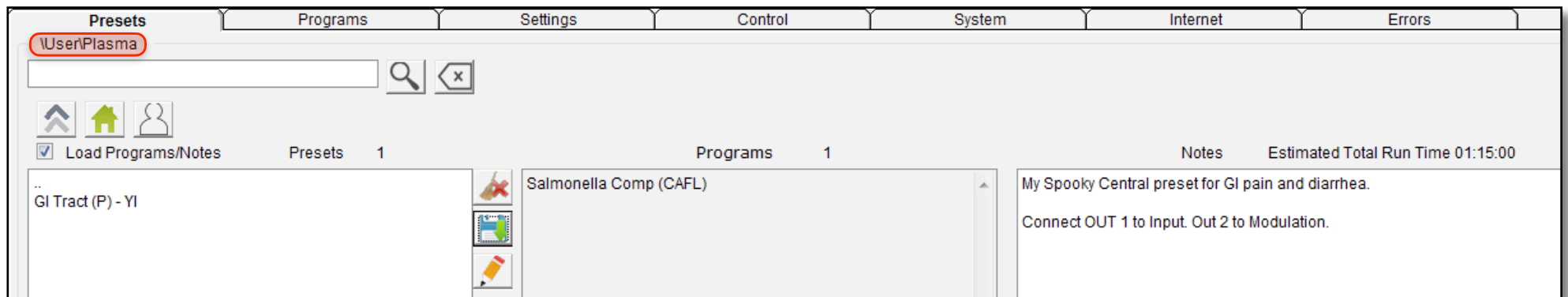
Here, select your corrected new preset, and you're almost ready to run it. But first, there's something you **must** do. Spooky Central/ Plasma is built like a tank, so you probably think that nothing could damage it. Not true, unfortunately. Most plasma Rife units,

including Spooky Central/Plasma, require specific settings. If these are not used, irreparable damage may result which would need a replacement internal circuit board. However, there's an easy way to ensure that this cannot happen. We find it in the *Control* tab.
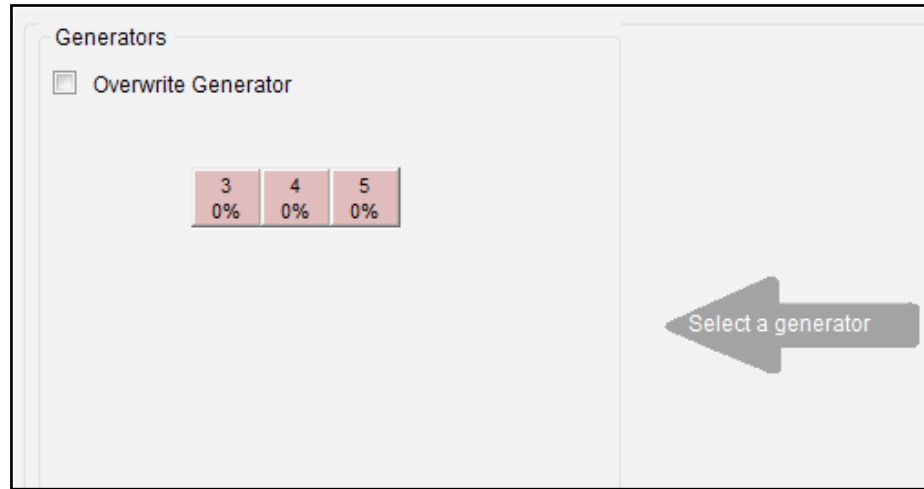
Make sure you know which generator is driving your Spooky Central/Plasma. Now right click it. The following alert appears:
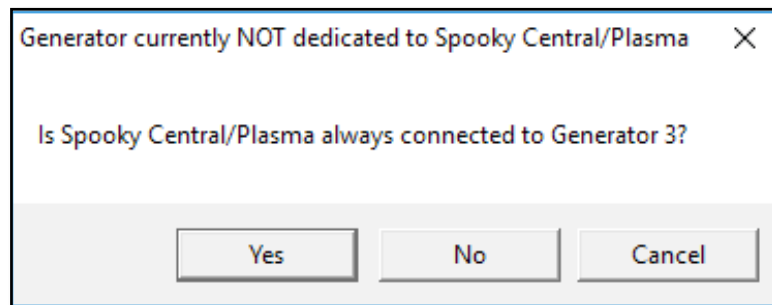
This tells you that *Generator 2* is not dedicated to Spooky Central/Plasma, so click *Yes* to change that. If it was

already dedicated to Spooky Central/Plasma, this is what you'd see instead:
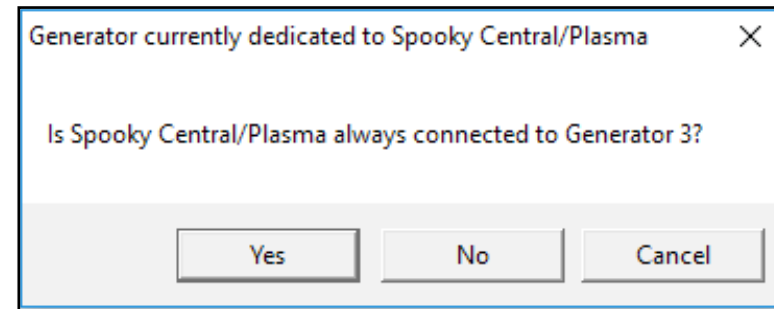
In this case, click *Cancel* to continue, or *No* if you want to run this generator in Contact or Remote Mode instead.
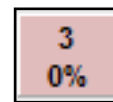
 When a generator has been dedicated to Spooky Central/Plasma, its text is always bold.

Lesson 6: GeneratorX Biofeedback Scan

The GeneratorX biofeedback scan is the most efficient way to find frequencies you need to kill pathogens in your body. Here's how you setup the software and hardware to perform a scan.

To load the preset, click the *Presets* tab. Click the *Home* button. Click *>Biofeedback*, then *>GeneratorX*. Click on the preset *GX General Biofeedback Scan with Baseline (C) - JW*.

Click the *Control* tab, tick *Overwrite Generator*, then choose a GeneratorX button.
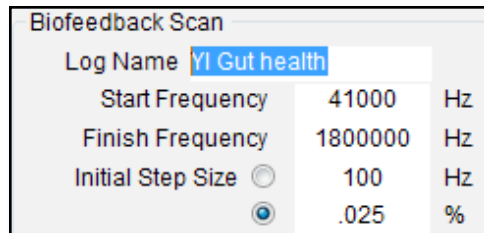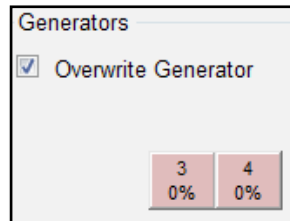
In the *Log Name* text field of the *Biofeedback Scan* pane, type short description of the scan with your initials.

At this point, connect your TENS cable to the Out 1 port of GeneratorX. You must not be using Spooky Boost, as it interferes with the scan. Attach the TENS pads to the cable, and stick the pads close as possible to the area of interest. It is important that TENS pads are close to the area of interest so that you can have pathogens directly between the two pads. Do not place the TENS pad above the shoulders or have the
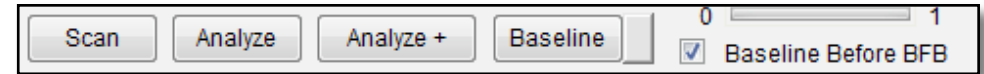
current go through the heart. For GeneratorX scanning tip, see here.

Click the *Scan* button. This scan will take about 29 minutes.

When the scan finishes, the *Scan Results* window will appear.
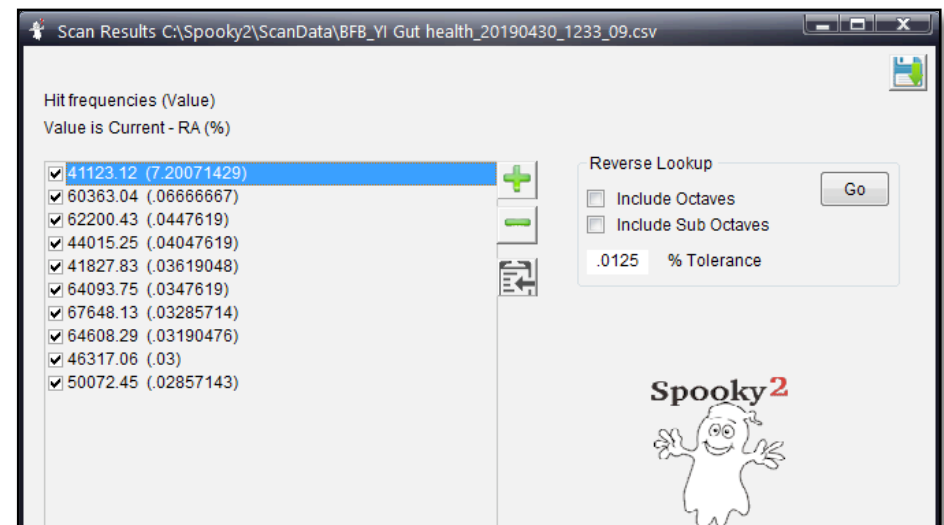
If you want to see the *Reverse Lookup* results, which are programs in the database that may match your found frequencies, tick *Include Octave* and choose *Go*. A window will appear with the reverse lookup notes.

In the *Reverse Lookup Result* window, you can save the text by clicking the *Save* button. After you finish with the *Reverse Lookup Result* window, click the

Close (X) button.

To save your frequencies to treat yourself later, click the *Save* button in the *Scan Results* window.

Click the *Save* button on the *Create Program* window to save your scan results to

BFB_Frequencies.csv.To create a preset with your results, choose the shell preset for your transmission hardware. In this example, I am using a Spooky Remote, so I choose in the *Presets* tab >*Shell (Empty) Presets*, >*Remote*, *Killing (R) - JW*.

Then click on the *Programs* tab. In the *Search* text field, type *YI Gut Health* (or the name you gave the scan results program),
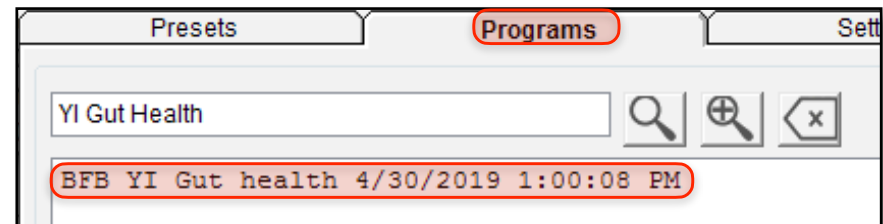
then click the *Search* button. Double click the result to add the program to the preset. **Note:** to see all your biofeedback programs, search for *BFB* because by default the scan results programs have the name *BFB [Log Name] Date Time*.

Click on the *Presets* tab, then click the *Save Preset* button.
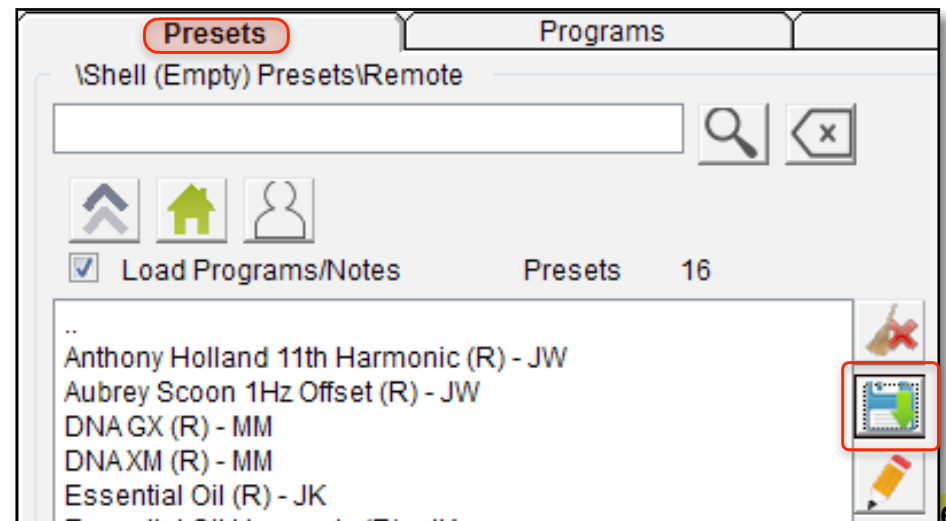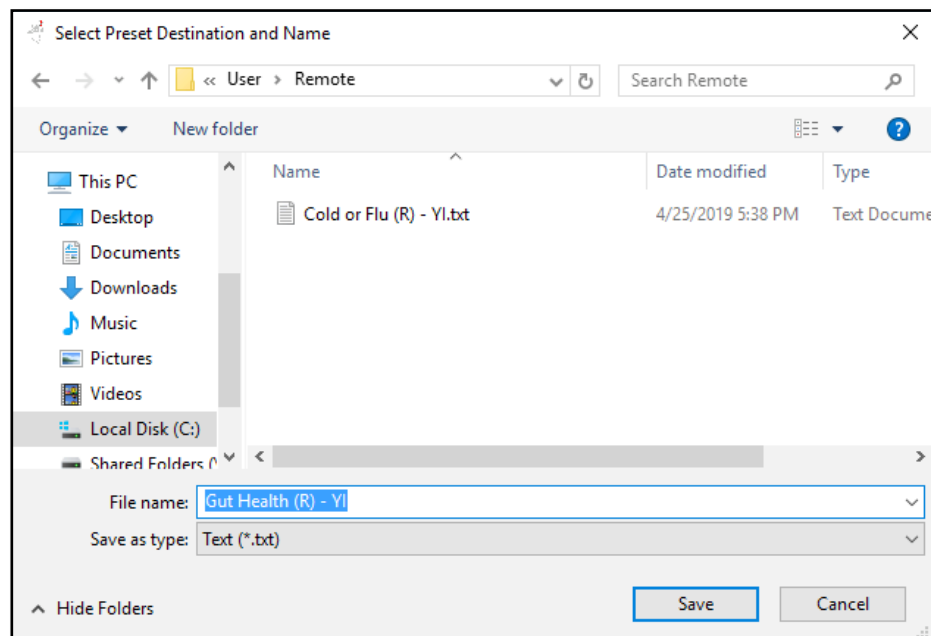
Type a descriptive name for you preset and click *Save*.

Now click the *Control* tab. Tick *Overwrite Generator* and choose a generator. Connect a Spooky remote to the generator, with Spooky Boost if you have one, then click the *Start* button.

For tips on doing a GeneratorX biofeedback scan, click here.
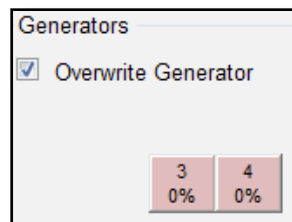
Lesson 7: Spooky Pulse Biofeedback Scan

The Spooky Pulse offers a low cost way to perform a biofeedback scan with the Spooky²–XM generator.

To load the preset, click the *Presets* tab. Click the *Home* button. Click >*Biofeedback*, then >*Spooky Pulse,* then >*General*. Click on the preset *General Purpose Full System Scan (C) - JW*.


Click the *Control* tab, tick *Overwrite Generator*, then choose your a Spooky²–XM button.
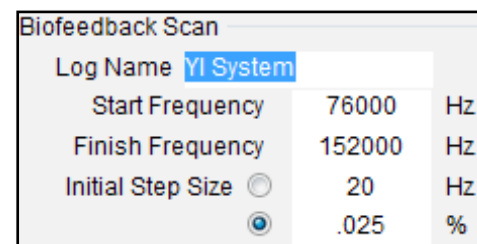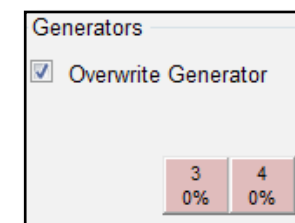
In the *Log Name* text field of the *Biofeedback Scan* pane, type short description of the scan with your initials.

At this point, connect your TENS cable to the Spooky²–XM Out 1 port, or to the BN port of Spooky Boost. Attach the TENS pads to the cable, and stick the pads as far as possible from each other, for example on the right wrist and left ankle. Do not place the TENS pads above the shoulders or have the current go through the heart.

Attach the Spooky Pulse sensor to your earlobe or finger. For tips on getting a good scan, see here.
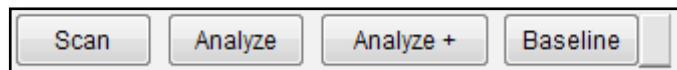
Click the *Scan* button. This scan will take about 47 minutes.

Start Delay	30
Threshold	.01
Est. Duration	00:46:43
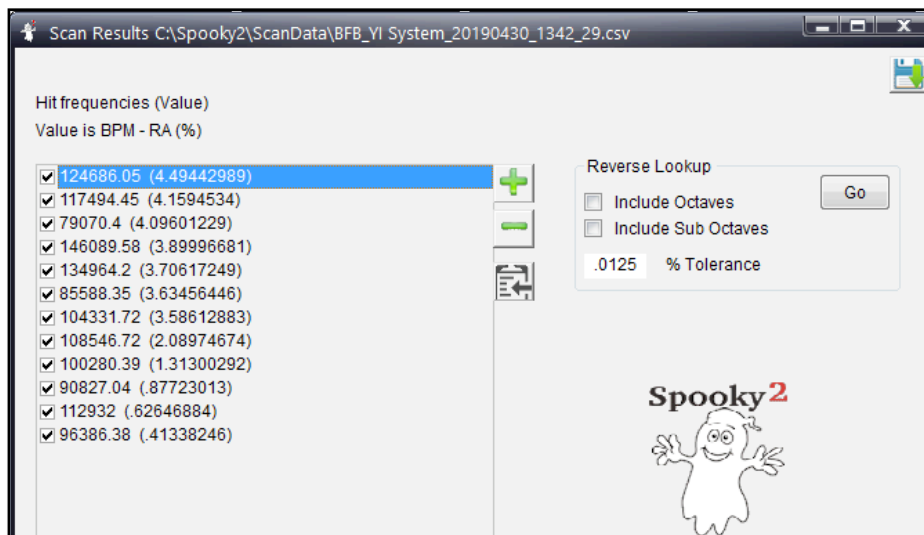
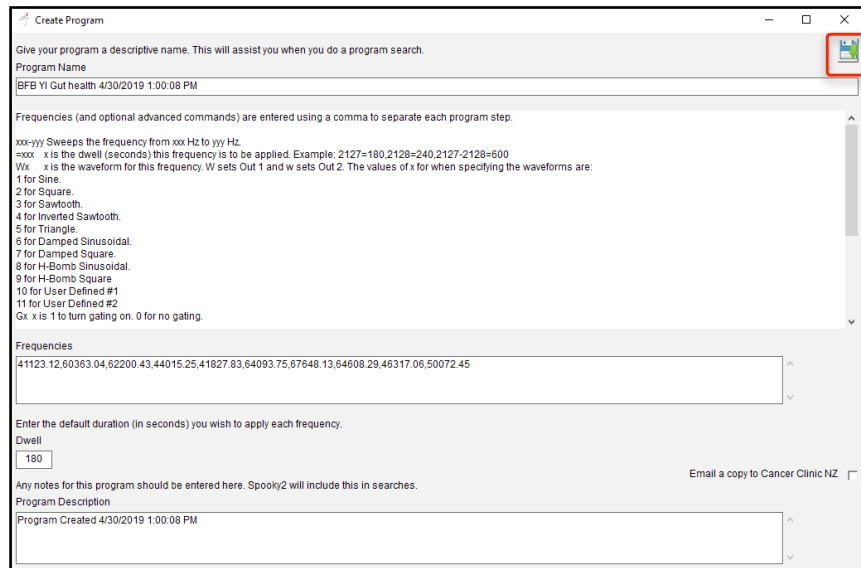When the scan finishes, the *Scan Results* window will appear.

If you want to see the *Reverse Lookup* results, which are programs in the database that may match your found frequencies, tick *Include Octave* and choose *Go*. A window will appear with the reverse lookup notes.
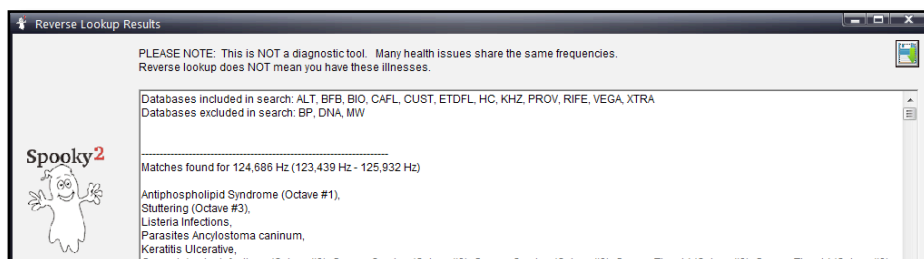
In the *Reverse Lookup Result* window, you can save the text by clicking the *Save* button. After you finish with the *Reverse Lookup Result* window, click the *Close* (X) button.

To save your frequencies to treat yourself later, click the *Save* button in the *Scan Results* window. The *Create Program* window appears with your results in the fields.
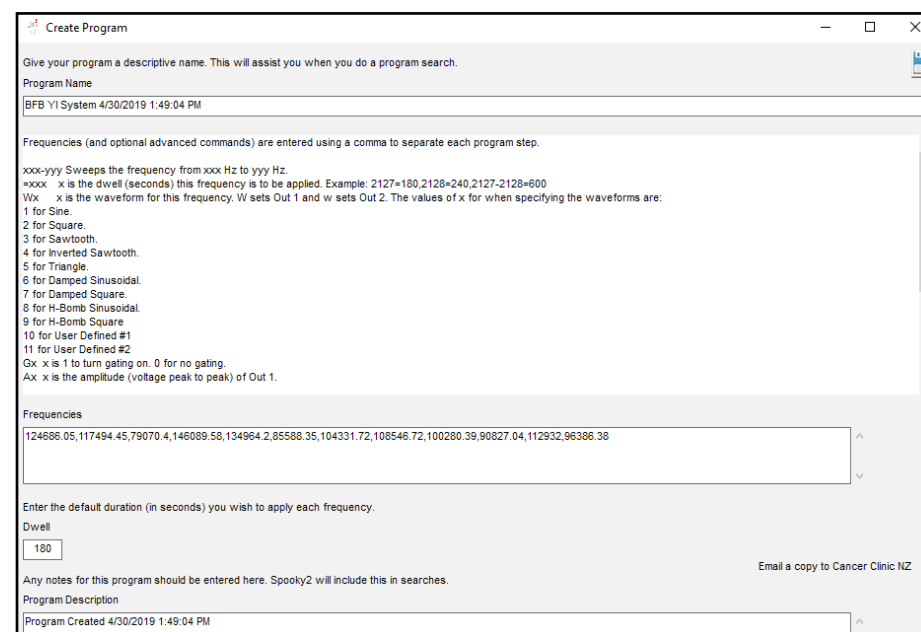

Click the *Save* button on the *Create Program* window to save your scan results to *BFB_Frequencies.csv*.

To create a preset with your results, choose the shell preset for your transmission hardware. In this example, I am using a Spooky Remote, so I choose in the *Presets* tab >*Shell (Empty) Presets*, >*Remote, Killing (R) - JW*.

Then click on the *Programs* tab. In the *Search* text field, type *YI System* (or the name you gave the scan results program), then click the *Search* button. Double click the result to add the program to the preset. **Note:** to see all your biofeedback programs, search for *BFB* because by default the scan results programs have the name *BFB [Log Name] Date Time*.

Click on the *Presets* tab, then click the *Save Preset* button


Type a descriptive name for you preset and click *Save*.

Now click the *Control* tab. Tick *Overwrite Generator* and
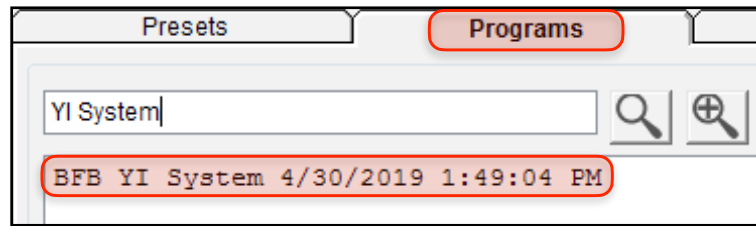
choose a generator. Connect a Spooky remote to the generator, with Spooky Boost if you have one, then click the *Start* button to begin your treatment.
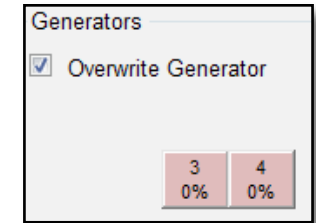
For tips on doing a Spooky Pulse biofeedback scan, click here.
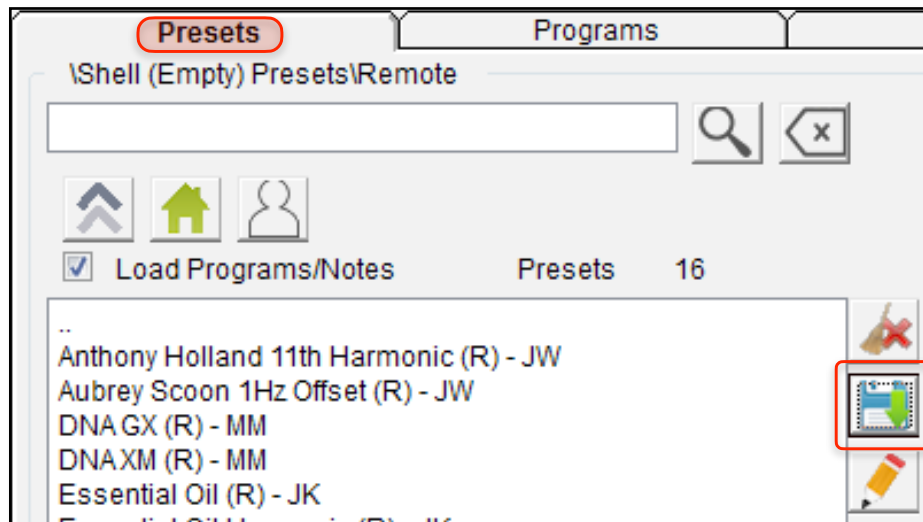
Lesson 8: Settings Without a Shell Preset

Spooky[2] isn't a preset-only system — it's hugely flexible. To demonstrate this, let's set up a generator without using a preset. Let's start by choosing *Restore Generator Defaults* in the File menu. Start in the *Programs* tab with the program you want. This will be a contact treatment, so enter 1 for *Repeat Sequence* (highlighted in blue).

Let's say you've had a pain in your thigh lately, and you're trying things out to see if you can hit it. It's possible that it's some sort of bone infection. When you *Search* for "bone," you find *Infection Bone XTRA* – so load it, then click the *Settings* tab.

This bone is thick, and lies deep in the flesh, so you can make sure to reach it with Contact Mode by using a dynamic carrier wave. A dynamic carrier is always better because it's automatically a higher harmonic of each audio frequency, so it

produces a powerful therapeutic effect in addition to transporting the audio energy. And because this is a contact treatment, you want signal polarity to swap to prevent acids forming beneath your TENS pads and burning your skin, so enter 60 seconds as the *Swap Waveform* time in the *Output Control* pane (highlighted red). To make the treatment more powerful, set the Amplitude fields for Out 1 and Out 2 to 20.

Change the *WCM* value for the square wave to 4 so you can add high frequencies later if needed — this gives a max ceiling of 20 MHz.

To get the full power of Spooky², choose *Inverse* rather than *Follow Out 1*. Set Out 2 to follow the Out 1 frequency by setting Out 2 = (Out 1 X 1) + 0 in *Output Control*. This means you must use the *F2=F1* controls to create the carrier. Now the audio frequencies will be modulated by a high-frequency carrier that's 128 times higher (and faster) — (highlighted red). Both are output through your Spooky Boost high power socket, to which you'll attach a pair of TENS pads.

There are two ways of generating a dynamic carrier in Spooky² – the "Out 2" method (described later), and the "F2" method, which we've used here. In general, once audio energy reaches the top of the range of human hearing (about 20,000 Hz) it's becoming radio energy. By trial and error, we find that multiplying our audio frequencies by 128 transposes all of them to radio frequencies. We pick 128 because it's an octave multiplier, and octaves can be clearly seen in many aspects of life, creation, and the universe.
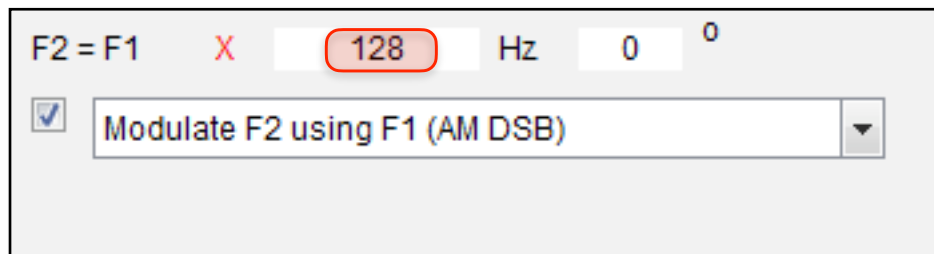
Put simply, octave harmonics are created by repeated doubling or halving of any frequency. So 2, 4, 8, 16, 32, 64, 128, 256, and 512 are all octave multipliers (or divisors). There are other excellent types of multiplier — decade, Fibonacci, and 8x (particularly powerful) — but we'll almost always have good results with octaves, so this is what we'll use here.

Because the low frequencies are now carried by a high-frequency dynamic carrier, you shouldn't experience any stinging or tingling in Contact Mode – so you *could* take a chance that they will not be irksome or irritating. maybe it's best not to take that chance, and we set an *Amplitude Ramp* time of 5 seconds for *Up* and *Down*, and tick the *Reduce Amplitude* box.

Now it's time to run your program, so click the *Control* tab, choose your generator, and hit *Start*.
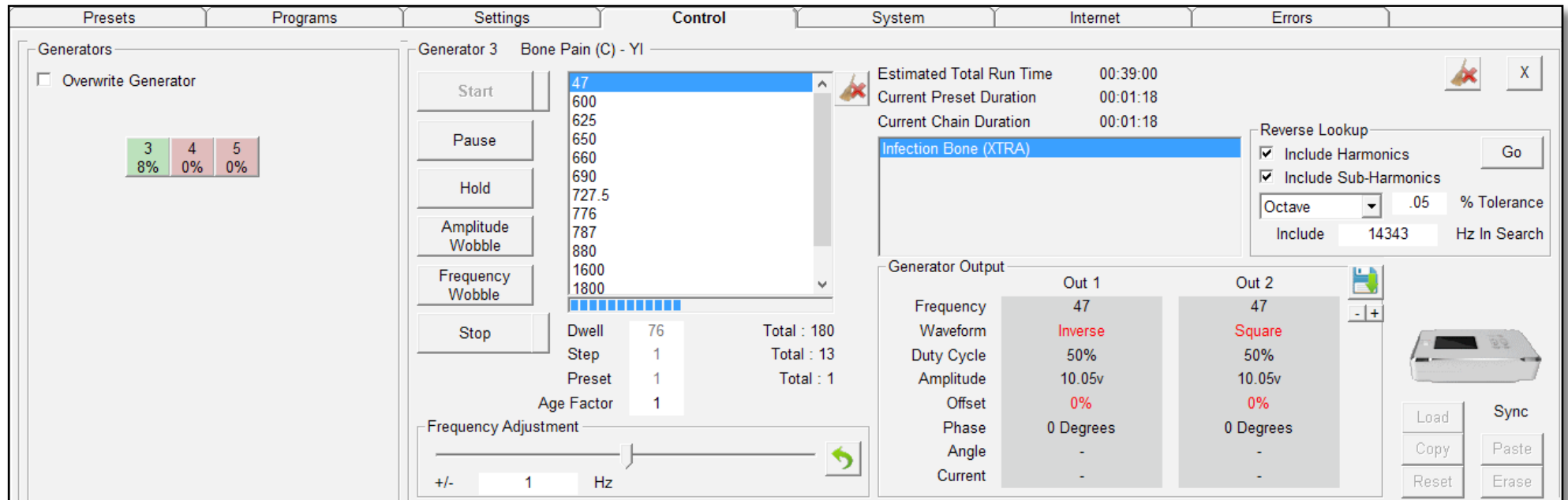
Now you can see that the lowest frequency in your Program – 47 – is being transmitted from *Out 1* and *Out 2*. The new waveform you've created has a carrier that's always running 128 times faster than the audio frequency, so the carrier for 47 will be 6,016 Hz.

But what about the highest frequency in the Program – 10,000 Hz? When this is multiplied by 128, the result is 1,128,000 Hz – which is well within the generator's native hardware limit of 5,000,000 Hz. Although you could have left the waveform's *WCM* value at its default of 1, entering 4 will give you plenty of headroom should you decide to try a different program with higher frequencies later in the event of this one not doing the job well enough.

OK, let's fast-forward and imagine that you've used this program and found it to be so good that you now want to save it as a preset (don't forget to add your own notes to it). How can you do that? Very easily. Click the *Presets* tab, then the *Save* button.
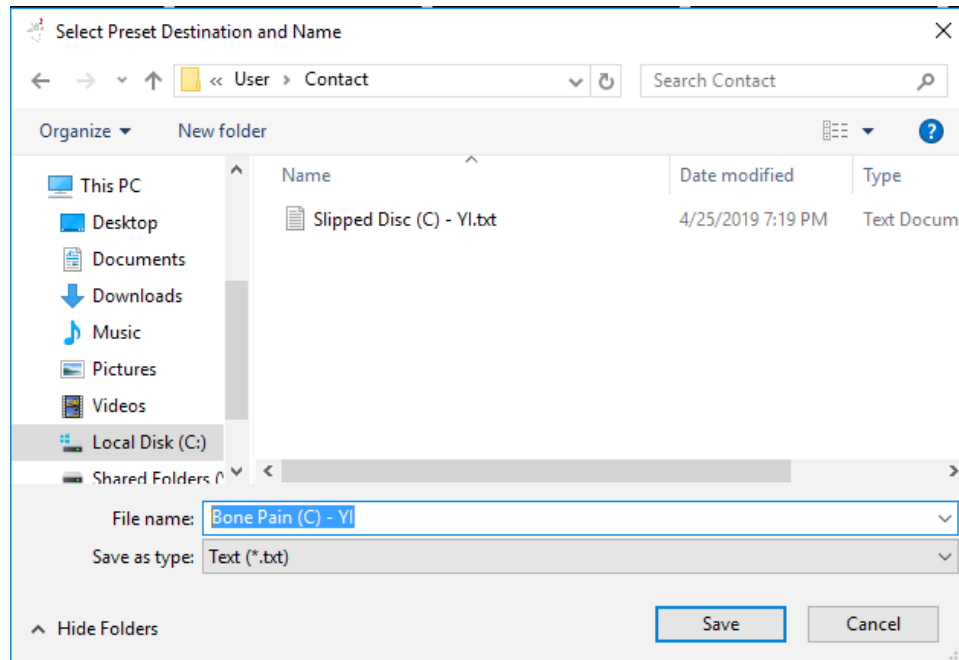
Here, we've navigated into our *Contact* folder, and we're naming our preset: *Bone Pain (C)– YI*.

Now you see my new preset in your *User* folder (below).

You now know how to quickly and easily use Spooky[2] effectively to create killing and healing treatments in Remote, Contact, and Plasma Modes by using the built-in Factory Presets. You also know how to create your own treatments without using any preset, then save it as one afterwards So if you wish, you can stop reading here.

But if you do, you will miss out on a treasure trove of information that will enable you to understand what Spooky[2] is doing, and *can* do — *if* you have the knowledge. The most powerful part of any piece of software or equipment is the knowledge of how to use it effectively. And that knowledge is right here in this Guide. So please — read on!

(Left is your new preset created without using a *Shell Preset* to start with).
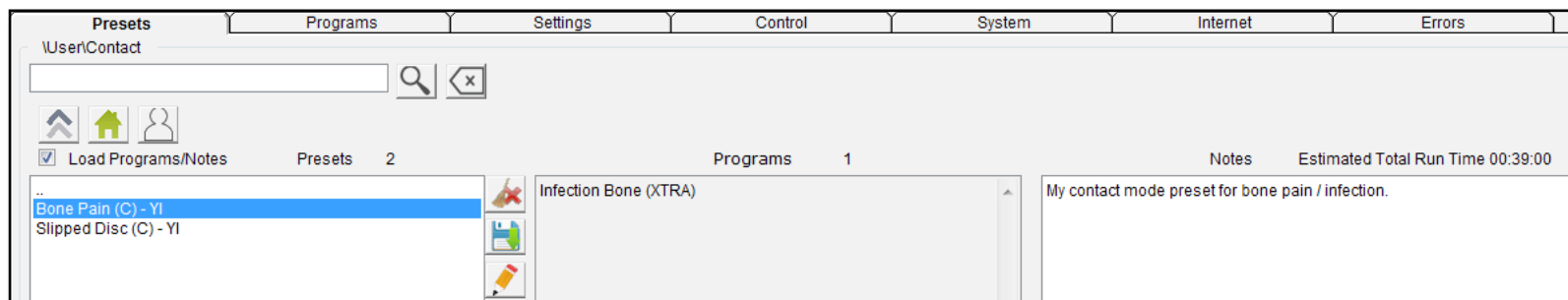
Part 3: Technical Guide

File Menu
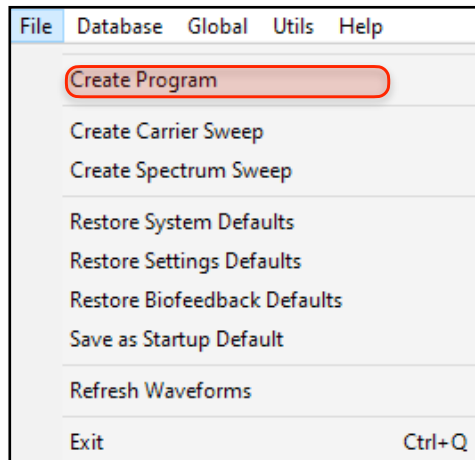
1. Create and save your own frequency sets.
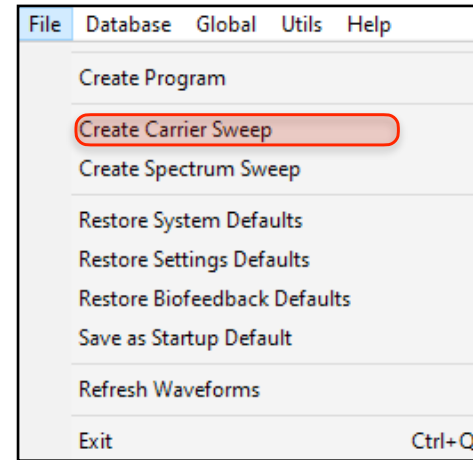
2. Create and save your own Carrier Sweep programs.
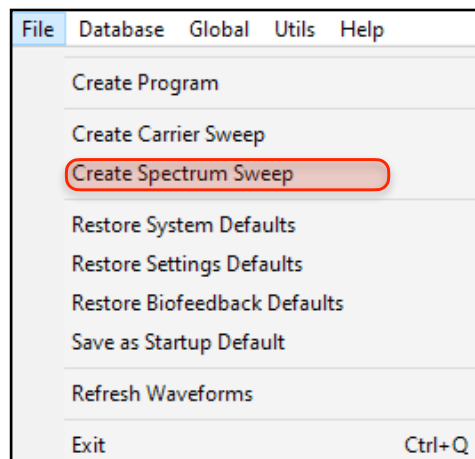
3. Create and save your own Spectrum Sweep programs.
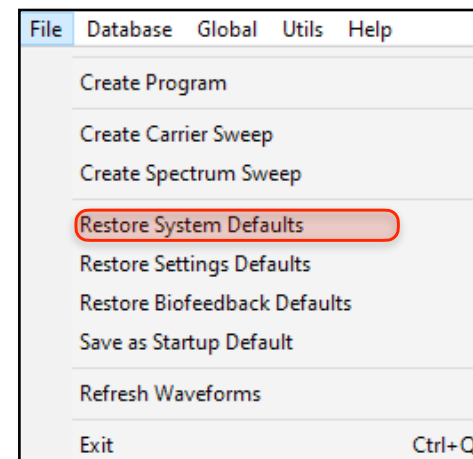
4. Restores Spooky[2]'s original *System* tab default settings.

File Database Global Utils Help

Create Program

Create Carrier Sweep
Create Spectrum Sweep

Restore System Defaults
Restore Settings Defaults
Restore Biofeedback Defaults
Save as Startup Default

Refresh Waveforms

Exit   Ctrl+Q
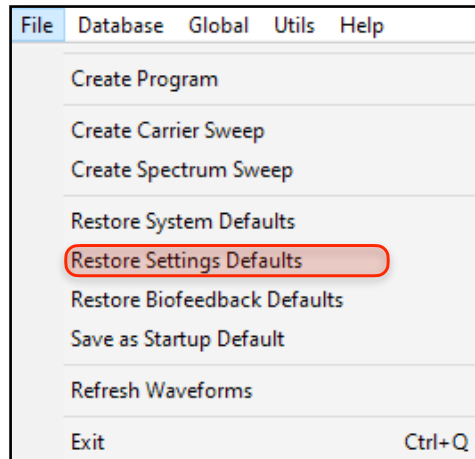
5. Restores Spooky**2**'s Settings tab to the default state. Performs the same actions as the *Restore Defaults* button in the *Settings* tab.

File Database Global Utils Help

Create Program

Create Carrier Sweep
Create Spectrum Sweep

Restore System Defaults
Restore Settings Defaults
Restore Biofeedback Defaults
Save as Startup Default

Refresh Waveforms

Exit   Ctrl+Q
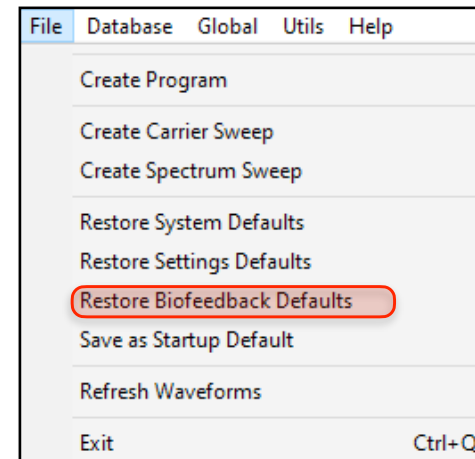
6. Restore the biofeedback settings to the startup default.

File Database Global Utils Help

Create Program

Create Carrier Sweep
Create Spectrum Sweep

Restore System Defaults
Restore Settings Defaults
Restore Biofeedback Defaults
Save as Startup Default

Refresh Waveforms

Exit   Ctrl+Q
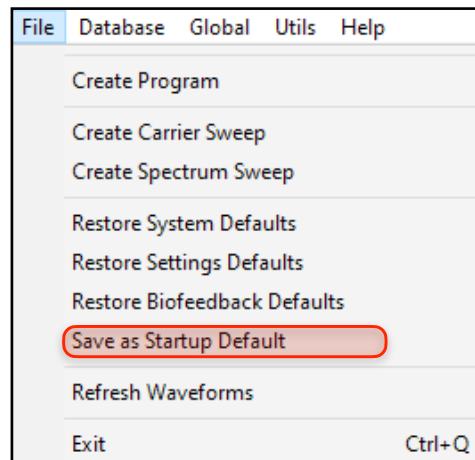
7. Save the current settings as Spooky**2**'s startup default.

File Database Global Utils Help

Create Program

Create Carrier Sweep
Create Spectrum Sweep

Restore System Defaults
Restore Settings Defaults
Restore Biofeedback Defaults
Save as Startup Default

Refresh Waveforms

Exit   Ctrl+Q
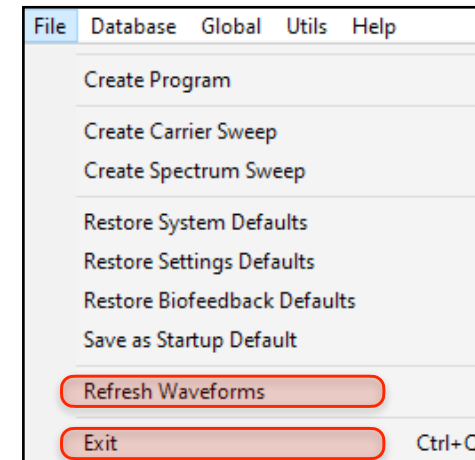
8. Reloads all custom/ user waveforms into Spooky**2**. Allows you to add extra waveforms without having to quit.

9. Exit will quit Spooky**2**. The red X and Ctrl+Q also do the sample

Create Program

1. This is the window that opens when you choose the *Create Program* command from the *File Menu*. Spooky[2] allows you to enter an unlimited number of your own programs into a custom database. The *Create Program* screen contains complete instructions, and saves your work into *custom.csv*. We'll reproduce them here in a moment so you can appreciate fully how much power you have when you write your own frequency sets (and print them out if you wish).

Program Name

Program Name: click in the field and type your program name. Give it a good descriptive one so you'll be able to identify it in a search list. Something like "Cancer Throat Sweep YI" is good because it will show in searches for "cancer," "throat," and "sweep." You can substitute YI with your initials, a numeral, or leave it out entirely. It's your choice.

Frequencies: now we come to enter the individual frequencies. You can either type them in, or copy and paste them all at once from another document. In all cases, each frequency in the set **must** be separated by a comma. Please check all the information you've entered here very carefully before finalizing your entry.

Frequencies

You can also enter a plethora of powerful commands in this field along with your frequencies. We'll deal with these shortly.

Dwell
180

Dwell: this is the amount of time in seconds you wish to transmit each frequency in your Program for. If you're unsure of what this should be, 180 seconds is a good default. Note that you can specify individual frequency deviations from this default by entering a simple command (shown later).

Program Description: you can add notes which will be included in searches, and will appear in the *Program Description* pane. If you make a textual mistake when entering a set, don't worry — you can edit it later by selecting the *Edit Custom Database* command in the *Database Menu*. You can also choose to manually open your custom file in Notepad and edit it there.

Program Description

The Commands List

The following commands are entered into the *Frequencies* field at the point in your program where you want them to take effect. Most letters can be capitals or lowercase. Letters are entered like this: 125 W2 A09 O00,208,1000,7.83

xxx-yyy (Frequency Sweep): This is how you enter a sweep between two frequencies — *xxx* stands for one frequency, and *yyy* for the other.

If you want an ascending sweep, enter the lower frequency first, then type a hyphen (the sweep command), followed by the higher frequency (1234-5678).

For a downward sweep, enter the higher frequency first, then a hyphen, and then the lower one (5678-1234).

=xxx (Custom Dwell): For any frequencies, you can specify different dwells from the default. Just type an equal sign (the dwell command) followed by the dwell in seconds.

Wx (Waveform): After a frequency for which you want to use a different waveform, type *W* followed by the number of the wave as shown in the list below. Use *W* for Out 1's waveform, and *w* for Out 2's waveform.

Sine wave:	1
Square wave:	2
Sawtooth wave:	3
Inverted sawtooth:	4
Triangle wave:	5
Damped Sinusoidal:	6
Damped Square:	7
Sine H-Bomb:	8
Square H-Bomb:	9
User defined #1:	10
User defined #2:	11

Gx (Gate): After the target frequency or command, type *G* followed by 1 to turn gating on, and G followed by 0 to turn it off.

You can boost or cut the **Amplitude**, or output voltage.

Ax (Amplitude Out 1): After your target frequency or command, type *A* followed by the peak to peak voltage of Out 1 you wish to use.

ax (Amplitude Out 2): After your target frequency or command, type *a* followed by the peak to peak voltage of Out 2 you wish to use.

Lx (Light Wavelength): Spooky[2] lets you enter light wavelengths directly. Type *L* followed by your wavelength in nanometers (nm). Spooky[2] will automatically convert this to the highest subharmonic frequency your generator is set up to transmit. *CLx* can be used as a Constant for Out 2 (see below).

Mx (MW Factor): x is the *Monoisotopic Molecular Weight* (g/mol) which Spooky[2] will convert to a frequency. **CMx** can be used as a *Molecular Weight Constant* for Out 2.

Bx (Base Pairs Factor): x is the number of Base Pairs within a genome. Spooky[2] will convert this to a frequency if a Factor is entered. *CBx* can be used as a *Base Pair Constant* for Out 2.

BCx (Circular Base Pairs Factor): x is the number of Base Pairs within a circular genome. Spooky[2] will convert this to a frequency if a Factor is entered.

BLx (Linear Base Pairs Factor): x is the number of Base Pairs within a linear genome. Spooky[2] will convert this to a frequency if a Factor is entered.

Ox (Offset): After your target frequency, for positive offset type upper-case *O* followed by the value desired <u>as a percentage of</u> <u>Amplitude</u> rather than a voltage. For negative offset type lowercase *o*.

Px (Phase Angle): After your target frequency, type *P* followed by the value you require.

Fx (Factor): Dictates the value you want for Out 2's frequency *Factor* in the formula Out 2 = (Out 1 × *Factor*) + *Constant*.

Cx (Constant): *x* is the value for Out 2's frequency *Constant* in the formula Out 2 = (Out 1 × *Factor*) + *Constant*.

T+ (Tissue Factor On): this directive forces the Tissue Factor on.

T- (Tissue Factor Off): this directive forces the Tissue Factor off.

[…]: A chemical formula inside square brackets converts the formula to a monoisotopic mass frequency. For example: *[C860H1353N227O255S9]* is a valid entry.

Codes Examples: you have six frequencies – 100, 200, 300, 400, 450, and 600. You want 100 and 200 to transmit for your default dwell of three minutes, and 300 to transmit for 10 minutes, all using a square wave with *Amplitude* of 9 volts and an *Offset* of 0.

<u>Enter</u>: 100 W2 A09 O00,200,300=600,

You then want 400 to sweep up to 450 over a period of 30 minutes using a sine wave.

<u>Add</u>: 400-450=1800 W1,

Finally, you want 600 to use a square wave again for your default dwell. You also want an *Amplitude* of 5volts and a positive *Offset* of 2.5volts (which is 50% of the *Amplitude*).

<u>Add</u>: 600 W2 A05 O50,

So here's your entire string of frequencies and commands:

100 W2 A09 O00,200,300=600,400-450=1800 W1,600 W2 A05 O50,

Here's another example that's specifically useful for Spooky

Central/Plasma: you wish to run some very low frequencies using the plasma tube – 7.83, 10, 20, and 33.

But Spooky Central/Plasma outputs from 100KHz upwards. So how can you do this? By writing *Factor* and *Constant* commands to control Out 2 into your program like this:

7.83F1C7.83,10C10,20C20,33C33,

This creates "beat" frequencies of the exact values you want, and the signal's high frequency component ensures they will achieve complete cell penetration.

When you're happy with everything, click the *Save* button.

You'll be asked to confirm that you wish to save, or cancel. To simply close the *Create Program* window without using this button, click the red *X* top right.

Create Carrier Sweep

Create Carrier Sweep

Carrier sweeps are vastly superior to modulation sweeps but will ONLY work with Spooky Central/Plasma. All frequencies are hit over a definable time period.
You may create your own sweep to suit your requirements. Always connect Out 1 to Input, Out 2 to Modulation.
Ensure "Out 1 Fixed" option is not selected in the Spooky2 Output Shadowing pane.

Give this program a descriptive name. This will assist you to find it at a later date.
Program Name

Carrier Center Frequency	200000	Hz
Modulation Frequency	5500	Hz
Frequency Tolerance	.025	%
Application Time	300	Secs

Carrier sweeps distribute power over a broad range. This frequency region will receive most of the power.

The modulation is a fixed frequency. Low frequencies provide a narrow but powerful application of frequencies.

The frequencies in this range will be applied for the Frequency Application Time.

Apply the frequency (within the Frequency Tolerance) for this number of seconds.

Notes

Spooky 2

Carrier Sweep Info:
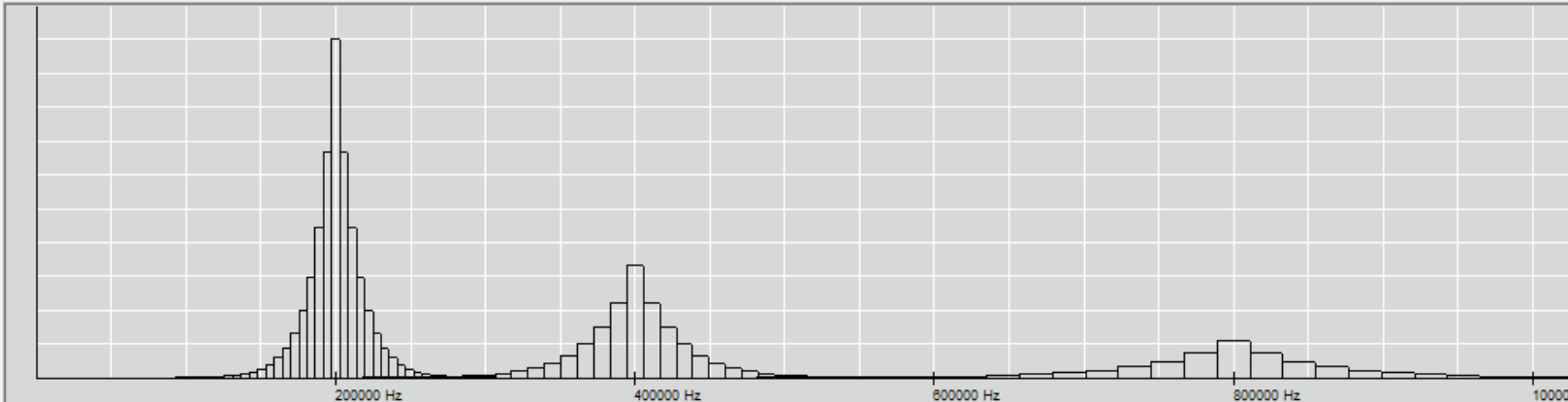
Carrier Start Frequency 197225 Hz.
Carrier Finish Frequency 202775 Hz.
Carrier Sweep Speed .1667 Hz/Sec.
Sweep Duration 9 Hours 15 mins.

☐ Logarithmic (dB)

2. This is the window that opens when you select the *Create Carrier Sweep* command from the *File Menu*. A carrier is a fixed frequency. More frequencies can be created if this frequency is turned on and off very rapidly. Another word for this is "modulation". Usually this modulating frequency is quite high, so the switching cannot be observed. When a carrier frequency is modulated, multiple frequencies are created on either side of it. These are called "sidebands". The modulation sets the distance between each of the sidebands. Imagine an inverted hair comb. Its teeth represent frequencies created by a modulated carrier. Each tooth is evenly spaced, in exactly the same way as modulating a carrier frequency makes evenly spaced frequencies, and the distance between each is the modulation frequency.

Now imagine dipping the teeth into black ink and pressing them down onto white paper. You will see a series of black dots. Each dot is a frequency. Slide the comb lengthwise by one tooth. You now see a solid black line. Every "frequency" has been "written" by moving the comb fractions of an inch. This analogy closely explains how a Carrier Sweep works. Only a very small movement in the carrier is required to hit all frequencies.

Until now, conventional Rife machines have had fixed carriers. They could not sweep a wide range of frequencies by altering the carrier, since circuit efficiency would drop dramatically, making the machine useless. The only option available was a modulation sweep. In the comb analogy, the teeth would gradually move further apart. The comb would also grow larger to cater for the extra spacing. The dots would cross each other as the spacing increases. So each frequency is hit several times.

While this *sounds* wonderful, there is an embarrassing disadvantage. Each frequency is produced for eight seconds or less. Dr. Rife applied his frequencies for three minutes. This may explain why such sweeps have not produced "spontaneous remissions" as they should.

The Spooky[2] Carrier Sweep applies each frequency once, but it pounds on it thoroughly for at least three minutes. The carrier will receive most of the power, so choose a frequency in the center of your target range. The *Modulation Frequency* sets how far apart the other frequencies are. A high *Modulation Frequency* will cover a broader range, but the sweep time will increase since there are more frequencies to target between each "comb tooth". The *Frequency Tolerance* sets the maximum distance a frequency can deviate but still be effective. Royal Rife specified 1/4 of 1%, or 0.25%. Spooky[2] sets the default to .025%. The *Frequency Application Time* sets how long each frequency will be applied within the tolerance band.

When creating a Carrier Sweep, keep an eye on the *Sweep Duration*. This is the time required to complete the sweep. Often this can extend to many hours if the settings are altered without care. Spooky[2] can also perform conventional Modulation Sweeps if required.

Create Spectrum Sweep

3. Here's the window that opens when you choose the *Create Spectrum Sweep* command from the *File Menu*. This allows you to design and create your own Spectrum sweeps based on the information you input. For a more thorough explanation of Spectrum Sweep, read Understanding Spectrum.

The *Create Spectrum Sweep* utility has the following fields:

Program Name: is the name of your spectrum sweep program. You search for this name in the *Programs* tab after you've created your sweep.

Spectrum Low Frequency: is the lowest frequency you wish to target in the sweep.

Spectrum High Frequency: is the highest frequency in your targeted sweep.

Frequency Tolerance: this value creates the spacing between each successive frequency in the sweep. The default value of 0.025% is a good default, as it is the tolerance Rife found when effectively applying MOR frequencies.

Frequency Application Time: is the number of seconds to stay on each frequency of the sweep.

Wave Cycle Multiplier: is the number of simultaneous frequencies applied around a center frequency. The larger this number, the more simultaneous frequencies. However, the total voltage per frequency shrinks as you increase this number.

Frequency Hits Per Sweep: the number of times each frequency is targeted per sweep.

Spectrum Sweep Info: shows necessary settings and other information for the Spectrum sweep based on your input. To update it after changing a field, please select a *Sweep Type*.

Sweep Type: there are 3 types of spectrum sweeps. *Single Spectrum Sweep* does a simple sweep with multiple simultaneous frequencies. *Dual Converge Sweep* does two simultaneous sweeps; one sweep starts from lower frequencies to higher frequencies, the other sweep starts from higher frequencies to lower frequencies. *Dual Weighted Sweep* does two simultaneous sweeps; one the full range you specify, the other does a more concentrated sweep at the lower frequencies.

Database Entry View: at the bottom of the screen, you see your custom Spectrum sweep exactly as it will appear in your database. To update it after changing a field, please select a *Sweep Type*. The 4th field of the database entry is a comment that provides you instructions on how to set the setting in the *Settings* tab to correctly run the sweep.

Save and Exit/Cancel: when you're happy with your sweep, click *Save and Exit*. To discard your work, click the *X* (Close) button in the top right of the window's toolbar.

For the *Single Spectrum Sweep*, here are the steps to get the right settings in the *Settings* tab.
1. Click *Restore Defaults*.
2. In *Signal Settings*, set Out 1 and Out 2 amplitude to 20.
3. In *Waveform Setup*, set Out 1 waveform to Sine wave, Out 2 to Invert, and in *Output Control* set Out 2 = (Out 1 X 1) + 0.
4. Use the 4th field of the *Database Entry View* to set the *WCM* and *Spectrum* field of the Out 1 Sine waveform in *Waveform Setup*.

For the *Dual Converge Sweep* here are the settings you need.
1. Click *Restore Defaults*.

2. In *Signal Settings*, set Out 1 and Out 2 amplitude to 20.
3. In *Waveform Setup*, set Out 1 waveform to Sine wave, Out 2 to Sine wave.
4. Use the 4th field of the *Database Entry View* to set the *WCM* and *Spectrum* field of the Out 1 Sine waveform in *Waveform Setup*.
5. In the [Output Control](#) area, use the 4th field of the *Database Entry View* to set the Out 2 = Out 1 × [] + [] Hz setting.

For the *Dual Weighted Sweep* here are the settings you need.
1. Click *Restore Defaults*.
2. In *Signal Settings*, set Out 1 and Out 2 amplitude to 20.
3. In *Waveform Setup*, set Out 1 waveform to Sine wave, Out 2 to Sine wave.
4. Use the 4th field of the *Database Entry View* to set the *WCM* and *Spectrum* field of the Out 1 Sine waveform in *Waveform Setup*.
5. In the *Output Control* area, use the 4th field of the *Database Entry View* to set the Out 2 = Out 1 × [] + [] Hz setting.

For a tutorial on using the *Create Spectrum Sweep* utility, click [here](#).

Database Menu

These four commands allow you to carry out various database file operations while Spooky[2] is running — from selecting a different custom database to editing those databases, then loading your edits.
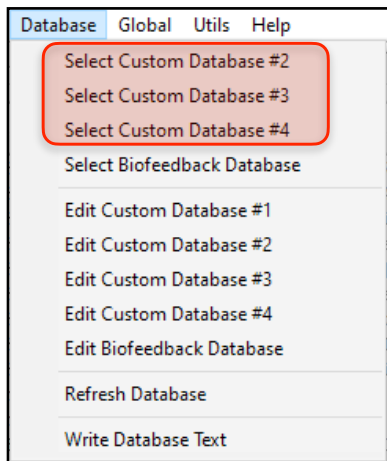
1. Opens a Windows file navigation dialog to allow you to select and load a different database for Database #2-#4 on the *System* tab.
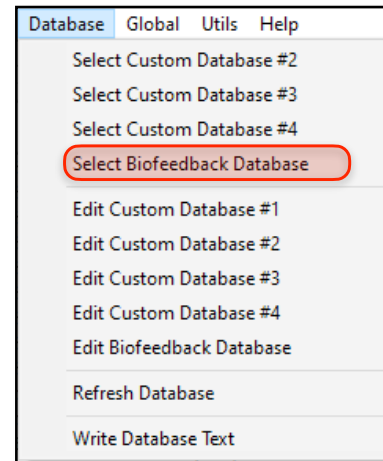
2. Opens a Windows file navigation dialog to allow you to select and load the biofeedback database where your biofeedback scan results are saved.
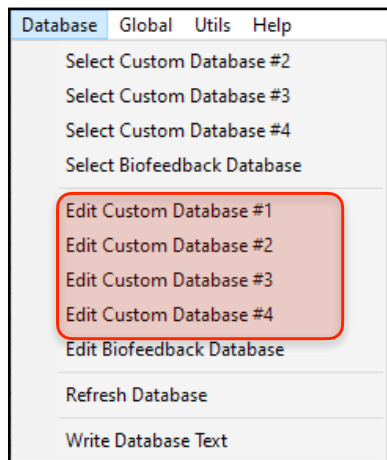
3. Opens a custom database in the built-in database editor so you can make changes and save them to Database #1-#4 in the *System* tab.
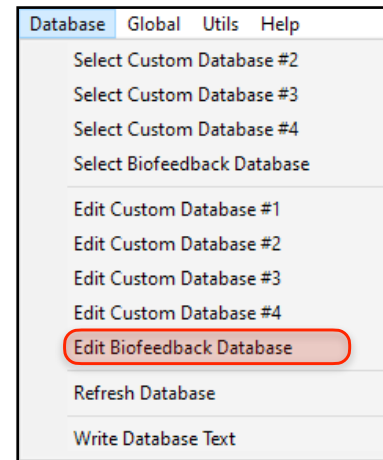
4. Opens the biofeedback database in the built-in database editor so you can make changes and save them.
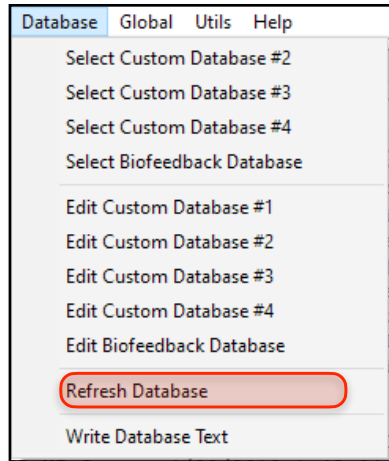
5. Reloads your edited and saved custom databases.
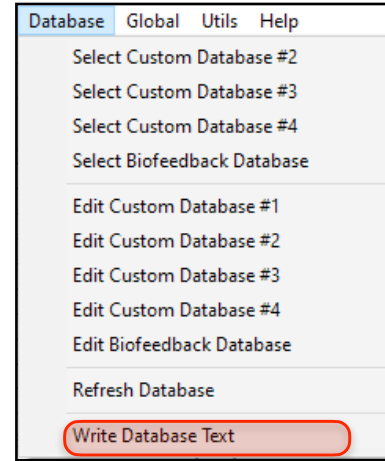
6. This will write the names, durations in minutes, and Program Descriptions for all database programs to a text file.

Select Custom Database

1. Below is the Windows file navigation dialog that opens when you choose one of the *Select Custom Database* commands from the *Database Menu*.
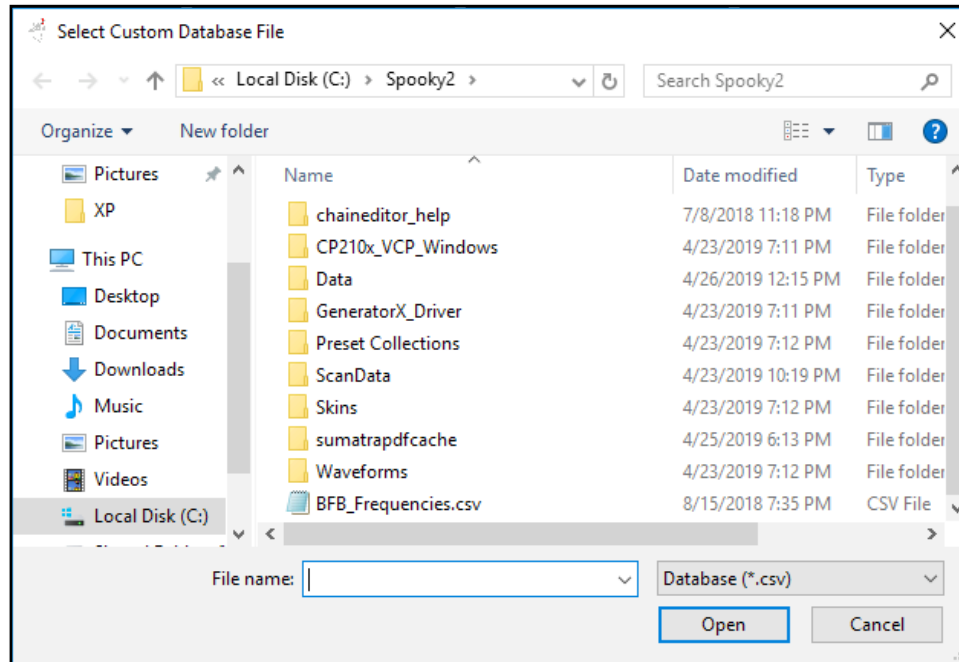
Navigate to the database file you want to load, select it, then click *Open*. Spooky[2] will load the new file and make it available for immediate use.

2. The Database Editor has its own built-in help manual, so we won't go into it here.

Instead, we are providing a short tutorial on editing your custom database with the *CSVed*.

Edit Custom Database
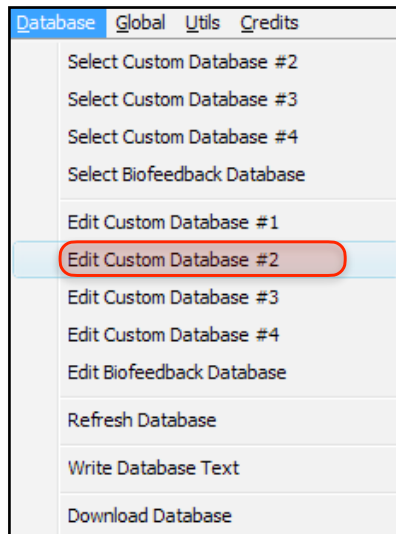
Let's say we want to edit our Database #2. In the *Database* menu, choose *Edit Custom Database #2*.

A *CSVed* window opens with
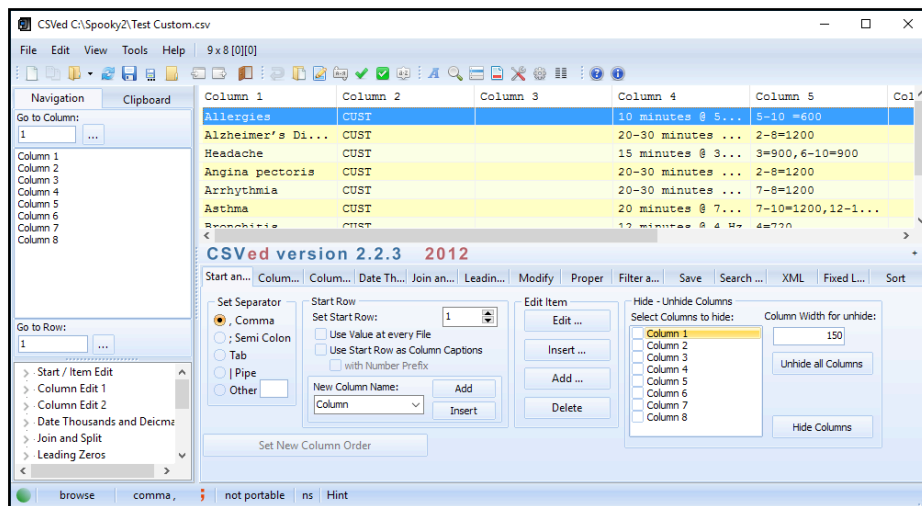
the contents of custom database #2. To edit a record, double click the record you want to edit.

This window appears:
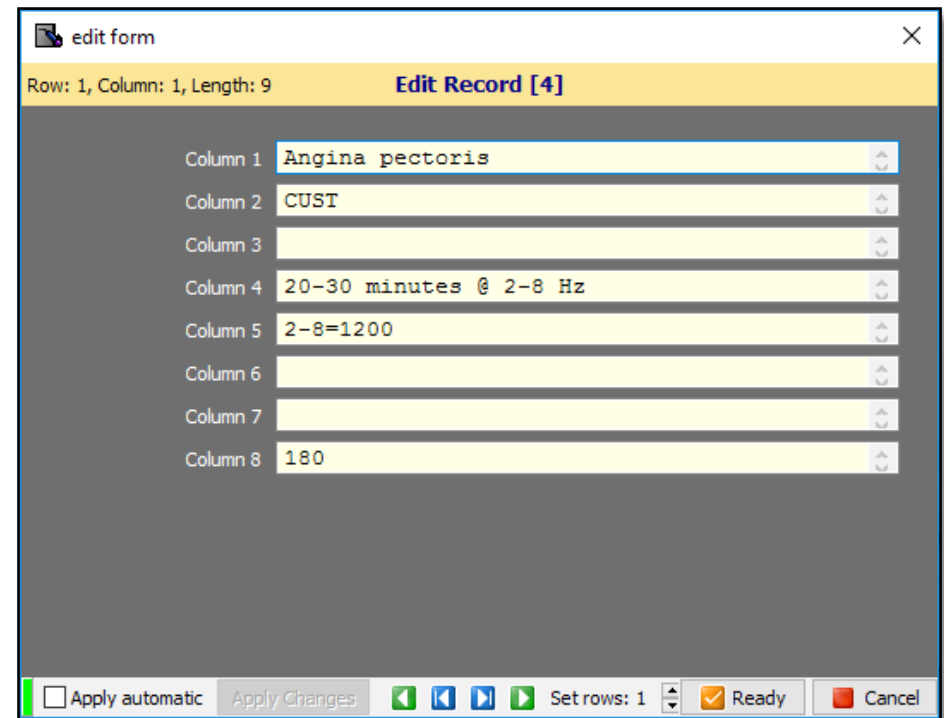
Column 1 is the name of the program. *Column 4* is the program notes. *Column 5* is the frequency list. For an explanation of the frequency list codes, see this. *Column 8* is the default dwell.

After making edits, to save the record click Apply Changes. After saving, close this window.
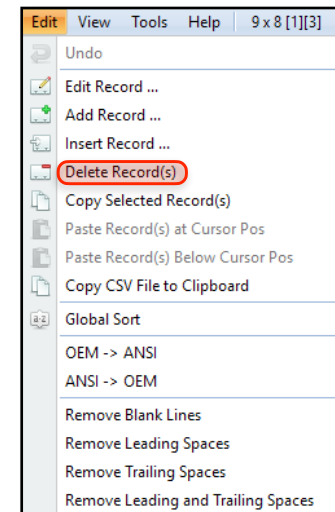
To delete a record, first select the record you want to delete. Then in the *Edit* menu, choose *Delete Record(s)*.

When you've completed your edits, click *Save current CSV File*. In Spooky[2], choose the *Refresh Databases* command in the *Database* menu.

Global Menu

These seven commands allow you to control multiple generators with a single operation. With four generators, you can start or stop them all at the same time by choosing a command here rather than having to open each control panel individually.
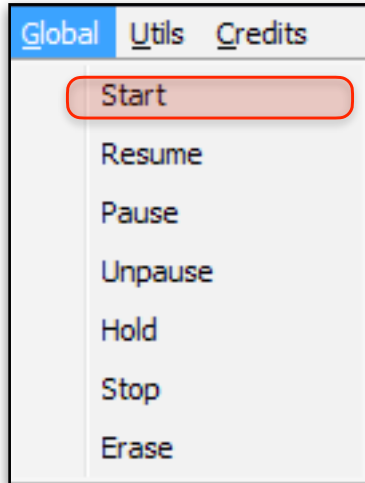
1. Choose *Start* to fire up all the generators in your Spooky[2] rig at the same time.
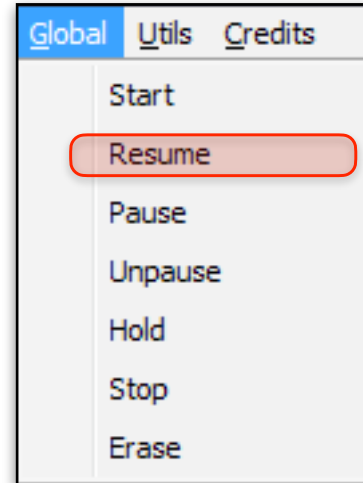
2. Choose *Resume* to restart the program(s) from the point they had reached when you stopped.
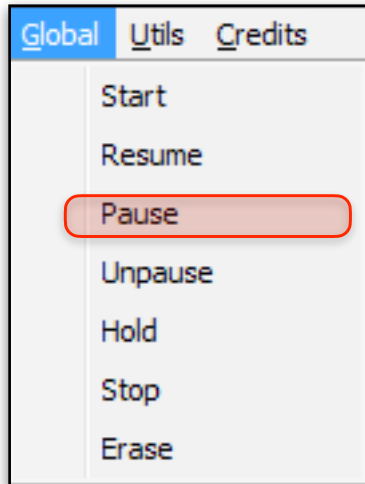
3. Choose *Pause* to temporarily freeze all the generators without losing the positions reached in their programs.
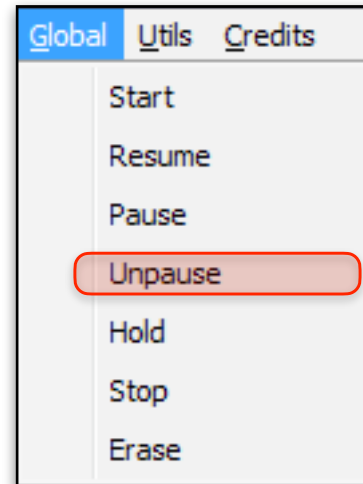
4. Choose *Unpause* to resume transmission on all *Paused* generators.

Global | Utils | Credits
- Start
- Resume
- Pause
- Unpause
- **Hold**
- Stop
- Erase
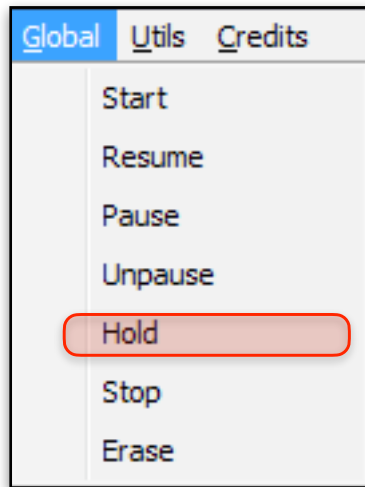
5. Choose *Hold* to remain on current frequencies on all generators — this stays in force until you choose *Hold* again.

Global | Utils | Credits
- Start
- Resume
- Pause
- Unpause
- Hold
- **Stop**
- Erase
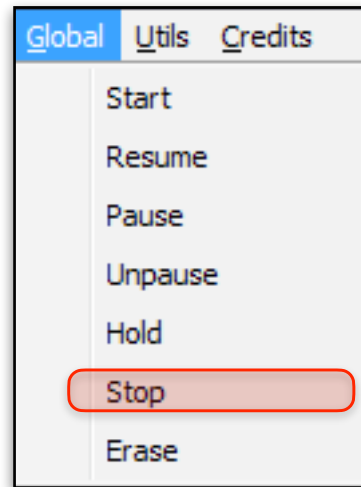
6. Choose *Stop* to end programs on all your generators at the same time.

Global | Utils | Credits
- Start
- Resume
- Pause
- Unpause
- Hold
- Stop
- **Erase**
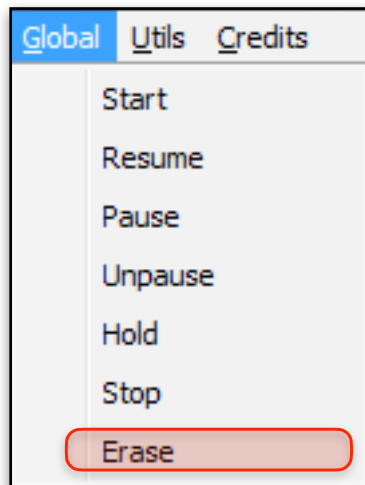
7. Choose *Erase* to clear all programs and sequences from every stopped generator in your rig.

Utils Menu

These commands install drivers, show you which generator is being controlled by which USB port, and more.

Utils	Help
Identify Generators	
Identify USB Devices	
Update Presets	
Extract Preset Frequencies	
Install Spooky2-XM Drivers	
Install GeneratorX Drivers	
Remove Unused Generators from Registry	
Emulate Single GX and XM	
Rescan Devices	
Colloidal/Ionic Silver Calculator	
Turn GX displays OFF	
Turn GX displays ON	
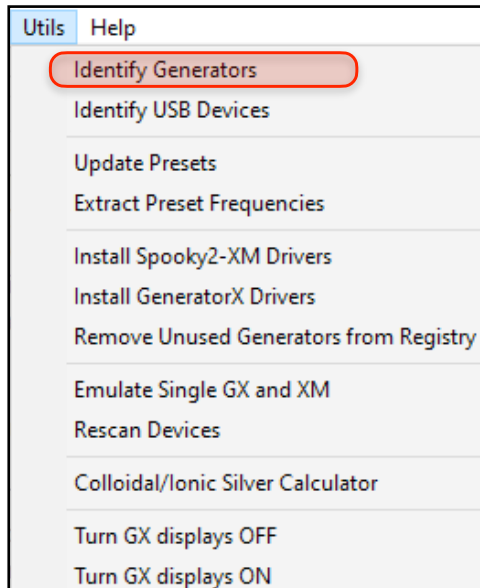
1. *Identify Generators* darkens all generator buttons and shows port numbers on displays. It also opens a detailed report.

Utils	Help
Identify Generators	
Identify USB Devices	
Update Presets	
Extract Preset Frequencies	
Install Spooky2-XM Drivers	
Install GeneratorX Drivers	
Remove Unused Generators from Registry	
Emulate Single GX and XM	
Rescan Devices	
Colloidal/Ionic Silver Calculator	
Turn GX displays OFF	
Turn GX displays ON	
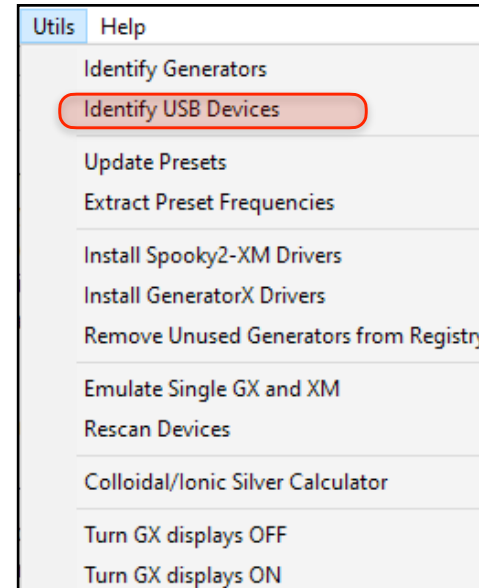
2. *Identify USB Devices* opens USBView, a program that lets you see what USB devices are connected.

Utils	Help
Identify Generators	
Identify USB Devices	
Update Presets	
Extract Preset Frequencies	
Install Spooky2-XM Drivers	
Install GeneratorX Drivers	
Remove Unused Generators from Registry	
Emulate Single GX and XM	
Rescan Devices	
Colloidal/Ionic Silver Calculator	
Turn GX displays OFF	
Turn GX displays ON	
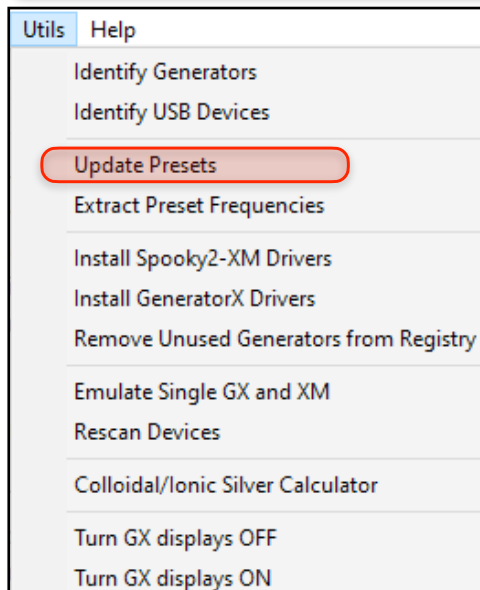
3. *Update Presets* converts older Spooky[2] presets to the newest preset format.

Utils	Help
Identify Generators	
Identify USB Devices	
Update Presets	
Extract Preset Frequencies	
Install Spooky2-XM Drivers	
Install GeneratorX Drivers	
Remove Unused Generators from Registry	
Emulate Single GX and XM	
Rescan Devices	
Colloidal/Ionic Silver Calculator	
Turn GX displays OFF	
Turn GX displays ON	
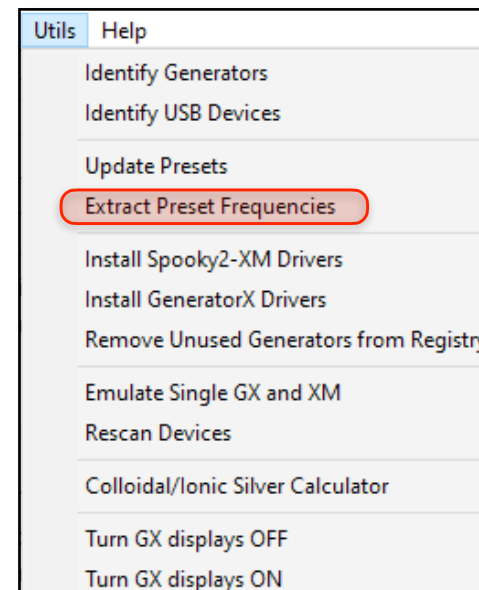
4. *Extract Preset Frequencies* creates a CSV custom database called *PresetPro- grams.csv* in the Data folder in the Spooky[2] program folder.
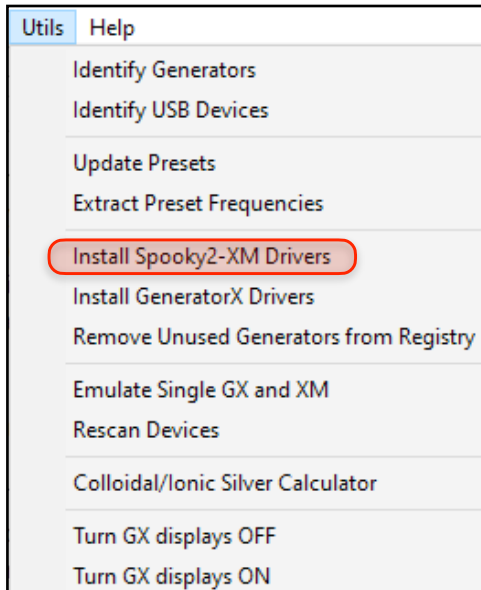
5. *Install Spooky2- XM Drivers* will install the correct Spooky**2**-XM generator drivers for your PC.
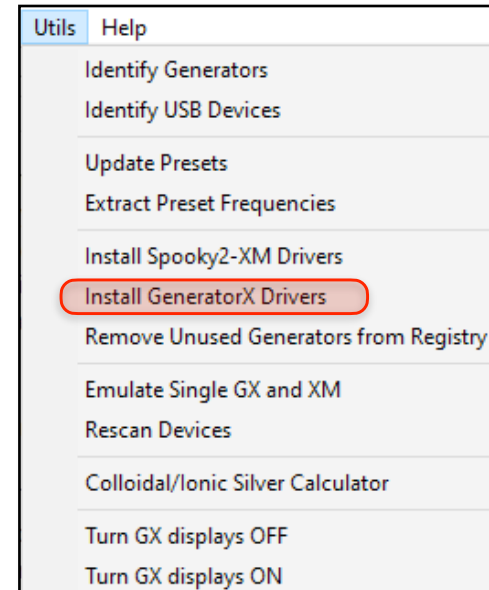
6. *Install GeneratorX Drivers* will install the correct GeneratorX drivers for your PC.
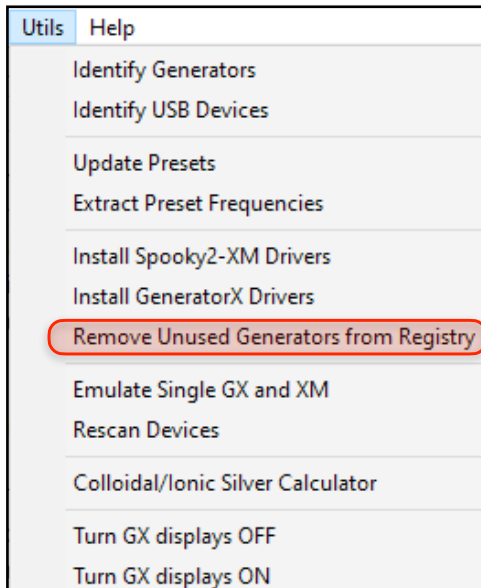
7. *Remove Unused Generators from Registry* deletes USB ports Windows wrongly reserves for "ghost" generators, freeing up unused port numbers.
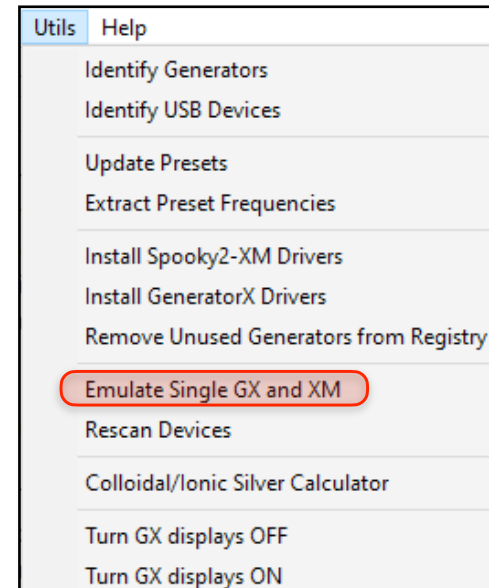
8. *Emulate Single GX and XM* is a *Test Mode* feature that creates a GeneratorX and Spooky**2**-XM test generator for you to try the examples and tutorials in this document.
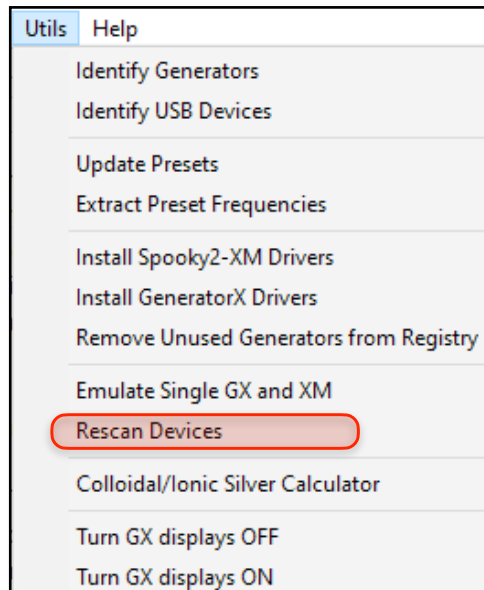
9. *Rescan Devices* sends a handshake signal to an offline generator, bringing it back online without having to stop your entire rig.

10. *Colloidal/Ionic Silver Calculator* opens a window which allows you to find optimum values for making colloidal silver by using an interactive calculator.

11. *Turn GX displays OFF* turns off the LCD display of your GeneratorXs.
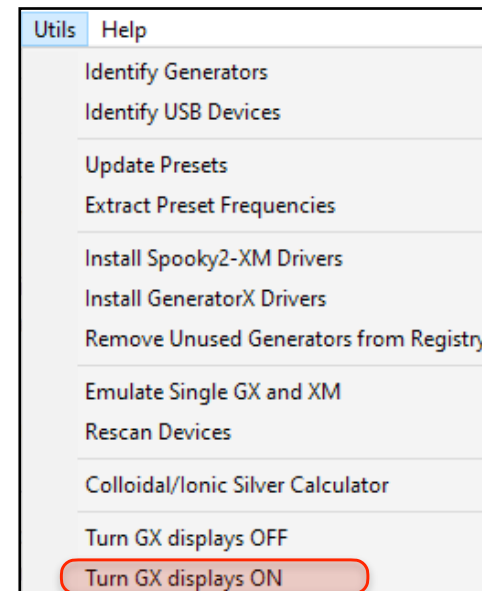
12. *Turn GX displays ON* turns on the LCD display of your GeneratorXs.
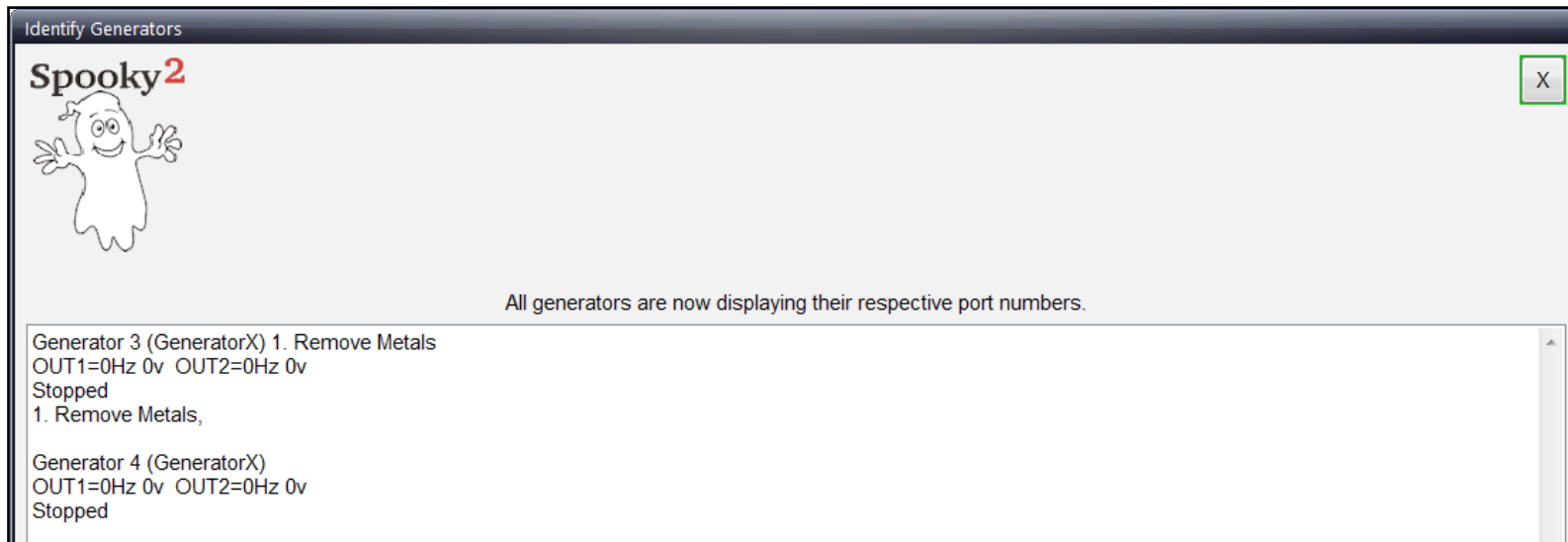
1. This is the report window which opens when you choose the *Identify Generators* command.
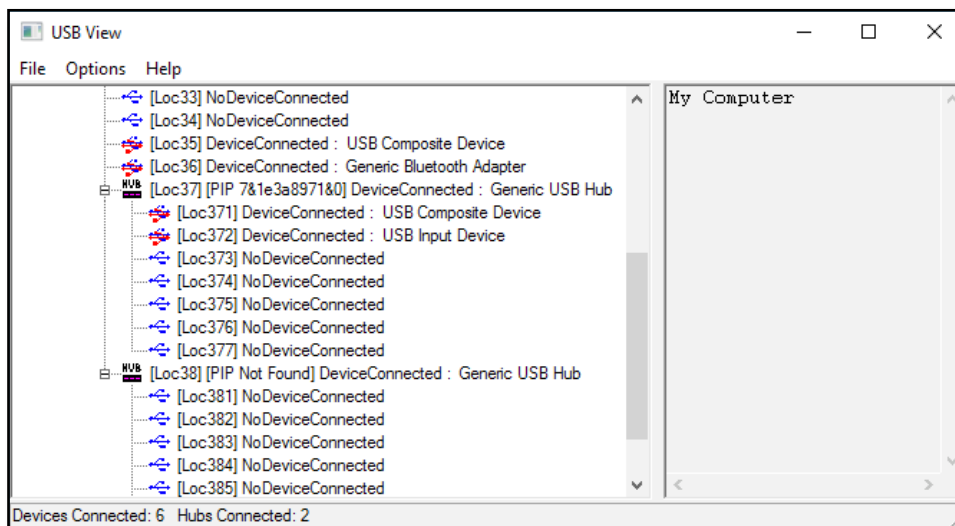
2. The USBView window opens when you choose *Identify USB Devices*. It allows you to see and save all your USB information to file.
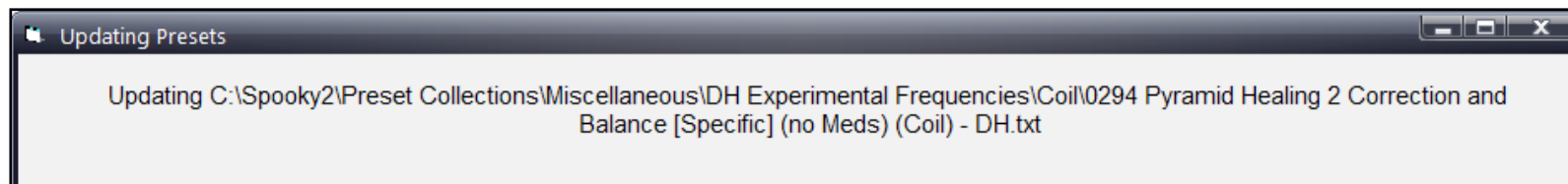
3. The *Update Presets* status window shows the current preset being updated.

4. This is the window which opens when you choose the *Colloidal/Ionic Silver Calculator* command.

By entering parameters here, this handy interactive calculator will show you the values you need to use to generate colloidal/ionic silver of the quality you desire.

Spooky²'s Colloidal/Ionic Silver Generation system is described here.
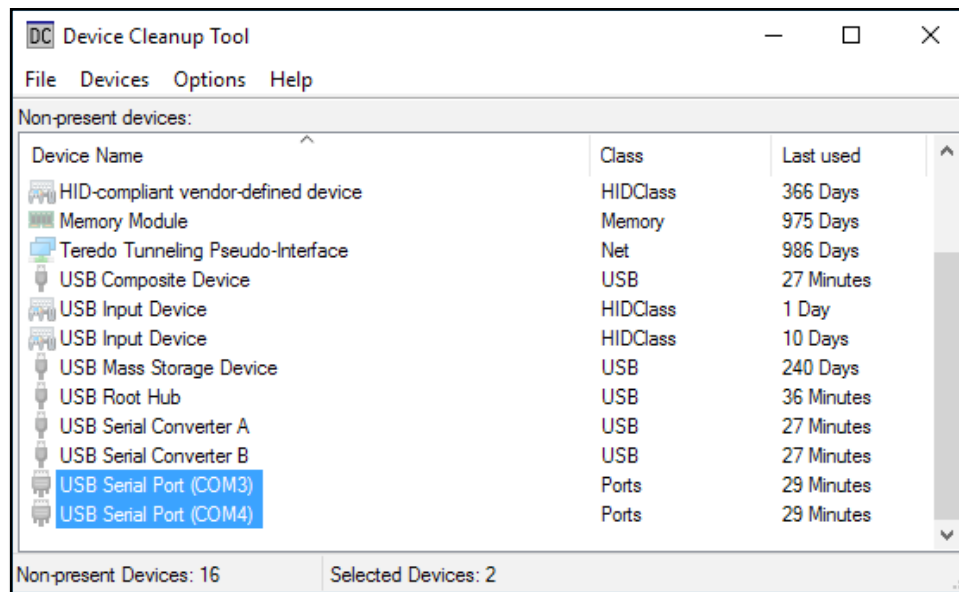
5. This is the Device Cleanup Tool which opens when you choose the *Remove Unused Generators from Registry* command. In this example COM3 and COM4 are unused. To remove these unused ports, highlight the ports you want to remove and then choose the *Remove selected* command in the *Devices* menu. Each time you plug or unplug a USB device, you may need to choose the *Refresh* command in the *File* menu to update the list of non-preset devices.

When your generator ports change their generator numbers and you begin to have gaps in your generator numbers, this occurs because some of your ports have become "phantom" or "ghost" ports. Here is how you can correct the problem:

- Stop all your generators with the *Stop* command in the *Global* menu of Spooky².

- Unplug the USB cables to all your generators.

- Use the Device Cleanup Tool to remove all generators numbers, including the numbers in the gaps, using the instruction above.

- Plug the USB cable from the generators into your computer in the order you wish the generators to appear in Spooky².

- Choose the *Rescan Devices* command in the *Utils* menu.

Help Menu
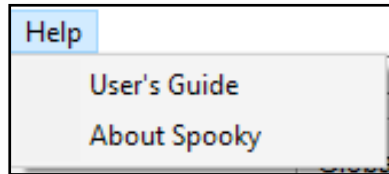
1. *User's Guide* opens the *Spooky² User's Guide* for in-depth documentation on using the Spooky² software.
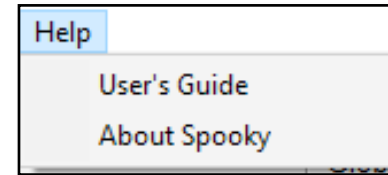
1. *About Spooky* opens an about dialog with a brief statement about the Spooky² mission and a list of contributors.

Presets Tab

Let's take a closer look at all the individual elements that go to make up this screen (left to right, top to bottom):

1. **Search text field** is where you type text to search the names of presets. You can use the asterisk (*) character as a wildcard to match zero or more characters.

2. **Search** for the text entered into the *Search text field* and place results in the *Presets list*.

3. **Clear Search Text** empties the Search text field and empties *Presets list* of the search results.

4. **Up One Level** places the contents of the parent folder into the *Presets list*.

5. **Home** place the context of the home folder into the *Presets list*.

6. **User** places the contents of the *User* folder (the folder with the presets you created) into the *Presets list*.
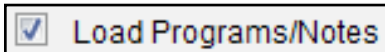
7. Untick to load preset settings without overwriting your programs and Notes.
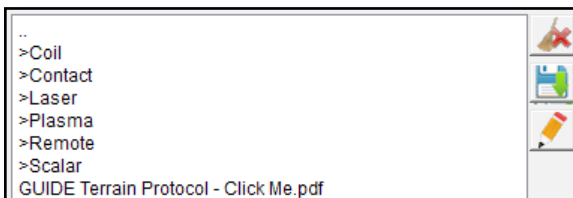
8. **Presets list** displays presets, folders, and documents stored in the preset hierarchy. *Presets lists* also displays the search results. The folders in the

Presets list start with the > character, for example >*Detox*. Documents end with the suffix *.pdf*.

9. **Delete preset** permanently deletes the selected presets that you've created.

10. **Save preset** will save your current preset into the *User* folder. If your preset modified biofeedback parameters in the *Control* tab, you must save your preset in the *Biofeedback* folder contained in the *User* folder.

11. **Edit Preset Chain** will open the current preset in the *ChainEditor*. With *ChainEditor* you can modify or create new chained presets. A chained preset is a folder of other presets that run as a single preset. Chained presets and *ChainEditor* are described here.
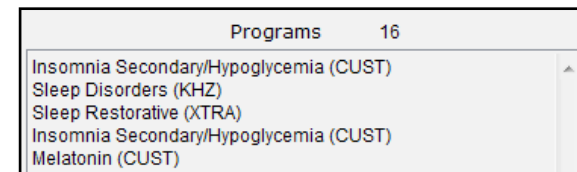
12. **Programs** contains the programs in a preset. You cannot edit programs in this column — only in the Programs tab. Program names are in text format — this means you can select, copy, and paste them from here into any text editor. If the current preset is a chained preset, only the programs in the first preset are shown.

Notes   Estimated Total Run Time 06:31:00

Daily Wellness (R) - BY

For use with Remote Mode only.

This is a general well-being program, designed by Judy Buduccio. There are 4 presets in this chained preset. Here are the names of the preset and their run times:
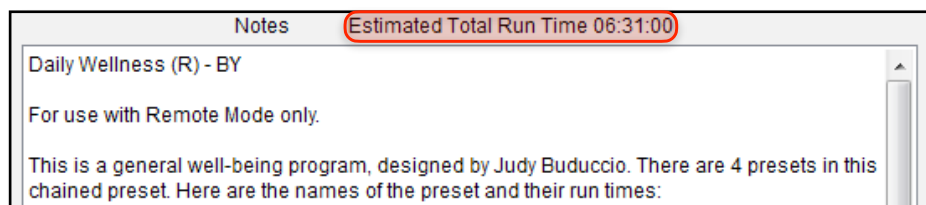
13. **Notes:** in factory folders, preset Notes normally contain important information of one kind or another. The Spooky hardware required and the transmission mode is almost always specified here.

If any preset contains programs, as this one does, the *Estimated Total Run Time* will be displayed at the top of the column (highlighted red above).
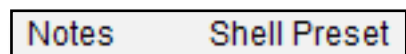
Notes   Shell Preset   If the preset is a Shell Preset, you'll see this designation here instead of a run time. Shell Presets contain no programs — they are collections of settings into which you will load your own choice of programs.

When you start to build your own presets, you'll be able to freely add your own information to Notes, or edit any existing information.

Don't forget to save your edited preset when you're done by clicking the Save button.

14. **Add Preset to Chain** will add the currently selected preset in the *Presets list* to the *Presets to Chain list*. You use the button when you want

to take two or more presets and chain them together into a single chained preset. An example of chaining presets is described here.

15. **Presets to Chain list** is a holding area for a chained preset you are creating.

16. **Clear Preset in Chain** deletes the selected preset in the *Presets to Chain list*.

17. **Save Chained Preset** saves the chained preset you are constructing in the *Presets to Chain list* to your *User* folder.

18. **Move Preset Up** moves the selected preset in the *Presets to Chain list* up in the list.

19. **Move Preset Down** moves the selected preset in the *Presets to Chain list* down in the list.

20. **Preset/Chain** displays the chained preset of the currently selected preset in the *Preset list*.

Shell Presets

In the *Presets* tab, the *>Shell (Empty) Presets* folder contains the shell presets for the different transmission hardware. A shell preset only has settings but no programs and frequencies. There are many presets under the *Shell (Empty) Preset* folder, but here are the basic shell presets for the different transmissons hardware.

Note: *Contact\Healing (C) -JW* is equivalent of clicking *>Contact*, then *Healing (C) -JW.*

Transmission Hardware	Preset	Notes
Audio	Spooky Audio - JW	
Coil	Spooky Coil (XM Direct) - JW	
Contact	Contact\Healing (C) -JW	healing and entrainment
Contact	Contact\Killing (C) - JW	for killing pathogens
Laser	Spooky Cold Laser (L) - JW	
Plasma	Plasma\Spooky Plasma Entrainment and Healing (P) - JW	low frequency (< 100 KHz)
Plasma	Plasma\Spooky Plasma Advanced (P) - JW	frequencies over 100 KHz
Remote	Remote\Healing (R) - JW	healing and entrainment
Remote	Remote\Killing (R) - JW	for killing pathogens
Scalar	Scalar\Spooky Scalar General (SS) - JW	

For more information on each shell preset, in the *Presets* tab click on the preset of interest and read the *Preset Notes*.

Biofeedback Presets

Spooky[2] has 4 different kinds of biofeedback hardware:

1. Spooky Pulse, TENS pads, and either Spooky[2] generator.

2. GeneratorX plus TENS pads.
3. Sample Digitizer plus GeneratorX
4. Scalar Digitizer, Spooky[2] Scalar, plus GeneratorX.

Biofeedback is described in further detail here. In the *Preset* tab under the *>Biofeedback* folder are the following biofeedback presets.

Note: *GeneratorX\GX Hunt and Kill (C) - JW* is equivalent of clicking *>GeneratorX*, then *GX Hunt and Kill (C) - JW*.

Biofeedback Method	Preset	Notes
GeneratorX	GeneratorX\GX General Biofeedback Scan with Baseline (C) - JW	general purpose scan with baseline, 41 KHz - 1.8 MHz, 27 minutes
GeneratorX	GeneratorX\GX Fast Biofeedback Scan (C) - JW	same as above, but 7 min scan time, less accurate
GeneratorX	GeneratorX\GX Scan and Run (C) - JW	scan, treat, scan, treat, … until you quit
GeneratorX	GeneratorX\GX Hunt and Kill (C) - JW	scan, treat, refine scan, treat, refine scan, treat, … until you quit
GeneratorX	GeneratorX\GX High Frequency Biofeedback Scan (C) - JW	high frequency scan, 41KHz - 18 MHz, 27 minutes.
Spooky Pulse	Spooky Pulse\General\General Purpose Full System Scan (C) - JW.	scan for pathogens, 76KHz - 152KHz scan, 47 minutes
Spooky Pulse	Spooky Pulse\Cancer\zCancer Scan 1500000-1700000 (C)(R) - EV	scan for cancer frequencies
Sample Digitizer	Sample Digitizer\General Biofeedback Scan (SD) - JW	scans a sample for pathogens
Sample Digitizer	Sample Digitizer\Hunt and Kill (SD) - JW	scan sample, treat, refine, treat, refine, treat, … until you quit
Sample Digitizer	Sample Digitizer\Scan and Run (SD) - JW	scan sample, treat, scan, treat, … until you quit
Scalar Digitizer	Scalar Digitizer\Spooky2 Scalar Digitizer Master (GX) - JW and Scalar Digitizer\Spooky2 Scalar Digitizer Slave (GX) - JW	requires both GX generators, scalar digitizer and Spooky2 Scalar for a general purpose scan
Scalar Digitizer	Scalar Digitizer\Spooky2 Scalar Digitizer Hunt and Kill Master (GX) - JW and Scalar Digitizer\Spooky2 Scalar Digitizer Hunt and Kill Slave (GX) - JW	like the other hunt and kill presets, but for scalar digitizer and Spooky2 Scalar.

For more information on each biofeedback preset, in the *Presets* tab click on the preset of interest and read the *Preset Notes*.

Protocols and Notable Preset Collections

Within the *Presets* tab are both individual presets and folders of preset that make up a protocol. Below is a table of the protocols and notable preset collections that ship with factory preset.

Note: *\Cancer\DB* is equivalent of clicking *>Cancer*, then *>DB*.

Protocol/Collection	Folder	Documentation
Cancer	\Cancer\DB	GUIDE Cancer DB - Click Me.pdf
Cancer	\Cancer\BY	GUIDE Cancer BY - Click Me.pdf
DNA	\DNA	Preset notes for each preset. The Contact DNA presets are also grade-scan biofeedback presets.
Morgellons and Lyme	\Morgellons and Lyme\Morgellons and Lyme v3.0	GUIDE M&L - Click Me.pdf
Terrain	\Detox	GUIDE Terrain Protocol - Click Me.pdf
Dinshah Color Therapy	\Miscellaneous\Spectro Chrome Light Therapy	Preset developed by Eunice Lieveld.
DH Experimental Frequencies	\Miscellaneous\DH Experimental Frequencies can be downloaded from here.	Experimental Frequencies - David Halliday.pdf
Newport Adaptations	\Newport Adaptations can be downloaded from here.	GUIDE Newport - Click Me.pdf

To access a folder called *\Morgellons and Lyme\Morgellons and Lyme v3.0,* do the following:

- Click the *Presets* tab
- Click the *Home* button
- Click *>Morgellons and Lyme*
- Click *>Morgellons and Lyme v3.0*

Once in a folder, to read a document within that folder, click the document that ends in *.pdf*. That document will be opened in a PDF reader that ships with Spooky[2].

Chained Presets
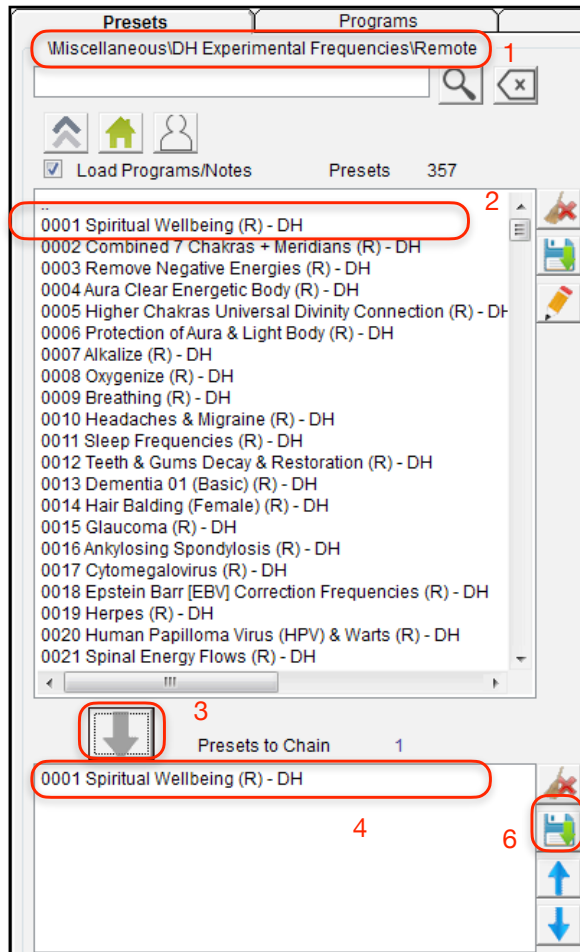
You can chain together multiple existing presets to create a chained preset. This is useful if there are a set of presets you always like to run together. On the Spooky[2] forum, one of the most popular presets to chain is the *DH Experimental Frequencies* presets *DH-0001* through *DH-0006*.

1. In the *Presets* tab, click on *>Miscellaneous*, *>DH Experimental Frequencies*, *>Remote*.

2. Click on *0001 Spiritual Well Being (R) - DH*.

3. Click *Add Preset to Chain*.

4. The preset *0001 Spiritual Well Being (R) - DH* appears in the *Preset to Chain* area.

5. Repeat this process with the presets that start with 0002-0006.

6. Click the *Save Chained Preset* button to save your new preset.

Once a chained preset it created, if you want to change something in the chained preset, you need to use *ChainEditor*. Before you can use the *ChainEditor*, you first need to install it. If you have an older version of *ChainEditor* installed, uninstall *ChainEditor* in the Windows Control Panel's *Programs and Features* section.
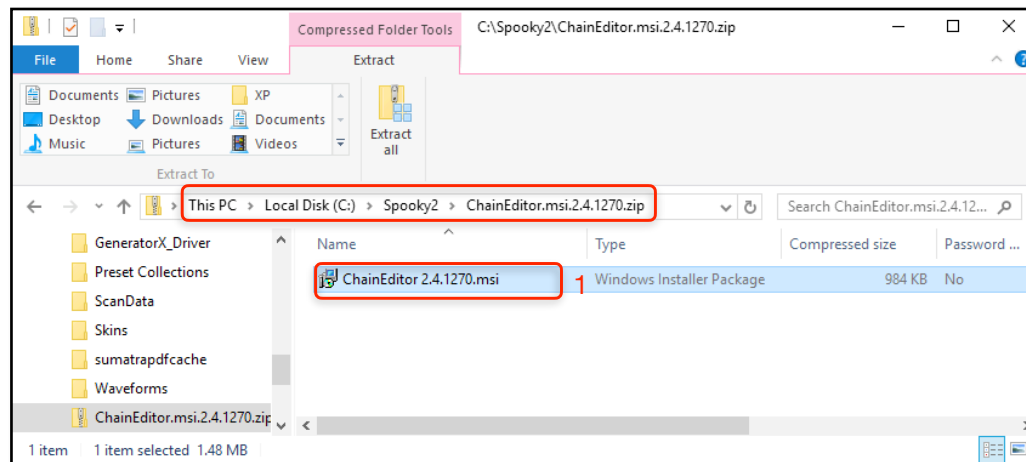
The installer for *ChainEditor* is in the Spooky**2** folder *C:\Spooky2*. Using the *Windows File Explorer*, navigate to *This PC > Local Disk (C:) > Spooky2 >*. Then double-click the archive *ChainEditor.msi.X.X.X.zip* (X.X.X is the version number). This will view the contents of the archive. Double-click the file 1. *ChainEditor.X.X.X.msi* inside the archive. This starts the installer.
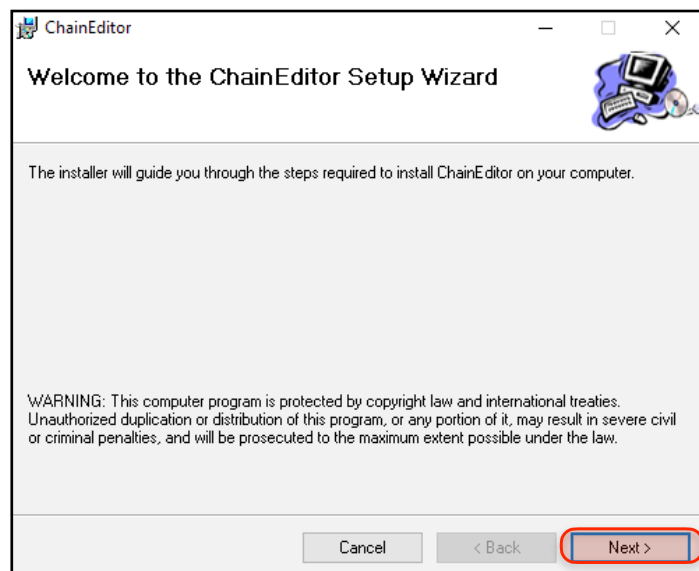
Keep clicking the *Next>* button until the installation is complete.

Let's say we want to run a version of the Terrain protocol without the *Remove Metals* program. To make our own custom version of the Terrain Protocol, in the *Presets* tab click *>Detox*, *>Remote*, *Terrain (R) - BY*. Then click *Edit Preset Chain*.
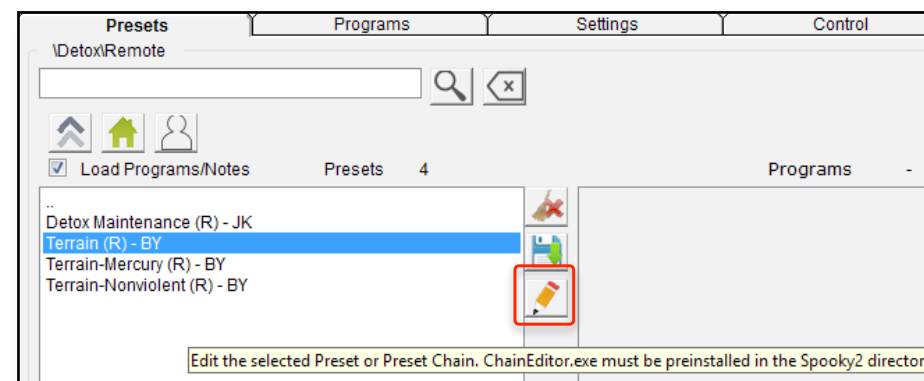
This window appears:
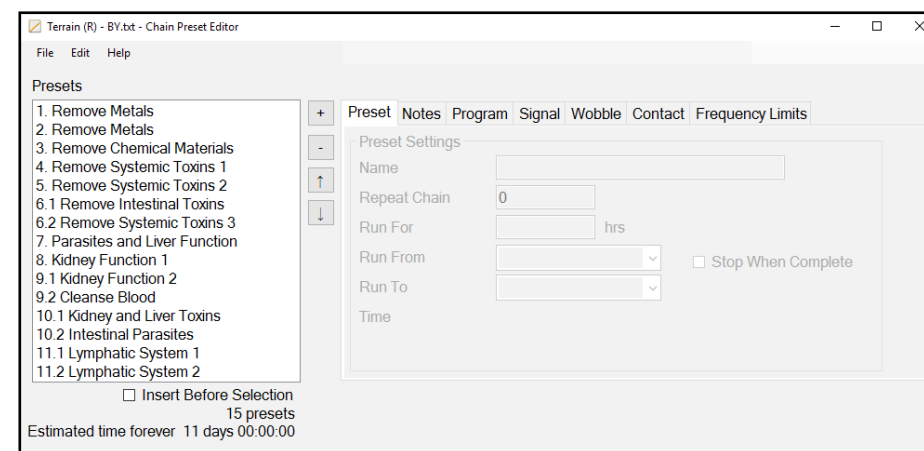
Highlight the first 2 presets, *1.Remove Metals* and *2. Remove Metals*.
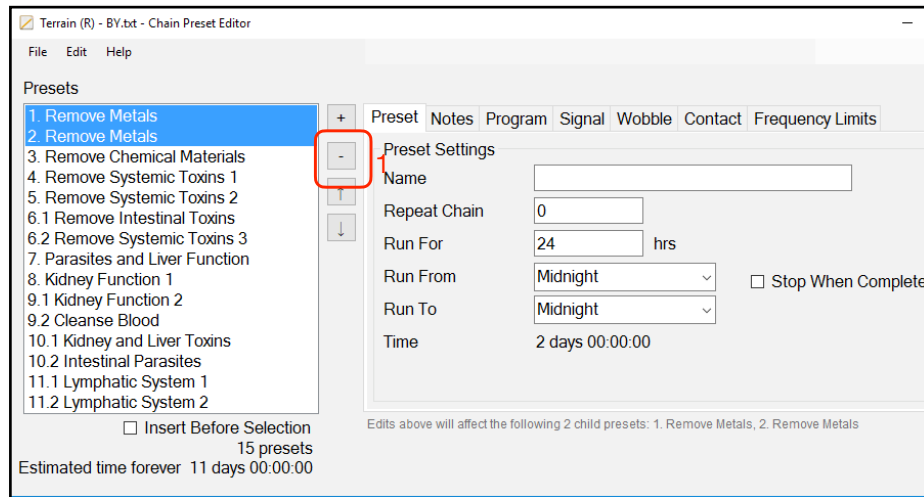
1. Click *Delete selected presets* to delete the selected presets.
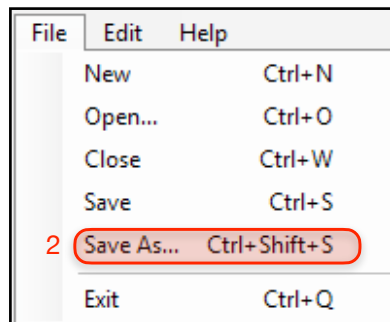
2. Now choose *Save As…* command in the *File* menu.
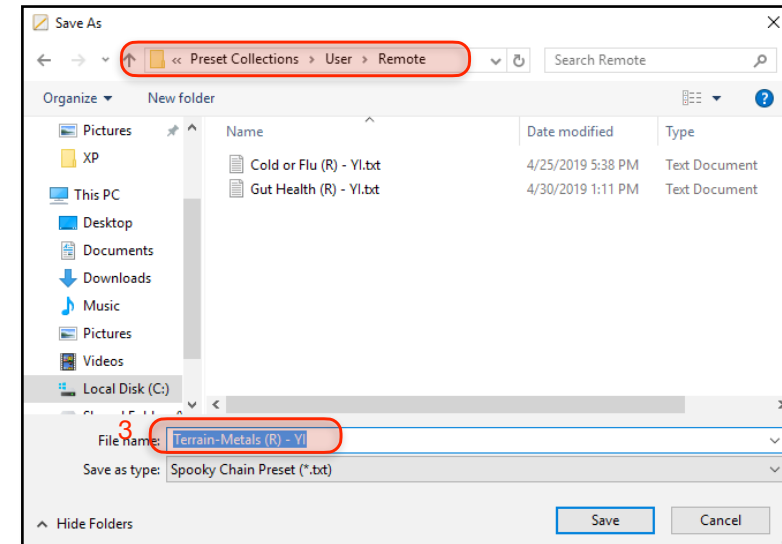
3. Navigate to *C:\Spooky2\Preset Collections\User\Remote*, and name your new preset *Terrain - Metals (R) - YI* (replace YI with your initials).
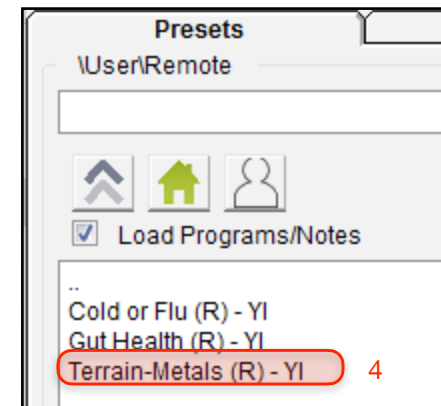
4. In Spooky[2], click *>User*, then *Remote>* and your new chained preset will be there.

Programs Tab

This is where you search for and select your programs, rearrange their order if you wish, and make various important settings:

Presets	Programs	Settings	Control	System	Internet	Errors

2 3 4


```
'Erasing' negative thoughts    369 mins   RUSS 40,490,450,37.03,475.32,438.29,34.18,461.68,427.5,31.46,449.03,417.56,28.88,437.31
7 chakras                       21 mins   RUSS 45,55,70,85,90,95,100
40KHz General                   15 mins   XTRA 40000
Abdominal Cramps                12 mins   XTRA 72,95,190,304
Abdominal Inflammation          52 mins   CAFL 2720,2489,2170,1865,1800,1600,1550,880,832,802,787,776,727,660,465,450,444,440,428
Abdominal inflammation           3 mins   XTRA 82
Abdominal Pain                  30 mins   CAFL 10000,3000,95,3,3040,522,440,160,124,26
Abdominal Pain                  24 mins   RUSS 10000,5000,3000,880,500,100,95,3
Ability to concentrate attention 6 mins   RUSS 80,81
Abscess Nocardia Asteroides     30 mins   XTRA 228,231,237,694,710,887,2890,11092.19,11096.87,17679.38
Abscess-1                       30 mins   RUSS 190,444,500,727,787,802,880,2.2,2.2,2.2
Abscess                         51 mins   RUSS 2720,2160,787,727,190,500,465,428,444,450,500,760,802,880,1550,1865,2170
Abscessed teeth                  6 mins   XTRA 60,41
Abscesses 2                     33 mins   XTRA 2720,2170,1865,1550,880,802,787,727,500,444,190
Abscesses 3                     51 mins   XTRA 2720,2170,1865,1550,880,802,787,760,727,690,660,500,465,450,444,428,190
```

Database

☑ ALT	☑ KHZ
☑ BFB	☑ MW
☑ BIO	☑ PROV
☑ CAFL	☑ RIFE
☑ CUST	☑ RUSS
☑ DNA	☑ SD
☑ ETDFL	☑ VEGA
☑ HC	☑ XTRA

0 / 59800

Loaded Programs

Options

Repeat Each Frequency	1
Repeat Each Program	1
Repeat Sequence	1
Repeat Chain	1
Dwell Multiplier	1
Frequency Multiplier	1

Out 1   Out 2

☐ Run   0   0   Hz   0   Secs Between Freq
☑ Remove Duplicate Frequencies
☐ Apply Inhibit Factor to Harmful MW Substances

Do NOT sort frequencies

MicroGen

Blood Purifier

Zapper

Low-Power Cable

Dwell   180   High-Power Cable

1. **Search Text** contains the text to search the programs and medical encyclopedia. You can use the asterisk (*) character as a wildcard to match zero or more characters.

2. **Search** will search the programs and titles of the medical encyclopedia.

3. **Encyclopedia Search** searches all the text of the medical encyclopedia.

4. **Clear** removes your search text and restores the Programs pane with all program.

5. **Programs Pane:** this lists all the programs in all factory databases , plus those in your custom file. All program run times can be permanently displayed by enabling the control in the *System* tab, then refreshing the database. You can also scroll through this field (click inside it to use your mouse's scroll-wheel).

   Spooky**2**'s main program database is made up of many sub-databases. You can select multiple contiguous programs at the same time by dragging in the *Programs Pane*. To add non-contiguous programs to your selection, simply Ctrl-click each one.

6. + **button** includes all the databases in the search results.

7. - **button** deselects all database from the search results.

8. **Databases:**
   - ALT consists of programs based on Ayurvedic knowledge and practice, solfeggios, and planetary frequencies.
   - BFB hold your biofeedback scan results.
   - BIO is based on excellent Russian frequency research.
   - CAFL is the Consolidated Annotated Frequency List, amassed from the experience of Rife experimenters over years.
   - CUST consists of programs added by Spooky team members, plus those in your own personal database.
   - DNA is a collection of about 108,000 frequencies that target DNA using a method developed by the Spooky Team.
   - ETDFL is a collection of programs researched by bio resonance clinics in Germany.
   - HC is Dr. Hulda Clark's database. Use with HC or KHZ (R) – JK preset.
   - KHZ is a collection of higher frequencies from Dr. Hulda Clark. Use with HC or KHZ (R) – JK preset.
   - MW is a collection of about 17,000 frequencies for drugs, supplements, and molecules important to health.
   - PROV has produced consistent results in virtually all subjects it was used with.
   - RIFE is a collection of Dr. Royal Raymond Rife's original frequencies.
   - RUSS is a collection of Russian frequencies.
   - SD has programs derived from the Sample Digitizer.
   - VEGA is based on excellent Russian frequency research.

- XTRA is a collection of programs from various sources, all chosen for their reputation for effectiveness.

9. **Database Help** brings up a descriptions of all the databases.

10. **Add to List button** copies the selected programs from the *Programs Pane* to the *Loaded*

Loaded Programs
+

Loaded Programs

Omega-6 fatty acids (MW)
alpha-linolenic (omega3) and linoleic (omega6) a
Minerals - Calcium (MW)
Minerals - Chromium (MW)
Minerals - Iodine (MW)
Minerals - Magnesium (MW)
Minerals - Manganese (MW)
Minerals - Molybdenum (MW)
Minerals - Phosphorus (MW)
Minerals - Potassium (MW)
Minerals - Selenium (MW)
Minerals - Sodium (MW)
Minerals - Sulfur (MW)
Minerals - Zinc (MW)
Vitamin B1 (MW)
Vitamin B2 (MW)
Vitamin B3 (MW)

28

Estimated Total Run Time 04:00:00

Programs column (highlighted red below).

11. **Stop Loaded Programs** aborts loading program.

12. **Loaded Programs:** when you double click a program to load it, it's added here, and the *Estimated Total Run Time* is displayed beneath the *Program Count* (28, highlighted red). For a non-stop Remote Mode treatment, keep your run time as close to four hours as possible.

What you load here will be mirrored in the *Programs* column in the *Presets* tab. The *Delete* button clears all programs.

To delete a single program, double click it.

13. **Clear All Programs** button clears the programs from the *Loaded Programs* column.

14. **Save Programs** saves the combined programs in the Loaded Programs column into a new program.

15. **Split Frequencies** combines all the programs and has half the frequencies sent to Out 1, the other half going to Out 2, simulating 2 generators.

16. **Move to top** button moves the selected program to the top of the list.

17. **Move up** button moves the selected program up one position in the list.

18. **Move down** button moves the selected program down one position in the list.

19. **Move to bottom** moves the selected program to the bottom of the list.

20. **Program Description:** unless its name clearly signifies its purpose, every program in the database has notes with useful information attached. When you build your own programs, you will be able to add information to them. Selecting programs in the *Programs Pane* will display this here. The results from a search of the medical encyclopedia are displayed in the *Program Description* too.

```
Options
Repeat Each Frequency      1          Out 1   Out 2
Repeat Each Program        1      □ Run    0        0      Hz   0    Secs Between Freq
Repeat Sequence            0      □ Remove Duplicate Frequencies
Repeat Chain               1      □ Apply Inhibit Factor to Harmful MW Substances
Dwell Multiplier           1
Frequency Multiplier       1      [ Do NOT sort frequencies        ▼ ]
```

21. **Options pane:** this offers options for changing delivery of different aspects of your program:

Repeat Each Frequency: if your program contains the frequencies 123, 456, 789, enter 2 to get 123, 123, 456, 456, 789, 789.

Repeat Each Program: if one program contains 123, 456, 789, and another has 321, 654, 987, a value of 2 transmits 123, 456, 789, 123, 456, 789, 321, 654, 987, 321, 654, 987.

Repeat Sequence: using the last example, a value of 2 would result in 123, 456, 789, 321, 654, 987, 123, 456, 789, 321, 654, 987.

Repeat Chain: if your preset contains chained preset, a value of 2 will repeat each preset within the chained preset twice. A value of 0 means repeat forever.

Dwell Multiplier: allows you to override the default dwells for frequencies (normally 180 seconds). For a dwell of six minutes, enter 2. Shorten dwells with decimal values —5 will halve dwells to 90 seconds, and .33 will give dwells of about a minute.

Frequency Multiplier: transpose frequencies up so they're closer to a pathogen's fundamental Mortal Oscillatory Rate. Octaves or decades are best — octaves are 2, 4, 8, 16, etc. Decades are 10, 20, 30, etc.

This is only for killing, not healing, which requires the unchanged frequency since healing works by entrainment (for organs and systems) and "the jackhammer effect" for detox.

Run Hz for seconds after each frequency: this inserts a spacer/pad frequency between each frequency with a specified dwell.

Remove Duplicate Frequencies: if you load multiple programs for a condition, it's likely they'll have frequencies in common. Use this control to skip transmitting these duplicates.

But note that some presets in the *Morgellons and Lyme Protocol* deliberately use duplicated frequencies for a good reason. Consult the *Guide* and preset *Notes*.

Apply Inhibit Factor to Harmful MW Substances: This factor inhibits the effects of substances in the MW database. Enable to inhibit harmful substances. Uses the *MW Inhibit Factor* in the *System* tab.

Sort Order Menu: you can elect to reorder the frequencies in each individual program from unsorted to ascending or descending order.

However, many programs contain unsorted frequencies for a good reason, so we recommend choosing *Do NOT sort frequencies* unless you're an experienced rifer.

Important Note: to prevent the voluntary work of our researchers and developers from being stolen and monetized by profit-hungry companies or individuals, Molecular Weight (MW) and DNA (DNA) programs do not display their frequencies in the *Programs Pane*.

Also, when either type of program is loaded into a generator, its frequency is displayed in the *Generator Control Panel* in encrypted form.
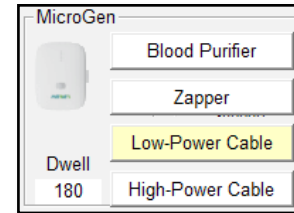
22. **MicroGen pane:** you can load your chosen programs to the MicroGen in this pane:

Dwell: The dwell in seconds for each frequency sent to the MicroGen. There is only one global dwell for all loaded programs in the MicroGen.

Blood Purifier: provides 27 volts DC signal across a chosen blood vessel. This DC signal reverses direction 7.8 times per second, creating a 3.9 Hz biphasic AC signal. The recommended treatment time is 2 hours per day, for 21 – 30 days.

Zapper: Dr. Hulda Regehr Clark invented the zapper. MicroGen can replicate a zapper by providing the same signals as the original design, but with greater accuracy, speed and safety.

Low-Power Cable: programs the MicroGen for microcurrent treatments.This works well for lower frequencies, as well as treatments for the head and neck.

High-Power Cable: programs the MicroGen for High Power treatments. Spooky[2] applies high-frequency harmonics to prevent any discomfort at low frequencies.

Settings Tab

1 Signal Settings

	Out 1	Out 2	
Duty Cycle	50	50	%
Amplitude	5	5	V
Offset	0	0	%
Phase	0	0	o

☐ (lock)
☐ Modulate Out 1

Gating 5
○ 4 Hz Gate ☐ Out 1
○ 125 mS On 125 mS Off ☐ Out 2

Wobble 8
		%	Steps
Amplitude Wobble	Disabled	0	16
Frequency Wobble	Disabled	0	16
Harmonic Wobble	None		

Schedule 9
Run From: Midnight ▼ to Midnight ▼
Start In: 0 Days 0 Hours 0 Minutes
After: 0 Hours ○ Stop ● Advance To Next Preset

Contact Mode Options 10
☐ Ramp Up 5 V / Sec
☐ Ramp Down 5 V / Sec
☐ Reduce Amplitude < 10 kHz

Startup Options 11
○ Manual Start
○ Auto Start
○ Auto Resume

Frequency Limits (Hz) 12
	Out 1	Out 2
>	0	0
<	0	0

Octave ▼ Octave ▼ * = Experimental

2 Output Control

Out 1 = 0 X 1) + 0 Hz
Swap Waveform Every 0 Seconds
● Out 2 = (Out 1 X 1) + 0 - ☐ Hz
○ Out 1 fixed at 3100000 Hz. Out 2 = Abs (Out1 - F1) Hz
○ Out 2 Follows Program Frequency
○ Out 2 Runs Every Second Frequency ☐ Swap Out 1 And Out 2

Waveform Setup 6

1	2	Waveform	WCM	Spike Length Ratio		Spectrum %
○	○	∿	1	0	2	0
●	○	⊓	1	0	2	0
○	○		1	0	2	
○	○		1	0	2	
○	○		1	0	2	
○	○		8	0	2	
○	○		8	0	2	
○	○		16	0	2	
○	○		16	0	2	
○		Alpha-Stim ▼	1	0	2	0
	○	Alpha-Stim ▼	1	0	2	0

○ Follow Out 1 ● ~   ☑ + Spike
○ Spike ○ +   ☑ - Spike
● Inverse ○ -   ☐ - Edge

Count 0

13
F2 = F1 X 8 Hz 0 o

14 Write Waveforms

☐ Add F1 to F2 ▼

Graph Display 15
● MN
○ BN

3 Restore Defaults

4 Audio Options
☐ Notify When Zero Hz
☐ Notify When Program Advances

This is where you can configure signal settings for both outputs of your generator, create and save your own custom waveforms, schedule the generator's run times, and make other settings affecting the delivery and application of your program.

1. **Signal Settings:** this is where various important electrical aspects of the signal are configured.

Duty Cycle: is described in detail [here](). Only one waveform can have a duty cycle — the plain square wave. So if you choose any wave but this, the value field will be greyed out and unavailable. For a square wave, it's best left at 50 until you know more about the subject.

Amplitude: also known as voltage, or "electrical potential." This is the force with which electricity will move. Values of 14-20 are needed for Contact Mode, while Remote Mode will work with almost any value, but most people use 4-10. Spooky Central/Plasma and Spooky[2] Scalar require one of the three following amplitude settings: a value of 5 V with 100% offset; a value of 10 V if using a custom waveform with positive offset only; a value of 20 V with a negative offset only waveform.

Offset: is described in detail [here](). Values of 0% and 0% create alternating current (AC). This oscillates between equal positive and negative phases — this is Spooky[2]'s normal mode.

Values of 100% and –100% force the signal to shift more positive or negative respectively. Dr. Hulda Clark specified this setting for all her programs.
Values of –100% and –100% are used for Spooky Cold Laser, while Spooky Central/Plasma **requires** 100% and 100% (though this can be expressed in a positive offset only waveform).

Phase Angle: this requires both Outs. For now, it's useful when driving an external device that can mix both signals — the difference between two out-of-phase waves can create harmonics that hit Mortal Oscillatory Rates.

Padlock: if checked, prevents Amplitude, Offset, and Waveform from being changed by the program.

Modulate Out 1: for GeneratorX only. If checked, Out 1 is amplitude modulated by Out 2.

```
┌─ Output Control ──────────────────────────────────────────┐
│  Out 1 =        0      X        1      )  +        0        Hz        │
│  Swap Waveform Every          0          Seconds                      │
│  ⦿  Out 2 = (Out 1    X        1      )  +        0        -  ☐ Hz    │
│  ○  Out 1 fixed at          3100000    Hz. Out 2 = Abs ( Out1 - F1 ) Hz │
│  ○  Out 2 Follows Program Frequency                                   │
│  ○  Out 2 Runs Every Second Frequency       ☐  Swap Out 1 And Out 2  │
└───────────────────────────────────────────────────────────┘
```

2. **Output Control pane:** this multi-purpose pane allows you to slave Out 2 to Out 1, create any carrier, specify a voltage for each Out, swap waveform, frequencies, and amplitudes between outputs — and slave to another generator.

You can then use this second unit as the slave for a third, and so on. You can even use the virtual PC generator as the overall master for multiple slaves.

Out 1 =: in the top line, the first field specifies the number of the generator you wish to slave to this one. The second field is the *Factor* – the value by which you want to multiply this generator's frequencies for transmission by the slave.

The third field is the *Constant* – this can be used to offset the slave frequencies by a constant amount, or, with a *Factor* of 0, send a single fixed frequency to the slave. Because each slave also has an Out 2, these can then be programmed in various creative ways. A section on this kind of Generator Shadowing is planned for a later edition of this Guide.

Swap Waveform Every [x] Seconds: used for Contact Mode to prevent acid burns on sensitive skin, and for making

colloidal silver. A value of 60 seconds is used for contact treatment, and 300 seconds for silver.

The rest of these controls apply to the Outs of this unit.

Out 2 =: The first field here is the *Factor*. Enter the value by which you want to multiply Out 1's frequencies. Use this for programming dynamic carriers, very high frequencies, and by entering a value of 0, to transmit a *Constant* audio-band frequency on Out 2 in addition to Out 1's frequencies.

The second field is the *Constant*. With 1 as the *Factor*, enter the number of Hz you wish to add to Out 1's frequencies (as in the Scoon Effect). Enter 0 in the *Factor* field and you can program any frequency as the *Constant*.

Both *Factor* and *Contact* can use the **BLx**, **BCx**, **Lx**, and **Mx** frequencies definitions explained here.

The third field subtracts Out 1 frequency from the computed Out 2 frequency. This is used in the creation of beat frequencies.

Out 1 fixed at: this is a single carrier frequency typically used for plasma. Out2 will be computed such that the resulting modulated frequency will create a sideband that hits the program frequency.

Out 2 Follows Program Frequency: the frequency on Out 2 is derived from the program frequency. Out 2 can have a different limiting harmonic or subharmonic from Out 1.

Out 2 Runs Every Second Frequency: The frequency list is split between Out 1 and Out 2. This cuts run time in half.

Swap Out 1 and Out 2: tick to run plasma programs that need a fixed carrier and low input frequencies.

3. **Restore Defaults**: return to the default Spooky[2] settings.

4. **Audio Options:**
Notify When Zero Hz: tick if you're using a long Preset from one of our protocols with built-in 0 Hz notifications that tell you when a set ends and it's safe to pause. Disable this to treat while sleeping.

Notify When Program Advances: makes a sound when the program step changes.

5. **Gating:** gating abruptly turns a signal off and on repeatedly. Each time this happens, it generates many additional related harmonics, making the signal more powerful. The *Hz* value specifies the rate at which it happens – Hz is the number of cycles per second. So a value of 4 will apply gating four times a second. Tick the *Out* boxes as desired to apply the gate to the signal on each output.

With the second option, you can specify the On/Off time to get a specific dwell for your gate signal. To get a 4 Hz gate with a 20% Duty Cycle, first need to calculate the period. For a 4 Hz waveform, the period is 250mS (1 second ÷ 4 Hz). 20% of 250mS is 50mS for the *mS On* value, and the remainder is 200mS for the *mS Off* value.

6. **Waveform Setup:** unsurprisingly, this is where you come to configure your waveform(s) for Out 1 and Out 2. The pane is divided into seven vertical columns – *1*, *2*, *Waveform*, *Invert*, *WCM*, *Spike*, and *Spectrum*. *Waveform* and *Spike* are further subdivided into two columns each.

1,2: the round buttons in columns 1 and 2 select the waves in the *Waveform* column. One in each column can be selected.

Note that *Follow Out 1*, *Spike*, and *Inverse* are also technically waveforms because they create the wave for Out 2 based on the selection for Out 1. You can choose two identical waves if you prefer, or two different ones.

In all cases, you will see the results in the *Waveform Display*. Try choosing different options to see what the effect will be.

Here, we've selected a plain Square wave for Out 1, and a Square H-Bomb for Out 2.

The lower pane shows the new composite waveform that Spooky[2] will create.

You will see changes like this, too, when you select *Follow Out 1*, *Spike*, or *Inverse*.

The horizontal axis is time, the vertical voltage. The top is positive, the bottom negative.

Waveform: from the top, these are: Sine, Square, Sawtooth, Inverted Sawtooth, Triangle, Sine Damped, Square Damped, Sine H-Bomb, and Square H-Bomb.

Each one, plus the *Spike* waveform when selected, can be inverted by ticking the checkbox to its right beneath the small upward arrow. Unlike radio buttons, you can select multiple checkboxes.

Inverting a wave flips it upside down, reversing its polarity — try it and see what it does in the *Waveform Display*.
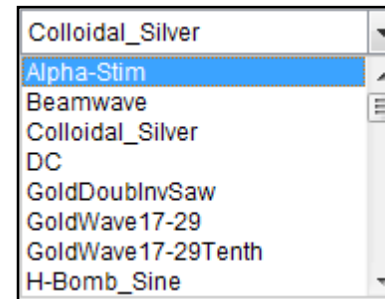
Waveform Menus: these house all the waves shown in the graphical list, plus many others.

If you look at the graphical list, you'll see that there are *Spectrum %* fields for sine and square only. But choosing any wave from either of these two menus will allow you to enter a *Spectrum %* value for it which you couldn't otherwise do.

Follow Out1: internally decouples the Outs, then copies Out 1's wave to Out 2 – but not the frequencies. This allows you to use different frequencies on both Outs. To copy the frequencies, tick the *Out 2 Follows Program Frequencies* checkbox in the Output Control section.

Spike: this uses Out 2 to create a high-voltage spike, then injects it into Out 1's wave. How long the spike lasts is controlled by the *Length* field in the *Spike* column, and its voltage by the *Ratio* field.

Inverse: copies the inverted wave from Out 1 to Out 2. To also copy the frequencies, set Out 2 = (Out 1 X 1) + 0 in *Output Control*.

~: Allow all waveform values (this is the default). This means allow both positive, negative, and zero values in a waveform.

+: Allow only positive and zero values in a waveform. This can be used in lieu of a 100% offset waveform.

-: Allow only negative and zero values in a waveform. This can be used in lieu of a -100% offset waveform.

Invert Column: if checked, this will invert a waveform. This is equivalent of multiplying the voltage by -1.

WCM Column: the "*WCM*" stands for a very special kind of multiplier – Spooky²'s unique *Wave Cycle Multiplier.*

This is what enables Spooky² to transcend the Spooky²–XM's hard limit of 5 MHz so it can transmit up to 25 MHz. It's also used to create the complex damped and H-Bomb waves.

You can see that the damped waves have a value of 8 in this column, and the H-Bomb waves have a value of 16.

What this means is that Spooky² creates eight copies of a sine wave, then "infolds" them into a single wave cycle using a complex algorithm to create the damped waves, and does the same for the H-Bomb waves 16 times. If you count these waves' peaks and troughs, you'll see that this is so.

Entering a *WCM* value higher than 1 for any of the plain waves does the same thing. This allows you to use any wave you wish with a very high frequency. A good value is 5. When you're creating spikes, their number is controlled by the value you enter for *WCM*.

Spike: select *Spike* or *Inverse* to use this, and ensure that an appropriate value is entered in the *WCM* column.

Length: this determines how long the spike will be applied for. A value of 2 is good for frequencies higher than about 10,000 Hz, and 1 for frequencies that are lower. Higher values may be useful in Remote Mode, but could be tingly in Contact Mode.

Ratio: this determines the voltage of the spikes in relation to the overall voltage of the underlying waveform.

If your amplitude is 20v, and you enter 4 in this field, the spike's voltage will be 20 volts, and the remainder of the wave will be 5 volts (20÷4). If you enter 2, the spike will be 20 volts, but the rest of the wave will be 10 volts (20÷2).

+ Spike/– Spike: allow you to specify whether you want positive spikes only, negative spikes only, or both.

– Edge: positive and negative spikes are normally produced on the leading edge of a waveform. This control allows you to produce negative spikes on the trailing edge as well. Research has shown that this has a pronounced biological effect, and it may even be more powerful than a leading-edge spike.

Count: specify the number of spikes you want here. A value of 0 will create the maximum number possible.

For more information and examples, please see [here](#) on _Inverse_ later in this Guide.

Spectrum %: this is another unique Spooky[2] technology which allows multiple frequencies to be produced at the same time. A value higher than 1 for _WCM_ must be used.

Depending on the value you enter for _Spectrum %_, the new "child" frequencies will cluster above and below your program frequencies.

There's more on Spectrum technology [here](#).

7. **Waveform display:** display the results of the settings in the Waveform setup, Signal Settings, and the F2=F1 × Factor parts of the Settings tab. The top graph is Out 1, the 2nd graph is Out 2, and the third graph is the combination of the Out 1 and Out 2 using Spooky Boost.

8. **Wobble pane:** this is a controlled, random, or harmonic-based variation in a value (amplitude has no harmonics, so this one applies to frequency only). Wobbles

set here will run throughout the treatment. Speed is set by the _Gate_ Hz rate.

Amplitude & Frequency Wobble: both offer **controlled** variation in the values of signal amplitude and/or frequency.

Amplitude Wobble is useful for keeping pathogens off-balance by changing the power constantly, and it also provides a "hammering" effect. _Frequency Wobble_ varies the frequency constantly to cover pathogen mutations, and prevents them from becoming adapted to steady frequencies.

These waveforms appear in the _Amplitude_ and _Frequency Wobble_ menus. They dictate the shape or trajectory of how the variation will be applied over time.

_[x]%:_ this prescribes the intensity with which the wobble is applied — 1% is good for frequency, while larger values are more useful for amplitude.

A good way to see what your settings are doing is to load the virtual PC generator with your Preset or program, start it up, then observe the _Frequency_ and/or _Amplitude_ readouts in the two grey _Out_ panes in the _Generator Output_ pane.

Steps: wobbles are not applied in a smooth continuous way. The value changes "jump" from one single discrete value to

the next, and *Steps* tells Spooky[2] how many jumps should be inserted along the trajectory.

A good general *Steps* value for either or both wobbles is 16, which is the default.
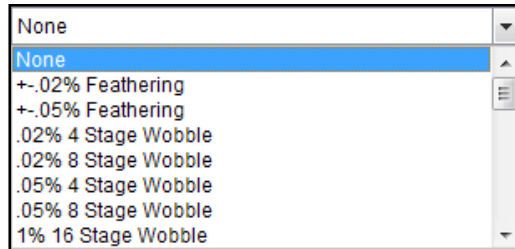
Harmonic Wobble: these apply to frequencies only, since voltages can have no harmonics.

This offers three types of variation — true random within percentage-specified limits, fixed percentage-based variations with different numbers of stages, or different types of harmonic jumps, also with different numbers of stages.

The first two here are true random, and the rest are staged, either by percentage or by harmonic systems. *Wobble* is described here.
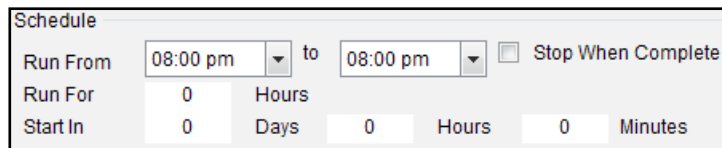
9. **Schedule pane:** you can set generator run times here.

Run From [x] to [x]: use the first menu to set the start time for this generator, and the second menu to schedule a halt. Settings remain in force until you change them again. To disable scheduling, set both menus to the same time.

Run For [x] Hours: here, you can set this generator to run for the number of hours you desire. This setting will override any *Repeat Sequence* settings already entered.

Start in [x] Days [x] Hours [x] Minutes: you can delay a generator's start here. To commence countdown, tick *Overwrite Generator* in the *Control Panel,* then click *Start*.

Stop When Complete: if checked, the current program will be allowed to finish the sequence before quitting.
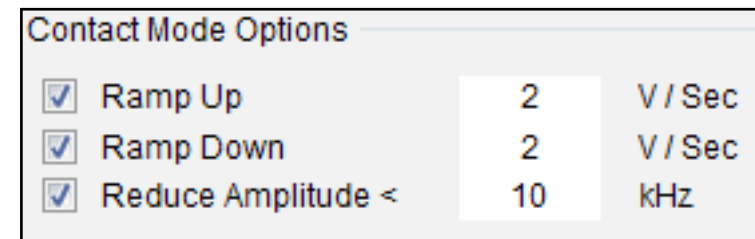
10. **Contact Mode Options:** these controls allow you to make Contact Mode a more comfortable experience.

Ramp up [x] V/Sec: gently ramps up the amplitude at the start for comfort. The *Ramp-up rate* is the rate of increase of the voltage in Volts per Second.

Ramp down [x] V/Sec: gently ramps down the amplitude at the end of the program for comfort. The *Ramp-down rate* is the rate of decrease of the voltage in Volts per Second.

Reduce Amplitude < [x] kHz: because low frequencies can

sting and tingle uncomfortably, this control allows you to lower the voltage for all frequencies lower than the kHz value you specify — 10 KHz is the default.

However, the threshold at which discomfort sets in is different for everyone. Experiment to find your own threshold by lowering the value about 1 kHz at a time until you find it's "biting."
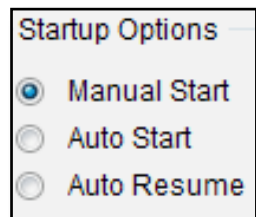
11. **Startup Options:** Choose whether to start programs automatically on launch. *Manual Start* leaves control in your hands. *Auto Start* starts all programs anew. *Auto Resume* starts all programs from where you halted.
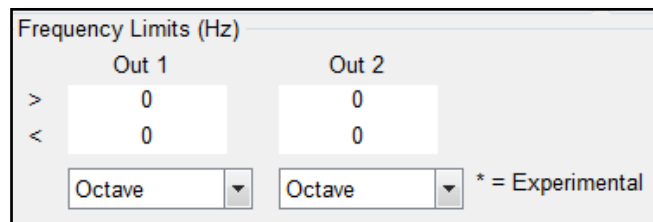
12. **Frequency Limits (Hz):** Dr. Rife and Dr. Clark found that frequencies that killed pathogens lay between 76,000 Hz and 880,000 Hz So 76,000-880,000 Hz is their mortal bandwidth.

When programs were being developed for relatively affordable Rife machines, these units were unable to transmit frequencies that high — most had a top limit of 100,000 Hz.

As a result, the MORs had to be transposed down so they could be used — making them less effective. Spooky[2] can transmit up to 25,000,000 Hz, so there's no longer any need to be bound by the old restrictions — we can simply transpose the low sub-harmonics back up so that they become more effective. You can do that by defining your desired bandwidth — upper and lower frequency limits — in this pane.

> [x]: enter the upper delimiter in Hz here for Out 1 and Out 2. Spooky[2] will not create a frequency higher than this.

< [x]: enter the lower delimiter in Hz here for Out1 and Out 2. Spooky[2] will not create a frequency lower than this.

Use Harmonic Menus: choose the harmonic system you wish to use for the transposition for Out 1 and Out 2. Spooky[2] will create the *lowest* harmonic inside the bandwidth.
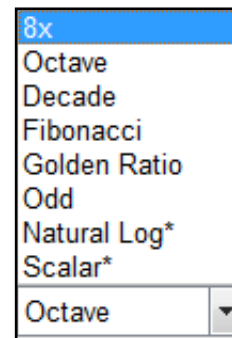
8x: an Octave *and* a Fibonacci number. Try this one first.

Octave: repeated doubling or halving – 2, 4, 8, 16, 32, 64, etc. This is based on music theory, and music is essentially applied mathematics. It has been proven to work superbly.

Decade: multiplication by 10 – 10 is a product of the Fibonacci numbers 2 and 5. This system has also proven to work very well indeed.

Fibonacci: the number system that defines universal growth

patterns. This is a powerful method, too.

<u>Golden Ratio</u>: also called "phi," this is related to Fibonacci, and used in classical architecture, art, and the pyramids.

<u>Odd</u>: multiplies by odd numbers – 3, 5, 7, etc. Square and Inverse Sawtooth waves are rich in odd harmonics.

<u>Natural Log*</u>: based on the formula $1 + 1 \div (1 \times 2) + 1 \div (1 \times 2 \times 3) + 1 \div (1 \times 2 \times 3 \times 4) + 1 \div (1 \times 2 \times 3 \times 4 \times 5)$, etc.
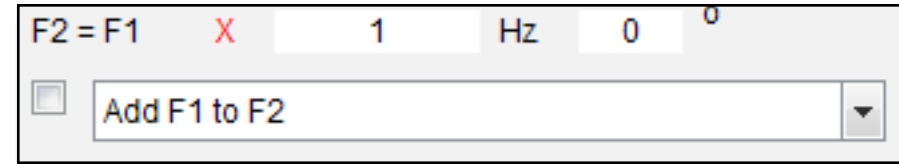
<u>Scalar*</u>: number system based on the mathematical constants exp(3), exp(6), and exp(9).

*In our tests, neither of these were proven to our satisfaction. So while they are provided, they're marked as experimental

<u>Out 1/Out 2</u>: these controls allow you to specify which Out the transposition will affect, so you can transmit the low frequency on Out 1, and its transposed harmonic on Out 2.

Example: The *Botulinum VEGA* program has one low frequency — 518 Hz. Enter 880000 in the > field, and 76000 in the < field (the pathogenic bandwidth), then tick *Out 2.*

Choosing *8x* transmits 518 and 265216. *Octave* creates 518 and 132608. *Decade* yields 518 and 518000. *Fibonacci* gives 518 and 120694. Experiment – and use what works best.

13. **F2 Control:** yet another unique Spooky² technology which allows you to build a second frequency into your waveform. Its advantage is that you can use it to automatically add a high frequency dynamic carrier to each frequency in your program.

F2 = F1 X [x] Hz: enter your harmonic multiplier here. We recommend using octave or decade multipliers, although integers like 3, 7, 11, etc., have had interesting results too.

[x] degrees: this allows you to specify a phase angle. This is a very technical subject, of interest mainly to engineers and experienced Rife users.

Checkbox: ticking this activates the *F2 Control.*
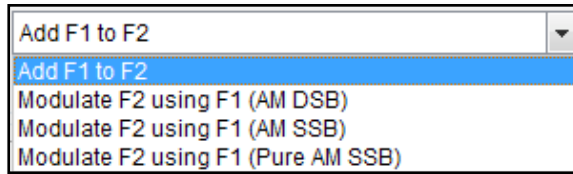
F2 Menu: the first choice adds the two frequencies to create the new waveform. The second adds extra higher and sub-harmonics.

The third adds powerful higher harmonics only and inverts the negative phase of the waveform.

The fourth adds powerful higher harmonics only and zeroes the negative phase of the waveform.

To view images of the effects of each of these choices on various waveforms, please see "Making Waves" later in this Guide.
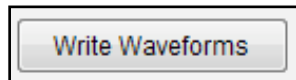
14. **Write Waveforms Button:** allows you to save any waveform you design to a CSV file you can open in a spreadsheet and view as a graph for fine-tuning.
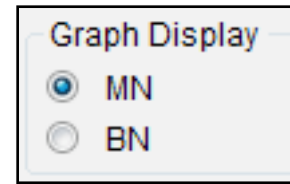
15. **Graph Display:** clicking the MN option will display the graph for the MN port of Spooky Boost. Clicking the BN option will display the graph of the BN port of Spooky Boost.

Control Tab

This is the "engine room" of your Spooky² rig, with individual output monitoring and control over each of your generators. It's also

where you configure and control your biofeedback scans, then use *Reverse Lookup* to correlate found frequencies to programs in the database if you wish.
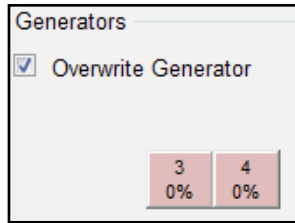
1. **Generators pane:** when you click the *Control* tab, most of the screen is blank. Left, you see your *Generator Buttons* in the *Generators* pane — all are light red to show that they're stopped.
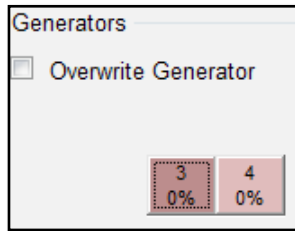
To start a generator, first tick *Overwrite Generator*, then click the button for the generator you want.

When you do this, the *Generator Control Panel* opens, and the button changes to a darker red (below left). It will remain dark red even if you close the panel, or switch to another tab.

This tells you that Spooky[2] is now ready and waiting to receive your input on this generator.
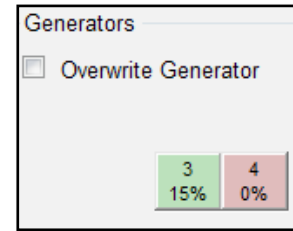
Here, we've started Generator 3, and its button has turned green to show that it's running. Once it is, you can return to the *Presets* or *Programs* tabs and set up your next generator. If it's not running, and the button is dark red, any changes you make will apply to it, not your next generator. When you've set things up as you wish, tick *Overwrite Generator*, then select your next generator.
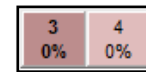
If Generator 3 is dedicated to Spooky Central/Plasma, its button will have bold text (left). To change this, click here.

Although we call this the Generator Control Panel, only its top two-thirds are dedicated to this task, specifically this area:
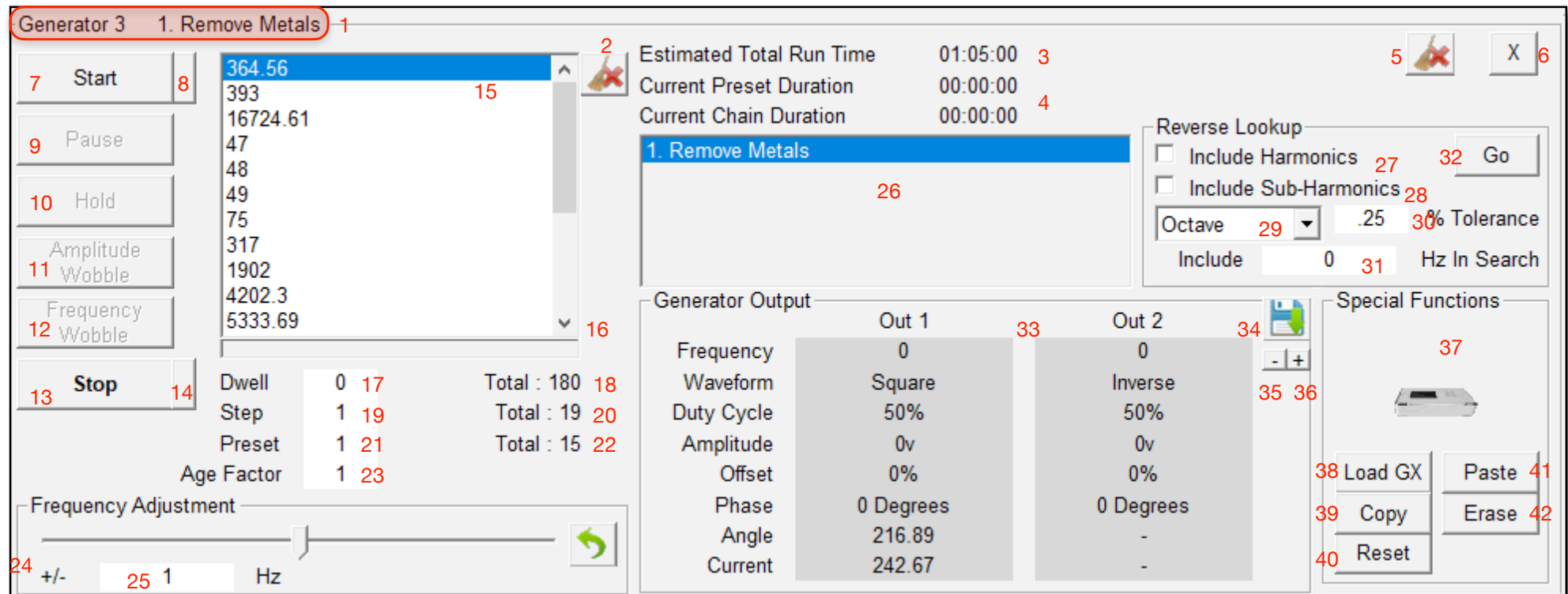
2. **Generator Control Panel:**

1. *Generator Info:* the text in the area at the top left tells me that this is the control panel for Generator 3, and it's currently running a preset named "*1. Remove Metals.*"

   2. Delete button: removes all the programs and frequencies in the list temporarily. Your program(s) will remain loaded in the other tabs. This is useful when you have a sequence loaded

that you might not have saved, and you want to perform a biofeedback scan using this generator without having to reprogram.

When you've finished your scan and saved its results, close the *Control Panel* and click your *Generator Button* again — but **don't** tick *Overwrite Generator.* Your sequence will appear in the *Control Panel* as you left it.

3. *Estimated Total Run Time:* this is the time it will take to transmit all programs in this sequence once.

4. *Current Preset/Chain Duration:* these show how long the preset and/or Chain have been running for. Pausing and unpausing does not reset this time to zero, but stopping does.

5. *Delete and close:* this clears all programs and closes the *Generator Control Panel*, allowing you to load other programs into the generator. All settings are left intact.

6. *Close:* this closes the *Generator Control Panel*, leaving your sequence as it is.

If you've loaded this generator, all work you do in the other tabs will be queued for the <u>next</u> generator overwrite.

When you edit a loaded preset, then return to the *Control* tab, you must tick *Overwrite Generator* and click on your desired generator to load your edits.

7. *Start:* starts the current preset/settings.

8. *Resume:* will continue from where you last stopped. If you've stopped during a sweep, the *Resume Button* will continue it from exactly where you stopped.

9. *Pause:* pauses the current program. Click Pause again to resume.

10. *Hold:* runs the current frequency, ignoring the dwell, until you click Hold again to resume.

This is useful when you feel a reaction to a frequency and wish to give it more time.

11. *Amplitude Wobble* and

12. *Frequency Wobble* are also toggle controls. These wobbles are different from, and additional to, those in the *Settings* tab.

In *Settings*, wobbles are active throughout the entire sequence. In the *Generator Control Panel*, <u>you're</u> in charge of when to apply them, and for how long.

Note that activating either of these will force Spooky² to remain on the current frequency until the button is toggled off again. These wobbles are configured in the *System* tab.

13. *Stop:* stops the current presets/settings.

14. *Stop Loop Button:* stops when the current loop ends.

15. *Frequency Column:* this displays all the preset's frequencies in a list. To start with any frequency other than the first, click it before you click *Start*. To instantly switch to another frequency while the generator is running, click it. If you right-click inside this list, the currently selected frequency is copied to the Window's clipboard. If the frequency you want to copy is not selected, you must left-click it first.

16. *Progress Bar:* as each frequency transmits, the empty bar directly below the *Frequency Column* will start to fill up

with blue segments to indicate progress through its dwell time.

17. *Dwell*: times (in seconds) progress of each frequency. If you click *Pause*, this becomes editable — useful if you need to jump to a different part of the sweep. When you've entered the time you want to jump to, click *Pause* again.

18. *Total (Dwell)*: the total number of seconds the frequency will transmit for — normally 180 seconds, but longer for sweeps.

19. *Step*: the position number of the current frequency. For instance, if Spooky[2] is transmitting the 12th frequency in the sequence, this field will display 12, and so on. This gives you another way to start your program with a frequency other than the first, or to jump to a different one. Enter your *Step*, then press the keyboard Tab key, and click *Start*.

    Although you can, you don't need to use this for stopped programs — you can use *Resume* to restart where you left off.

20. *Total (Steps)*: is the number of frequencies contained in the program or sequence.

21. *Preset:* is the current preset number in the *chained preset*. If the current preset is not in a chain, this number will be 1. To jump to a preset type the preset number in this field and then type the Tab key. This must be done while the preset is stopped.

22. *Total (Presets)*: when you load a *Chained Preset*, these fields tell you which preset is currently transmitting, and the total number of presets contained in the chain. To start with a different preset in a chain, enter its order number (*Presets/Chains* column), press the Tab key, then click *Start*.

23. *Age Factor [x]*: this accelerates all running programs for quick tests. Large values will force a long preset or Chained Preset to run rapidly through all its frequencies, allowing easy checks for errors.

24. *Frequency Adjustment Slider*: allows you to adjust the frequency that's currently running, up or down. The amount by which you can adjust is set below. Click the *Reset to Default Button* to move the slider back to its default position.

25. *+/– [x] Hz*: you can set the amount in Hz by which you wish to adjust here.

26. *Program Column*: this lists all programs in this sequence.

27. *Include Harmonics*: when doing a reverse lookup, include harmonics (as specified in the *Harmonic Type* pulldown menu just below) of the database frequencies for more matches.

28. *Include Sub-Harmonics*: when doing a reverse lookup, include sub-harmonics (as specified in the *Harmonic Type* pulldown menu just below) of the database frequencies for more matches.

Load Generator

New Program Name

alpha-linolenic (omega3) and linoleic (omega6) acid metabol

Save

Spooky²

```
01: DH_0001_01 GX Offline (R) - DH
02:
03: GenX Offline
04:
05: alpha-linolenic (omega3) and linoleic (omega6) acid metab
06:
07:
08:
09:
10:
11:
12:
13:
14:
15:
16:
17:
18:
19:
20:
```

Amplitude (V) 5
Offset (%) 0
Dwell (S) 180
Gate On (mS) 0
Gate Off (mS) 0
Frequency Count 80
Total Run Time
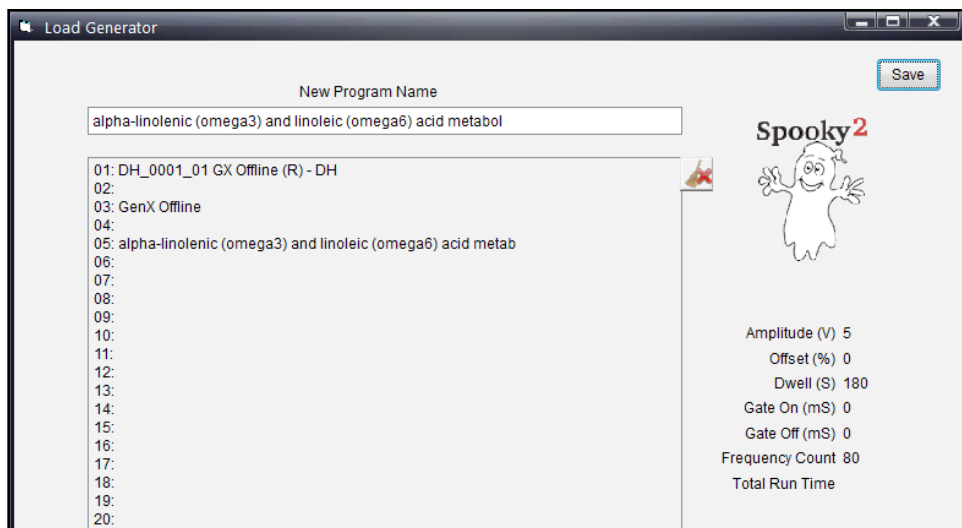
29. *Harmonic Type:* the type of harmonics to be used when doing a reverse lookup (Octave, Decade, etc).

30. *% Tolerance:* is the amount of tolerance of error of your frequency from the database frequencies or harmonics of the database frequencies.

31. *Include [x] Hz in Search:* you can add a frequency to be included in the Reverse Lookup. This is useful if you have a frequency with which you want to do a reverse lookup, even if the Generator Pane is currently empty.

32. *Go:* perform the *Reverse Lookup* operation.

33. *Generator Output:* this is where you can monitor exactly what Spooky² is sending to each Out of the generator. Shown for both are *Frequency*, *Waveform*, *Duty Cycle*, *Amplitude*,

Offset, *Phase, Angle,* and *Current*.

34. *Save Status:* appends the current *Generator Output* values to the text file *C:\Spooky2\Data\Status.csv*.
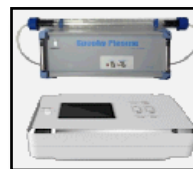
35. *Increase GX Calibration:* for advanced users only, this button increases the frequency calibration for GeneratorX.

36. *Decrease GX Calibration:* for advanced users only, this button increases the frequency calibration for GeneratorX.

37. This area shows you an image of your generator. If you have right clicked on the generator button to set it dedicated to Central/Plasma, you will see the Spooky Plasma image.

38. *Load GX:* brings up a *Load Generator* window for you to load the current contents of the *Generator Pane* into the GeneratorX offline programs (described here).

39. *Copy:* saves the contents of GeneratorX offline program storage to a text file on your computer.

40. *Reset Button:* click this to reset your generator to its factory defaults. Note that its switch-on "beep" will no longer sound.

41. *Paste:* loads the contents of a text file (created by the Copy

button) into the GeneratorX offline programs storage. Overwrites existing content.

42. *Erase:* erases the entire contents of the GeneratorX offline program storage.

Load Generator

When you click the *Load* button, the *Load Generator* window appears. You can add the currently loaded program in the *Generator Control Panel* and remove offline programs in this window. The first text field is the name of the program, which defaults to the currently loaded program in the *Generator Control Panel*. You can change the program name to a name you desire.

Double-click on a slot where you want the program to go. If there is a program in the list you want to delete, click on that program, then click the *Delete* button.

The settings saved in offline GeneratorX programs are Frequency, Waveform, Amplitude, Offset, Duty Cycle, Gate and Dwell only.

The following three kinds of common programs and settings can't be loaded into offline GeneratorX programs: preset chains (like the *Terrain (R) -BY*), frequency sweep presets and repeat frequency settings.

If you want to cancel all your edits since the Load Generator window opened, click the Close button *(X)* to close the window and cancel your changes.

Once you get the changes made you want, click the Save button to save your edits to the GeneratorX offline memory storage.

Biofeedback Scanning

Biofeedback scanning requires a frequency sweep to be input to the body, plus a system to monitor the results of this. As this sweep is being transmitted, it will kill or injure pathogens — this makes every scan a treatment, and you may experience a Herxheimer Reaction. Your body registers these events as stresses. For Spooky Pulse this stress is clearly reflected in your heart rate. For GeneratorX, these stresses result in change of current absorbed or shifts in the phase angle.

Spooky Pulse is a non-damped cardiac monitor capable of detecting the most minute changes in pulse rate. As the scan sweep progresses, Spooky[2] correlates each stress event with the exact frequency that caused it. In Rife, this is called a "hit." Depending on your settings, it will then analyze all the hits, then select the 10 or 20 that were strongest. The frequencies which caused these are assembled into a program you can save and use to treat the problems found.

GeneratorX is a very sensitive and fast piece of measuring equipment that can measure small variations in current absorption and phase angle changes in the scanning signal. The GeneratorX is fast because it does not rely on a physiological response like the Spooky Pulse does. Spooky Pulse scans the range of 76 KHz to 152 KHz in 47 minutes. GeneratorX can scan this same frequency range in 2.5 minutes.

Depending on your Spooky[2] rig, scanning every seven or four days is highly recommended. Spooky Central/Plasma users should use the results program in a killing preset and run it once a day for four days, then scan again. Contact Mode users should run it once daily for seven days, then scan again. Remote Mode should be run non-stop for a week, then scan again. Repeated scans are necessary. Here's why:

The human body, it may surprise you to learn, is made up of more than 50% bacterial cells. Most of these organisms are harmless, some are beneficial, and some cause disease. Spooky[2] is not capable of telling the difference between them — it can only report how big a stress the destruction of each caused in your body. To put it another way, it lists the organisms that "screamed loudest."

But there's no guarantee that these are the nasty ones. In fact, serious pathogens are often able to hide from your immune system because they've developed stealth strategies. So while they may be hit and killed, their presence might not register over the "noise" of trillions of other bacteria, all of which are also being hit. Repeated scans are necessary to "clear the stage" of all the loud and melodramatic organisms first. When that's done, Spooky[2] can now "hear" the bad guys clearly. Biofeedback scanning is like peeling an onion, layer by layer.

Before you scan, you must first stop or pause all generators operating in Remote Mode because you should only be receiving the input scan sweep frequencies, and no others.

For Spooky Pulse users, connect Spooky Pulse directly to a USB port on your PC – **not** a hub, because these delay the monitoring signals. After you connect Spooky Pulse, choose the "Rescan Devices" menu item in the Utils menu. You should see a green LED light on the unit, and if you connect the infrared sensor to your finger or ear, a red LED should blink in time with your pulse. **To avoid problems with irregular heartbeats, make sure to tick *Double HRV Tolerance* in the *System* tab before scanning.**

Now load the biofeedback scan preset for your scanning hardware. See the chart here. This will set up your generator correctly. Note that if you edit a biofeedback preset, or make your own custom biofeedback preset, you must save the biofeedback preset in the *Biofeedback* folder inside the *User* folder. If you don't do this, your custom settings will not be restored correctly when you click on the preset. This applies to custom biofeedback presets only because biofeedback parameters are global.

Spooky Pulse scans can be done with Contact or Remote mode. For GeneratorX, you must use TENS pads. You cannot use Spooky Central/Plasma to input any scan sweep because the plasma tube's energy will freeze Spooky Pulse, preventing it from doing its job.

Spooky Pulse users should click the *System* tab and see that Spooky Pulse is now listed in the *Connected Hardware* column. Now go to the *Control* tab, and open the generator you'll be using. You'll see that the words "Emulating Spooky Pulse" have now disappeared from the graph. If there's a program or sequence showing in the *Frequency Column*, you can either click the main *Delete* button and reload it after your scan, or click the *Delete* button at the top right of the column to remove it temporarily. Now enter the correct parameters for your scan type, and click the *Scan* button.

The biofeedback presets are described here.

Scanning Tips

- To scan reliably, make sure you're properly hydrated, and that you've attended to bathroom needs before you start.

- Spooky Pulse Specific:

  - To detect heart rate changes due solely to frequency hits, you need to be relaxed. Meditation, breathing exercises, peaceful music, or even just zoning out for five minutes works. GeneratorX is more forgiving, but you ought to be focused on the scan, not eating your lunch.

  - Or you can use a web white noise generator and leave it running in the background.

  - Ideally, you should be lying down flat on a comfortable surface, with your head supported by a pillow. You should also be comfortably warm. Avoid movement if possible.

  - You may use Remote or Contact Modes to input the frequencies. For Remote Mode, use a fresh DNA specimen. If using TENS pads, place one on the back of the right hand, and the other just below the outside ankle of the left foot.

  - A finger-clip sensor should be attached to the left hand finger that's most comfortable for you.

  - An ear-clip sensor can be attached to an earlobe. However, because earlobes are rich in sebaceous glands, sebaceous oil may interfere in some cases. If so, you can instead attach the clip to the left little finger, or to the fold of skin between your left thumb and index finger.

  - You may find yourself falling asleep. This isn't a problem as long as you remember that you're connected to the PC when you wake up (and also possibly to the generator). However, if the Spooky Pulse clip has been dislodged and fallen off, you must repeat the scan from the beginning.

  - It's a good idea to do a test scan before you do your real scan. After you load the desired biofeedback preset, click the *Scan* button for test run. If you see the minus (-) sign after the *BPM* or *HRV* labels, this mean you are getting a read error on the Pulse sensor. Adjust the sensor until you get a strong signal and the minus sign disappears. For the ear sensor, move the sensor around the ear lobe. For the finger sensor, move the sensor back and forth on the finger until you get a good reading, or try another finger. If your BPM pulse rate is high, you may have to change the maximum *BPM* in the *System* tab. Once

you are getting a strong reading without errors, click *Stop*, then click *Scan* to do a real scan.

- GeneratorX Specific:

  - You must use TENS pads, or the Sample Digitizer or Scalar Digitizer. The TENS pads should be as close together as possible, with the pathogens between the two pads.

  - The best scan results come when you use a baseline scan. To include a baseline scan in your scan, first tick the [Baseline Before BFB](#) checkbox. Then click the Scan button, and a baseline is performed before the biofeedback scan. This will double the scan time of the *GX Fast Biofeedback Scan (C) -JW*, and increase by 50% the scan time of the *GX General Biofeedback Scan (C) - JW*. The scan preset *GX General Biofeedback Scan with Baseline (C) - JW* includes a baseline, and because it only does one loop, it takes the same time as the *GX General Biofeedback Scan (C) - JW* preset.
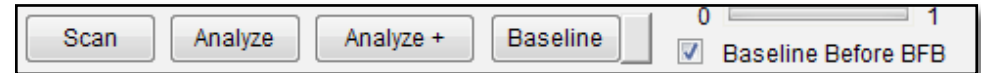
- If a scan is interrupted, you must restart it from scratch. Scans cannot be paused once they've started.

GeneratorX biofeedback scanning options

The GeneratorX has richer scanning options than the Spooky Pulse given its faster scanning speeds and sensitive measurement sensors. With the faster scanning speeds comes the ability to *Scan and Run*, which is perform a scan, then treat immediately (without creating a preset), scan, treat, scan, treat, etc. There is also the *Hunt and Kill* variation of scan-and-treat approach where each subsequent scan is a refinement of the previous scan. You can optionally specify another generator to run these treatments, connected to any Spooky[2] transmission mode (plasma, remote, etc).

With the Sample Digitizer you can also scan a bodily fluid sample. Spooky[2] scans with the Sample Digitizer can simply scan, or perform a *Scan and Run* or a *Hunt and Kill*.

With the Scalar Digitizer plus the Spooky[2] Scalar, you can perform wireless scans on your whole body. This mode of scanning has the option to just scan, or to perform a *Hunt and Kill*.

Biofeedback Scan
- Log Name [1]
- Start Frequency 2 41000 Hz
- Finish Frequency 3 1800000 Hz
- Initial Step Size ○ 4 100 Hz
- ● 5 .025 %
- Decimal Places 6 0
- Max Hits to Find 7 10
- Samples/Step 8 1
- Loops 9 1
- Start Delay 10 300
- Threshold 11 .01
- Est. Duration 12 00:28:35

Detect
- 13 ● Max   ○ Min 14 □ Change 20
- 15 ○ BPM
- 16 ○ HRV
- 17 ○ Angle
- 18 ● Current
- 19 ○ Angle + Current

After Scan
- 28 □ Run Hits
- 1 29 □ Continue Refining Hits
- 30 Run on Gen 0
- 31 Run Cycles 1 1

Calculate Using
- 20 ● Running Average
- 21 ○ Peak
- 22 ☑ Single Scan
- 23 □ Grade Program
- 24 BPM 0
- 25 HRV 0
- 26 VI Angle 0
- 27 Current 0

32 Scan 33 Analyze 34 Analyze + 35 Baseline 36 ☑ 38 Baseline Before BFB

247.66
241.7
41
235.49
41000 - 1800000
37
0   1

3. **Biofeedback Scan pane**: configure your personal scans here. Your settings remain in force until the next time you scan, when you must enter them again. However, you can save your settings as a biofeedback preset, by saving the biofeedback preset in the *Biofeedback* folder inside the *User* folder. By doing this, your scan settings will be restored exactly as you saved them.

1. *Log Name:* some text to differentiate this scan from others, using a name or initials and condition.

2. *Start Frequencies:* this defines the starting range of frequencies in your input sweep. If you know the bandwidth of organisms you're looking for, enter its lower limit here.

3. *Finish Frequencies:* this defines the end range of frequencies in your input sweep. If you know the bandwidth of organisms you're looking for, enter its upper limit here.

4. *Initial Step Size:* defines the sub-ranges to divide the sweep into — 100 Hz means that Spooky² will search

in discrete blocks of 100 Hz. Depending on your bandwidth, reasonable values would be 10, 100, 1,000, 10,000, or 100,000.

5. *Initial Step Size Percentage*: Another way to specify the *Initial Step Size* is to use a percentage. A good percentage to use is 0.025%.

6. *Decimal Places:* the level of accuracy you want. Good values are 5 for frequencies lower than 600 Hz, or 2 (over 600 Hz).

7. *Max Hits to Find:* each hit you find will take three minutes to treat. So entering 20 means that your results will take 60 minutes to apply in Contact or Plasma

Modes.

8. *Samples/Step:* samples are reading of the biofeedback device. Set to 1, frequencies will be checked just once. Higher values increase accuracy but take proportionately more time.

9. *Loops:* to get a more accurate scan, you can do more than one loop through the scan frequency range.

10. *Start Delay:* this is measured in heartbeats. If you enter 50, Spooky² will start the sweep, giving you the time taken by your heart to beat 50 times to get ready – 20 is suggested if you're being assisted, and up to 200 if you're alone.

11. *Threshold:* this value sets the upper limit for which the biofeedback scores that are less than the threshold are discarded from the result. Setting this to 0 will include all hits.

12. *Est. Duration:* the estimated time in minutes of the scan.

13. *Detect:* choose whether to detect the *Max or Min* in values. This applies to *BPM, HRV, Current, Angle,* or *Angle+Current*. In most cases, selecting *Max* is correct, with the exception of using Spooky Pulse to look for healing frequencies, in which case you use *Min*.

14. *Change:* if ticked, measures change between values rather than absolute value.

15. *BPM:* detect Beat Per Minute in scan (Spooky Pulse).

16. *HRV:* detect Heart Rate Variability in scan (Spooky Pulse).

17. *Angle:* detect the difference of phase angle between the voltage and current in scan (GeneratorX).

18. *Current:* detect current absorbed in scan (GeneratorX).

19. *Angle+Current:* detect the sum of the angle plus current in scan (GeneratorX)

20. *Running Average:* best for longer scans where the heart rate falls and remains steady.

21. *Peak:* best for short scans where the rate is unlikely to change very much.

22. *Grade Program:* tests database programs for efficacy.

23. *Refine +/-:* the amount of Hz to use in the refining process. For every found frequency *f* in the initial scan, given a refine value *r*, the range from *f-r* through *f+r* is scanned.

24. *BPM:* beats per minute.

25. *HRV:* heart rate variability — low is good. Averages for both are also shown.

26. *VI Angle:* the measured phase angle from the GeneratorX.

27. *Current:* the measured current from the GeneratorX.

28. *Run Hits:* if ticked, after the scan completes, the found frequencies are run for treatment.

29. *Continue Refining Hits:* if ticked, after the first scan and treatment, the subsequent scans are refinement of the previous scan.

30. *Run on Gen:* if a non zero value, the treatment phase of *Run Hits* is performed on this generator.

31. *Run Cycles:* the number of times to repeat a scan/run pair. If 0, the *Run Hits* repeats until you stop it.

32. *Scan:* starts the scan. Normally you let the scan run until completion, but if you need to stop the scan, click *Stop*.

33. *Analyze:* will bring up an Open dialog for you to choose an older raw scan data file to open for analysis. The parameters like Detect, Change, and Threshold are used to determine the Scan Results.

34. *Analyze+:* like *Analyze*, but combines either *BPM/HRV*, or *Current/Angle*.

35. *Baseline:* performs a baseline scan. The baseline scan allows you to measure the effect of the environment on the scanning equipment (GeneratorX only). In subsequent scans, the environmental influence is subtracted from the scan results. You must use the exact same biofeedback preset to run the Baseline scan as you use for the real scans.

36. *Erase Baseline Scan:* erases the current baseline scan, and subsequent scans will not use a baseline until you create a new baseline scan.

37. *Sample Graph:* this graphic indicates which sample is being read where the number of samples is specified in *Samples/Step*.

38. *Baseline Before BFB:* if ticked, when you click the *Scan* button, a baseline operation will happen before the biofeedback scan. Using this option provides the most accurate scan possible.
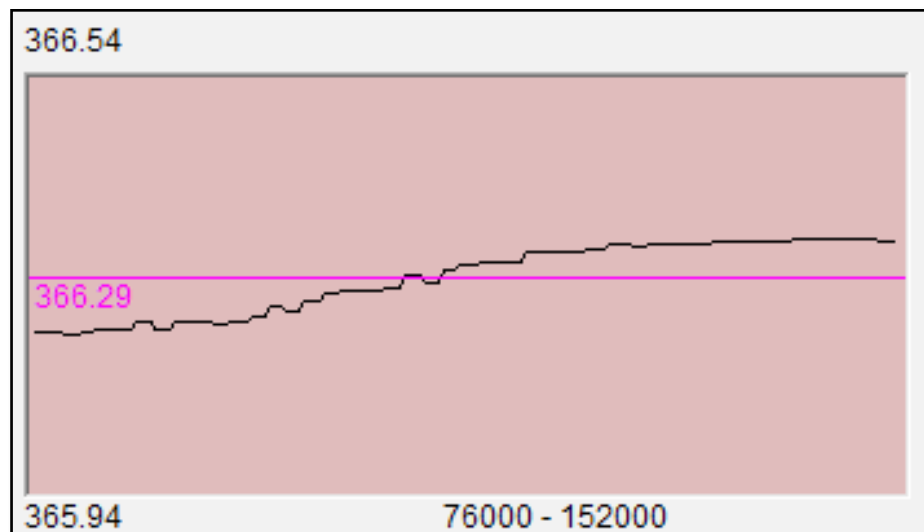
39. *Biofeedback Graph:* this is where a graph depicting the values read in the biofeedback scan. When no Spooky Pulse is connected, or you are in test mode, you see "Emulating Spooky Pulse". When you connect a Pulse, or are connected to a GeneratorX, a real graph is shown. During a scan, it will scroll from right to left in real-time.

Notes: since the user can use either the Running Average (RA) or Peak values, this means that the biofeedback input is either compared with the RA, or taken at nominal value. In either case, the data received is conditioned so that there are no spikes as the user breathes (for Spooky Pulse).

If any input data anomaly is detected, Spooky² will pause for three consecutive good samples to ensure data integrity. When this happens, the words "Data Error" will appear.
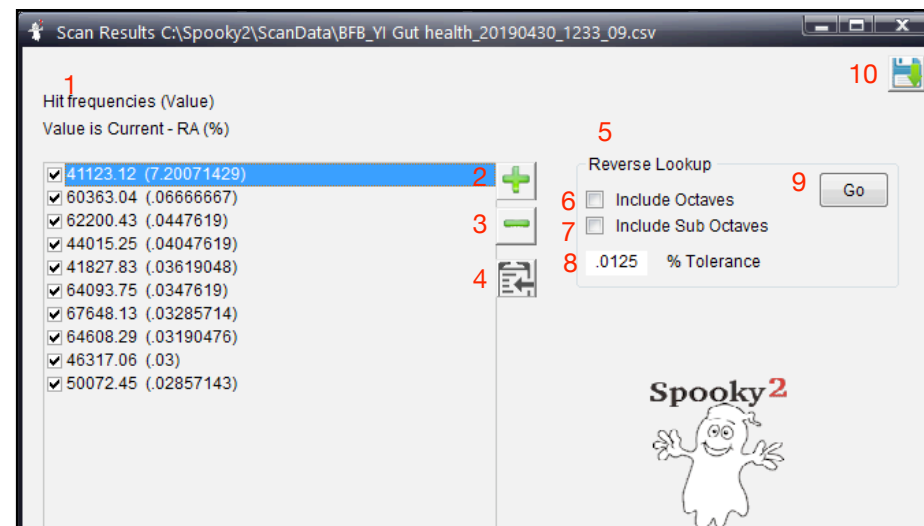
Scan Results

When the scan finishes, Spooky² returns to its hits list to sweep above and below each until it has found the exact value. It then presents the list as a custom frequency set which you can save to your own database. You should save this with a descriptive Program name.

If you close the scan results window in error, click the *Analyze* button to reopen it.

1. *Frequency Results:* These are results of the scan. The frequencies that are ticked will be saved when you click the *Save* button.

2. *Select All:* ticks all frequencies in the list.

3. *De-Select All:* unticks all frequencies in the list.

4. *Copy:* copies the ticked frequencies into the clipboard.

5. *Reverse Lookup:* this is perhaps the most widely misunderstood aspect of Spooky2's biofeedback feature.

   Spooky biofeedback was never designed to be a diagnostic tool. A diagnosis is useful only to a health professional, not to a patient. Most doctors require it only to look up drugs in their directories which can be used for it.

   In other words, a diagnosis is a stepping-stone to a written prescription for a medication or treatment.

   Spooky biofeedback skips this step altogether and provides the prescription directly, written by your own body — the frequencies found by your scan.

   So *Reverse Lookup* doesn't provide any sort of a diagnosis. What it actually does is to search the Spooky[2] databases specified in the *Programs* tab to find frequencies within the tolerance you specify.

   There are certain structures and systems that are common to many pathogens — cell walls and receptors are examples — and certain frequencies target such structures rather than specific organisms.
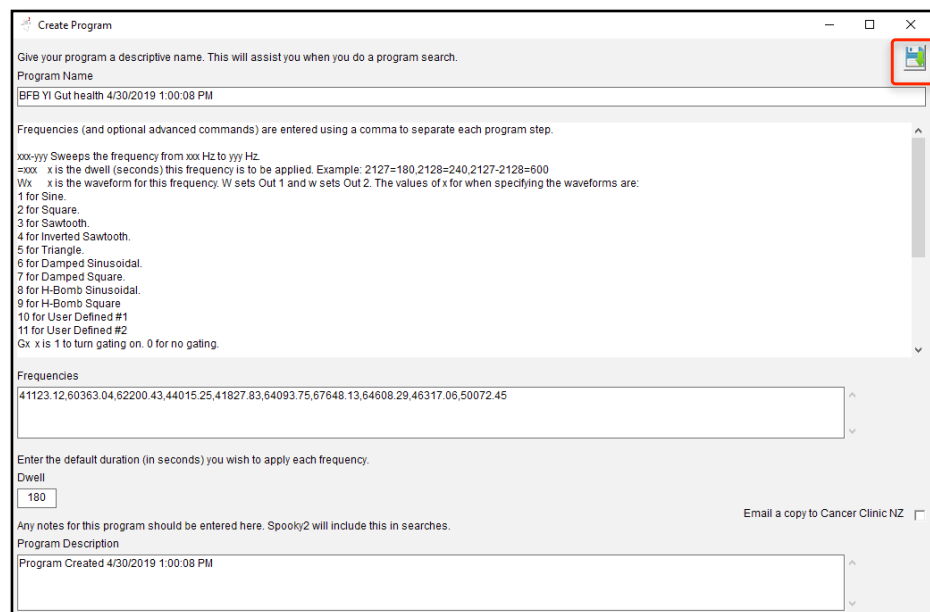
   This means that such frequencies are common to a great many programs, and if such a frequency is found in your scan, *Reverse Lookup* will return every program that contains it. This does **NOT** mean you have all these pathogens — just that a frequency that targets such

aspects was found.

6. *Include Octave:* tick to include octave harmonics. Unticked here because we're checking out close fundamentals only.

7. *Include Sub Octave:* tick to include suboctave harmonics.

8. *[x]% Tolerance:* use 0% for an exact match, and .1% for a close match.

9. *Go Button:* click to initiate the lookup. Spooky[2] will then search its database(s) to see if it can find matches for the frequencies. If *Include Octave* is ticked, the operation will take a couple of seconds. Below is a *Reverse Lookup Results* window.
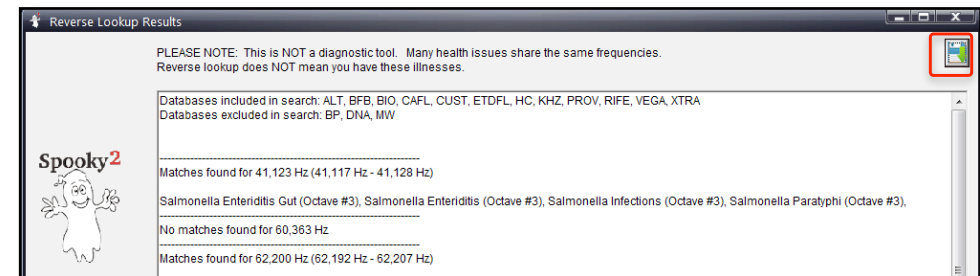
10. *Save:* click to save your frequencies as a custom program. See the *Create Program* window below.

Enter any comments you desire, then click the *Save* button at the top right of the window.

Too Many or Too Few Results

There may be times when you do a *Reverse Lookup* when you get too many or too few results. If you are getting too many results, you can make the *[x]% Tolerance* be a smaller value, say changing the default *0.0125%* to *0.001%*. You can also untick some databases in the top right part of the *Programs* tab to eliminate these databases from the reverse lookup.

If you are getting too few results, try ticking both *Include*

Octave and *Include Sub Octave*. Also, make sure the databases in the *Programs* tab are ticked that you want to include, as well as the databases in the *Systems* tab. If you are still not getting enough results, increase the value of the *[x]% Tolerance,* say from the default *0.0125%* to *0.025%.*
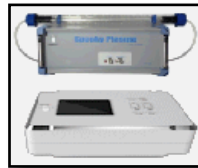
Generator Button Colors & Labels:

Each operational status displays a color or text appearance change.

Generator is stopped and not opened in Spooky[2].

Generator is stopped, but opened in Spooky[2].

Bold text — generator dedicated to Spooky Central/Plasma. When set, a picture of the plasma device is shown in the *Generator Control Panel*. To change this, click here.

This generator has a 7200 second (or 2 hour) pause delay before it starts.

Generator is running.

Generator is shadowing another master generator.

Generator is paused.

Generator start is delayed, and counting down to 0.

Generator's *Hold* is active.

Amplitude Wobble is active.

Frequency Wobble is active.

Numerals that flash from black to red mean Spooky[2] has found a problem with the generator.

This generator has a pending Stop command. Use the little button to the right of the Stop button in the *Control* pane to stop the program at the end of the program loop.

VG Button: this is your Virtual Generator. It "controls" a software generator. This can be used for Generator Shadowing (Ouput Control) and experimentation.

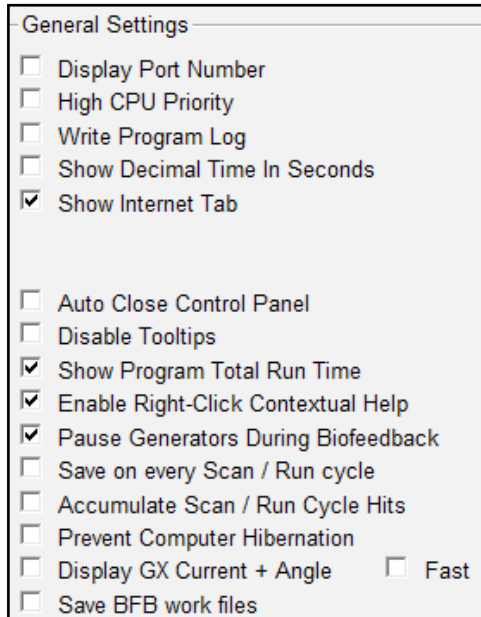This generator is doing a biofeedback scan.

The top numeral on each button is the USB Port number, the bottom one shows the program's percentage completed except where a generator's start has been delayed, when a countdown in seconds will be shown instead.

System Tab

Settings made in this tab will affect the operation of your entire Spooky[2] rig.

Presets	Programs	Settings	Control	**System**	Internet	Errors

1. General Settings

General Settings

- ☐ Display Port Number
- ☐ High CPU Priority
- ☐ Write Program Log
- ☐ Show Decimal Time In Seconds
- ☑ Show Internet Tab

- ☐ Auto Close Control Panel
- ☐ Disable Tooltips
- ☑ Show Program Total Run Time
- ☑ Enable Right-Click Contextual Help
- ☑ Pause Generators During Biofeedback
- ☐ Save on every Scan / Run cycle
- ☐ Accumulate Scan / Run Cycle Hits
- ☐ Prevent Computer Hibernation
- ☐ Display GX Current + Angle   ☐ Fast
- ☐ Save BFB work files

2. Wobble

Global Wobble

		%	Steps
Amplitude Wobble	Triangle ▾	80	16
Frequency Wobble	Triangle ▾	.025	16

3. Spooky Pulse Limits

Spooky Pulse Limits

Min BPM	30
Max BPM	130
Max HRV	30

4. Restore Defaults

[Restore Defaults]

5. Connected Hardware

Connected Hardware

Communications Port (COM1)

6. Frequency Blacklist Control

Frequency Blacklist Control

[   ] [+]

[   ] [🧹]

- ☐ Avoid Octaves
- ☐ Avoid Decades

7. Active Databases

Active Databases

	Main Database:	C:\Spooky2\Frequencies.s2d (20220209. 10097 Entries.)
☑	DNA Database:	C:\Spooky2\DNA_Frequencies.s2d (20220209. 151857 entries.)
☑	Non-Human DNA Database:	C:\Spooky2\DNA_Frequencies_NH.s2d (20220209. 43058 entries.)
☑	Molecular Weight Database:	C:\Spooky2\MW_Frequencies.s2d (20220112. 13913 entries.)
	Custom Database #1:	C:\Spooky2\Custom.csv
☑	Custom Database #2:	
☑	Custom Database #3:	
☑	Custom Database #4:	
☑	Biofeedback Database:	C:\Spooky2\BFB_Frequencies.csv
☑	Encyclopedia:	C:\Spooky2\Encyclopedia.s2d (20181205. 9169 entries.)

8. Skins

Skin	None ▾
Font Size	10 ▾
Sounds	Paul ▾

9. Sounds

10. Frequency Conversions

Frequency Conversions

MW to Hz Factor	2.2523430883E+23
MW Inhibit Factor	1.4142135623730950488016887242
DNA to Hz Factor	3.06735269246603E+17
RNA to Hz Factor	3.74222102678858E+17
mRNA to Hz Factor	3.74222102678858E+17

1. General Settings:

General Settings panel (checkbox list):
- ☐ Display Port Number
- ☐ High CPU Priority
- ☐ Write Program Log
- ☐ Show Decimal Time In Seconds
- ☑ Show Internet Tab

- ☐ Auto Close Control Panel
- ☐ Disable Tooltips
- ☑ Show Program Total Run Time
- ☑ Enable Right-Click Contextual Help
- ☑ Pause Generators During Biofeedback
- ☐ Save on every Scan / Run cycle
- ☐ Accumulate Scan / Run Cycle Hits
- ☐ Prevent Computer Hibernation
- ☐ Display GX Current + Angle   ☐ Fast
- ☐ Save BFB work files

Display Port Number: tick to show port on generator display when stopped.

High CPU Priority: tells Windows to allocate most resources to Spooky[2].

Write program log: writes record of activity to a file saved to the *Data* folder.

Show Decimal Time in Seconds: The times normally shown as HH:MM:SS will be displayed as seconds, i.e., 2:30:45 becomes 9045.

Show Internet Tab: shows/hides the *Internet* tab.

Auto Close Control Panel: tick to automatically close the *Generator Control Panel* when you switch to a different tab.

Disable ToolTips: most controls in Spooky[2] have "cursor hover" ToolTips. Tick this to remove them, then relaunch.

Show Program Total Run Time: displays run times in the *Programs Pane*. Tick, then refresh the database.

Enable Right-Click Contextual Help: allows clicking the right mouse button in a frame to bring up contextual help.

Pause Generators during Biofeedback: pauses all other generators during biofeedback, to prevent interference from other programs running on other generators.

Save on every Scan /Run cycle: allows you to optionally save every scan result when *Run Hits* is set.

Accumulate Scan/Run Cycle Hits: when the previous option is ticked, and you leave the *Scan Results* window showing, each successive scan will accumulate its results in the *Scan Results* window.

Prevent Computer Hibernation: keeps your computer from sleeping when running Spooky programs.

Display GX Current + Angle: update Current and Angle displays in the *Generator Control Panel*.

Fast: use a higher refresh rate to display GX Current and Angle.

Save BFB work file: saves BFB setting in a *.setting* file and an intemediate work file in a *.RawDataAnalysis* file in the *ScanData* folder.

Wobble			%	Steps
Amplitude Wobble	Triangle	▼	80	16
Frequency Wobble	Triangle	▼	.025	16

.2. Wobble: these wobble controls are identical to those in the *Settings* tab. However, these set up the momentary wobble system applied by buttons in the *Generator Control Panel*.

3. Spooky Pulse Limits:

Spooky Pulse Limits	
Min BPM	30
Max BPM	130
Max HRV	20

Min BPM: minimum acceptable pulse rate during biofeedback scan.

Max BPM: maximum acceptable pulse rate during biofeedback scan.

Max HRV: maximum HRV value during biofeedback scan.

4. Restore Defaults: return to the Spooky[2] default *System* settings.

5. Connected Hardware: this is where you see all hardware.

Connected Hardware
Communications Port (COM1)
USB Serial Port (COM3)
Port 1 configured for Plasma
USB Serial Port (COM4)
Silicon Labs CP210x USB to UART Bridge (COM5)
Port 3 configured for Plasma
Port 3 no longer configured for Plasma

6. Frequency Blacklist Control: you can disallow any frequency you wish in Spooky[2].

[xxx]: type the frequency to disallow here. You should add the 1840 and 1910 – these are believed to cause malignancy growth.

Add: click to add your frequency to the blacklist.

Blacklist Column: this is your list of disallowed frequencies — it's used by all generators.

Delete: click to clear the contents of your blacklist.

Avoid Octaves: You can avoid octave harmonics by ticking this if you wish. However, this can result in very important frequencies being skipped.

Avoid Decades: likewise, you can also avoid decade harmonics.

7. Active Databases: shows file-paths to your databases.
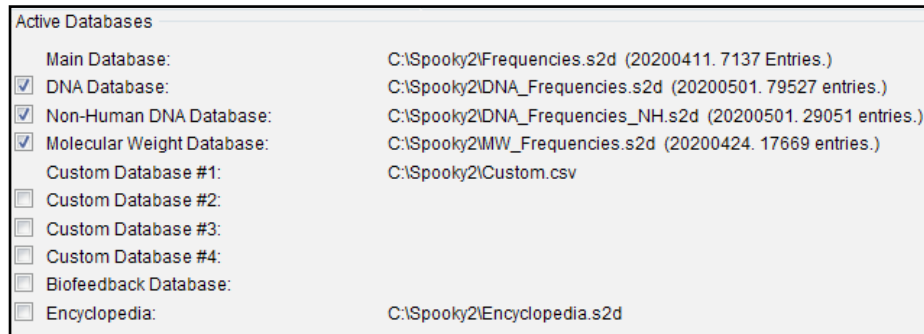
DNA Database: loads the DNA database for human pathogens, parasites, and viruses.

Non-Human Base Pair Database: loads the Non-Human Base Pair Database of animal and plant pathogens.

Molecular Weight Database: loads the Molecular Weight database. Increases launch times.

Custom Database #1: loads your custom database. Databases #1 value is set via the *Select Custom Database #1* command in the the *Database* menu.

Custom Database #2-#4: loads your custom databases. Databases #2 - #4 values are set via the *Select Custom Database #2-#4* command in the the *Database* menu.

Biofeedback Database: loads your biofeedback results database. Change the database via the *Select Biofeedback Database* command in the *Database* menu.

Encyclopedia: loads the medical database which you can

search in the *Programs* tab.

8. Skins:
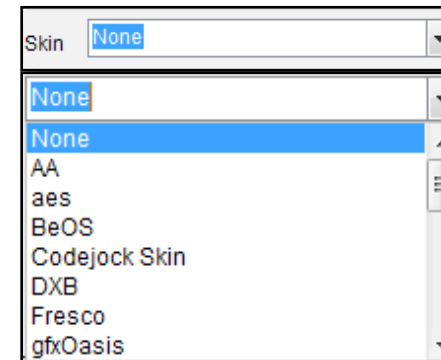
Change the appearance of the Spooky[2] user interface by choosing a skin in the combo box.
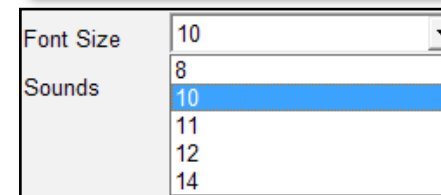
Font Size: Changes the size of all the fonts in the Spooky screens.
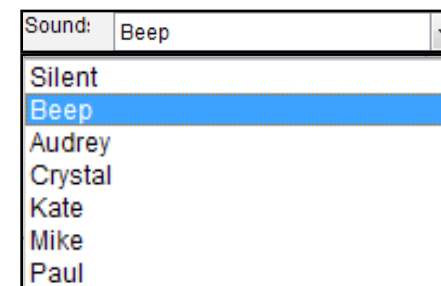
9. Sound: Sets whether to use no sound, a beep, or a persons voice to alert the user to notifications by Spooky2.

10. Frequency Conversions: These advanced controls affect the Molecular Weight and DNA programs only — they have no effect on the Main database programs. Best left to experts.

The MW database contains the molecular weight of many different compounds, elements, and important molecules. These molecular weights can be converted to frequencies using a mathematical formula.

This formula incorporates several physics constants, one of which is the speed of light in a vacuum. Some authorities believe that the speed of electromagnetic energy in tissue is more suitable, so the fields here are editable.

Frequency Conversions	
MW to Hz Factor	2.2523430883E+23
MW Inhibit Factor	1.4142135623730950488016887242
DNA to Hz Factor	3.06735269246603E+17
RNA to Hz Factor	3.74222102678858E+17
mRNA to Hz Factor	3.74222102678858E+17

MW to Hz Factor: this is the calculated result when the Molecular Weight is 1.

Some physicists maintain that the frequency resulting from molecular weight conversion must be multiplied by a different factor to find the true resonant frequency.

MW Inhibit Factor: apply this factor to MW frequencies to inhibit the harmful effects of the molecule. See *Apply Inhibit Factor to Harmful Substances* in the Options pane..

DNA to Hz Factor: this is the calculated result when the number of DNA base pairs is 1.

RNA to Hz Factor: this is the calculated result when the number of RNA base pairs is 1.
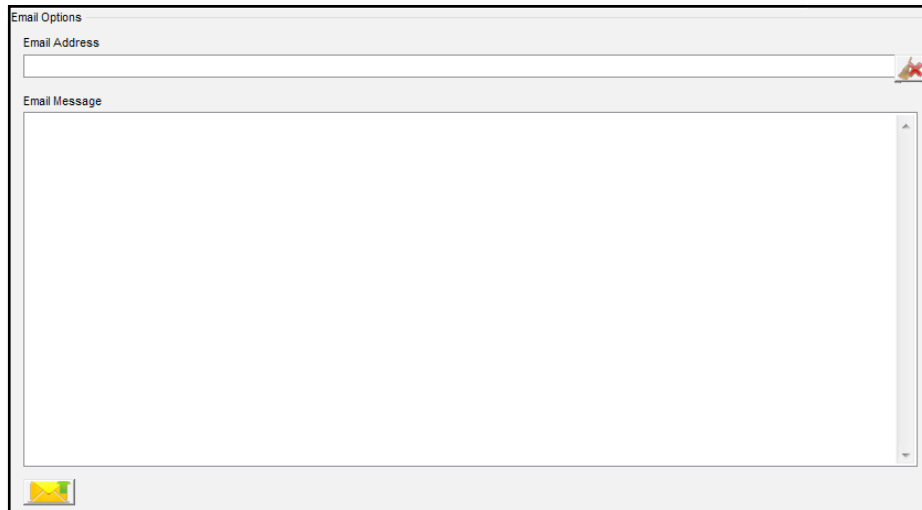
mRNA to Hz Factor: this is the calculated result when the number of mRNA base pairs is 1.

Restore Frequency Conversion Defaults: restore these 5 values to their factory defaults.

Internet Tab

This is where everything related to email and the internet is found.

Email Options:
Email Address: this is obvious.

Email Message: and so is this.

Send Email: click to send your email.

Delete: clears entered email address.

Note: you must have a correctly configured POP mail desktop client like Outlook or Windows Mail.

It only works for webmail after you've set up your desktop client with the right settings for this.

Social Networks pane:

Click to visit the Spooky² Forum.

Click to visit the Spooky² Facebook Rife for Life group.

Click to visit the Spooky² YouTube channel.

This will take you to the Spooky² blog.

This will take you the MiraMate PEMF site.

Spooky² Online Guide

Spooky2Reviews.com

Rife Machine FAQ

Spooky² Sales

Spooky² Scalar

Spooky² Support

Spooky² Videos

Errors Tab

All important Spooky[2] errors will be listed historically in this tab. They will remain here until you clear them.
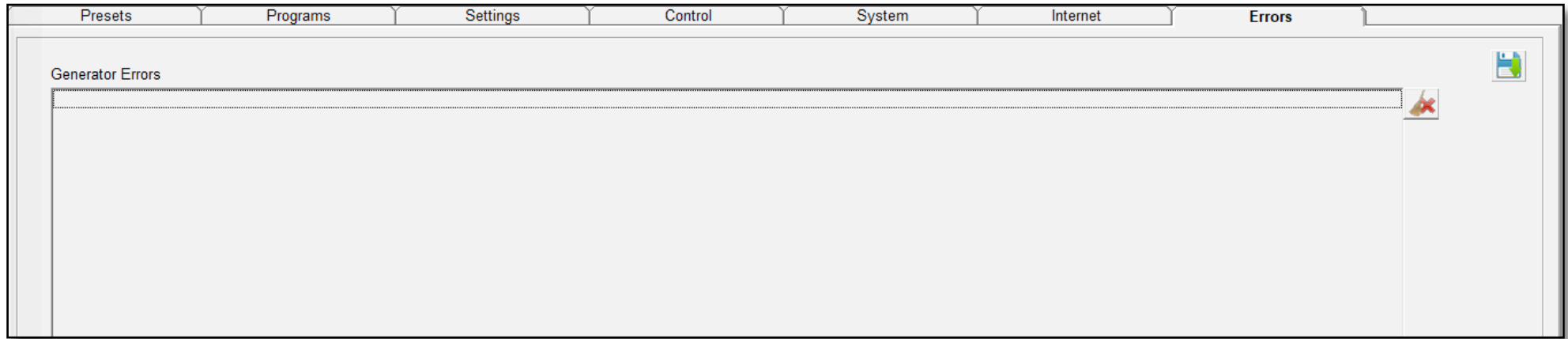
Generator Errors: the date, time, generator number, and nature of the error are recorded.

   Delete: click to clear the list.

   Write Button: click to write the errors list to a text file and save it to the location of your choice.

Status Bar

Used to report system status data, mainly for operations and error tracking. It's common to all tabs.

| GC:0 | RE:0 | GE:0 | - | Spooky2 (c) John White 20161201 | 📷 Screen shot | Customer Support | ℹ Displaying Waveforms |

GC:0   *Generator Count:* reports the number of generators found by Spooky² at launch.

RE:0   *Response Errors:* when a command is issued to a generator, Spooky² awaits a response from it. If none is received, this value increments.

GE:0   *Generator Error:* reports the number of the generator which reported the last error.

-   *Clear Errors:* click to clear *Status Bar* error boxes only — this won't clear errors in the *Errors* tab.

Spooky2 (c) John White 20190520   *Version:* this is the Spooky² release you're using.

📷 Screen shot   *Screenshot:* click to take a screenshot of all tabs. The JPG files are stored in Spooky²'s Data subdirectory.

Customer Support   *Customer Support:* takes screenshots of all tabs, then helps you report your problem to the Spooky² Help Desk. The email address is already entered, and screenshots are automatically attached.

ℹ Displaying Waveforms   *Message Center:* displays brief messages showing what Spooky² is doing currently.

Part 4: Understanding Spooky² Functions/Abilities

Tips & Tricks

It's generally acknowledged that raw plasma power is quicker to produce beneficial effects than contact or remote treatment. But there are a number of ways to increase the power of these last two, and here are some you can do in the *Settings* tab:

Holland 11th Harmonic (Remote/Contact)

Dr. Anthony Holland demonstrated that when the 11th harmonic of any frequency is applied simultaneously, its results are improved. There are two different ways to achieve this. The first uses frequency addition:
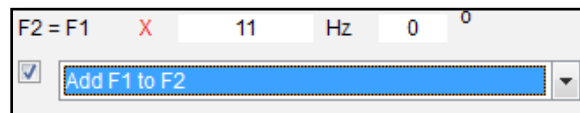
Enter 11 in the *Hz* field. Check the box on the left and choose *Add F1 to F2* from the menu. Spooky² shows the new additive wave in the *Waveform Display*.

But Spooky² can also be set up to use the higher harmonic as a variable carrier — a world-first. The carrier helps body penetration and also provides a powerful punch.
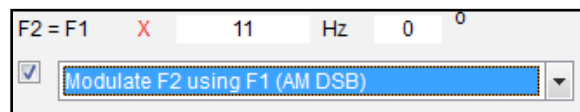
As before, enter 11 in the *Hz* field. Check the box on the left and select *Modulate F2 Using F1 (AM DSB)* from the menu. Spooky² shows the new modulated wave in the *Waveform Display*.

Frequencies can also be mixed. This uses Out 2 in a process called *Output Control*, and to use it, you must first select *Follow Out 1*, then make these settings:
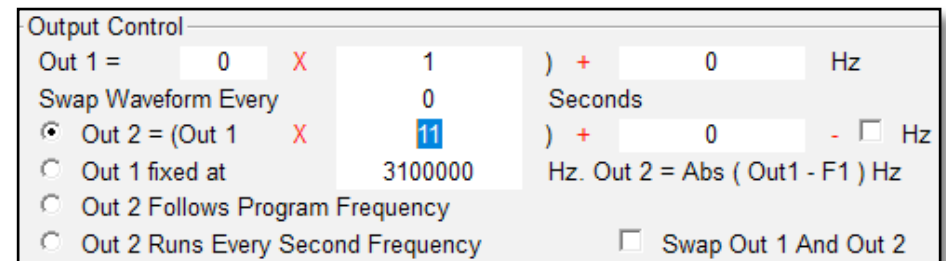
Here, the Out 1 Hz value is multiplied by a *Factor* of 11 and combined by Spooky Boost for onward transmission.

It's called shadowing because it derives its output radio-band frequencies directly from the audio-band frequencies on Out 1.

The nice thing about this method is that it allows finer tuning, and we'll go into this a little later. Both these methods are also used to create dynamic carriers for deep penetration. *Shell Presets* for these are provided in *Miscellaneous*.

The Scoon Effect (Plasma)

Aubrey Scoon was one of the UK pioneers of Rife therapy. The story, possibly apocryphal, is told that while experimenting with two machines transmitting what he believed was the same frequency, he found that the effects were greatly amplified — but was then astounded to discover that one of the machines had actually been transmitting a frequency that was 1 Hz greater than the other.

There are still people alive today who were part of that circle who claim it never happened, and that it was based on a conversational misunderstanding that became set in stone.

Nevertheless, there are some highly experienced researchers who swear by it, and use it constantly. Here's how to do it using both outputs in Spooky[2]:

Just enter a value of 1 in the second line's *Factor* field to copy Out 1's frequencies to Out 2, then enter 1 in the *Constant* field.

Simplicity itself.

(And *Shell Presets* are provided in *Miscellaneous*).
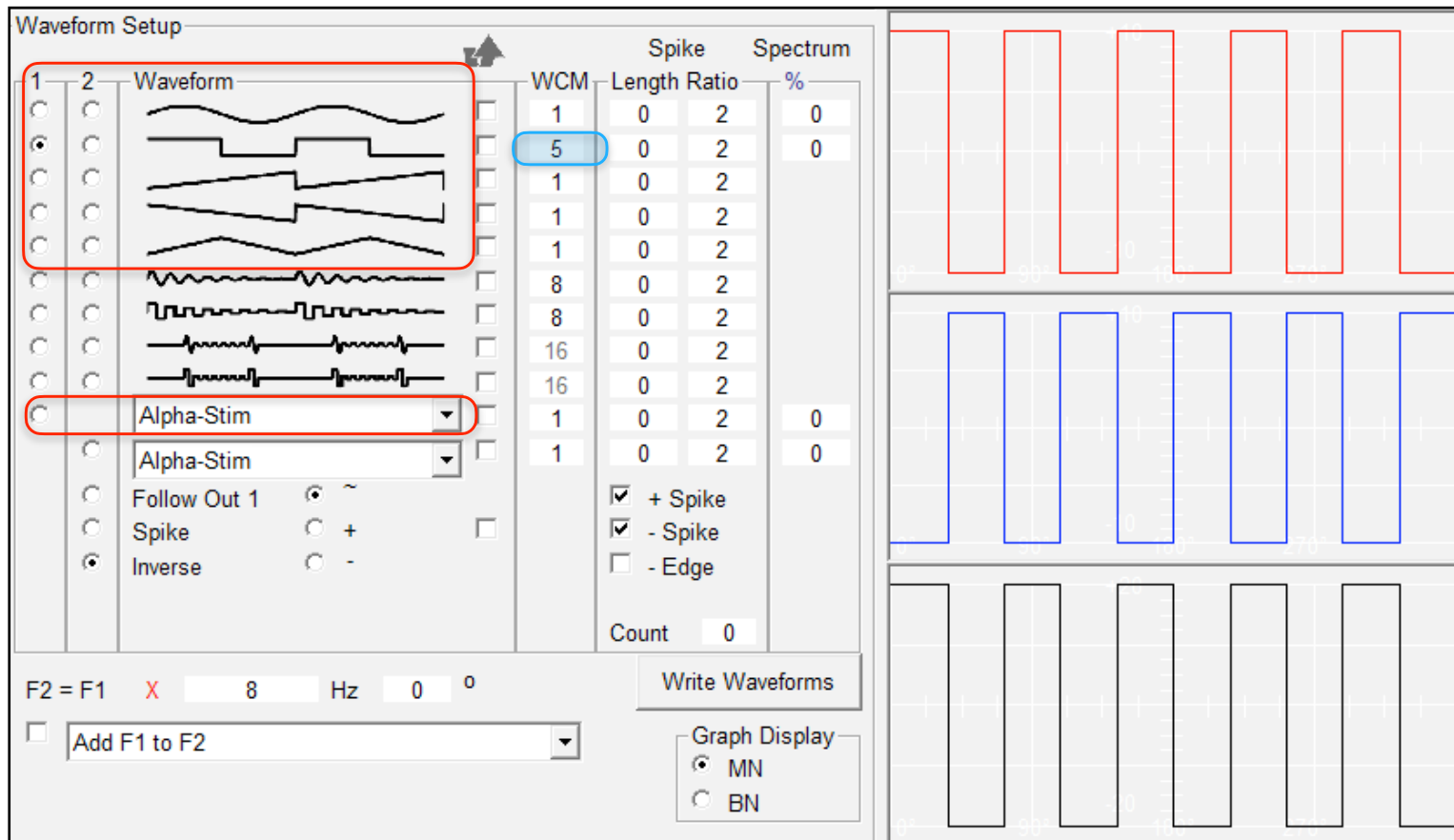
Should you wish, you can add extra punch if you choose to implement the Holland 11th Harmonic on the signal from Out 1 by making these extra settings in the *F2 = F1* pane.

Now you have two copies of a waveform that incorporates its own 11th harmonic, and one of them is 1Hz greater than the other. Plus, its voltage is controllable. We'll show you how this controllability can be used a little later.

Using Very High Frequencies (Remote/Contact)

The Spooky[2]-XM has a top limit of 5 MHz for arbitrary waves, which is what Spooky[2] creates. Using its *Wave Cycle Multiplier* technology, Spooky[2] can transcend this hard limit radically. Here's how to transmit up to 25 MHz with minimal fall-off in power or waveform distortion:

You can use any waveform in the top red box for Out 1, or any waveform in the *Custom Menus* (bottom red box). Make your settings for Out 2.
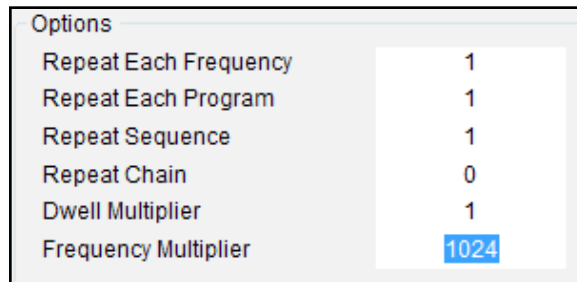
Now enter 5 into your chosen waveform's *Wave Cycle Multiplier* WCM field (a square wave here, highlighted blue).

This tells Spooky[2] to create five sub-waves inside a single wave cycle. Since the hard limit for Spooky[2]-XM is 5 MHz, a value of 5 will multiply this up to a ceiling of 25 MHz.

Spooky[2] will then upload the waveform to the generator and instruct it to run at 5 MHz. But the output frequency will actually be what you specified, be transmitted at full power, and with perfect waveforms up to 25 MHz.

Since you can now transmit any frequency up to 25 MHz, it's a good idea to transpose your low frequencies to more powerful higher values which are closer to the actual MOR (Mortal Oscillatory Rate) of the pathogen.

Just click the *Programs* tab and use Spooky[2]'s *Frequency Multiplier* feature. This is normally set to a default value of 1, but you can enter any value you wish.

However, you should examine the program you're transmitting so you can determine the best multiplier to use. Aim to get your lowest frequency up into the MHz (millions of Hertz) range.

Although you can actually go higher than 25 MHz with this, note that towards the top end of your overdriven frequency range, power will attenuate as frequency increases, and the waveshapes will not be as accurately formed. But Spooky[2] makes it possible to use your GeneratorX to output accurate and powerful frequencies far beyond its hardware design limits. Note that you wouldn't use this technique for healing, only for killing.
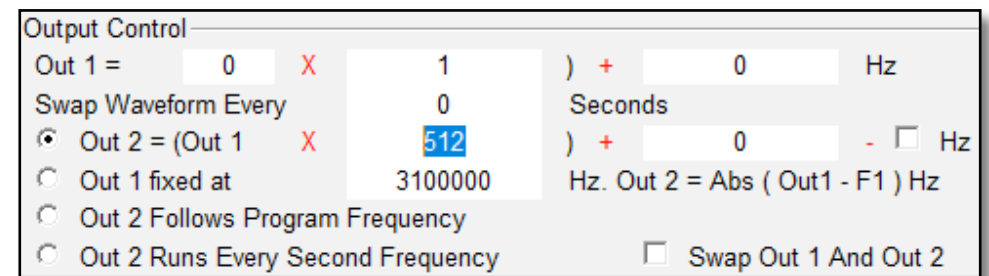
Using a dynamic carrier (Contact)

Carrier waves allow frequencies to penetrate the body easier. However, they are not necessary for Remote Mode. But using one will make the signal more effective.

In Contact Mode, you must use a dynamic carrier.

This will not only carry the encoded fundamental frequencies, but also act as a powerful additional "left hook" in itself.

Dynamic carriers help to reduce muscle contractions and tingling sensations associated with the low frequencies used for healing and detox programs, which can make a Contact Mode session quite uncomfortable.
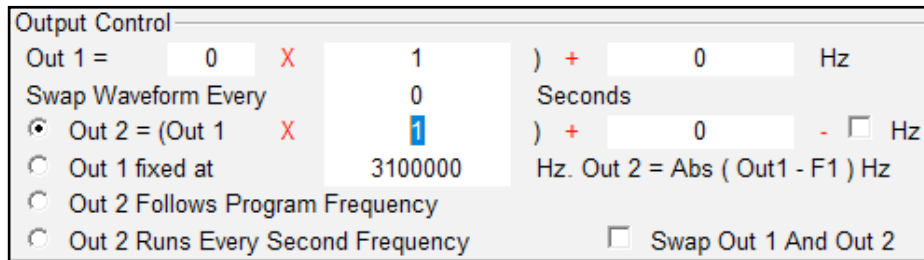
Use dynamic carriers with a square wave. These provide a good modulation signal.

Using electrodes with two subjects (Contact)

Spooky[2] allows two subjects with the same condition to receive frequencies using two pairs of contact electrodes. Here's how:

Make all the settings you require for waveform, etc. Then click the *Follow Out 1* selector button at the bottom of the Waveform pane. Now go to the *Output Control* pane and enter the following:

Connect one pair of electrodes directly to Out 1 of the generator or Spooky Boost, and another pair to Out 2. Now both subjects will receive the same frequencies.

Two Remotes for Epidemics (Remote)

While some Programs require the use of a Spooky Boost, Spooky[2] also allows you to use two Remotes connected to a single generator, either directly, or to the pass-through Outs of a Spooky Boost.

You can easily treat a whole family for the same condition with a single Spooky Remote. But you can treat a whole neighborhood with two.
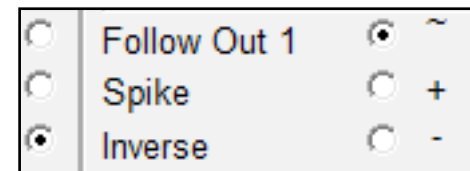
Most people assume that one person's DNA package should consist of multiple nails. Not true. You don't even need a full fingernail — a small segment of a nail will be just fine. Some people cut each fingernail clipping into three or four small parts, and use one part per Remote.

If you go smaller than this, so you can fit up to 50 nail segments into one Spooky Remote. Even the tiniest sliver of a fingernail will contain DNA.

So with two Remotes on one generator, you could treat up to 100 people at a time. All will receive exactly the same treatment and power as if there were only one being taken care of.

Load the set(s) you want and check all *Program Descriptions* for extra information. Then select *Follow Out 1* to copy the waveform and related settings, and you're ready for some prime Spooky[2] action.

This copies the waveforms from Out 1 to Out 2, so the waveforms are identical.

Then make the following settings:

Note that these are the defaults for *Output Control*.

Dual Voltage Control (Remote/Contact)

Another reason that *Output Control* is so powerful is that it allows you to allocate different amplitudes/voltages to the signals on each Out.

Let's say you're running a Program at 5 volts on Out 1. Now you wish to add the Holland 11th Harmonic — but run it at 9 volts.

Signal Settings

	Out 1	Out 2	
Duty Cycle	50	50	%
Amplitude	5	9	V

In the second example below, Out 1 amplitude is 5 volts. You want your Holland 11th Harmonic to run at 7 volts.

Signal Settings

	Out 1	Out 2	
Duty Cycle	50	50	%
Amplitude	5	7	V

Wobbles & Feathering

| Amplitude Wobble | Disabled | ▼ | 0 | % | 16 |
| Frequency Wobble | Disabled | ▼ | 0 | % | 16 |

Certain pathogens can be hard to kill straight away. So they will require multiple treatment sessions.

One problem that can arise with this is that they may become adapted to the treatments, and so take longer to eradicate. The answer is to prevent this from happening by constantly and minutely varying either the exact values of the frequencies being applied, or their amplitudes — or both.

You have three methods — and you can use all if you wish. The first are *Amplitude* and *Frequency Wobbles*. The latter is target-centered, i.e., a frequency of 100 Hz may be wobbled as 99.5 > 99.75 > 100 > 100.25 > 100.5. *Amplitude Wobble* ramps to target.

The menus above allow you to select from three waveforms that describe the trajectory along which the change will be applied — sawtooth, inverse sawtooth, and triangle. The *%* field dictates how intensely the change will be applied. And the *Steps* parameter on the right lets you specify how many discrete steps or "jumps" the change will make from one value to the next.

For *Amplitude*, 10-15% is a reasonable value for intensity, and 1% is good for *Frequency*.

Inverse Sawtooth: 8 steps	**Triangle:** 7 steps	**Sawtooth:** 15 steps
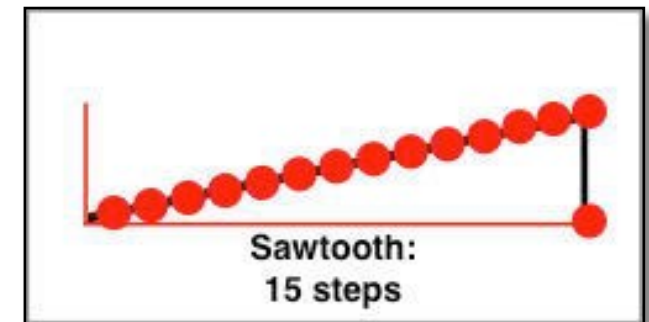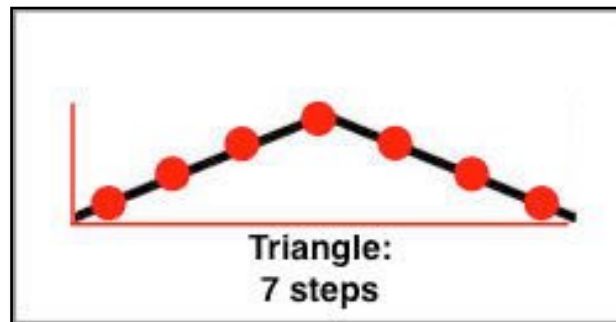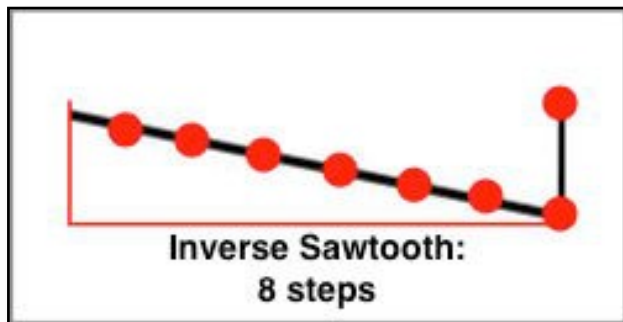
Steps are the red dots in the illustrations above. They are discrete values along the trajectories of the waveforms. So these wobbles aren't applied smoothly and continuously — they jump from each step position to the next, without any change in value in between. A good general option for *Steps* is the default value of 16.

Frequency: 1000 (1,000Hz/1KHz)
Setting 1:   *+- .02% Feathering.*
Result 1:   Random from 999.80-1000.20 (randomization range = .4 Hz).
Setting 2:   *Octave 12 Stage Wobble.*
Result 2:   1000, 2000, 4000, 8000, 16000, 32000, 64000, 32000, 16000, 8000, 4000, 2000.

Frequency: 100000 (100,000Hz/100KHz)
Setting 1:   *+- .02% Feathering.*
Result 1:   Random from 99980-100020 (randomization range = 40 Hz).
Setting 2:   *Octave 12 Stage Wobble.*
Result 2:   100000, 200000, 400000, 800000, 1600000, 3200000, 6400000, 3200000, 1600000, 800000, 400000, 200000.

Frequency: 1000000 (1,000,000Hz/1MHz)
Setting 1:   *+- .02% Feathering.*
Result 1:   Random from 999800-1000200 (randomization range = 400 Hz).
Setting 2:   *Octave 12 Stage Wobble.*
Result 2:   1000000, 2000000, 4000000, 8000000, 16000000, 32000000, 64000000, 32000000, 16000000, 8000000, 4000000, 2000000.

Feathering creates rapid <u>random</u> changes in the frequency so it changes up and down in value within a set maximum percentage. *Wobble* creates rapid <u>controlled</u> changes in the frequency so it changes by constant values dictated by the choice you make in the menu. Let's take a closer look at those choices here (F = the original frequency):

● *None*
  Applies the frequencies directly with no changes.

● *+- .02% Feathering*
  Output will fluctuate rapidly by .02% above and below the set frequency randomly. Useful where the exact frequency of a pathogen may be uncertain. Excellent for remote treatment.

- *+- .05% Feathering*
  Same as .02% feathering but the variation is greater.

  Frequencies have mathematical "relatives" called harmonics. Higher harmonics can be very powerful. These options create the following rapid and continuous harmonic step sequences.

- *.02% 4 Stage Wobble*
  F, F+.02%, F, F-.02%

- *.02% 8 Stage Wobble*
  F, F+.01%, F+.02%, F+.01%, F, F-.01%, F-.02%, F-.01%

- *.05% 4 Stage Wobble*
  F, F+.05%, F, F-.05%

- *.05% 8 Stage Wobble*
  F, F+.025%, F+.05%, F+.025%, F, F-.025%, F-.05%, F-.025%

- *Octave 2 Stage Wobble*
  F, F × 2

- *Octave 4 Stage Wobble*
  F, F × 2, F × 4, F × 2

- *Octave 6 Stage Wobble*
  F, F × 2, F × 4, F × 6, F × 4, F × 2

- *Octave 8 Stage Wobble*
  F, F × 2, F × 4, F × 6, F × 8, F × 6, F × 4, F × 2

- *Octave 10 Stage Wobble*
  F, F × 2, F × 4, F × 6, F × 8, F × 10, F × 8, F × 6, F × 4, F × 2

- *Octave 12 Stage Wobble*
  F, F × 2, F × 4, F × 6, F × 8, F × 10, F × 12, F × 10, F × 8, F × 6, F × 4, F × 2
  A perfect square wave is made up of odd harmonics. Spooky[2] can force these to work harder by fluctuating to higher ones:

- *Odd 2 Stage Wobble*
  F, F × 3

- *Odd 4 Stage Wobble*
  F, F × 3, F × 5, F × 3

- *Odd 6 Stage Wobble*
  F, F × 3, F × 5, F × 7, F × 5, F × 3

- *Odd 8 Stage Wobble*
  F, F × 3, F × 5, F × 7, F × 9, F × 7, F × 5, F × 3

- *Odd 10 Stage Wobble*
  F, F × 3, F × 5, F × 7, F × 9, F × 11, F × 9, F × 7, F × 5, F × 3

- *Odd 12 Stage Wobble*
  F, F × 3, F × 5, F × 7, F × 9, F × 11, F × 13, F × 11, F × 9, F × 7, F × 5, F × 3

The Fibonacci Series of numbers can be seen everywhere in natural organic growth patterns. It's an excellent choice for good results:

- *Fibonacci 3 Stage Wobble*
  F, F, F × 2

- *Fibonacci 5 Stage Wobble*
  F, F, F × 2, F × 3, F × 2

- *Fibonacci 7 Stage Wobble*
  F, F, F × 2, F × 3, F × 5, F × 3, F × 2

- *Fibonacci 9 Stage Wobble*
  F, F, F × 2, F × 3, F × 5, F × 8, F × 5, F × 3, F × 2

- *Fibonacci 15 Stage Wobble*
  F, F, F × 2, F × 3, F × 5, F × 8, F × 13, F × 21, F × 34, F × 21, F × 13, F × 8, F × 5, F × 3, F × 2

The natural logarithm is based on the mathematical formula 1 + 1÷(1x2) + 1÷(1x2x3) + 1÷(1x2x3x4) + 1÷(1x2x3x4x5)...etc.

But it can also be used to calculate frequency harmonics.

One highly respected Rife developer recommends using it exclusively, but our tests do not lead us to concur:

- *Fibonacci 11 Stage Wobble*
  F, F, F × 2, F × 3, F × 5, F × 8, F × 13, F × 8, F × 5, F × 3, F × 2

- *Fibonacci 13 Stage Wobble*
  F, F, F × 2, F × 3, F × 5, F × 8, F × 13, F × 21, F × 13, F × 8, F × 5, F × 3, F × 2

- *Natural Log 2 Step Wobble*
  F, F × 20.0855369232

- *Natural Log 4 Step Wobble*
  F, F × 20.0855369232, F × 403.4287934927, F × 20.0855369232
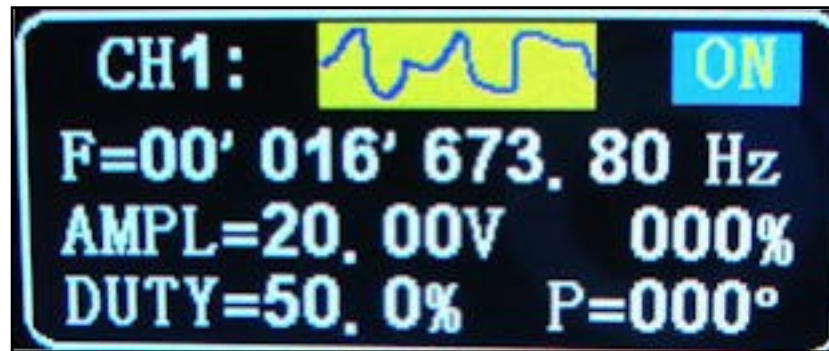
The waveform symbol you see here causes some confusion. Users wonder why, when they've selected a square or an inverse sawtooth in Spooky[2], they see this squiggly line instead.

Well, Spooky[2] creates <u>all</u> of its waveforms as arbitrary waves in software, then downloads them to the generator. And this squiggly symbol on the Spooky[2]–XM display simply shows that an arbitrary waveform is being used rather than one of the generator's own built-in waves. Mystery solved!

Inverse
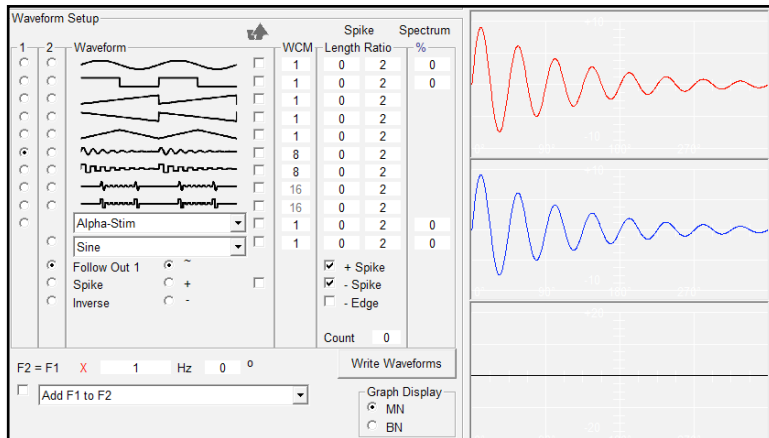
To understand this clearly, watch what happens to the waveforms on Out 1 and Out 2 when the three different options at the bottom of the list are selected. In all cases, the wave is sine damped.

On the left, *Follow Out 1* are selected — the waveform on Out 1 is copied to Out 2. You can see this clearly because the red and blue waveforms are identical.

Over the first peak, both waves move from 0 to +10 at the same time — so the total energy from this positive peak is 10 volts from each output. In the case where the frequencies are the same on Out 1 and Out 2, these waveforms negate each other to a 0 signal, as shown in the 3rd waveform.
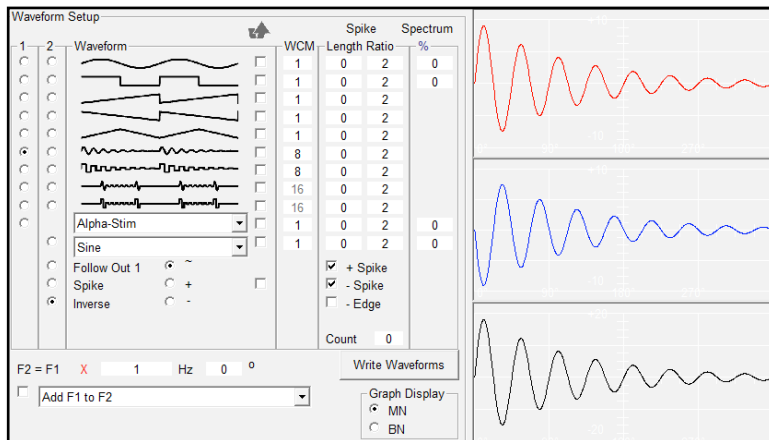
In the second, the only difference is that we've selected *Inverse* instead of *Follow Out 1*. At first glance, the red and blue waveforms don't appear to have changed.

But look closer — the blue one is no longer an exact copy of the red one. Instead, it's a reversed mirror image of it. Over the first peak, the red wave moves from 0 to +10 at the same time as the blue wave moves from 0 to -10.

When the Out 2 frequency is equal to the Out 1 frequency, the maximum potential from this positive peak is now 20 volts from each output (since the difference between -10 and +10 is 20). To get the Out 2 frequency to be the same out the Out 1 frequency, in *Output Control* set Out 2 = (Out 1 X 1) + 0.

And this piece of electronic wizardry explains how an initial 10 volt signal on Out 1 can become a 20 volt wallop when you use two outputs coupled with *Inverse* and you have equal frequencies on Out 1 and Out 2.
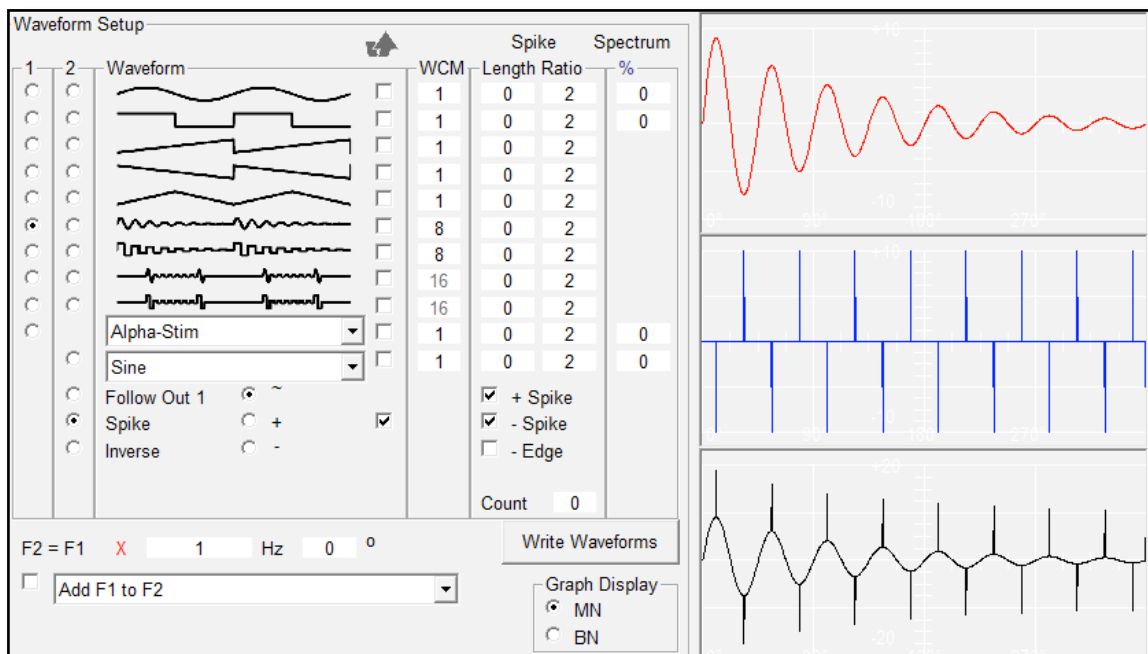
But something rather different happens to the wave on Out 2 when you select *Spike* and put a tick in its *Invert* checkbox to the right.

For every sub-wave in the composite waveform — and there are 8 as you can see from the *WCM* field — Spooky[2] injects one high-voltage spike at every positive <u>and</u> negative peak on Out 2.

These spikes are extremely powerful and can be tailored to your liking. However, although they're based on the technical requirements for cell electroporation, higher voltages are required to cause cell walls to open.

Nevertheless, this provides a unique and very powerful way to hammer the living daylights out of even the toughest pathogen or parasite.

For certain acute or very advanced conditions where time is of the essence, however, Spooky Central/Plasma will deliver rapid and effective electroporation, puncturing pathogen cells walls to kill in milliseconds, and opening up cancer cells so that Rife frequencies delivered via plasma can destroy them quickly.

Now we need to show you how to sculpt and control all this awesome power, so we'll start with the graphic that John used to introduce *Inverse*— when a former member of the Spooky Team first saw this, he called it a "chainsaw wave."

For this chainsaw wave to work properly, the outputs of Out 1 and Out2 must be the same. You do this by setting Out 2 = (Out 1 X 1) + 0 in *Output Control*. When Out 1 and Out 2 frequencies are the same, the output will automatically be synced.

Waveform Setup

		Waveform		WCM	Length	Ratio	%
		Spike	Spectrum				
○	○			1	0	2	0
○	○			1	0	2	0
○	○			1	0	2	
○	○			1	0	2	
○	○			1	0	2	
⊙	○			25	2	2	
○	○			8	0	2	
○	○			16	0	2	
○	○			16	0	2	
○		Alpha-Stim		1	0	2	0
	○	Sine		1	0	2	0

Follow Out 1   ⊙ ~   ☑ + Spike
Spike   ○ +   ☑ - Spike
⊙ Inverse   ○ -   ☐ - Edge

Count 0

F2 = F1   X   1   Hz   0   °

☐ Add F1 to F2

Write Waveforms

Graph Display
⊙ MN
○ BN
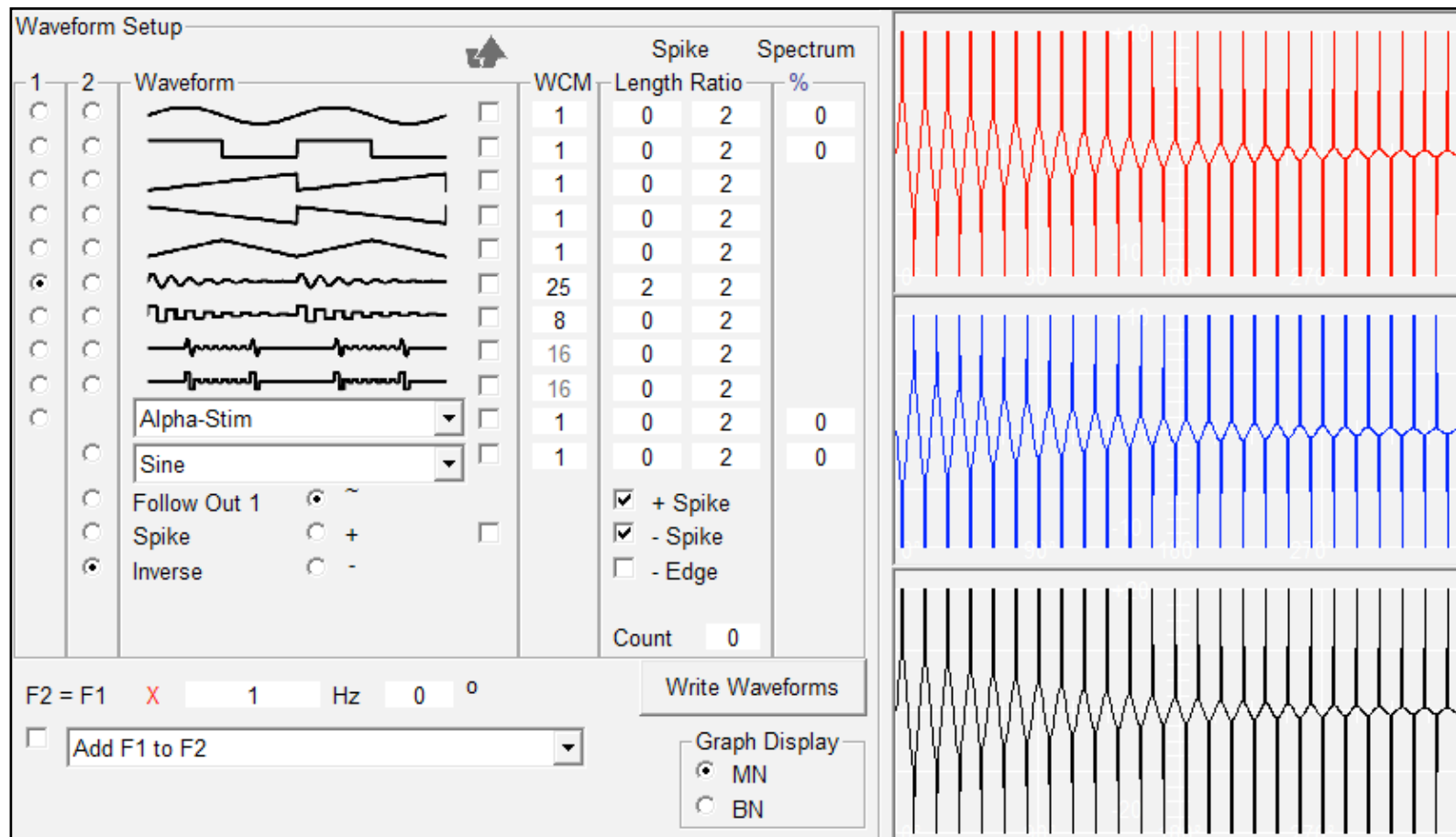
This is one single cycle of a sine damped that's been transformed into a chainsaw wave. As you can see, there are an awful lot of spikes — 50, to be precise, 25 of them positive and 25 negative. The number of spikes is controlled by the number of sub-waves that make up the composite wave — 25 is entered in the *WCM* field.

Spike Length controls the length of time the spike is applied for — 2 is a good value for frequencies over 10,000 Hz, and 1 for frequencies lower than this. *Spike Ratio* dictates how powerful the spike amplitude is in relation to the rest of the waveform.

To demonstrate these controls more clearly, we'll use something a little less confusing to the eye — a plain sine wave:
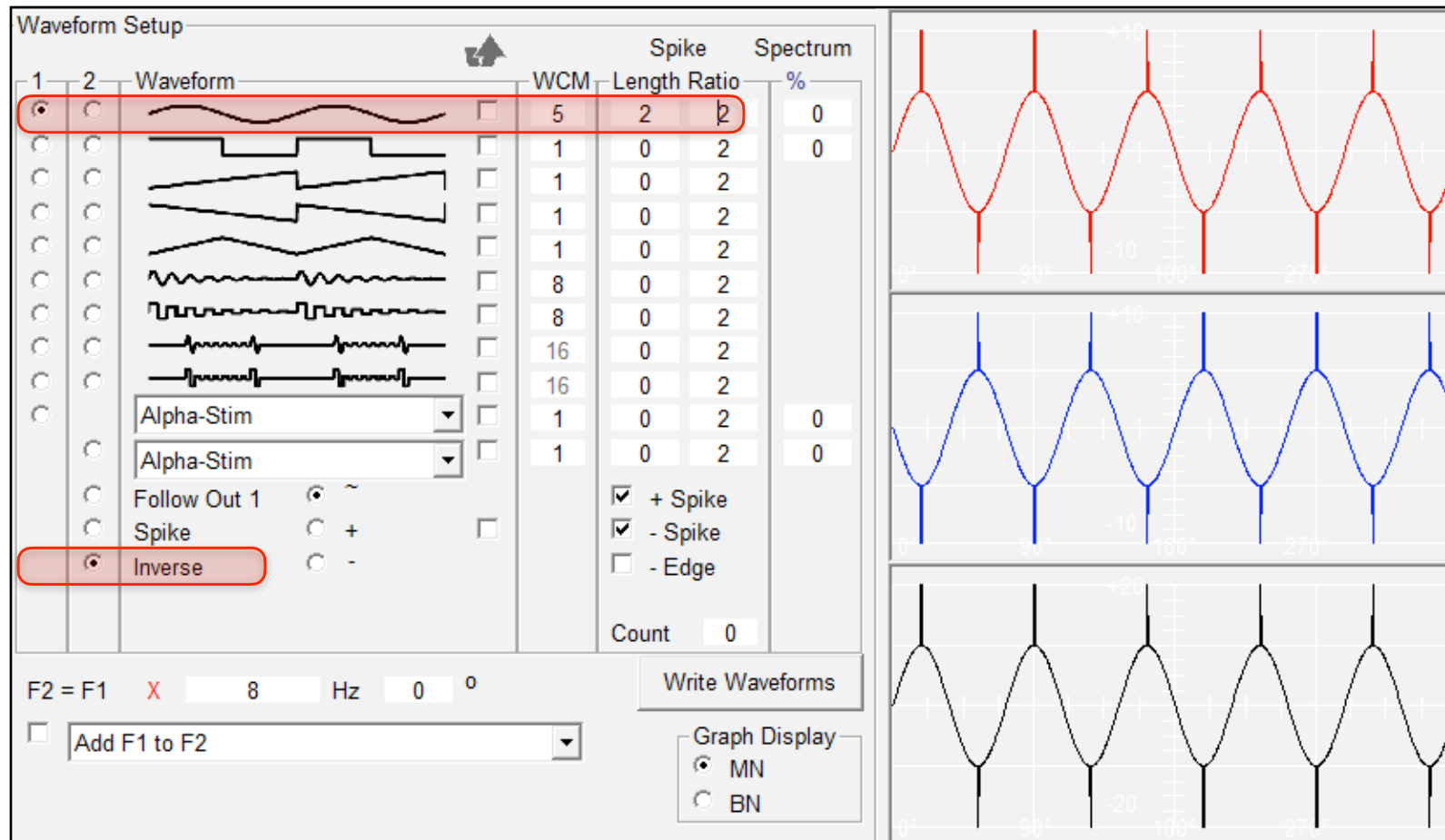
Here's our sine wave, composed of five sub-waves (*WCM* = 5). There's a voltage spike at each positive and negative peak (+ *Spike* and – *Spike* are both ticked), and each one is transmitted for two time units (*Spike Length* = 2).

Spike Ratio is set to 2, which means that the amplitude of each spike is <u>twice</u> that of the overall waveform. You can see that the curved wave only rises and falls halfway to the top and bottom of the window, but each spike goes all the way.

Now let's try changing the *Spike Length* and *Spike Ratio* so you can see the differences these make:
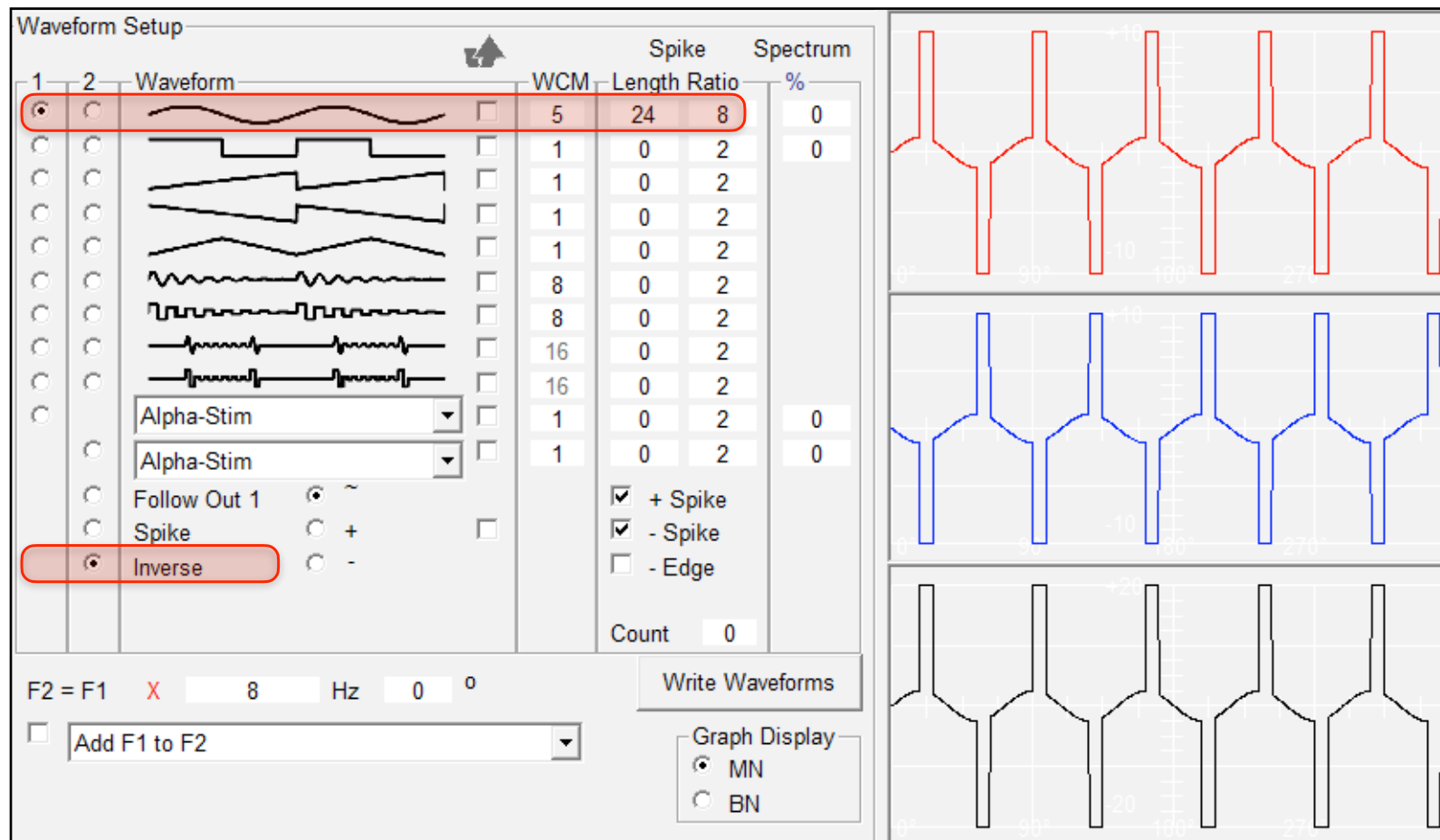
Here we've changed the *Spike Length* to 24 and the *Spike Ratio* to 8 so you can clearly see what's going on.

The physical width of each spike (which is the left-to-right time axis) has obviously increased, and the height of the underlying parent wave (which is the vertical voltage axis) has decreased — but the spike's height (voltage/amplitude) has remained the same. Note that a *Spike Length* of 24 as shown wouldn't be a good value to enter because high voltage would be applied for longer — this is likely to be painful for contact mode. We've used this value simply to demonstrate how the waveform's shape changes in response.

OK, so what do the other spike controls do?
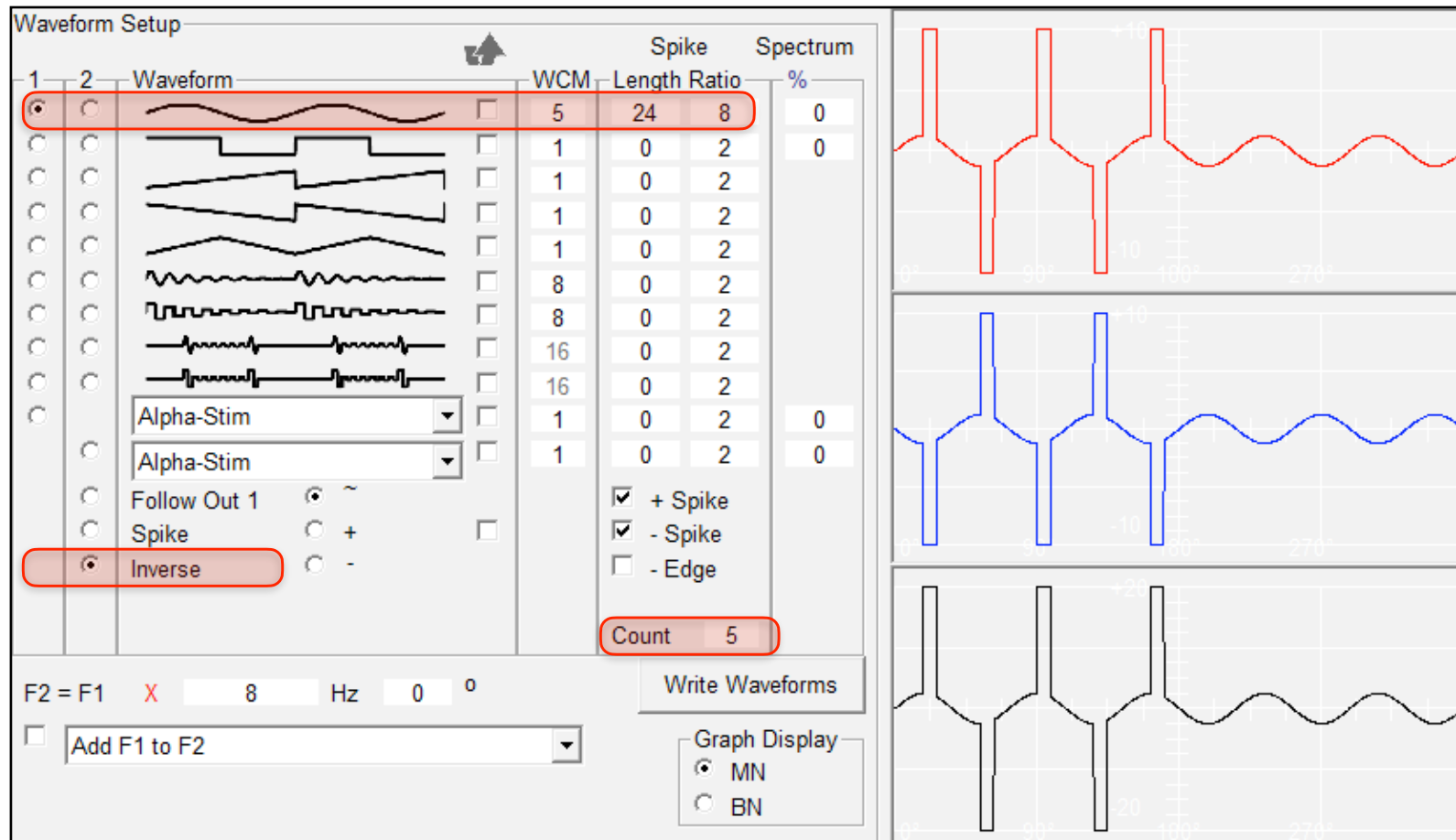
These are the exact same settings as in the previous graphic — the only thing we've changed is the *Spike Count*.

Spooky[2] now gives us the number of spikes we want — five. If we want spikes on every peak, we don't have to count those peaks, and then enter the result. Entering 0 for *Spike Count* will do it for us.

Why would you ever want fewer spikes? Well, it should keep pathogens off balance, giving them much less chance to "get into the rhythm" of your attack.
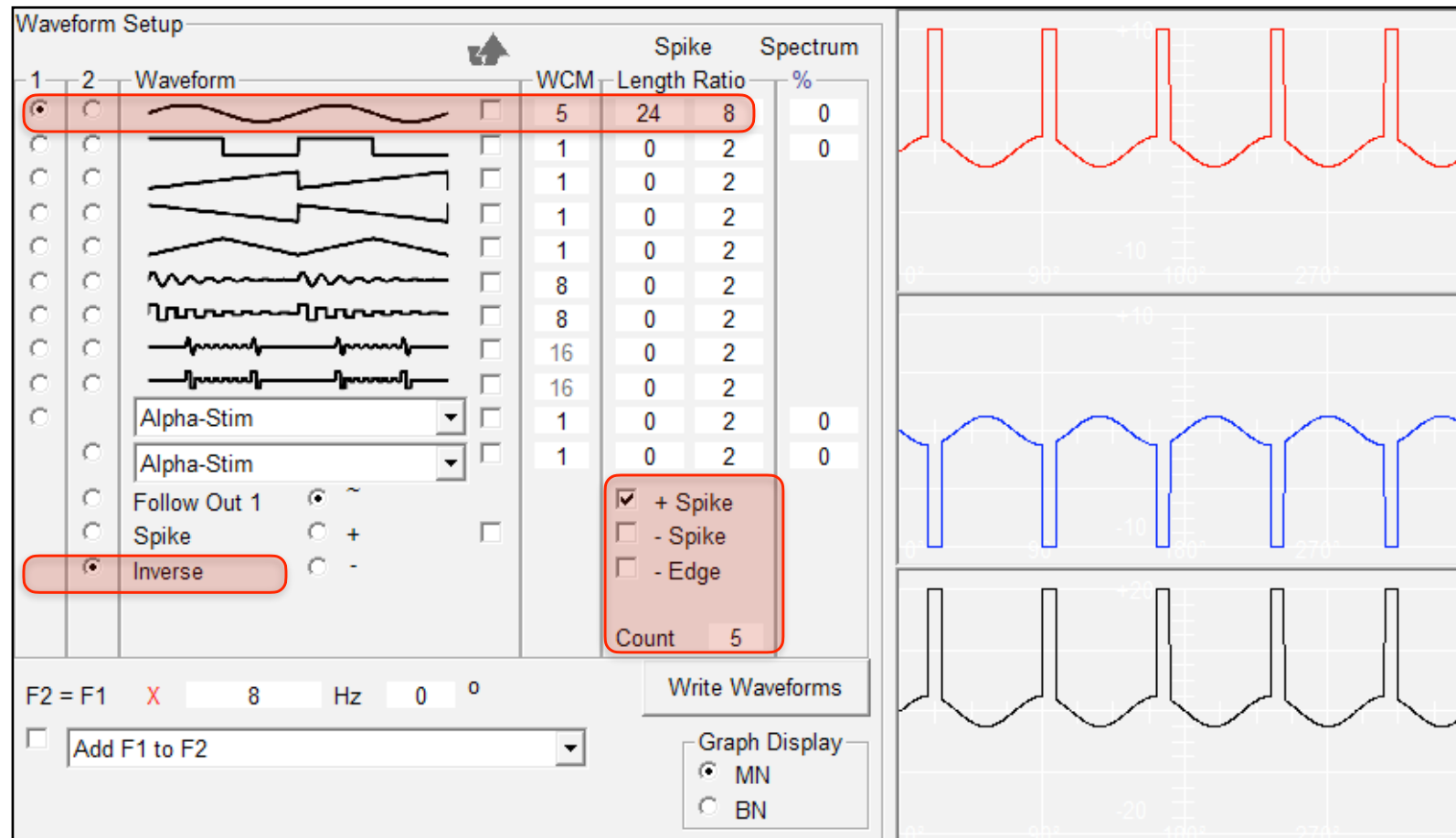
Same settings here as before, except now we've chosen not to transmit any spikes on negative peaks.

We still have a total of five spikes because the missing negative ones have now been added to the positive spike count to make it up to five.

Why would you do this?

Because experimentation is the best way for you to learn more about rifing — and because

Spooky² empowers you to do just this.

Remember that the doubling of the amplitude with Inverse only happens when the Out 2 = Out 1, set in *Output Control* with Out 2 = (Out 1 X 1) + 0.
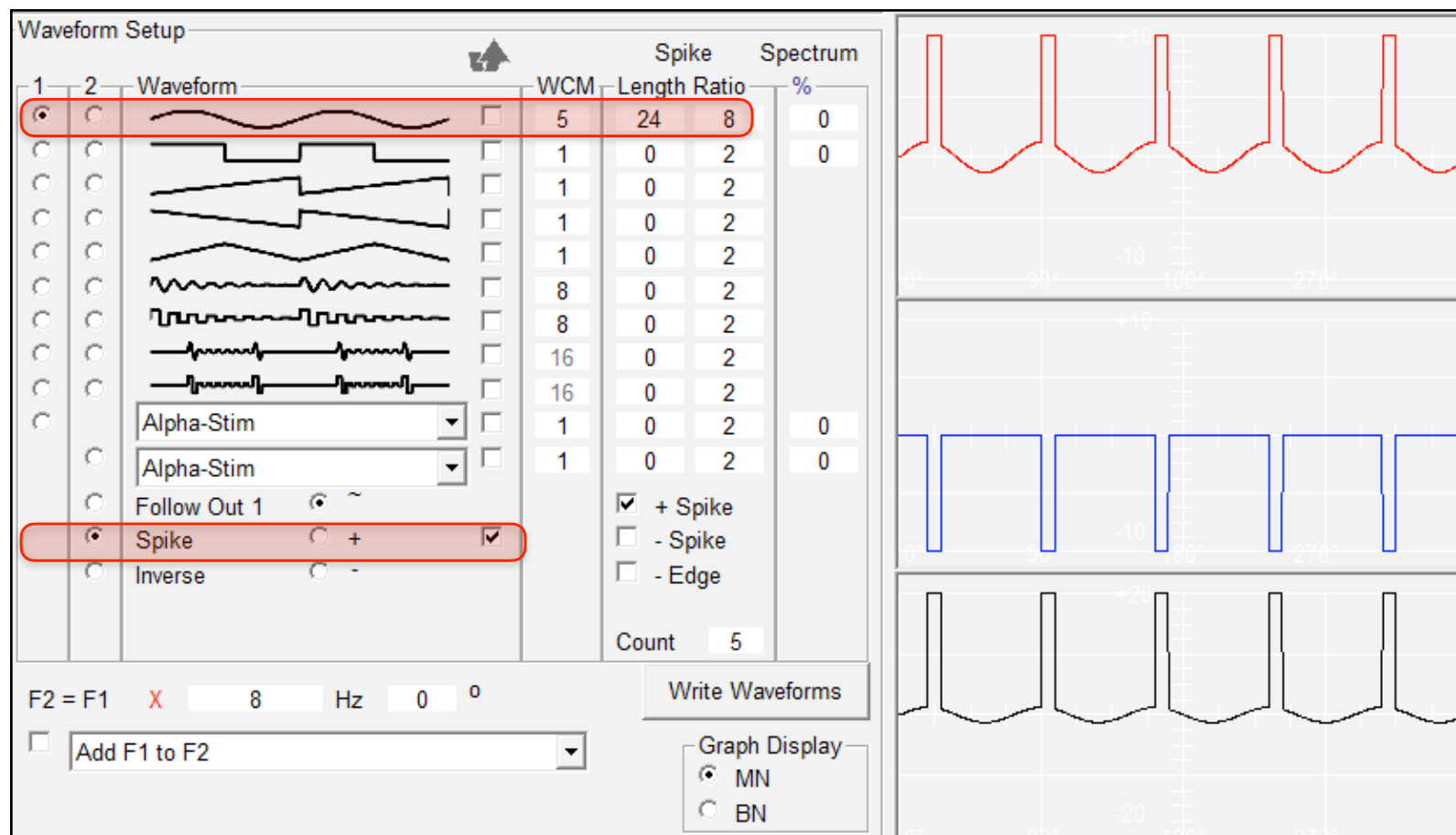
Now here's an interesting twist — instead of *Inverse*, we've selected *Spike*. This example assumes Out2 = Out 1, as set in *Output Control* with Out 2 = (Out 1 X 1) + 0.

Take a look at the blue wave on Out 2 — the curved parent waveform is no longer being generated, just the spikes. This means that *all* the power of Out 2 is being used for those spikes, and none for the underlying waveform. Plus, we've <u>inverted</u> the entire spike waveform on Out 2 by putting a tick in the checkbox to the right of the *Spike* text.

By doing this inversion, you avoid cancellation of the spikes.

Try removing the tick to see exactly what we mean here — there will be no spikes at all in the output waveform when you do.
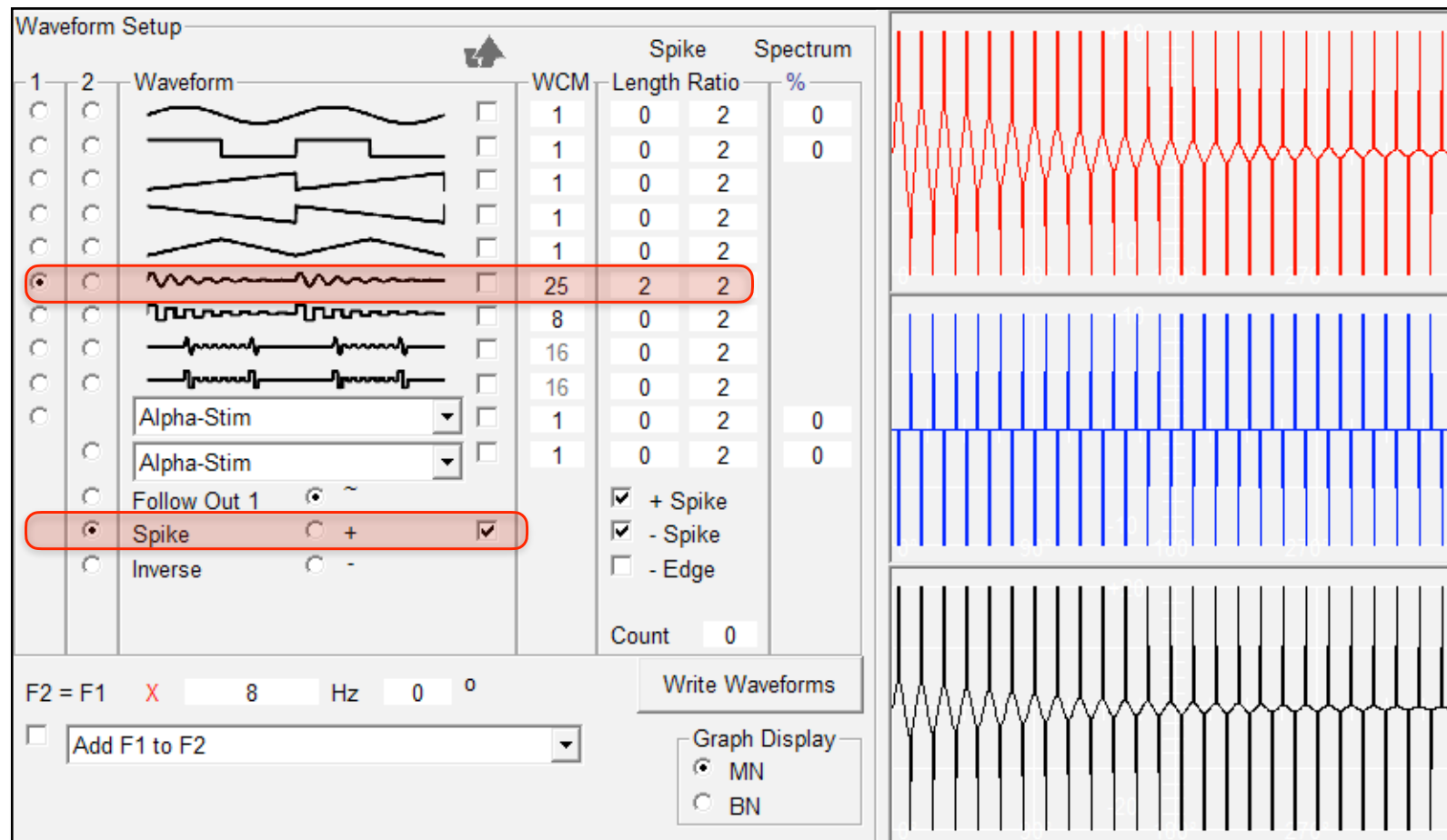
Here's another example of how to do spikes correctly using John's original example of an *Inverse* sine damped wave. This is what it looks like when you set it to *Spike* instead of *Inverse*.

Again, Out 2 looks pretty formidable, but prior to the introduction of the *Invert Waveform* control, all of those fearsome spikes would have cancelled each other out and we would have been left with a very wimpy wave.

No longer. As you can see from the output waveform pane, we now have a fearsome chainsaw wave that's ready to do some serious pathogen damage. But that's not all — the *Invert Waveform* system is even more flexible:
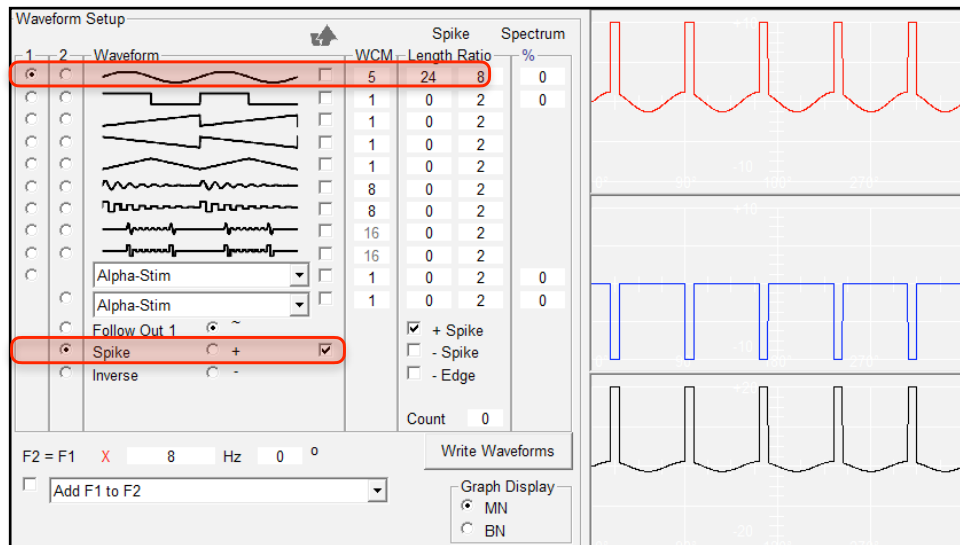
We've returned to our earlier example of a sine wave so you can see this clearly.

This image shows our sine wave on Out 1 together with the spikes we've added via its *Spike Length/Spike Ratio* controls.

Spike is selected, and its *Invert Waveform* box is ticked.

In most cases, this is exactly what you want.
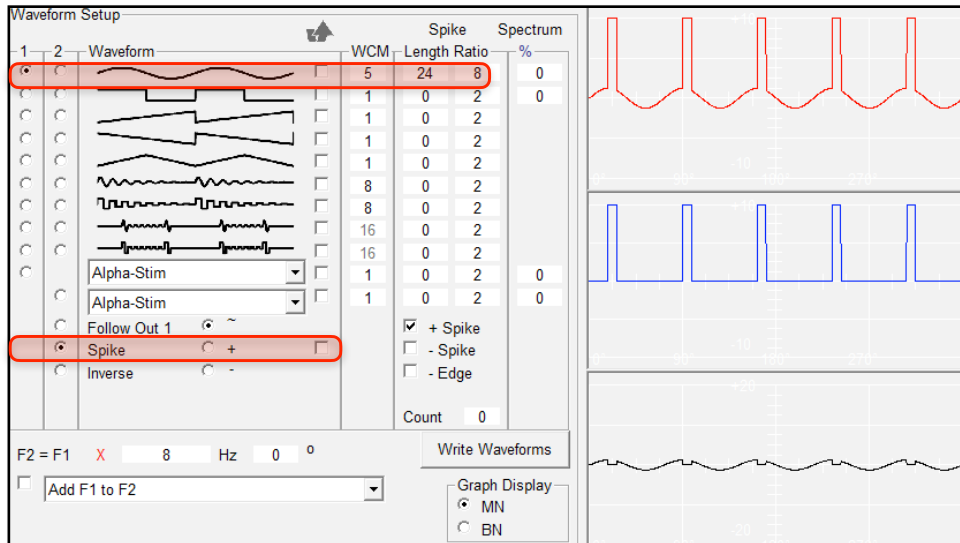
But you can invert <u>every</u> waveform in the list, not just the *Spike* one.

Here, we've chosen to invert the sine wave instead of the *Spike* wave by ticking its *Invert Waveform* box, and <u>un</u>ticking the *Spike* box.

If you compare the output waveform panes in both images, you can clearly see the two different output signals — they are mirror images of each other.

But there's more...
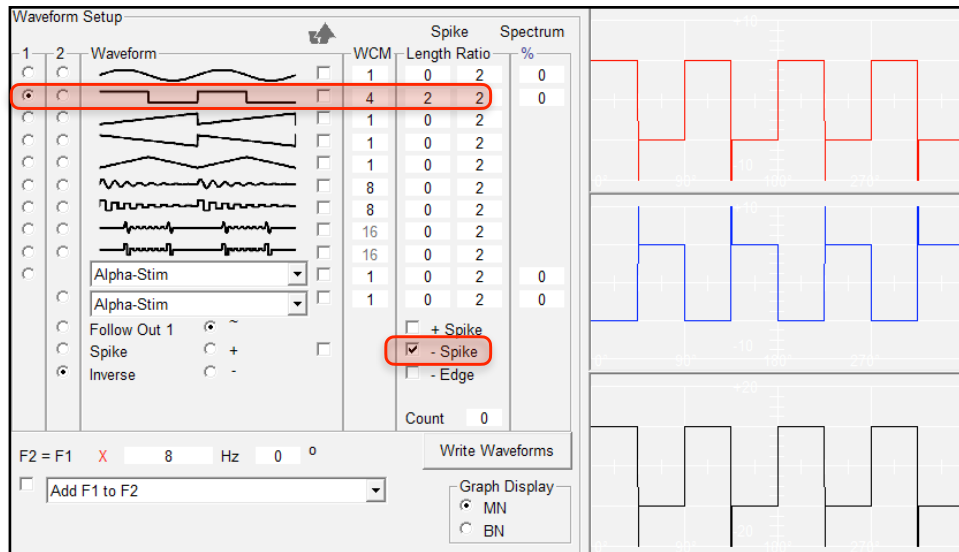
To show this more clearly, we've changed the waveform to a square wave with 4 entered in the *WCM* column so we have four sub-waves infolded into a single wave cycle.

The – *Spike* control is ticked, and you can see that the spikes are present on the <u>leading</u> edges of all the sub-waves, and that they are all in the negative phase.
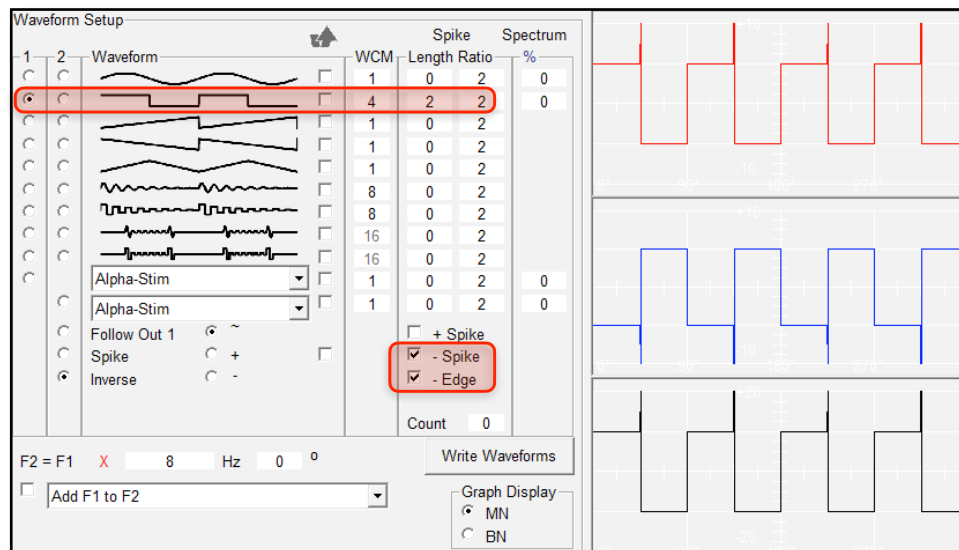
Now we've ticked the – *Edge* control as well.

The spikes are all still in the negative phase — but they've now moved to the <u>trailing</u> edges of the sub-waves.

Now <u>that's</u> what we call taking control!

Waveform & Frequency

Even though they may look mysterious, waveforms are actually very easy to understand. They are simply graphical illustrations of how the amplitude, or power, of energy changes over time. Let's look at the waves in Spooky[2]. The vertical red line at left measures positive and negative amplitudes, with 0 being the divider. The horizontal red line at bottom shows time — one second.

Sine Wave: like all the waves shown below, this one completes one full cycle every second, so its frequency is 1 Hz.
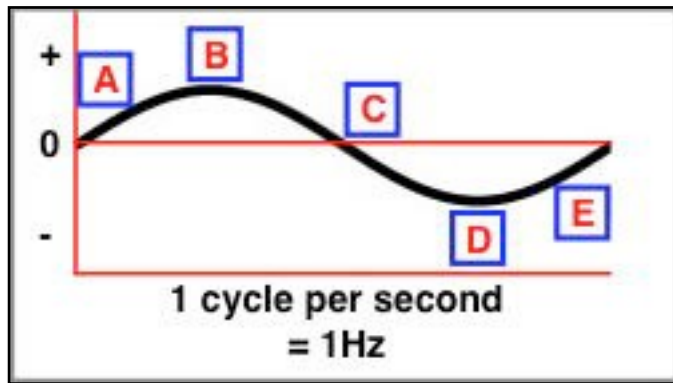
A: amplitude rises from zero in a positive direction at a changing rate.
B: amplitude has reached its highest positive point, or peak.
C: amplitude goes below 0 and continues in a negative direction at a changing rate.
D: amplitude reaches its lowest negative point, or peak.
E: amplitude once again starts to move in a positive direction at a changing rate.

Good for: healing, detox, killing (at very high frequencies).

Square Wave: this also completes one full cycle every second, so its frequency is 1 Hz.
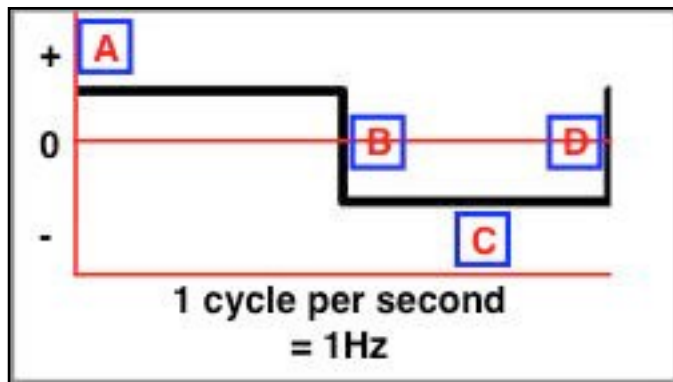
A: amplitude is running at its highest positive level at a constant rate.
B: amplitude immediately drops below 0 to its negative peak.
C: amplitude is running at its lowest negative level at a constant rate.
D: amplitude immediately moves through 0 to its peak positive level.

Good for: killing, healing, detox.

Sawtooth: this completes its full cycle in one second, so its frequency is 1 Hz.
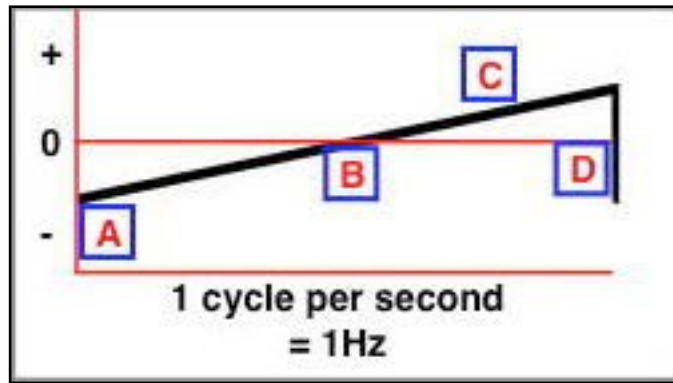
A: amplitude moves from negative peak towards positive at a constant rate.
B: amplitude passes through 0 to its highest positive peak.
C: amplitude continues to move in a positive direction at a constant rate.
D: amplitude immediately drops through 0 to peak negative level.

Good for: healing, detox.

Inverse Sawtooth: this completes its full cycle in one second, so its frequency is 1 Hz.
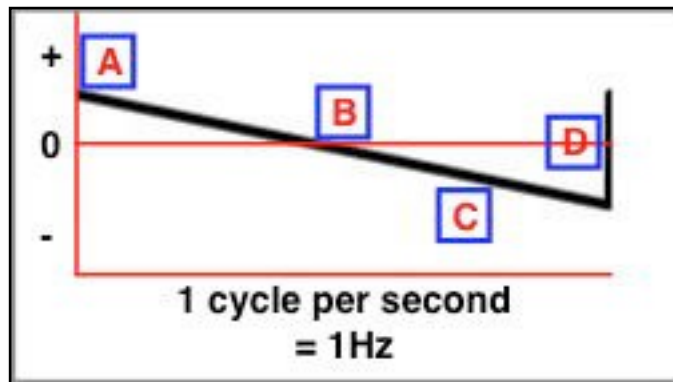
A: amplitude ramps down from positive peak level at a constant rate.
B: amplitude passes through 0.
C: amplitude continues to move in a negative direction at a constant rate to its lowest negative peak.
D: amplitude immediately moves through 0 to peak positive level.

Good for: killing.

The Sawtooth and the Inverse Sawtooth are the only two waveforms that are mirror images of each other. Sawtooth always rises slowly and drops quickly, where Inverse Sawtooth always falls slowly and rises quickly. Although this may seem insignificant, it's actually very important, and we'll look at the different results in a later section.

Triangle: also completes its full cycle in one second, so its frequency is 1 Hz.
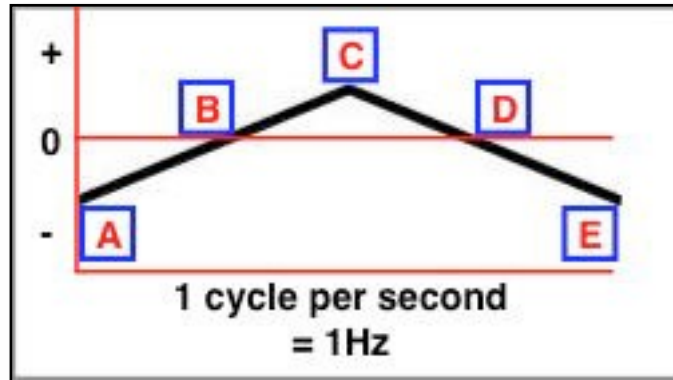
A: amplitude moves from negative peak level at a constant rate.
B: amplitude passes through 0.
C: amplitude reaches its peak positive level, then starts to fall at a constant rate.
D: amplitude passes through 0.
E: amplitude reaches its peak negative level.

Good for: experimentation as a possible linear substitute for sine.

Damped Sinusoidal: this is the exclusive Spooky[2] recreation of Dr. Royal Raymond Rife's famous damped sinusoidal which was used in a documented cure of 14 terminal cancers and two terminal TB cases. This, like all the following waves, is different. It's composed of a sequence of 12 internal sines, each with progressively decaying cycles from positive to negative. Spooky[2] automatically compensates for all composite multi-cycle waveforms so that their output frequencies are always correct.
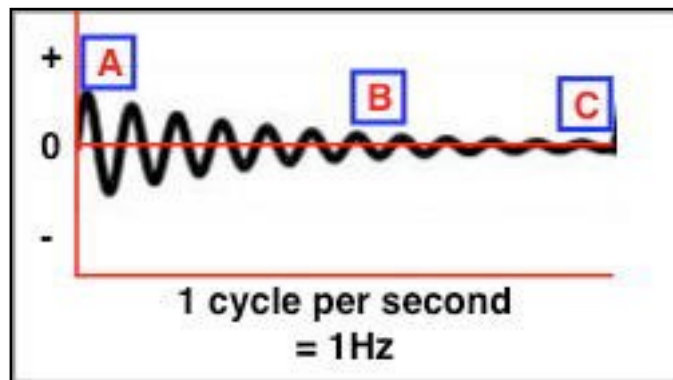
A: amplitude is at peak level.
B: amplitude ramps down with 12 internal progressively decaying cycles passing from positive to negative through 0 on each one.
C: amplitude immediately moves back up to peak positive level.

Good for: healing, detox, killing (at very high frequencies).

Spooky[2] Note: the total number of internal cycles in a single composite cycle is controlled by the value you enter in the Wave Cycle Multiplier field (12 in this case).

Damped Square: a new waveform based on the principles of the damped sinusoidal. Its 12 internal square waves progressively decay, and Spooky[2] automatically adjusts the composite waveform to make its transmitted frequency correct.
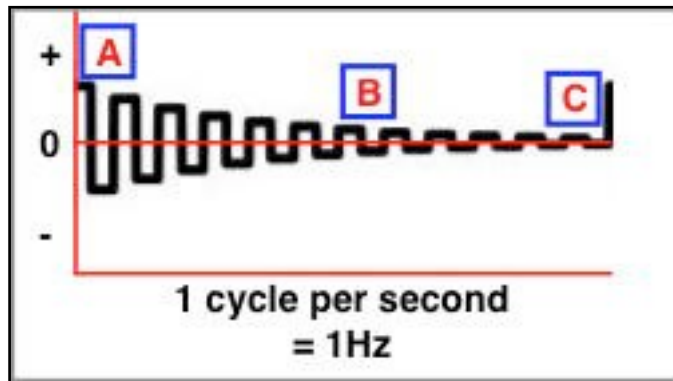
A: amplitude is at peak level.
B: amplitude ramps down with 12 internal progressively decaying cycles passing from positive to negative through 0 on each one.
C: amplitude immediately rises back up to peak positive level.

Good for: killing, healing, detox.

Spooky[2] Note: the total number of internal cycles in a single composite cycle is controlled by the value you enter in the Wave Cycle Multiplier field (12 in this case).

Sine H-Bomb: another new wave based on the damped sinusoidal. Technically, it's more complex and involves duty cycle computations. It's built from eight internal sine cycles, and the composite waveform is automatically adjusted to make its transmitted frequency correct.
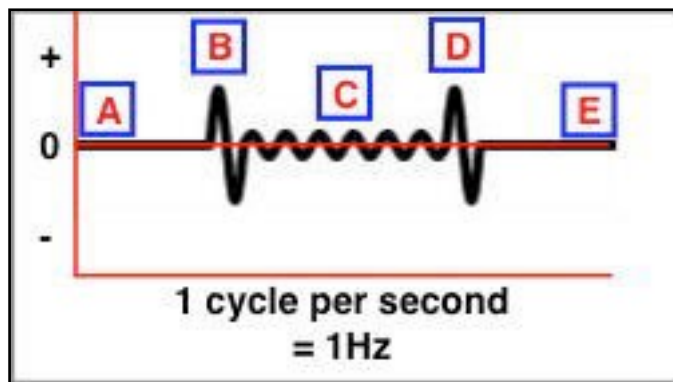
A: amplitude is at 0.
B: amplitude rises sharly to peak positive level, then falls sharply back through 0 to peak negative level, then rises sharply back up to 0.
C: amplitude proceeds through six smaller internal cycles.
D: repeat step **B**.
E: repeat step **A**.

Good for: healing, detox, killing (at very high frequencies).

Spooky[2] Note: the total number of internal cycles in a single composite cycle is controlled by the value you enter in the Wave Cycle Multiplier field (8 in this case).

Square H-Bomb: this is a third new waveform based on the principles behind the damped square. It's built from eight internal square wave cycles, and Spooky[2] automatically adjusts the composite waveform to make its transmitted frequency correct.

1 cycle per second
= 1Hz
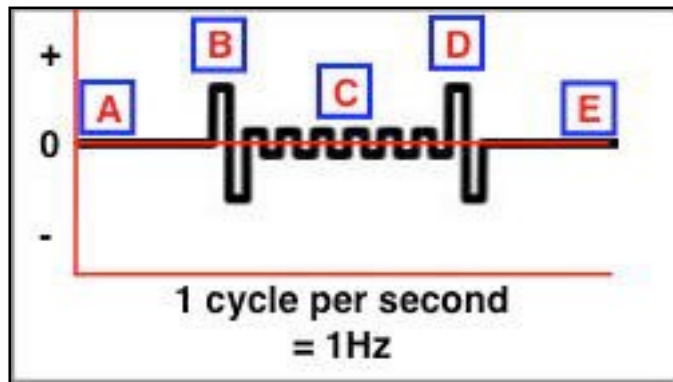
A: amplitude is at 0.
B: amplitude immediately rises to peak positive level, then moves immediately through 0 to peak negative level, then immediately rises back up to 0.
C: amplitude rises and proceeds through six smaller internal cycles.
D: repeat step **B**.
E: repeat step **A**.

Good for: killing, healing, detox.

Spooky[2] Note: the total number of internal cycles in a single composite cycle is controlled by the value you enter in the Wave Cycle Multiplier field (8 in this case).

So let's sum up:

Frequency is *how often* the energy in something changes from a positive state to a negative state *in one second of time*.

Waveform is a visual representation of how the energy's *power ramps up and down* during *one* such change.

But we're not finished yet. We need to take a look at two other important properties which have great importance for how waveforms behave.

The first is **Offset**, and this applies to all waveforms. The second is **Duty Cycle**, which applies only to plain square waves.

So let's do that that now.

Waveform & Offset

You've seen that normal waveforms have two phases — positive and negative. What this means in practice is that positive energy is applied by the waveform for half its cycle, and negative energy is applied for the other half. Some renowned energy medicine researchers, most notably Dr. Hulda Clark, maintain that it's more effective for pathogen killing to apply unidirectional energy only. You can do this by using **Offset**.
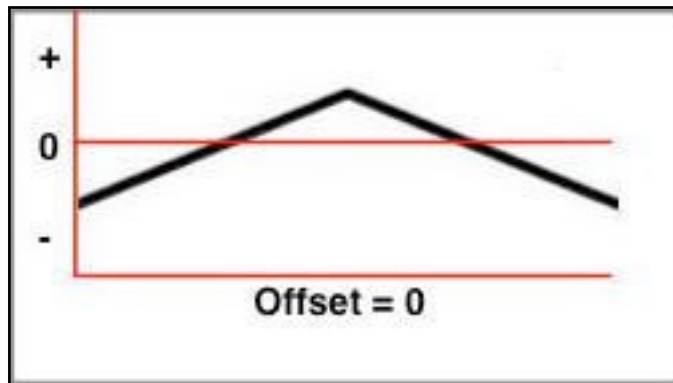
Offset = 0

So that you can see the effect of **Offset** clearly, we've chosen a triangle wave here. This one has 0% **Offset**,

The wave is in its positive phase for 50% of its cycle (above the red 0 line), and in its negative phase for the other 50% (below the red 0 line).

Offset	0	0	%

Above are the settings to enter for a normal zero **Offset** waveform like this.
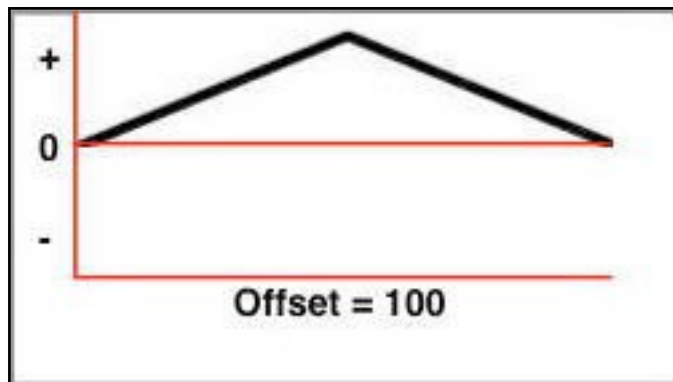
Offset = 100

On the left, you can see that this is still the same triangle waveform, but its position on the graph is now different.

We've given it a 100% positive **Offset**, and the wave is now entirely in its positive phase for its whole cycle.

Offset	100	-100	%

Above are the settings for 100% positive **Offset** when using **Inverse** with Spooky Boost, and Out 2 = (Out 1 X 1) + 0 in *Output Control*. To use **Follow Out 1** instead of **Inverse**, the values to enter for both Outs are 100 and 100 (both positive). For direct connection to Out 1 only, enter 0 instead of -100.

If you choose to use a positive **Offset**, one very important thing you mustn't forget is its effect on available **Amplitude**.
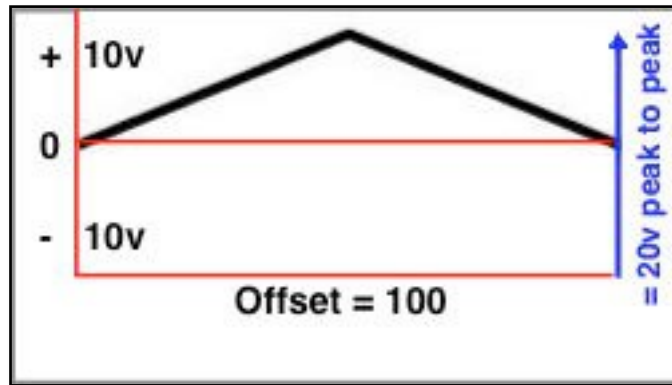
The Spooky[2]-XM generator has a voltage range that goes from -10 volts to +10 volts. This gives us a total range of 20 volts when measured from the lowest negative peak to the highest positive peak, so the generators output 20 volts *peak to peak*.

However, since we've applied a 100% positive **Offset** here and pushed the waveform up into the positive phase only, this means that the voltage available for a potential negative phase is not used, since no part of the signal is now negative.

As a result, applying an **Offset** to any waveform *may* reduce the <u>overall</u> amplitude of your signal (see table below).

XM Amplitude Setting	XM Offset Setting (%)	Output Signal Vmax (V)	Output Signal Vmin (V)	Total Output Signal (Vpp)
5	0	+2.5	−2.5	5
5	100	+5	0	5
10	0	+5	−5	10
10	100	+10	0	10
20	0	+10	−10	20
20	100	+10	0	10

Vmax = Volts maximum. Vmin = Volts minimum. Vpp = Volts peak to peak.

Note: applying a 100% **Offset** means that only one LED on your Spooky Remote will light. This is normal.

Duty Cycle

Duty Cycle can be a confusing concept to grasp for many newcomers to Rife technology. So let's try to clarify things as much as possible. Every waveform has a cycle — this is one complete iteration of the wave from its beginning to its end, then it repeats the exact same pattern for the next wave cycle.

Duty Cycle is related to this, but it dictates strictly one thing — for how long during a wave's cycle the signal is <u>held constant at its maximum amplitude</u>. And this is the key to understanding it. Because if you cast your mind back to a few moments ago when we went through all the different waveforms, you'll remember that each of them is *constantly* changing its amplitude. Except for one — the square wave.

A square wave goes from zero to full amplitude almost instantly, then holds that amplitude constant for a period of time before falling almost instantly back to zero again. **Duty Cycle** is what gives us control over the length of the period for which that constant amplitude is held — so **Duty Cycle** really can only ever apply to a plain square wave.
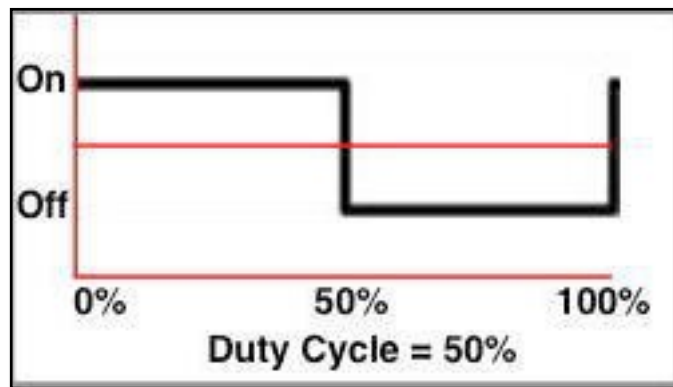
Duty Cycle = 50%

This one on the left has a default **Duty Cycle** of 50%. This means that the signal is delivered at full amplitude for half of the wave's natural cycle, then it's "turned off" until the next wave cycle begins.

If you set its **Duty Cycle** to 0%, you'd have no signal at all, and if you set it to 100%, you'd have a constant uninterrupted signal, neither of which are useful in Rife therapy.

So **Duty Cycle** gives you control over how long the square wave's maximum amplitude is held steady inside every cycle of the wave. As a result, it can be thought of as a kind of built-in **Gate**. However, due to the nature of the square wave, **Duty Cycle** is much more useful than this.

A square wave is naturally rich in odd harmonics — 3rd, 5th, 7th, 9th, and so on. However, it is almost as if these harmonics are not generated instantly in time, but revealed instead in a lightning-fast "glissando," much like someone running a finger up the

keys of a piano. So the larger the square wave's **Duty Cycle** value is, the more harmonics are revealed because the "glissando" is being "played" for longer. And once you start to go much higher than 50%, the even harmonics start to show themselves, too.
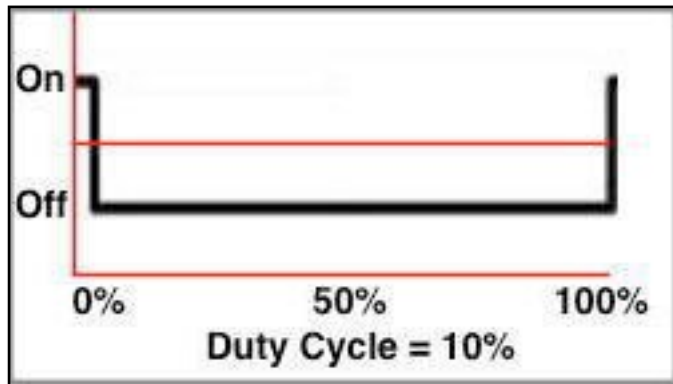
This square wave has a **Duty Cycle** of 10%. This means that it's delivering power for 10% of its total wave cycle duration, and turned off for the remaining 90%.

Duty Cycles of less than 50% are not really very useful, and we can't think of any reason why we'd want to do this, unless it was for pure experimentation.

The more useful values are over 50%, and we've seen 67%, 72%, 81%, and 93% being recommended by various experienced rifers.
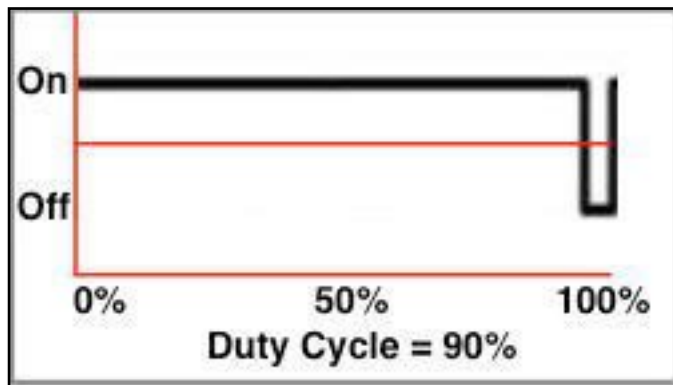
At the other end of the scale, here's a square wave with a **Duty Cycle** of 90%. This delivers power at a constant amplitude for 90% of the wave cycle's duration, then turns off for the remaining 10%.

This is a lot more useful than the previous example.

However, it must be said that we've found that using an inverse sawtooth, a waveform naturally rich in both odd and even harmonics, is a better bet for killing pathogens, and a plain sawtooth is now yielding excellent experimental results for healing and detoxification applications.

Understanding Spooky Remote

Spooky Remote was introduced before the Spooky[2]-XM generator was available. So the only generator you could use with it was the UDB1108S. At that time, calibrating this generator had to be done manually with a multimeter.

Because this cheap and cheerful unit's components tended to drift over time, you had to do your calibration routine at least once a month, but preferably every week — a painful chore if you were using a bunch of UDBs.

But Spooky Remote offered a brilliantly simple way to calibrate quickly and easily without needing a multimeter.

Every Remote has two red LEDs. One LED uses the positive part of the signal to illuminate, and the other uses the negative part. So when you loaded the "Signal Test" set and ran it, you turned the AMPLITUDE knob up full, then adjusted the OFFSET knob until both LEDs shone equally brightly.

When they did, your setup was calibrated — meaning that the positive and negative aspects of the signal were equal in strength. In other words, the signal's **Offset** from the point of equal power was zero. This meant you could recalibrate as often as you wished, even in the middle of a Program, and we believe that the constant application of properly calibrated frequencies was responsible for at least some of the excellent results that started to come in after the Remote entered widespread use.

However, after the introduction of the Spooky[2]-XM generator, which is calibrated by the user entering values for **Amplitude** and **Offset** in the Spooky[2] software, the Remote LEDs didn't seem to have any purpose other than letting the user know that a signal was being transmitted.

Many users were confused.

Seemingly baffling LED behavior ranging from only one LED lighting to neither of them working was reported. But to those with "The Knowledge," this was all normal, and to be expected.

The truth is that the LEDs are far more useful than they appear, and once you understand how they work, you'll be able to judge at a glance a lot more of what's going on in your generator.

Three things control how the LEDs respond to the signal — frequency, waveform, and amplitude. The following graphics were constructed in Spooky[2] by a former Spooky Team member who didn't own an oscilloscope. The following graphics were made to demonstrate **Wave Cycle Multipliers**. First, let's look at frequency:

Remote & Frequency
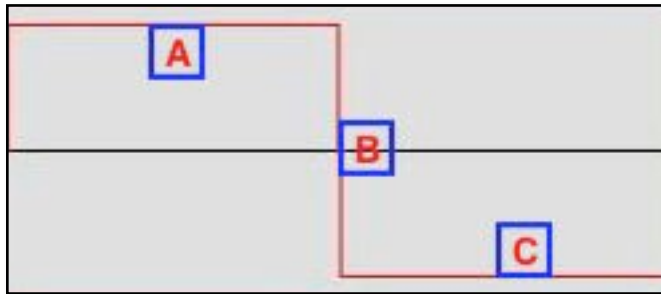
This is a 1 Hz square wave. It completes one positive-to-negative cycle every second.

A: Signal is positive for half a second, so the left LED lights for half a second.
B. Signal immediately drops through 0 to negative.
C: Signal is negative for half a second, so the right LED lights for half a second.

The LEDs turn on and off very slowly, and are never both lit at the same time.

Now here's a 32 Hz square wave — it completes 32 positive-to-negative cycles every second. Count the peaks — there are 32.
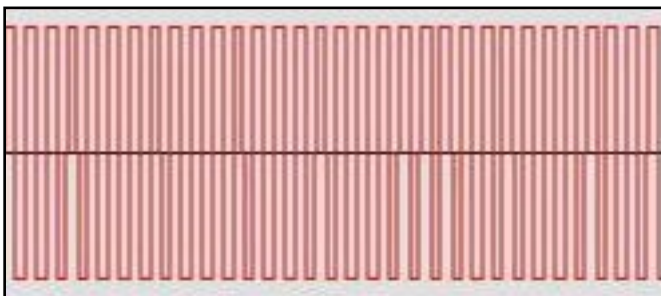
With this frequency, the entire **A-B-C** cycle described above takes place 32 times every second.

This means that for every one of those 32 cycles, the signal is positive for 1/64th of a second, so the left LED is lit for 1/64th of a second.

The signal then goes negative for 1/64th of a second, so the right LED lights for 1/64th of a second.

Now the LEDs are both flashing very quickly. Nevertheless, it's always the case that only one of them is lit at a time.

Note that if you use a **Wave Cycle Multiplier** of 12, the frequency sent to the Spooky[2]-XM is divided by 12. Now let's move it up a notch.

Here's a 256 Hz square wave. Please note that a real one you'd see on an oscilloscope doesn't look exactly like this — what we're running up against here are the resolution limits of computer screens. Nevertheless, 256 cycles in a single second moves the peaks of each one so close to one another that the PC screen cannot show any degree of separation between them.

Now, the original **A-B-C** positive-to-negative cycle happens 256 times every second.

And for each of those 256 cycles, the signal is positive for 1/512th of a second, so the left LED lights for 1/512th of second.

The cycle then goes negative for 1/512th of a second, so the right LED is lit for 1/512th of a second.

Now each LED will appear to be constantly lit, at equal brightness. However, as you now know, it's not possible for each LED to be lit at the same time, because the signal can never be both positive and negative at the same time, so what you're seeing is an illusion that's caused by the limits of the human eye.

That same illusion is what allows movies, which are a series of still photos transmitted in sequence at a frequency of about 24 per second, to appear to be a facsimile of real life.

We come up against a different type of limit when we start to transmit very high frequencies in the megahertz range — which is millions of cycles every second: the limits of some of our present-day technologies.

What happens with high MHz frequencies is that the cycle switches from positive to negative so fast that neither LED has time to switch on fully before it receives the signal to switch off again. The result is the LEDs appear to go very dim, and may even appear to be turned off completely.

This doesn't mean that Spooky[2], the generator, or the Remote have stopped working — just that current LED switching technology isn't fast enough to keep up with what's happening with an extremely fast signal. This is nothing to worry about.

Remote & Amplitude

However, there's another scenario where the LEDs can appear to be very dim, or even unlit — and this one doesn't involve very high frequencies at all.

Every time an LED lights up, it uses a very tiny fraction of the frequency's motive power — amplitude, otherwise known as voltage. At amplitudes above about 5 volts, you won't really see any difference in the luminance of the LEDs. However, if you set your amplitude lower than this, the voltage available to light up the LEDs drops off, and the result is that they appear to be dim. At very low amplitudes, they will look like they're not working at all.

This is also nothing to worry about. In fact, it's a good thing because it means that **all** of the frequency's voltage is being used for the purpose intended — healing.

Remote & Waveform

Would it surprise you to learn that you can get a pretty good idea of which waveform is being used on a Channel from watching how the Remote LEDs behave at low frequencies?

For all of the examples we've already shown you, we used a square wave. With a square, the power is always constant at positive and negative polarities, and the change from positive to negative is almost instantaneous.

However, exactly the same positive-to-negative switching principles apply to all the waveforms in Spooky[2], and at low frequencies, you'll be able to see that the changes in brightness of both LEDs reflects the actual shape of the waveform.

Let's go back to some of the original waveform graphics to explain what happens:

Here's what happens with a 1 Hz sine wave:
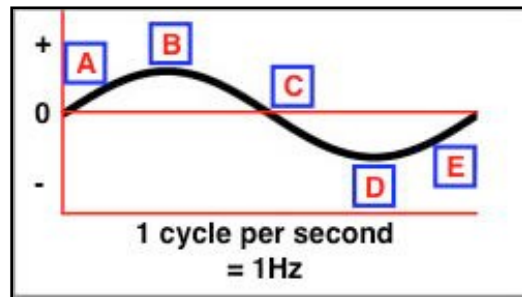
A: positive amplitude ramps up, so the left LED gets progressively brighter.
B: amplitude has reached its high point, so the left LED is at its brightest.
C: amplitude falls below 0, so the LED dims and goes out, while the right LED starts to brighten.
D: negative amplitude has reached its low point, so the right LED is at its brightest.
E: amplitude once again starts to go positive, so the right LED starts to dim.

Here's an inverse sawtooth waveform, also at 1 Hz:
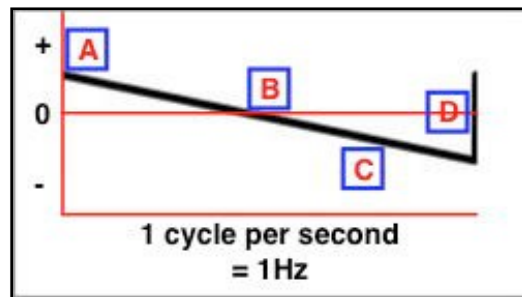
A: positive amplitude falls at a constant rate, so the left LED slowly dims.
B: amplitude passes through 0, the left LED goes out and the right one comes on.
C: negative amplitude increases at a constant rate, so the right LED slowly brightens.
D: amplitude rises through 0 to peak positive, so the right LED goes out, and the left one immediately brightens fully.

Let's take a look at the 1 Hz damped sinusoidal:
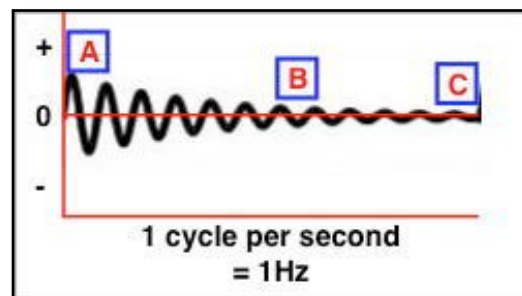
A: amplitude is at peak, so the left LED is fully lit. As amplitude ramps down, the LED dims and goes out, and the right LED comes on dimly and starts to brighten until it is fully lit.
B: amplitude falls away with 12 internal rises and falls passing from positive to negative through 0. So each LED will brighten and dim 12 times in succession, and the brightness ramps up and down gradually. With a damped square, the LEDs wouldn't ramp up and down — they'd simply switch on and off alternately.
C: at this point, both LEDs are very dimly lit because of the low amplitudes. Finally, the amplitude returns to peak positive to start the cycle all over again.

By now, you should be able to predict LED behavior when Spooky Remote is fed a 1 Hz Square H-Bomb:
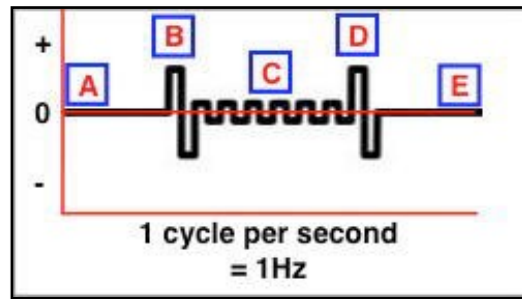
A: amplitude is at 0, so neither LED is lit.

B: amplitude immediately rises to peak positive level, then falls through 0 to peak negative level. This means that the left LED will light fully, then go out as the right LED illuminates fully.

C: amplitude proceeds through six smaller internal switches. So each LED switches six times in succession, but not to the same intensity of brightness as the first peak. With a Sine H-Bomb, the LEDs will dim and brighten gradually rather than switch.

D: Step **B** is repeated.

E: Step **A** is repeated.

Finally, before we move on, there's one very important thing you will have realized from reading all the foregoing: The Spooky Remote LEDs are powered and controlled by frequency, waveform, and amplitude.

If Spooky[2] is not sending a Program to instruct your generator to create these, the Remote will naturally receive none of them. So neither one of the Remote LEDs can possibly light up.

Now you, too, have "The Knowledge."

You should experiment for yourself with the various waveforms and very low frequencies at different amplitudes so you can see for yourself the different results they produce in various combinations.

With a little practice and patience, you can learn to use the Remote's LEDs as a useful tool rather than simply a way to answer today's burning technical question:

"Is this thing on?"

Understanding Spectrum

We will explain how the Spectrum parameters affect the output signal, and give you some examples. This will give you a good handle on it all. But the first thing you must understand about Spectrum is what it's meant to be used for.

Spectrum was designed to kill every organism foreign to the body. Its primary purpose is not to heal, not to support, not to detox. It's really meant to be an executioner — for viruses, bacteria, fungi, mold, yeast, and parasites. So whenever you use it, you should also run detox and support Programs.

The first thing we will look at is - Mortal Oscillatory Rate. This is the actual frequency of the pathogen. When we transmit a frequency that is equal to the MOR of a pathogen, the pathogen will resonate with the frequency. Thus the pathogen will die.

The second thing we will look at is — Mortal Oscillatory Rate tolerance. Dr. Rife found that if you used any frequency that was within +/-.025% of the pathogen's MOR, it would still be killed. The MOR tolerance frequency would be close enough to the pathogens MOR frequency that it would still resonate it sufficiently to kill it.

To see how this can be very useful, we'll take a look at two frequencies — 150 Hz and 1,500,000 Hz (1.5 MHz). The tolerance for 150 Hz is 0.0375 Hz (0.025% of 150 Hz), which means that any frequency from 149.9625 Hz to 150.0375 Hz will kill a pathogen whose MOR is 150 Hz. Interesting, but not too useful.

However, it's very important to remember that virtually all the frequencies we have today were developed on machines that had a top frequency limit of 10,000 Hz or 100,000 Hz. But Dr. Rife and Dr. Clark had found that the actual MORs of pathogens were up in the megahertz range — which these machines couldn't transmit.

This means that we're still dealing with low weaker sub-harmonics because of the technical limitations of the past. But that day is over now — Spooky[2] can transmit up to 25 million Hertz. So here's where *MOR tolerance* becomes useful to us:

The tolerance for 1,500,000 Hz (1.5 MHz) is 375 Hz, which means that any frequency from 1,499,625 Hz to 1,500,375 Hz will kill a pathogen whose MOR is 1.5 MHz — but it will also kill everything else whose MORs lie within that range.

And that's not the only benefit. *MOR tolerance* up in the MHz range means we can take far bigger steps through frequencies and

still be guaranteed we're going to kill bad guys.

The third thing we will look at is power or — Amplitude:

Spectrum is a mathematical way to make one "parent" static or moving frequency produce up to 1,024 "child" frequencies simultaneously, spread equally above and below that frequency. While this is an amazing feat, you must never forget that a generator's available amplitude is divided between all the frequencies it's currently transmitting.

The Spooky[2]-XM and GeneratorX generators operate at a maximum of 20 volts.

So if you build a Spectrum that creates 1,024 frequencies at the same time, the amplitude of each would be 0.01953125volts — less than one-fiftieth of a volt. While this might be useful in Remote Mode it's certain that it would be no good in Contact Mode, which needs far higher voltages to penetrate the skin.

There are two answers to this problem. The first is to reduce the number of frequencies being transmitted so there's more power available to each of them. The second is to use Spooky Central/Plasma.

Spectrum is a far more effective way to produce a cluster of frequencies around a set Center Frequency than by using any frequency wobble. Wobbled frequencies are produced one after another (they are linear), and thus their dwell is momentary. Spectrum frequencies are produced in parallel, and their dwells are thus all equal to the Center Frequency's dwell.

Always plan exactly what you want to achieve. Once you get the hang of it, there's no limit to what can be done.

So first let's define our terms:

MOR or **Center Frequency:** this is your frequency on which the Spectrum will be centered — child frequencies will range above and below.

MOR tolerance or **Frequency Tolerance:** this is the tolerance of distance from the *Center Frequency* or MOR that the child frequencies can be spaced apart.

Wave Cycle Multiplier (WCM): this is how you set the number of child frequencies to be produced. Because frequencies are

created both above and below the *Center Frequency*, the number of child frequencies you create will be twice the value you enter here.

Frequency Spacing (FS): this is the distance between child frequencies that will be produced.

Spectrum %: this is how you set the range within which frequencies will be created — Spectrum is always a percentage of your *Center Frequency*.

You will need to choose your *Center Frequency*, your *MOR tolerance* and your *Wave Cycle Multiplier*. From them you can calculate the required values for *Frequency Spacing* and *Spectrum %*. Let us look at the formulas.

1. The formula to calculate the required *Frequency Spacing* value is:

$$\textbf{\textit{Frequency Spacing}} = \textit{Center Frequency} \times \textit{MOR tolerance}$$

2. The formula to calculate the required *Spectrum %* value is:

$$\textbf{\textit{Spectrum \%}} = \textit{Wave Cycle Multiplier} \times 100 \times \textit{Frequency Spacing} \div \textit{Center Frequency}$$

Let us look at some examples.

Example 1: We want a frequency of 1.5 MHz with a *MOR tolerance* of 0.025% and we want 100 child frequencies.

So 1.5 MHz is our *Center Frequency* and our *MOR tolerance* is 0.00025 and our WCM is 50 (100 child frequencies). There are 101 frequencies in all, our *Center Frequency*, plus 50 below it and 50 above it — our child frequencies.

So our *Frequency Spacing* would be the *Center Frequency* of 1,500,000 Hz multiplied by the *MOR tolerance* of 0.00025:

$$1{,}500{,}000 \times 0.00025 = 375$$

And our *Spectrum %* would be the *Wave Cycle Multiplier* 50 multiplied by 100 multiplied by the *Frequency Spacing* of 375 Hz divided by the *Center Frequency* of 1,500,000 Hz:

$$50 \times 100 \times 375 \div 1{,}500{,}000 = 1.25$$

Example 2: We want a frequency of 500 Hz with a *MOR tolerance* of 0.025% and we want 20 individual frequencies.

So 500 Hz is our *Center Frequency* and our *MOR tolerance* is 0.00025 and our WCM is 10 (20 child frequencies).
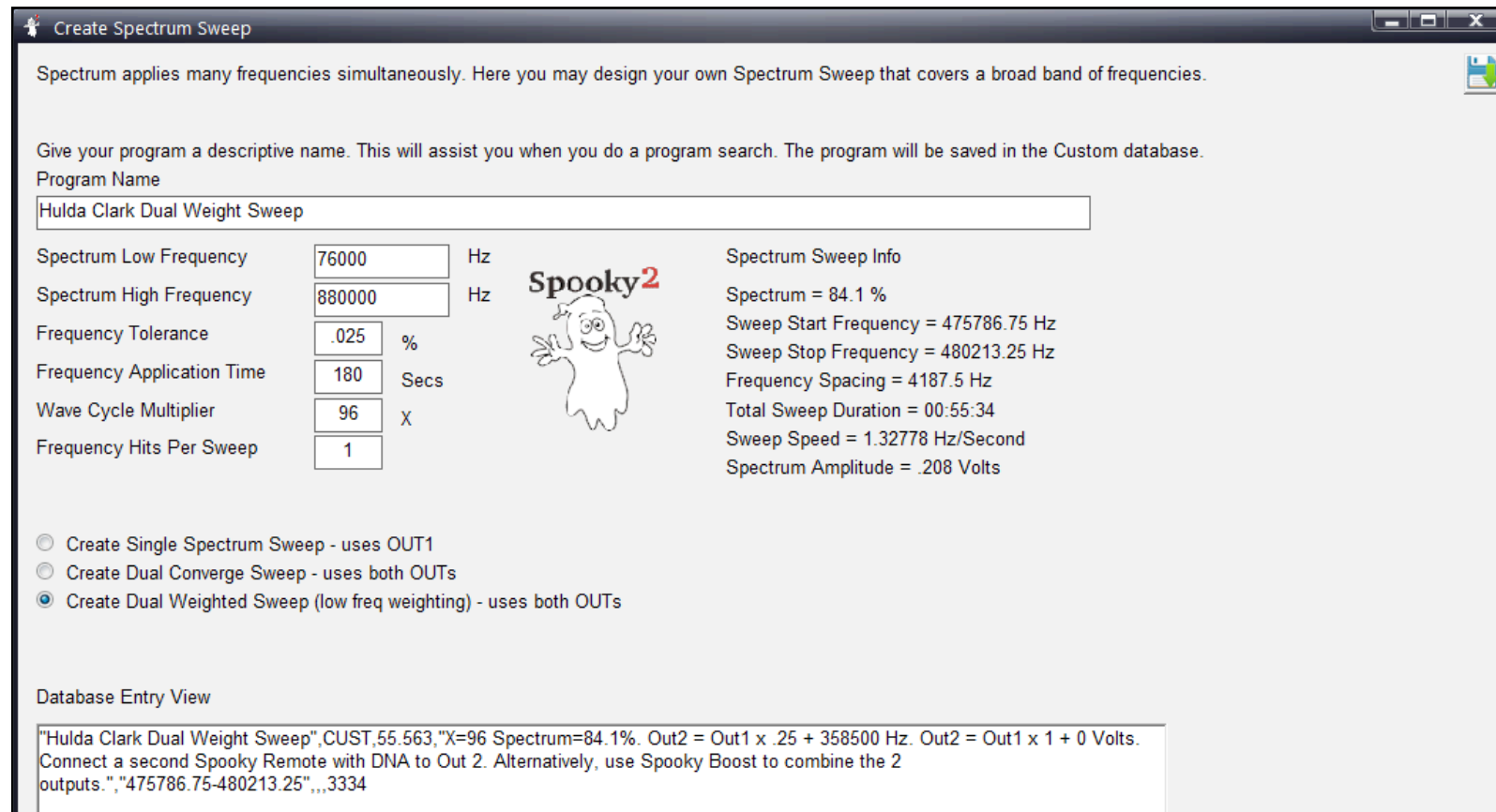
So our *Frequency Spacing* would be the *Center Frequency* of 500 Hz multiplied by the *MOR tolerance* of 0.00025:

$$500 \times 0.00025 = 0.125$$

And our *Spectrum %* would be the *Wave Cycle Multiplier* 10 multiplied by 100 multiplied by the *Frequency Spacing* of 0.125 Hz divided by the *Center Frequency* of 500 Hz:

$$10 \times 100 \times 0.125 \div 500 = 0.25$$

Now let us take a look at a frequency sweep spectrum example here:

Example 3: We want a Hulda Clark range frequency sweep of 76,000 to 880,000 Hz with a *MOR tolerance* of 0.025% and we want 96 individual frequencies. For this example we are going to use the Create Spectrum Sweep utility.

Here we type in the *Program Name*, set the *Spectrum Low Frequency* to 76000 and the *Spectrum High Frequency* to 880000 and set the *Frequency Tolerance* to 0.025% (*MOR tolerance* is the same as *Frequency Tolerance*). We set the *Wave Cycle Multiplier* to 96 and choose the *Create Dual Weight Sweep* type.

Click the Save button on the upper right.

Here are the settings for this sweep:

1. Click *Restore Defaults*.
2. In *Signal Settings*, set Out 1 and Out 2 amplitude to 20.
3. In *Waveform Setup*, set Out 1 waveform to Sine wave, Out 2 to Sine wave.
4. Using the 4th field of the *Database Entry View* set the *WCM* to 96 and *Spectrum* field of the Out 1 Sine waveform to 84.1% in *Waveform Setup*.
5. In the *Output Control* area, use the 4th field of the *Database Entry View* to set the Out 2 = (Out 1 × .25) + 358500 Hz setting.

Making Waves

Spooky[2] generates 9 different waveforms. Here's what they are, and what they can do. First, the unaltered wave.
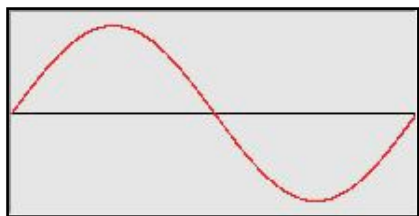
Sine: useful for healing with a gentle rise and fall in energy.
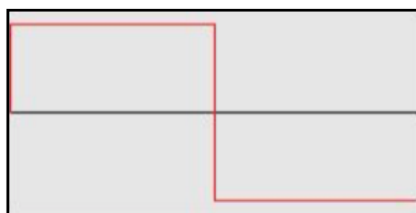
Square: normally used to kill pathogens, with almost instant rises to full power.

Sawtooth: a smooth rise in power, then an abrupt drop — useful for healing.

Inverted sawtooth: powerful killer, with an almost instant power rise.
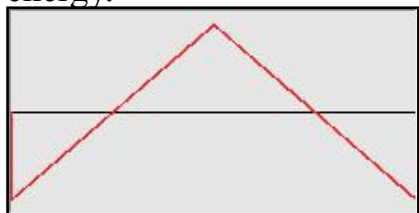
Triangle: smooth constant power rise and drop-off. Mainly experimental.

Damped sinusoidal: used by Dr. Rife in the '30s. Very powerful.

Damped square: world first, extrapolation of Dr. Rife's damped sinusoidal

Sine H-Bomb: world-first, a very powerful new sine.
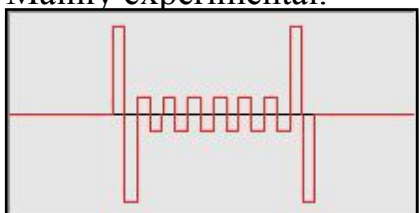
Square H-Bomb: world-first, square version.

Spooky[2] offers 12 waveforms in *Waveform Setup* (*Follow Out 1*, *Spike*, and *Inverse* are waves created on the fly whose shapes depend on your settings). Additional waveforms are found in the *Custom Waves Menus.*

Now, here are the new waveforms generated by adding a second frequency that's three times the first (the F2 control is described here):

Sine: add F1 to F2 (F2=3xF1).
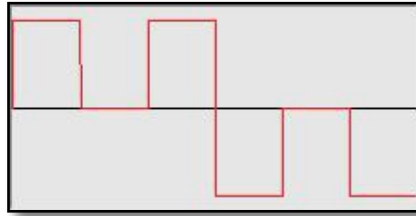
Square: add F1 to F2 (F2=3xF1).
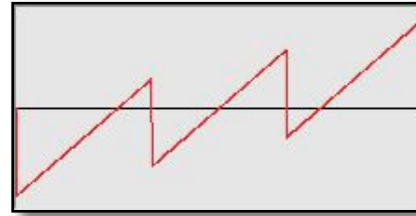
Sawtooth: add F1 to F2 (F2=3xF1).
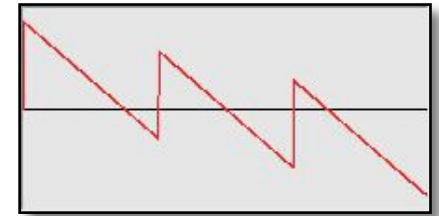
Inv saw: add F1 to F2 (F2=3xF1).
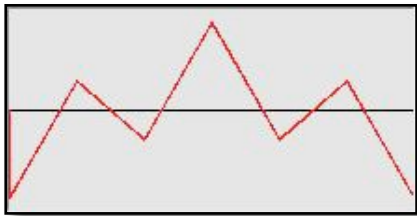
Triangle: add F1 to F2 (F2=3xF1).
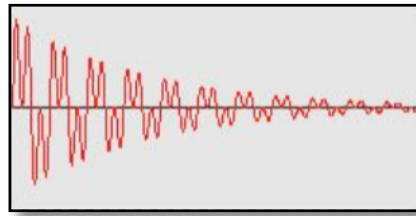
Damped sin: add F1 to F2 (F2=3xF1).
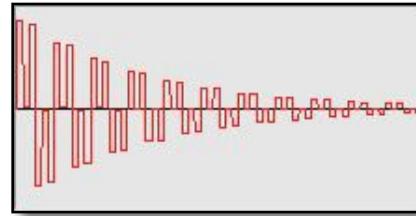
Damped sq: add F1 to F2 (F2=3xF1).
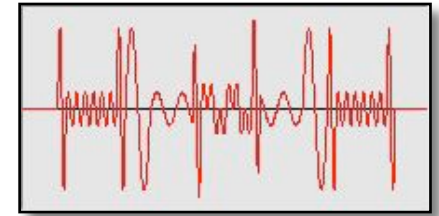
Sine H-Bomb: add F1 to F2 (F2=3xF1).

Square H-Bomb: add F1 to F2 (F2=3xF1).

These are the waveforms that result from adding a frequency that's 11 times the first (the Holland 11th Harmonic Effect):

Sine: add F1 to F2 (F2=11xF1).
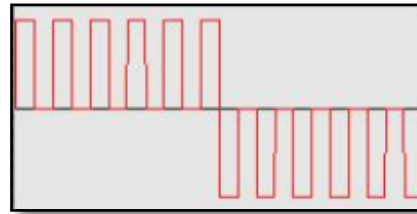
Square: add F1 to F2 (F2=11xF1).
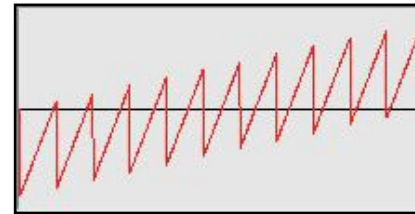
Sawtooth: add F1 to F2 (F2=11xF1).

Inv Saw: add F1 to F2 (F2=11xF1).
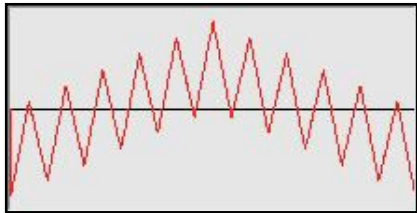
Triangle: add F1 to F2 (F2=11xF1).
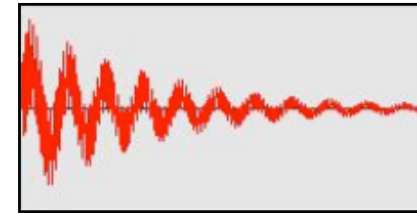
Damped sin: add F1 to F2 (F2=11xF1).

Damped sq: add F1 to F2 (F2=11xF1).
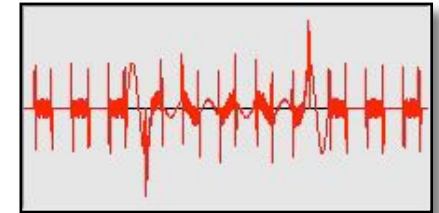
Sine H-Bomb: add F1 to F2 (F2=11xF1).
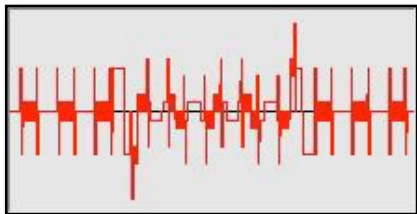
Square H-Bomb: add F1 to F2 (F2=11xF1).

Double side band (DSB) amplitude modulation — this adds upper and lower harmonics. Frequency 2 is three times the first:
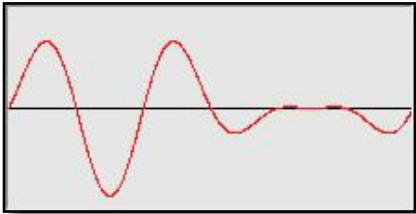
Sine: mod F2 using F1 (AM DSB, F2=3xF1).
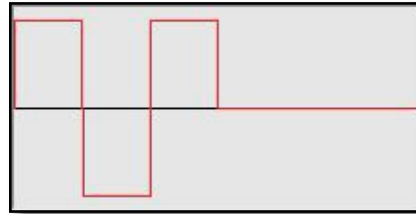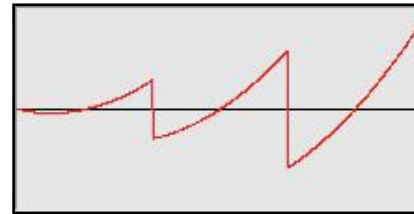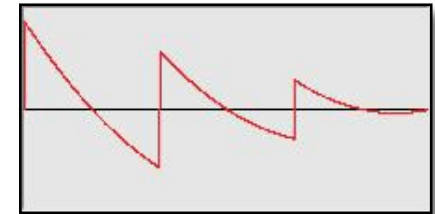
Square: mod F2 with F1 (AM DSB, F2=3xF1).

Sawtooth: mod F2 with F1 (AM DSB, F2=3xF1).

Inv saw: mod F2 with F1 (AM DSB, F2=3xF1).
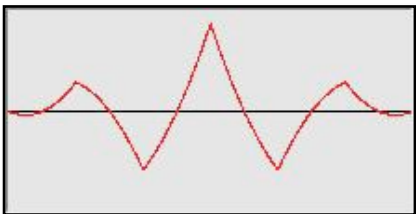
Triangle: mod F2 with F1 (AM DSB, F2=3xF1).

Damped sin: mod F2 with F1 (AM DSB, F2=3xF1).
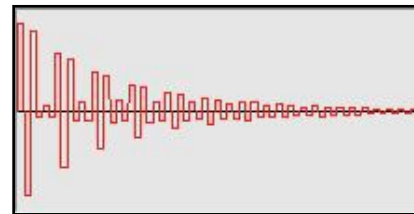
Damped sq: mod F2 with F1 (AM DSB, F2=3xF1).

Sine H-Bomb: mod F2 with F1 (AM DSB, F2=3xF1).

Square H-Bomb: mod F2 with F1 (AM DSB, F2=3xF1).

DSB amplitude modulation again — this time Frequency 2 is Frequency 1's 11th harmonic (the Holland Effect via DSB AM):
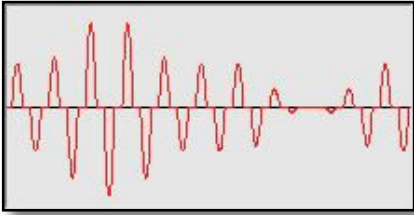
Sine: mod F2 using F1 (AM DSB, F2=11xF1).
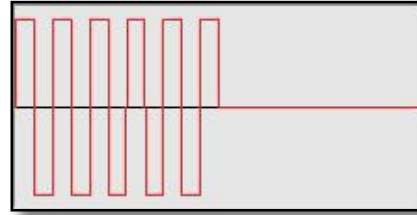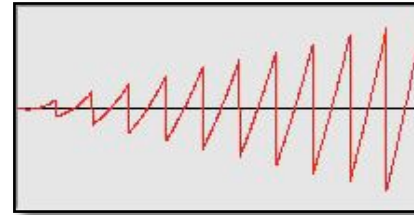
Square: mod F2 with F1 (AM DSB, F2=11xF1).

Sawtooth: mod F2 with F1 (AM DSB, F2=11xF1).

Inv saw: mod F2 with F1 (AM DSB, F2=11xF1).

Triangle: mod F2 with F1 (AM DSB, F2=11xF1).

Damped sin: mod F2 with F1 (AM DSB, F2=11xF1).
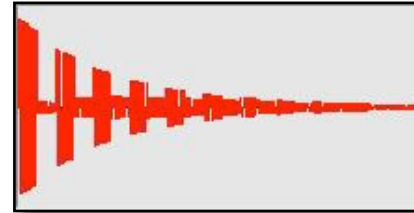
Damped sq: Mod F2 with F1 (AM DSB, F2=11xF1).

Sine H-Bomb: mod F2 w/ F1 (AM DSB, F2=11xF1).

Square H-Bomb: mod F2 with F1 (AM DSB, F2=11xF1).

Single side band (SSB) AM adds powerful upper harmonics — Frequency 1 is multiplied by Frequency 2's third harmonic:
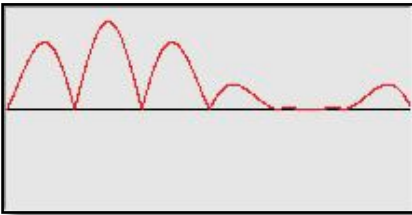
Sine: mod F2 using F1 (AM SSB, F2=3xF1).
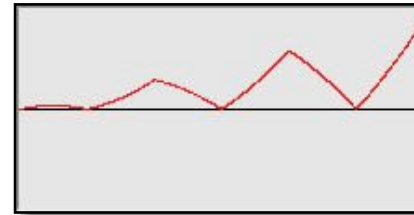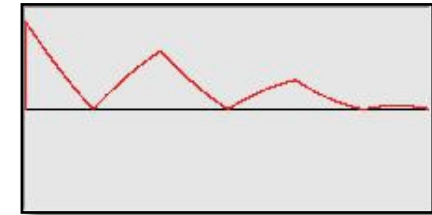
Square: mod F2 with F1 (AM SSB, F2=3xF1).

Sawtooth: mod F2 with F1 (AM SSB, F2=3xF1).

Inv saw: mod F2 with F1 (AM SSB, F2=3xF1).
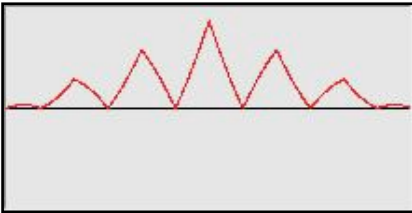
Triangle: mod F2 with F1 (AM SSB, F2=3xF1).
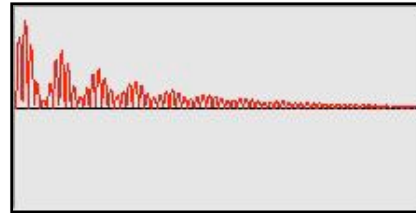
Damped sin: mod F2 with F1 (AM SSB, F2=3xF1).
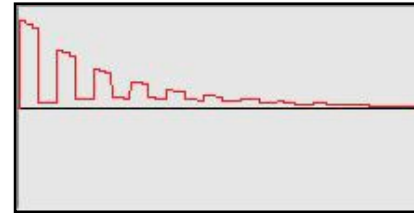
Damped sq: mod F2 with F1 (AM SSB, F2=3xF1).

Sine H-Bomb: mod F2 with F1 (AM SSB, F2=3xF1).

Square H-Bomb: mod F2 with F1 (AM SSB, F2=3xF1).

Finally, SSB AM again with Frequency 2 multiplied by Frequency 1's 11th harmonic (the Holland Effect via SSB AM):
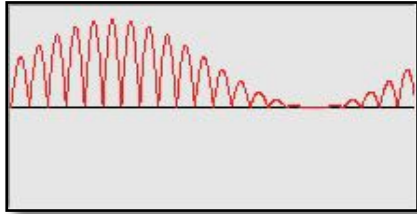
Sine: mod F2 using F1 (AM SSB, F2=11xF1).
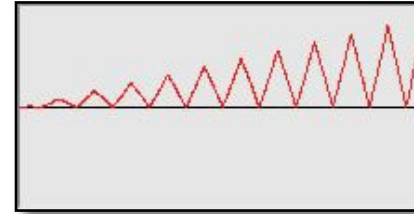
Square: mod F2 with F1 (AM SSB, F2=11xF1).

Sawtooth: mod F2 with F1 (AM SSB, F2=11xF1).
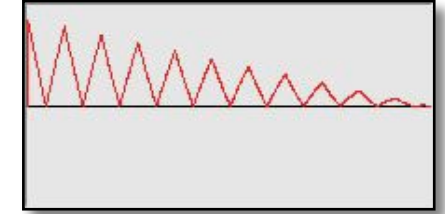
Inv saw: mod F2 with F1 (AM SSB, F2=11xF1).
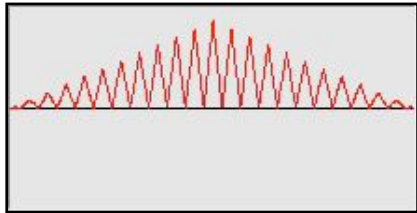
Triangle: mod F2 with F1 (AM SSB, F2=11xF1).
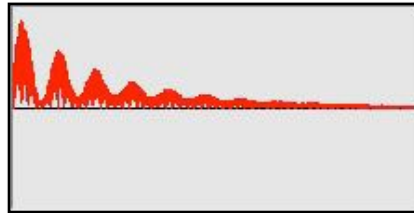
Damped sin: mod F2 w/F1 (AM SSB, F2=11xF1).
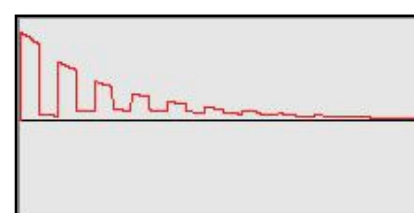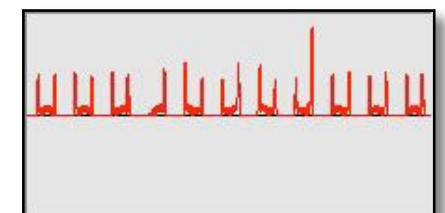
Damped sq: mod F2 with F1 (AM SSB, F2=11xF1).

Sine H-Bomb: mod F2 with F1 (AM SSB, F2=11xF1).

Square H-Bomb: mod F2 with F1 (AM SSB, F2=11xF1).

More on waveforms:

Sine: the gentle curve of the sine wave's amplitude makes it suitable for healing. Its trajectory is the purest form of energy/motion, and you will see its shape throughout the natural world. Best for high frequencies, where it will also kill efficiently.

Square: the abrupt rises and falls in amplitude coupled with long peaks and troughs make this wave very suitable for killing pathogens. However, it's also effective for healing, especially if low frequencies are used.

Sawtooth: up to now, this does not have a history in Rife, so it's still considered largely experimental. However, our experiments so far have shown that it's a very effective waveform to use for healing.

Inverse Sawtooth: the sharp rise to peak level combined with the linear fall in amplitude make this waveform excellent for killing organisms, and it does this more effectively than the square wave. At higher amplitudes/voltages, it's not really suitable for healing — but some users have reported good results using it at reduced power.

Triangle: does not have a history in Rife — so it's still experimental. Its linear slopes make for a less efficient "whip-crack" effect, but it may be useful as a possible more linear substitute for a sine.

Sine Damped: Dr. Rife's well-known cancer-killer waveform, as documented by the Smithsonian. When liberally sprinkled with spikes, this becomes a fearsome weapon. But because it's based on gradually decaying sine waves, it's also excellent for healing applications (without spikes).

Square Damped: damping applied to square waves — a brand new Spooky[2] exclusive. Its energy trajectory makes it lethal for pathogens, and it's currently also being tested successfully in healing situations.

Sine H-Bomb: designed by John to feature energy spikes on leading and trailing edges. It's based on sine waves, and this should make it a good choice for powerful healing. But it should also be useful as a pathogen killer.

Square H-Bomb: Some feel that this may be Spooky[2]'s most powerful killing machine. John has questioned if it may be too powerful for remote use, but many have used it successfully in this way without Herxing.

NanoGuide A: Other Uses

A former member of the Spooky Team owned three very expensive top-of-the-line commercial Rife machines that together cost the price of a small car. He returned the most expensive one for a partial refund because it kept breaking down. A second one never worked from the moment he took it out of the box. The third worked fine, and it was built like a tank, so it fulfilled the first necessity for any machine that's going to be (literally) vitally important — reliability.

Yet he chooses to use the cheap and cheerful Spooky[2] because he believes it's the most powerful, effective, and versatile Rife machine that money can buy. *Very little* money. But Spooky[2] isn't just a Rife machine. Right now, it can also:

▶ Make superior nano-colloidal/ionic silver.
▶ Function as a powerful Clark zapper — with Spectrum zapping as an added bonus.
▶ Be used very effectively as a foot tubs Rife system (a preset with instructions is included).
▶ Eradicate insect pests and molds in the home.
▶ Power a Spooky Cold Laser Wrist or Twin.

▶ Drive a PEMF coil.

Colloidal Silver

Some forgotten facts were once common knowledge. Almost 100 years of ceaseless marketing and lies has convinced the public that drugs are the best way to combat illnesses — a lie becomes the truth if repeated often enough. Why? The most effective way to control any society is to get — and keep — an iron grip on the health of its members. Sick people can't put up much of a fight.

It's time for a change. Spooky wants everyone to take control over their own health. It all begins with education. And the truth.

Before money dictated health matters, cheap remedies were effective. The ancient Romans used plain honey to prevent cuts from becoming infected. Burdock (a common thistle) has been used for treating chronic diseases such as cancers, diabetes, and AIDS. It is a blood purifier that can also be applied directly to the skin to treat problems such as eczema, acne, and psoriasis.

No profits can be made from weeds, so drugs were created. The term "side effect" was invented to make drug dangers appear unimportant. The correct term should be "unwanted effect." The US Department of Agriculture's Division of Chemistry (later renamed the FDA) questioned the effectiveness of many of the time-proven cures. Finally, the big push came to make most natural cures illegal.

Before refrigeration was common, people would drop a silver coin into their milk jar to keep the milk fresh for longer. Silver cutlery was — and still is — used to combat bacteria. Silver has an amazing ability to kill viral, bacterial and fungal organisms. An independent test by Larry C. Ford, the MD of the Department of Obstetrics and Gynecology from UCLA School of Medicine, concluded that colloidal silver kills more than 650 bacteria, fungi, parasites, molds and fungi, all of which have the potential to cause diseases.

Silver is a threat to drug sales, so doubt needed to be placed on its safety. Reports of two people who drank massive amounts of incorrectly made ionic silver were widely distributed. Their skin had turned blue. These reports omitted the dangers of common drugs such as Paracetamol, which can cause devastating liver damage if just a few pills too many are taken regularly. This drug can be bought at any supermarket without prescription.

In 2009, the US Centers for Disease Control and Prevention (CDC), a notoriously conservative (and some would now say untrustworthy) body released a report which showed that prescription drugs killed 37,485 Americans in that year— versus 36,284 killed in road traffic accidents. Common drugs believed by many to be innocuous caused more deaths than heroin and cocaine combined in that year.

In contrast, silver is safe and effective. It has been used for over 2,000 years to prevent sickness and heal. Our bodies need silver to function properly.

It's important to understand the difference between colloidal silver and ionic silver.

Colloidal Silver is small silver particles suspended in a liquid. These particles are stable and suitable for both external (skin) and internal use. It is the most desirable form of silver solution. Spooky[2] can make true colloidal silver.

Ionic silver is silver atoms dissolved within a liquid. The atom size is much smaller than colloidal silver particles. Each atom is missing one electron, making them highly reactive. Ionic silver is converted into undesirable silver chloride when it encounters body salts, so may be suitable for external (skin) use only.

Marketing hype has created confusion. Most "colloidal silver" being sold and made is in fact more than 90% ionic silver which is only suitable for topical use. Once inside the body it becomes ineffective. The particle size of ionic silver is one molecule.

There are visible differences between colloidal silver and ionic silver. These drinking glasses contain two different batches of silver solution, each with roughly 15ppm silver concentration. The glass on the left was made using the old-fashioned direct current (battery) method. It has a high ionic content, no color, and is clear. Adding salt, however, will make it turn cloudy as the silver ions convert to silver chloride. The glass on the right has a high colloidal content and a golden hue. Adding salt will not alter its clarity. It was created over two days using very low current and the special Spooky[2] waveform.

Instructions

Follow the simple steps on the next couple of pages to create true nano-particle colloidal silver with a high silver content.

The silver particle size will be very small. This increases effectiveness.

American Wire Gauge (AWG)	Diameter (inches)	Diameter (mm)	Cross Sectional Area (mm²)
0000	0.46	11.68	107.16
000	0.4096	10.40	84.97
00	0.3648	9.27	67.40
0	0.3249	8.25	53.46
1	0.2893	7.35	42.39
2	0.2576	6.54	33.61
3	0.2294	5.83	26.65
4	0.2043	5.19	21.14
5	0.1819	4.62	16.76
6	0.162	4.11	13.29
7	0.1443	3.67	10.55
8	0.1285	3.26	8.36
9	0.1144	2.91	6.63
10	0.1019	2.59	5.26
11	0.0907	2.30	4.17
12	0.0808	2.05	3.31
13	0.072	1.83	2.63
14	0.0641	1.63	2.08
15	0.0571	1.45	1.65
16	0.0508	1.29	1.31
17	0.0453	1.15	1.04
18	0.0403	1.02	0.82
19	0.0359	0.91	0.65
20	0.032	0.81	0.52
21	0.0285	0.72	0.41
22	0.0254	0.65	0.33
23	0.0226	0.57	0.26
24	0.0201	0.51	0.20
25	0.0179	0.45	0.16
26	0.0159	0.40	0.13

1. Fill a glass or ceramic container with distilled water. Do **not** use tap or filtered water. These will almost certainly contain unwanted impurities and chemicals.

2. Place two clean and shiny silver rods in the water. They must be more than one inch apart and larger than 14 AWG in thickness — 9 AWG is ideal because the surface area is greater.

This makes smaller particles and has the bonus of being stronger.

The rods should be at least 99.99% pure silver.

Find silver rods: StartPage search list.
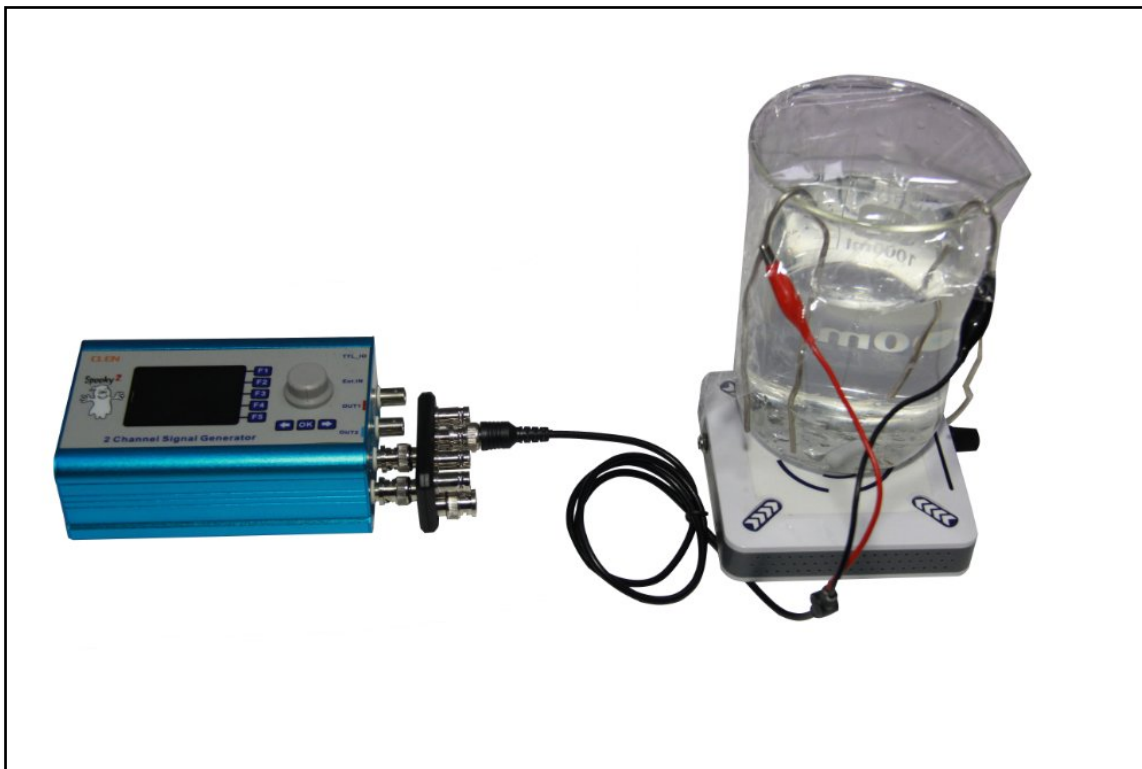
3. Connect one output channel of the Spooky²-XM generator to each rod.

You can do this either by using a Spooky Boost signal processor, or the red clips of two individual BNC-to-alligator clips cables.

The Spooky² Silver Kit (left) comes with Spooky Boost and two 99.99% pure silver rods, and you can find it here.
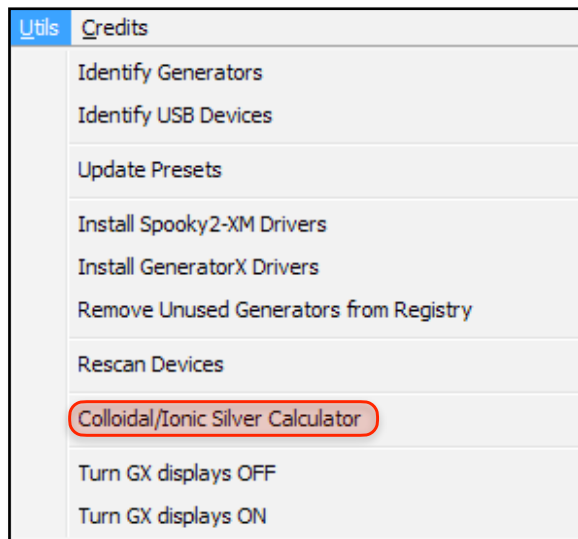
4. Launch Spooky² and use the calculator (below) to estimate the *Dwell* you need to enter for the *Colloidal Silver Generation–JW* preset. You may have to go to step 5 and briefly run the generator to measure the *Current (mA)* with a multimeter so you can enter it in the calculator.

The six fields in the *By Calculation* pane are interactive. Changing a value in one will alter the values in the others. Enter your numbers in the top three to find the *Dwell Multiplier* you need to enter in the *Options* pane.

The total time needed to make your CS will be shown. In the *By Measurement* pane, enter the *Initial TDS* of your distilled water before you start, then the *Final TDS* of the end product (or during production). The estimated *PPM* will be shown beneath. Or enter a *PPM* value to get the target TDS value.

File   Database   Global   Utils   Help

| Presets | Programs | **Settings** | Control | System | Internet | Errors |

Signal Settings

	Out 1	Out 2	
Duty Cycle	50	50	%
Amplitude	20	20	V
Offset	10	-10	%
Phase	0	0	o

☐ ⌐ 🔒
☐ Modulate Out 1

Output Control

Out 1 = 0 X 0) + 0 Hz
Swap Waveform Every 300 Seconds
◉ Out 2 = (Out 1 X 1) + 0 - ☐ Hz
○ Out 1 fixed at 0 Hz. Out 2 = Abs (Out1 - F1) Hz
○ Out 2 Follows Program Frequency
○ Out 2 Runs Every Second Frequency ☐ Swap Out 1 And Out 2

Restore Defaults

Audio Options
☐ Notify When Zero Hz
☐ Notify When Program Advances

Gating
◉ 4 Hz Gate ☐ Out 1
○ 125 mS On 125 mS Off ☐ Out 2

Waveform Setup

| | | | Spike | Spectrum |

1	2	Waveform	WCM	Length	Ratio	%
○	○		1	0	2	0
○	○		1	0	2	0
○	○		1	0	2	
○	○		1	0	2	
○	○		1	0	1	
○	○		8	0	2	
○	○		8	0	2	
○	○		16	0	2	
○	○		16	0	2	
◉		Colloidal_Silver ☐	1	0	2	0
	○	Sine	1	0	2	0

○ Follow Out 1 ◉ ~
○ Spike ○ + ☑
◉ Inverse ○ -

☑ + Spike
☑ - Spike
☐ - Edge

Count 0

Wobble

		%	Steps
Amplitude Wobble	Disabled ▾	0	16
Frequency Wobble	Disabled ▾	0	16
Harmonic Wobble	None ▾		

Schedule

Run From Midnight ▾ to Midnight ▾
Start In 0 Days 0 Hours 0 Minutes
After 0 Hours ○ Stop ◉ Advance To Next Preset

Contact Mode Options
☐ Ramp Up 4 V / Sec
☐ Ramp Down 4 V / Sec
☐ Reduce Amplitude < 10 kHz

Startup Options
◉ Manual Start
○ Auto Start
○ Auto Resume

F2 = F1 X 1 Hz 0 o

☐ Add F1 to F2 ▾

Write Waveforms

Graph Display
◉ MN
○ BN

Frequency Limits (Hz)

	Out 1	Out 2
>	0	0
<	0	0
	Octave ▾	Octave ▾

* = Experimental

5. Load the *Colloidal Silver Generation–JW* preset. Enter the estimated dwell into the *Dwell Multiplier* field and start the generator. The waveform has been designed to produce very small silver particles of varying size. Do <u>not</u> rush the manufacturing process. <u>Slower is better</u>. Good luck!

Important Notes

- The quality of CS will increase if it is made slowly. It can take more than a day to make a truly great batch.
- Use cold water. Hot water will speed up the process but the particle size will increase.
- Stir the water every hour to ensure the silver particles are evenly distributed.
- When your batch is done, it will be cloudy with sloughed-off silver oxide. <u>Allow to stand for an hour before decanting so that this can fall as sediment to the bottom of the container</u>.
- When the CS solution is ready for use it may be a light yellow/golden color. This indicates a very small particle size. You can shine a laser light in the solution and see a visible red line, indicating microscopic silver particles in suspension.
- Store the CS solution in a dark glass container. Plastics and ultra violet light from the sun may cause the silver ions to lose their positive charge and clump together, losing their ability to heal.

What makes the Spooky CS protocol special?

Three unique features help Spooky[2] produce remarkably high-quality colloidal silver.
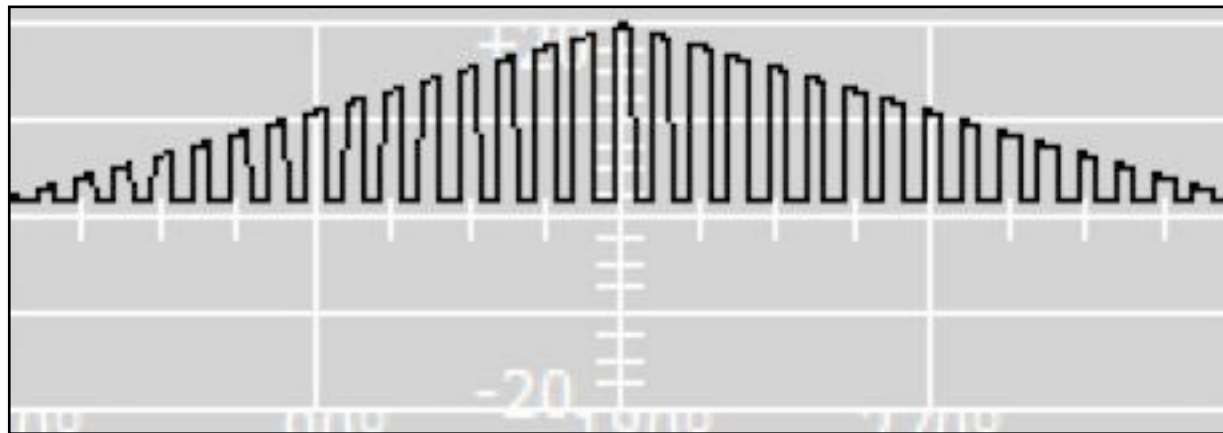
1. The triangular shaped waveform uses pulses of varying amplitude DC. The amplitude sets the silver particle size drawn off the silver rod. Differing sizes of particles will be drawn off, each nanometers in size.

2. The waveform has a 10% DC offset that speeds up the manufacturing time.

3. The silver rods do not require cleaning. *Swap Waveform* inversions will turn the silver hydroxide buildup on the anode (+) into plated silver that sediments to the bottom of the container. This prevents contamination of your silver solution.

JW On Making Superior CS

"It's hard to find the strength of CS. People often use a TDS meter. However, colloidal silver is silver <u>particles</u> that are *suspended* in solution — only silver <u>ions</u> are *dissolved*. So TDS meters will only measure the ionic silver strength, not the colloidal strength.

"TDS meters measure the conductivity of water, and convert ohms to ppm.

"The CS that Spooky[2] makes has an exceptionally high ratio of CS to ionic silver. The calculator takes the initial TDS reading (only the distilled water — this should be 1 or less) and compares it with the later/final TDS reading.

"From the difference in readings, Spooky[2] ascertains the true amount of silver (in ppm, or parts per million) that is in solution.

"A more accurate way of determining the ppm is to use a multimeter set to milliamps.

"Before you begin, set it all up and start a program using any dwell multiplier. Measure the current that passes through one of the rods by putting the multimeter in series.

"This means removing a clip connected to one of the silver rods and attaching it to one of the multimeter leads. When the other multimeter lead touches the rod you removed the clip from, a current will be shown. Entering this current value into the calculator along with the volume of the water will give a good estimate of the time necessary to make CS.
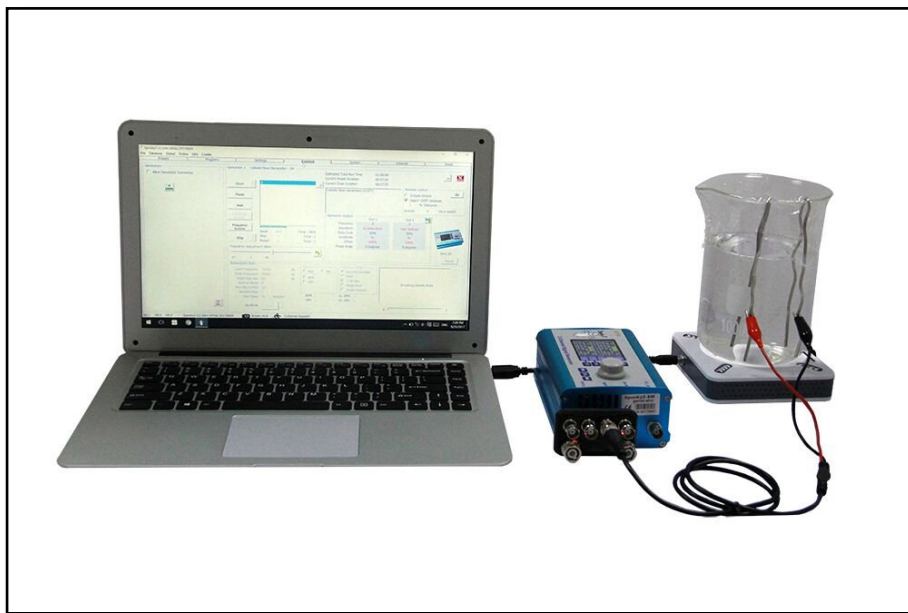
"The current that passes through the solution increases over time as more silver sloughs off the rods. The purpose of the 10k resistor is to keep the current more constant and low.

"I'm making CS as I type this. The program has run for 191519 seconds, and the current has increased from 0.21 mA to 0.3 mA. It will take 360000 seconds in total to make four liters of amazing CS. This is just over four days. I don't mind waiting. The job is slotted into my rig, and one generator dedicated solely to CS production is really a no-brainer.

"On the previous page is a photo I took last night showing the quality of my current batch. Remember, this is only halfway through production. The laser beam gets even brighter later. Ionic silver has no beam since it has no silver solids in suspension to reflect the light — because silver ions *dissolve*.

"As regards using it, I don't swallow my silver. I swish some in my mouth for two minutes, then spit it out. You can gargle it, too. The silver particles are small enough to enter cells directly.

"I haven't cleaned my silver rods at all and they don't need cleaning.

"And you don't have to wake up every hour to stir the solution! Just get a magnetic stirrer. I forgot to mention that I use one of these set to approximately 4 RPM.

"Above is a photo of the setup in its entirety."

Clark Zapper

Before Spooky[2], only the well-upholstered could afford to play with Rife therapy. If you weren't well off, your only alternative was the zapper.

Invented by the wonderful and humane Dr. Hulda Clark, the schematics and instructions to build this at home using widely available inexpensive electronic components were given away freely.

So Spooky[2] stands in exalted company.

Since those days, a whole new industry has sprung up around zappers. There are some very good ones, and there are some not-so-good ones. And virtually all of them cost more than a Spooky[2] rig.

At its most basic, the original Clark zapper used one frequency — 30,000 Hz. And it killed everything you pointed it at. So how can one single frequency possibly do this?

The answer lies in the settings Dr. Clark chose. Because her device had to be battery-powered, she was limited to an amplitude of 9 volts. She chose a square wave because she wanted as many odd harmonics (both higher and lower) as possible.

Her real genius lay in specifying a 100% positive Offset because pushing a square wave like this makes it produces a huge spread of harmonic frequencies, from 0Hz up into the MHz range, all of them spaced 60,000 Hz apart.

Later, another zapper frequency was developed — 2,500 Hz. When used with the same settings, this produces a spread of harmonics that are 5,000 Hz apart. Many zapper users believe that this lower frequency is more effective for problems in hollow organs and body cavities.

Both versions are now in the Spooky[2] database. We've also added a dual version that uses the two Outs to transmit both frequencies at the same time.

But why stop there? A second version of this for remote use incorporates Spectrum, too, making life Frequency Hell for pathogens and parasites.

Zapping is still most effectively done in Contact Mode, although Dr. Pankaj Mishra has kindly provided very useful Remote Mode programs in the *Programs* tab.

Contact Mode zapper programs should only be run for 7 minutes at a time, with a 21 minute break before zapping again. This break time is necessary to give your body a chance to get organized to deal with clean-up. You can also help out by running a detox Program. Zapping longer than 7 minutes in Contact Mode without the rest can result in burning yourself.

If you haven't tried zapping, you should because it's very effective. And it's still the best way to kill a tapeworm safely.

Pests & Molds

A former Spooky Team member's informal environmental experiments with Spooky[2] and the Spectrum sweeps yielded some pretty astonishing results.

It all started at the end of summer 2013 with a black mold on his natural wood and tiled floors. His former home was warm and dry, so finding this was a shock.

The mold was sticky and couldn't be either swept or vacuumed — both bad ideas anyway. So the only way to deal with it was to get down on hands and knees to physically dislodge it, then very carefully clear one tiny area at a time.

Because he is spinally disabled, this was out of the question, so he had to find another solution.

He took a sample of the mold and put it in tape, then inserted it into his home-made DNA Holder attached to an older UDB1108S generator he was using at that time. He then ran the CAFL Fungus and Mold set in an endless loop.

It took a month to six weeks, but eventually that black mold turned grey, which he took to mean that it was dead.

A couple of weeks later, a correspondent whose home was infested with springtails wrote to him at his Delusional Insects [website]. She didn't have Spooky, but she did have a commercial Rife machine. So he told her how to set it up for remote, use a dead insect as the remote transmission DNA sample, then transmit a frequency set that had been reported by another correspondent to drive collembola out of the body.

It worked — her home was cleared of collembola.

Shortly after the release of the Spooky Spectrum Sweep, he noticed one morning that he had large black ants in an unused bedroom — about 50-60 of them, all coming up from under the floor.

So he decided that he'd try the same trick. He killed one, put it in a paper tape wrap, then ran the Spooky Spectrum Sweep non-stop.

The numbers dropped dramatically almost immediately, and within a week they were all gone.

He also noticed that my fresh organic produce was developing molds very quickly. So he did the same with two different types — one blue, one white.

No more molds grew on my fruit and veggies!

Another escapade was with hordes of red ants in his kitchen. A dual-Remote Spooky[2]-XM ran the Converge Sweep on two corpses, and they were all gone in three days.

After that, he had yet another ant infestation by a different species. Again, he dealt with it using Spooky[2], and they all disappeared from his kitchen — within five minutes this time. Since then, he's had another three ant infestations in his kitchen. Spooky[2] dispatched all his unwelcome visitors

within an hour each time.

They were invading from his garden, where he said they were very welcome to live unmolested. But he didn't wish to share my home with them.

He also eradicated an infestation of pesky drain flies in his bathroom. He ran the sweep for 30 days, and unwelcome visitor numbers reduced from 30-50 flies a day to zero.

There was most likely more than one gene pool involved in this particular infestation because of the length of time taken in comparison to the other insects.

Nevertheless, no more drain flies!

How does it work?

Well, just like us, insects have bacterial and fungal symbionts in their gut to help them digest food. The sweep kills these very quickly, and suddenly the pests are starving to death in the midst of plenty.

There have also been reports of Spooky[2] being used successfully to eradicate fleas. The Spooky Spectrum Sweep wasn't used in this case, but the CAFL set for Fleas.

He found this interesting because it means that insects for which a frequency set exists can be killed in the environment. Since there are frequencies for Bird mites in the database, this is good news for those infested both

personally and environmentally with these dreadful pests.

It means that adults in the home will die at the same time as emergent young in the skin.

And because there are also frequencies for dust mites (Dermatophagoides), it's also good news for asthma and allergy sufferers because it's a non-toxic way to quickly eradicate dust mites in the home — simply by putting a few samples of sweepings in the Remote.

Unfortunately, Spooky[2] is probably not going to be able to solve gardening problems. Outdoor infestations are far more likely to be composed of insects from many different gene pools, so only those genetically related to the transmission insect will be affected.

If you have insect or mold infestation problems, please give this a try and let us know how you get on.

Two of our users did just that, and they've allowed us to share their successes. The first involves beetles which were infesting a piece of artwork in a user's friend's home, and the second involves a dangerous black mold in the basement of a user's home which was making the family seriously ill.

This is the sculpture. If you look closely at the bent leg on the left, you can see the holes left by the beetles. On the black plinth, you see some dead ones. When the clearance started, the sweep settings weren't quite correct, so progress was slow. However,

when they were amended, many more were driven out to die:

In the lady's own words: *"About every six months for the past 10 years, 20-30 beetles would come out of the sculpture. They would crawl around the enclosure for a few days and die. Until the Spooky Spectrum Sweep, I never had more than a few at a time. When several dead ones were placed in the Spooky Remote and the sweep was run, beetles exited pretty much every day."*

This job took three months. A very large infestation like this means that vast numbers of eggs have been laid. The sweep can only kill feeding adults, not eggs, so these continued to hatch. For the last week of May, however, only a few beetles have appeared.
And this lady now also reports another success driving out ants that were invading her home.

She writes: *"This whole wall (8' x 40') was almost all black mold. This is what is left. It's about an 8-inch circle. You can see the raised areas that used to be mold...*

"We had a serious issue when we found that a water line running to our barn was leaking behind the walls of our finished

basement. When we tore down the drywall, it was horrifying. The day all the drywall was off, our Spooky[2] generators showed up and we started the remote killing with samples...

"Our two mold samples...one is black mold, which after checking this morning, is now gray. The other was some green mold from the same area…

"Last night I went to my basement to look at the mold situation. I found that about 99% of it has turned to a white powder. The green and the black mold are almost gone now! I'm so happy!

"When I came back up after the inspection and started to tell my husband, I just started crying...we have been very sick and tired. This nightmare is nearly over. I felt so sick for the past few years, and a few times I thought I was near death. I'm sooooooo happy! Thank you Spooky[2]!"

Note that the black patch in the photo which took longer to be killed than the rest is now also gone.

These two stories are just some of the many we've received from happy Spooky[2] users — they're also the only two we're aware of where photos of the results were taken and subsequently shared with us.

And since seeing is believing, we're also sharing them with you.

The presets developed for pests and mold are all contained in the *Environmental* folder.

NanoGuide B: The Universe

If you want to get the most out of Spooky[2], it's essential that you understand one very basic thing — energy. And in order to do that, you have to be prepared to completely discard your present beliefs about reality and the nature of the universe.

Because things are not what they seem to be.

Right now, you probably believe that the world you live in is solid. And it certainly seems that way — if you bump into a coffee table, you'll hurt your shin and hop around the room in pain. The coffee table is matter, and so are you.

But what is matter?

Matter is made up of molecules. And molecules are made up of elemental atoms. The nature of those elemental atoms, and the way they're joined together, determines the type of matter you're dealing with.
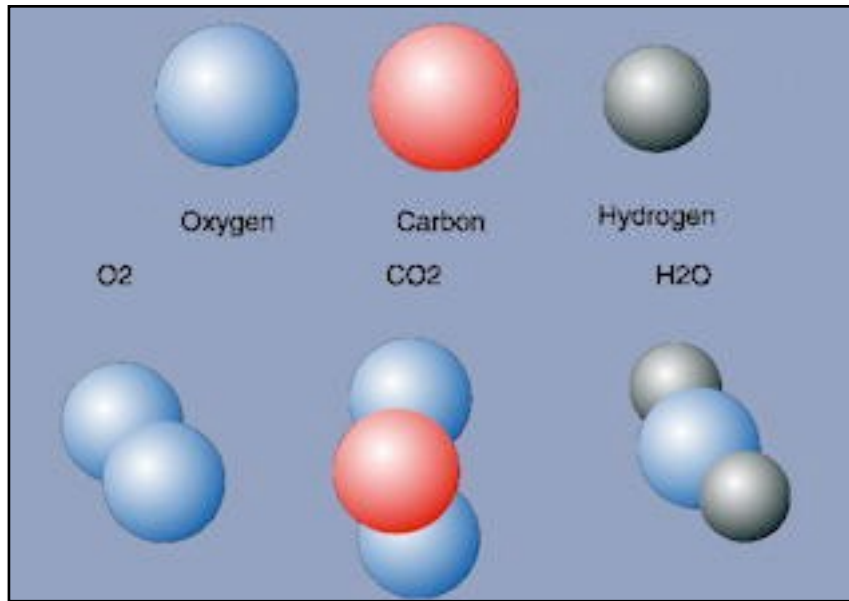
Here's an illustration of the difference between atoms and molecules.

The top row of spheres are single atoms of oxygen, carbon, and hydrogen. Single atoms are called elements.

Below them are simple molecules that are made up from those atoms: O2 is the type of oxygen we need to breathe, and it's made from two single oxygen atoms.

Next is carbon dioxide, which we exhale. That's made from two atoms of oxygen that have bonded with one atom of carbon.

The final molecule is water, made from two atoms of hydrogen and one atom of oxygen.

These are all very simple molecules. Two are gases, and the third is a liquid. Now we'll look at a more complex molecule.
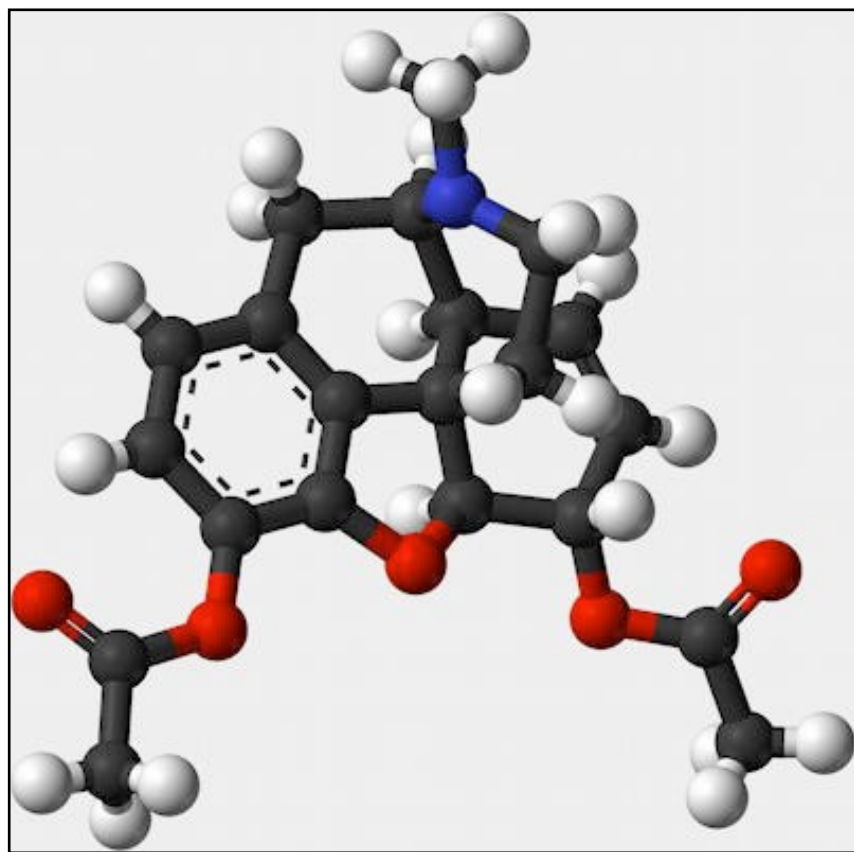
This is a molecule of heroin. It's made from atoms of carbon, hydrogen, nitrogen, and oxygen.

The solid links between the atoms in the illustration don't actually exist — they're simply used in models of molecules to show how each atom is bound to its neighbors.

This method of modeling is called stick-and-ball.

As molecules go, heroin is fairly straightforward. But there are a great many others that are far more complex than this.

When you look at this molecule, you can see that it actually consists of one other thing besides its constituent atoms.

Empty space.

In fact, it's more empty space than it is atoms.

Yet heroin isn't a gas, and it isn't a liquid — it's a solid. A solid that's mostly made up of empty space.

OK, but it's still got a whole bunch of atoms in there, and they must be what give heroin its apparent solidity. So let's examine a single atom and see what it's made from.
We'll pick carbon, since diamonds are made from this, and they're one of the hardest and most solid things on Earth.

6 protons
+ 6 neutrons

⊖ electron

⊕ proton

⬤ neutron
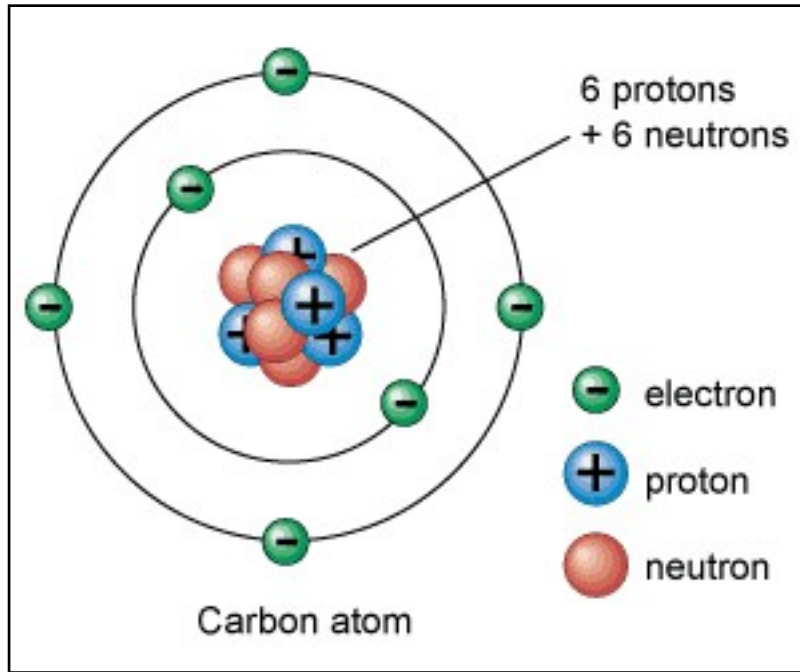
Carbon atom

The nucleus in the center is composed of neutrons and protons that are tightly packed together. The rest of our carbon atom is six electrons, all orbiting the nucleus very rapidly.

Every type of elemental atom has a different number of protons, neutrons, and orbiting electrons.

You'll notice that protons all have a positive electrical charge, and electrons all have a negative charge. Neutrons, as their name suggests, carry no electrical charge, and are neutral.

But, just like a molecule, an atom is once again mostly empty space.

And when you start to probe even deeper into the structure of neutrons, protons, and electrons, you find that they're composed of even smaller sub-atomic particles. Interesting, but not terribly exciting so far.

Now let us show you something that may shock you.

Let's gather together every single molecule that exists in the observable universe. We'll split all those molecules into their constituent atoms, removing all the empty space.

Now we'll make a necklace of all those single atoms end to end. How long do you think that necklace would be?
It would be the same length as the Earth's orbit around the Sun — 600 million miles.

If you think that's amazing, let's go further now and remove the empty space in all those atoms, so we're only left with real solid material. And then we'll roll all these solid leftovers up into a ball.

How big do you think that ball would be?

Get ready for this: all the atoms in the observable universe, with all their empty space removed and compressed into a single ball, would be the size of one single PEA.

Solid matter is an illusion.

Matter is energy. And energy is movement from one state to another and back again. This movement of energy is called vibration, or oscillation. And it's the mind-boggling speed at which this oscillation occurs that gives energy its appearance of solidity.

Think of a propellor on an airplane. When it's stopped, it's two or three distinct single blades. When it's moving, it looks like a semi-solid disc. If you could build an engine that was capable of turning the propellor faster than the speed of light, the semi-solid disc of the propellor would become solid, and you could reach out and touch it without harm.

At this speed, linear time breaks down, and the individual blades are now in all their possible positions at the exact same instant. In other words, what were originally positions in time have now become positions in space.
So now we've identified three interrelated aspects of energy that relate to its manifestation as matter, and they're not just the building blocks of the universe we're all part of, they're also the foundation stones of Rife therapy.

They are speed, space, and time, and we'll look at them in the next section.

And we'll see how the combinations of these three variables explain the infinite multiplicity we experience all around us.

Speed, Space & Time

Speed is a function of space and time. When you take a leisurely stroll, you're moving through five miles of space in one hour of time — 5mph. When light takes a stroll, it moves through almost 671 million miles of space in one hour of time — 670,616,629mph.

When something vibrates, or oscillates, it's energy moving through space and time. The difference is that the distance through space is almost infinitesimally small, and the time taken for the journey varies with whatever's doing the vibrating. Another difference is that vibration is always a journey from A to Z and back again — it's never in one single direction.

To simplify things, let's call this journey from A to Z and back again a "state change." Where energy is concerned, this state change is from positive to negative and back again, and as energy undergoes it, its amplitude, or power, changes. The speed at which this state change happens isn't measured in miles per hour — instead, we measure it by finding out **how often it happens in a given time**. This is called "frequency."

Everything in the universe, from an elemental atom to a star, has its own unique frequency. And the reason for this is the different number of protons, neutrons, and electrons that make up each elemental atom. But there's more. When you take elemental atoms and make a molecule from them, that molecule now assumes its own unique frequency.

This happens every time you move one level up the scale of complexity. So the frequency of an elemental atom of oxygen is different from the frequency of the oxygen you can breathe (two atoms making up a molecule), and both are also different from the frequency of water (two elemental atoms of hydrogen bonded with one elemental atom of oxygen).

So frequency is a measurement of how fast energy moves through one single state change in a given time. This used to be called Cycles Per Second (CPS), but it's now called Hertz (Hz).

But there's another very important attribute of energy we haven't looked at yet. Amplitude is a measure of how strong or powerful the energy is, and it changes throughout every state change. The change can be orderly or chaotic. Chaotic energy change is called "noise." Here, we need only deal with orderly change, and we'll do so in the next section.

Rife & Physics

Depending on what it's being used for, Rife therapy works in a number of different ways.

Perhaps the most common use for frequencies is to kill pathogens, and the best description of how that process works that we've ever heard comes from John:

"Imagine a cowboy with a whip. He brings the whip back, then forward. When the sinusoidal energy wave traveling down the leather reaches the end, it must change direction very quickly. When it does, there is a loud 'crack' as the speed of the tip exceeds the speed of sound.

"It is only when the direction changes that the energy is expended. This is a close analogy to why only the peaks and troughs of a waveform create the output frequencies. These are the points in the wave where the voltage and fields change direction.

"Technically, it can be explained as conservation of momentum. Momentum is a vector that has direction. Momentum will not turn corners, so some of it is expelled as energy."

This principle explains how "whiplash" injuries sustained in car crashes can be so physically devastating.

So now, here's the unsuspecting pathogen, minding its own business, busy making your life miserable, and buzzing along at its own natural frequency.

Out of the blue, it now finds itself vibrating with much greater force because you've just transmitted its own natural frequency into your body by "cracking the Spooky[2] whip" repeatedly. Adding two identical frequencies to each other greatly increases the energy in the target system, just as two ocean waves become bigger and more powerful when they conjoin as one.

But your overlaying waveform now controls how those conjoined energies behave. If you've chosen a wave with abrupt direction changes in energy, the rapid and repeated "whip-cracks" will cause electrical state changes that can damage, disable, or devitalize the pathogen.

Some frequency sets are specifically designed to disable specific life-systems, cell-wall components, or functions, so that a pathogen can no longer reproduce, take in sustenance, or even move. So it will quickly die.

For detox, the repeated application of energies serves to "bump" pollutants out of cells and tissues to where they can enter the blood or lymph and be removed by the liver and kidneys. The frequencies work pretty much like a jackhammer, and the result is the dislodgment and mechanical movement of materials foreign to the body.

For healing, the process is completely different and works on the principle of frequency entrainment. Take two grandfather clocks and stand them against the same wall.

Now set their pendulums swinging out of sync with each other. Within a few days, both pendulums will have come back into perfect sync with each other, and will remain that way until they're disturbed again.

That's entrainment.

Another example is a little more mysterious and is seen only in girls' boarding schools and university dorms. At the start of the term, the girls' natural cycles are all out of sync with each other. Within a few months, they will all have synchronized to within a couple of days of each other.

That's also entrainment.

So if you take the frequencies of a healthy liver, or a robust immune system, and you transmit them into a body where these are not so wonderful, within a few days frequency entrainment will have taken place, and things will start looking much better.

Some experienced Rife researchers also maintain that since life itself is frequency, the simple act of transmitting beneficial frequencies into the body — *any* beneficial frequencies — will act to "wake up" the immune system, "remind" it of its function, and set it to work again properly.

The Golden Rule of Rifing

Any living thing that lives in or on you, that consumes your energy or resources, and that confers no benefit upon you in exchange, is a parasite. This includes insects, fungi, bacteria, and viruses.

It may surprise you to learn that, with the possible exception of viruses, all parasites themselves have parasites. Viruses and spirochetes can parasitize bacteria. Fungi can parasitize larger fungi. They can also host viruses, bacteria, and insects. And insects can harbor many different parasites internally and on the surface of their bodies.

When you kill large parasites ("large" by comparison with bacteria), you are leaving all their internal and external parasites alive. When the large parasite decomposes, all those living fungi, bacteria, and viruses are released into your bloodstream.

And now you're in big trouble. Since you've just killed their hosts of choice, *you* will have to take their place. You've just given your already-overburdened immune system a few million extra headaches to deal with.
So the rule when rifing is this:

Work from smallest to largest.

This can also be stated as:

Work from the inside to the outside, from the things contained to the container itself.

If you proceed like this you won't end up in awful trouble, because when you finally get to kill your biggest parasites, you will already have killed everything they might have been carrying.

NanoGuide C: Troubleshooting

If you don't have a PC you can rely on, then you don't have a Spooky[2] rig you can rely on either. Although it's not always possible, it's best to dedicate a computer to Spooky[2] if you can, and use another one for social and internet activities. That's what some users have chosen to do, and despite running very large rigs non-stop over almost three years, they've never had a problem.

If you're technologically challenged, it may be a good idea to take a few evening classes on PC basics at your local library or community center so that you know how to navigate through the Windows file system and perform elementary tasks. Or get hold of a copy of "Windows for Dummies"!

If your PC is not so well-behaved, it's possible that a number of things may happen when you launch the software:

Runtime Error 8002: Invalid Port Number:

This is a Windows error and normally indicates that the PC is confused about exactly what's connected to its USB ports. It's usually resolved by restarting the PC.

Remedies for Driver Problems:

Sometimes, an incorrectly configured PC or other software already installed can interfere with driver installation calls. You can fix this by installing drivers manually. Here's how:

1. Click the *Utils* menu on the menu bar and choose *Install Spooky[2]–XM Drivers* command if you have the Spooky[2]-XM generator, or for Spooky[2] GeneratorX choose *Install GeneratorX Drivers*.

2. The installer should launch and take you through the installation process. When it's done, quit everything and restart your PC and Spooky[2]. You should now see your red physical *Generator Button(s)*, plus the *VG Button*. If the driver installer doesn't launch, or if it <u>does</u> launch but nothing has changed and you don't see your *Generator Button(s)*, it's time to take a look under the hood:

(Note that the operating system shown here is Windows 7, but this information is broadly applicable to all versions.)
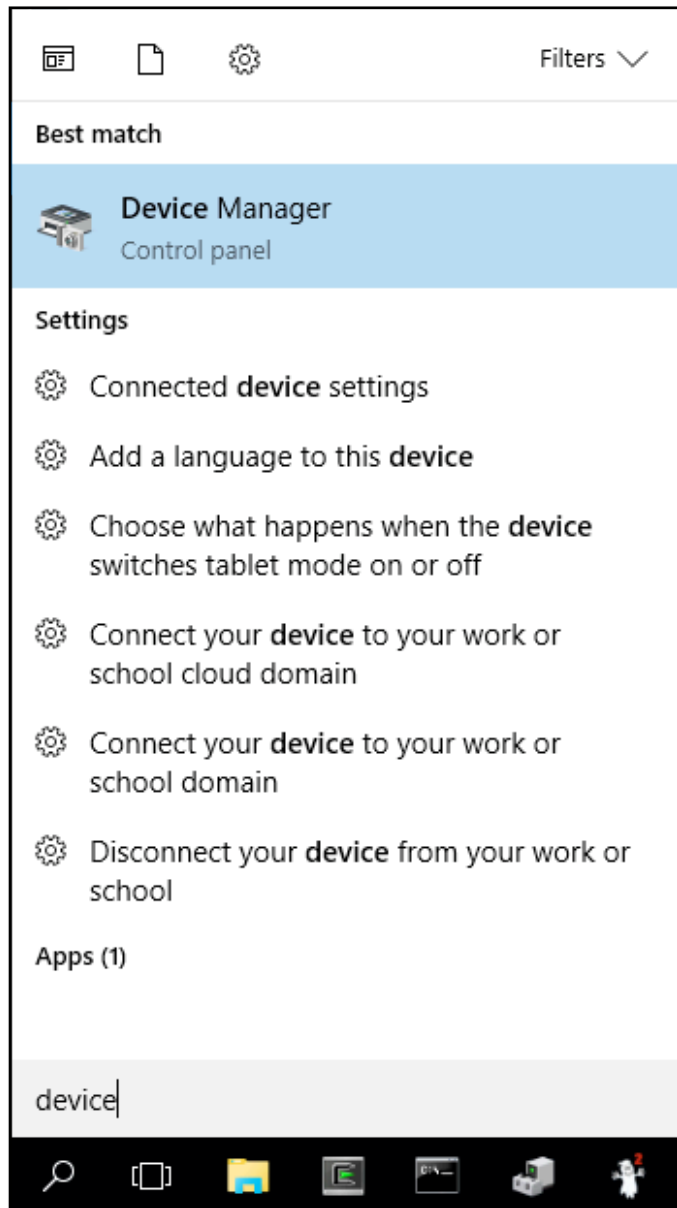
Click on the Windows Start Menu at the bottom left corner of your screen. Click into the Search Box and type:

<mark>device</mark>

You'll get a list of results. The one you need is Device Manager (highlighted in the screenshot on the left).

Click on it to open Device Manager.

The window shown in the next screenshot will open.

But first, an explanation: there are two kinds of accounts on Windows — Administrator and User. If you log in using an account with admin rights and permissions, you can pretty much do anything you like on the PC. However, it's not a good idea to go online using an Admin account because hackers can put this power to use if they get past your firewall. The answer is a User Account. This has less power to change anything, so it's safer for online use. However, it can cause problems with certain kinds of software installations.

Thankfully, there's a way round this without having to log out and back in as Administrator. First, quit Spooky[2]. Then click on the Windows Start Menu and choose Computer. The Start Menu will disappear and a new window will open.
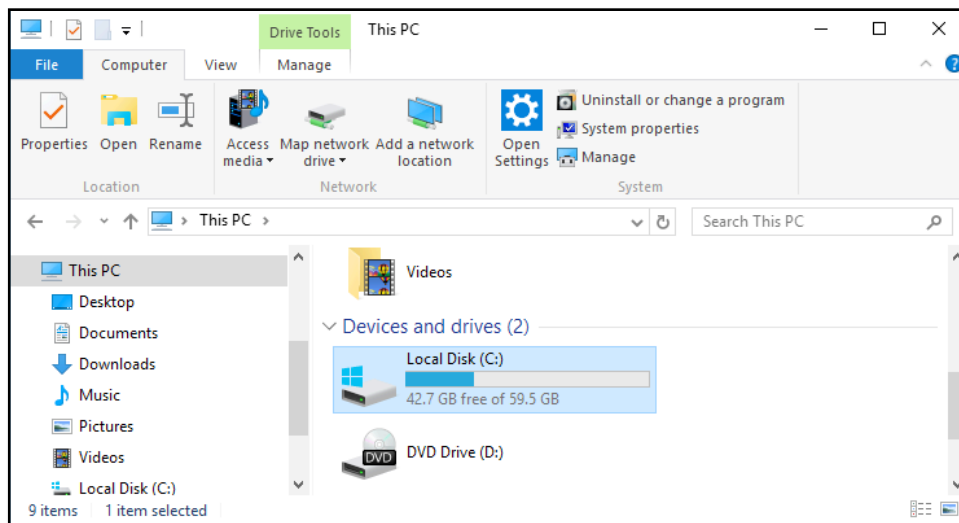
The highlighted icon shown here is your (C:) drive.
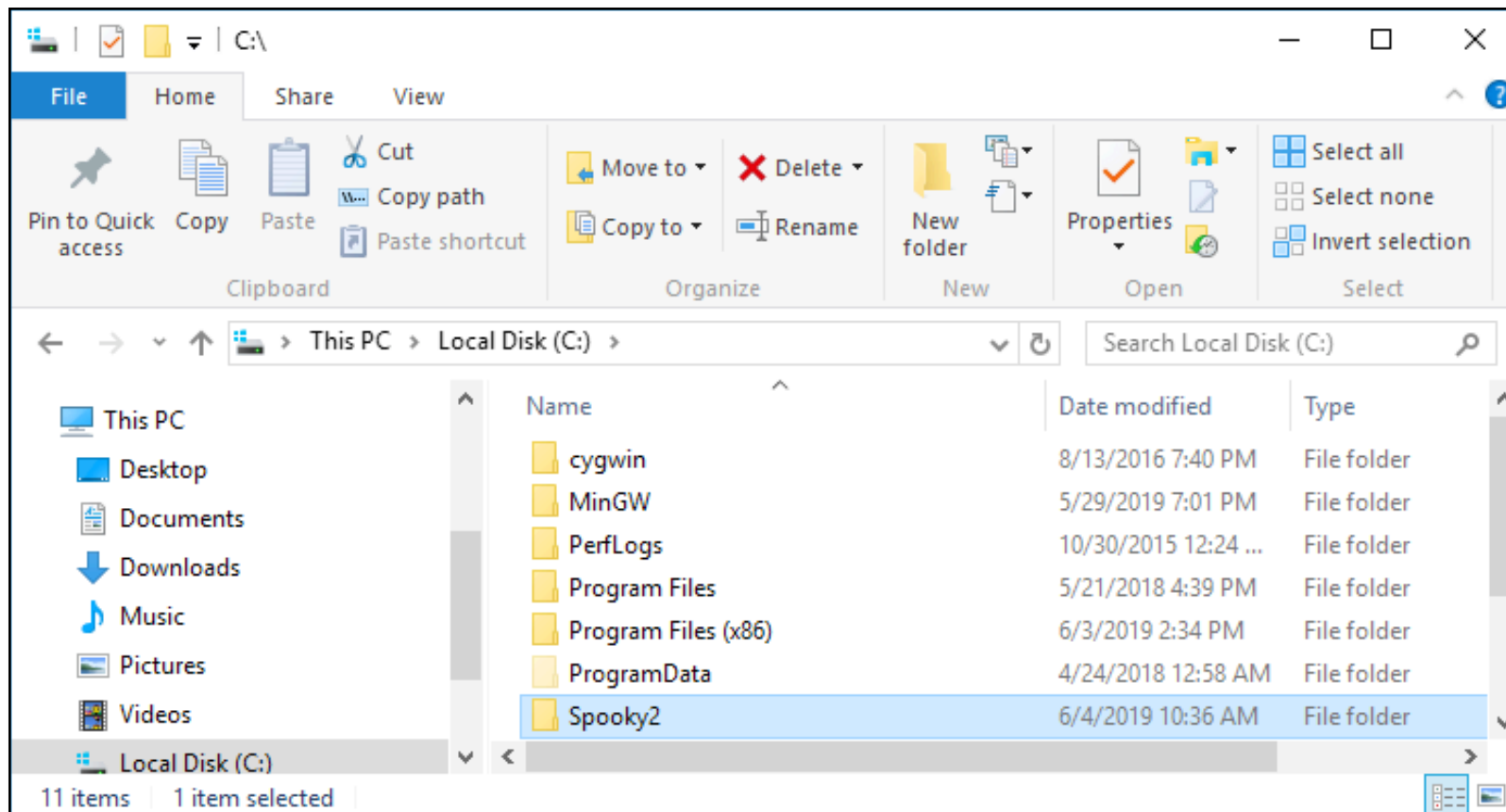
The window now displays a list of all the folders on your hard drive. The Spooky[2] folder is highlighted. Double click it.
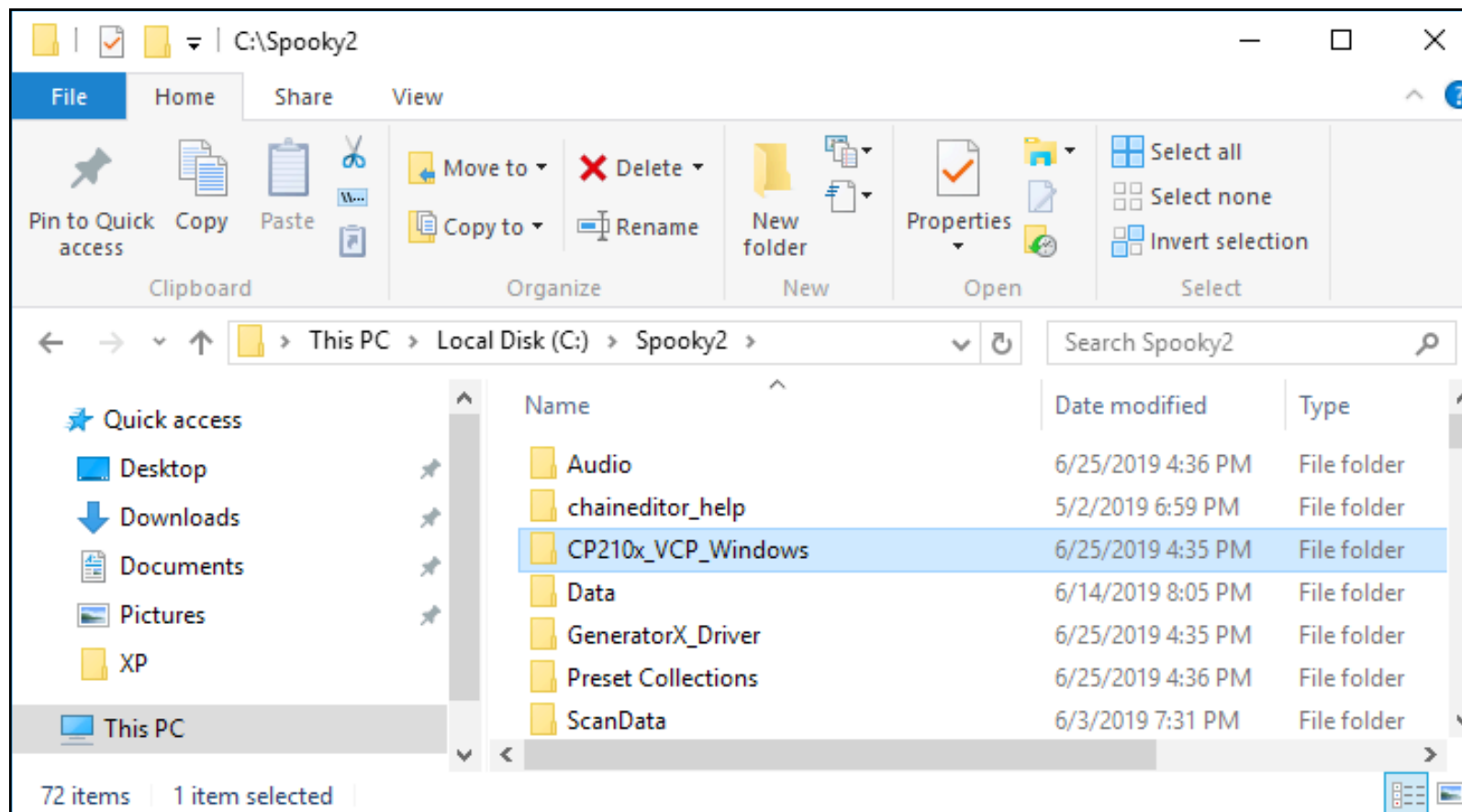
Now you can see everything that's contained in the Spooky[2] folder.

This folder is where you'll have to visit if you wish to manually install a new custom database, or edit your existing one in Notepad.

The top ten icons are folders, the rest are files (folders always *contain* files).

The third folder in the list on the left—

CP210x_VCP_Windows — contains XM driver installers.

Double click this folder to open it.
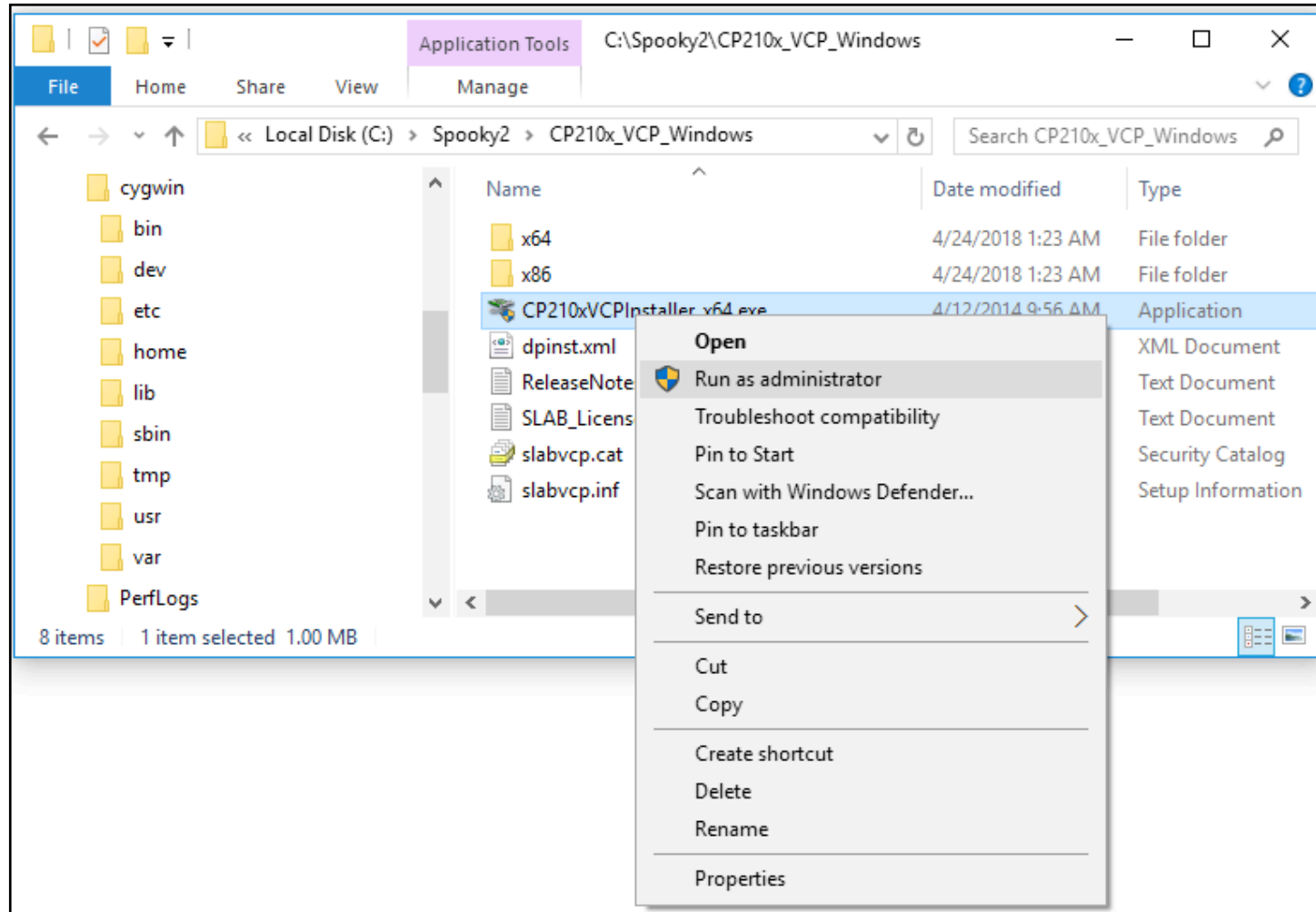
If your PC is a recent 64-bit model, choose the installer whose name ends with "x64."

If it's an older 32-bit machine, choose the "x86" installer.

In either case, right click on the file and choose "Run as administrator" from the context menu that pops up.

This will temporarily give you the permissions to install software into the deeper levels of the operating system.

When the installation finishes, it's best to restart your PC because some flavors of Windows require this to correctly register newly installed components.

If, after all this, Spooky[2] still can't find your generator, it's possible that your installation is damaged. In this case, it's best to uninstall, then run a fresh copy of the installer again. Here's how:

Programs and Features
Power Options
Event Viewer
System
Device Manager
Network Connections
Disk Management
Computer Management
Command Prompt
Command Prompt (Admin)
Task Manager
Control Panel
File Explorer
Search
Run
Shut down or sign out >
Desktop
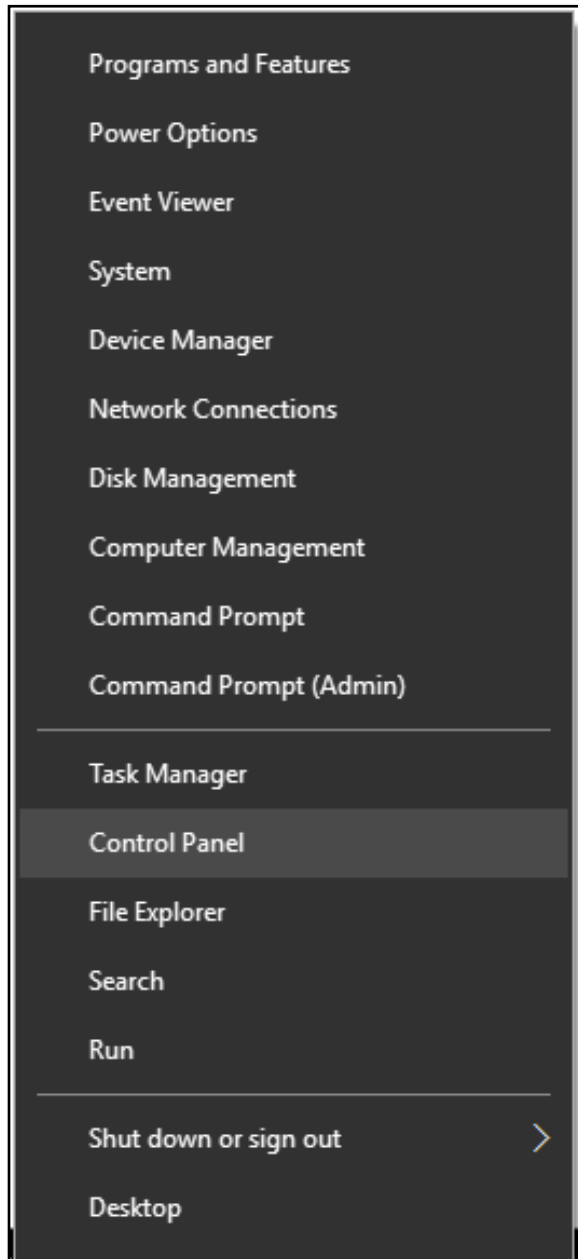
Right-click on the Windows Start Menu at the lower left of the screen and choose *Control Panel* as shown below.

The *Start Menu* will disappear and a new window will open.
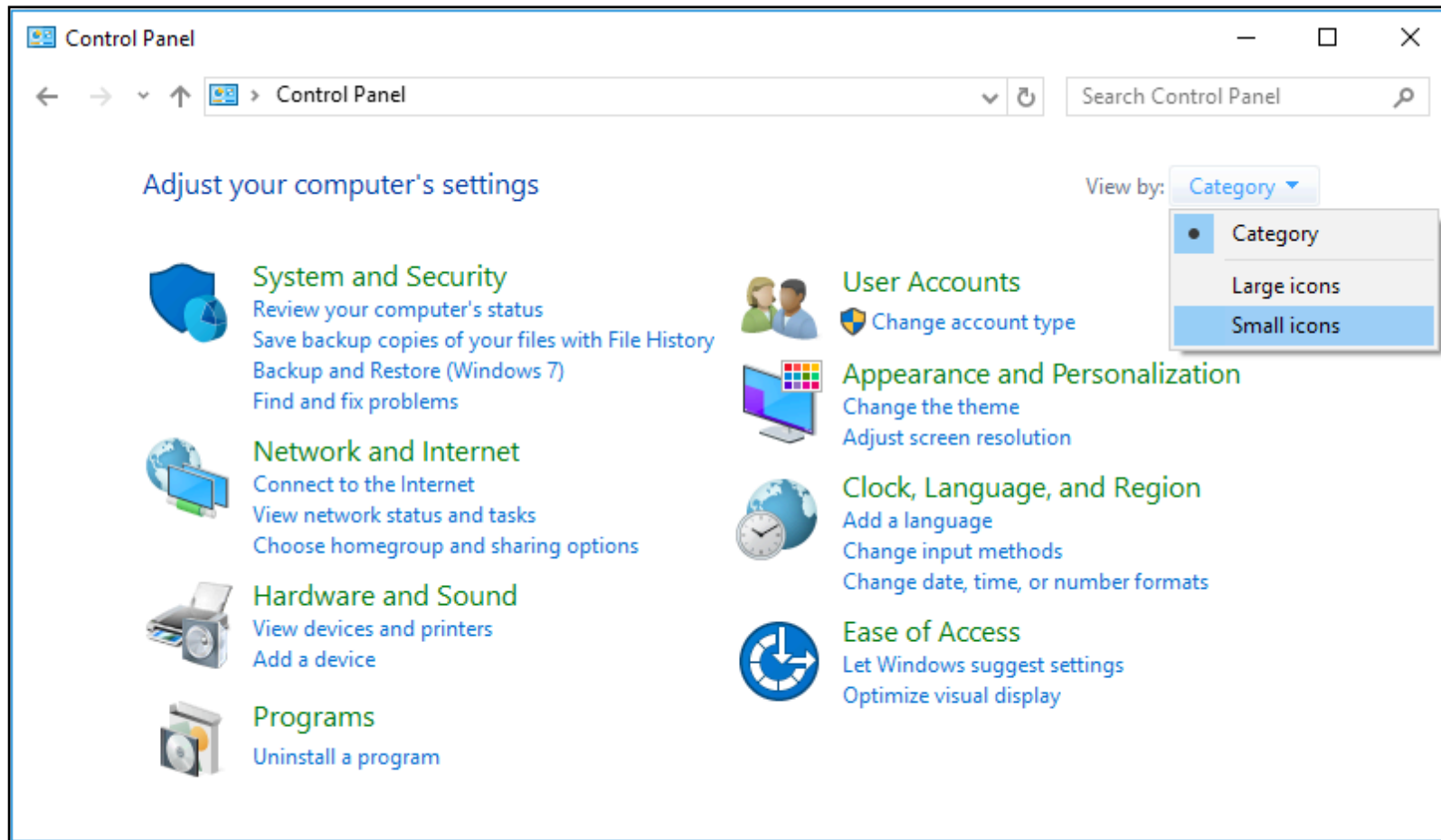
If you haven't been here before, this is probably what you'll see — not terribly informative or useful. So click on the View by menu at the top right and change it from Category to Small icons. And this is what you'll see instead:
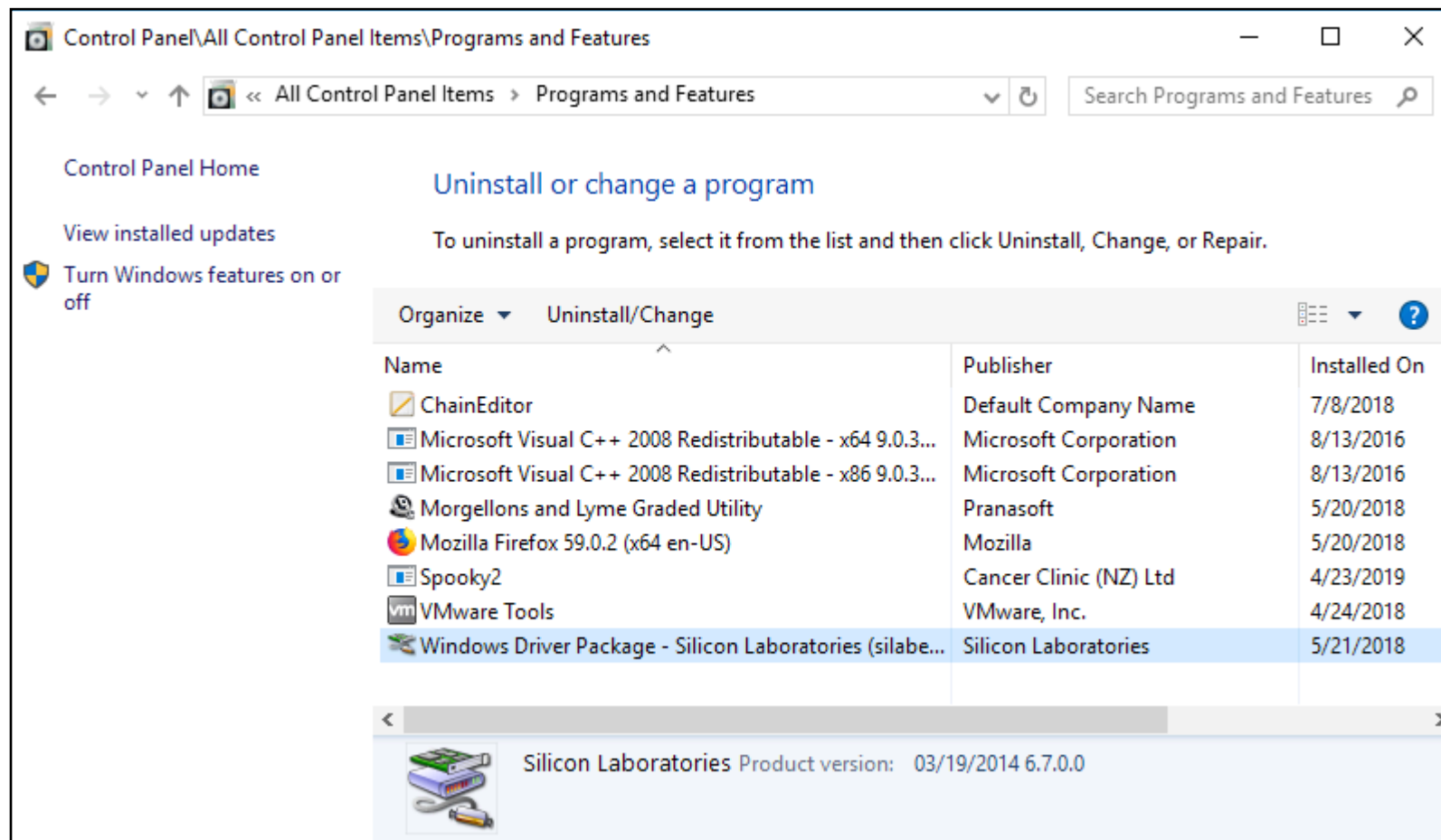
Here, we've highlighted the XM's Silicon Labs driver. You can also see the Spooky[2] entry further up the list. To uninstall, either double click the name, or select, then click Uninstall at the top of the list.

Uninstall the driver package, but don't bother trying to uninstall Spooky² — Windows isn't very effective at removing anything that doesn't have a registry entry. So it's quicker and easier to manually delete it. To do this, simply navigate to the Spooky² folder as you did before:

Windows Start Menu > **Computer** > **Hard Drive** (double click). Then drag the Spooky² folder to the Recycle Bin and empty it.

Now you can download a fresh copy of the installer and try again. To do this new installation, we advise disconnecting from the internet, logging into an Administrator account on your PC, and installing Spooky² for all users. Then restart the PC and log into your normal User Account so you can re-enable internet access if you wish.

Finally, click the *System* tab, then enter the number of generators you've connected into the *Generator Count* field near the top, and Spooky² will find your entire rig a lot quicker on subsequent launches.

Generators Missing:

If you have four generators connected, but only three red *Generator* buttons, it means that either the driver hasn't installed properly for the particular port your missing generator is connected to, or your COM port may have become a phantom port, or the generator's USB cable may be faulty.

To fix the first, quit Spooky², disconnect each generator's USB cable from the PC/hub, and restart the PC. One by one, reconnect the generators and watch the right side of the Taskbar for alerts that tell you whether the driver install for that port was successful. With luck, they should all be. If not, it's time to try swapping the USB cable for that missing generator so that Windows can identify it and install the correct driver. To address your COM port becoming a phantom port, try the Device Cleanup Tool described here.

Installing a Beta/EXE

The latest stable version of Spooky² can always be found on the Spooky² website's Downloads page. This is the one that most people will wish to use. But John White sometimes provides advance beta versions of the next proposed official release for download on his own site, often as software-only EXE files. "Beta" means that they're test versions, and so may contain bugs. And this is the main reason that they're made available — so that experienced users can download and test them, then report

any bugs found so they can be fixed for the next official release.

The length of time between official stable releases is generally two months, but three or four beta versions may be released for testing in the same period, and the final beta then becomes official and is uploaded to the Spooky[2] website.

At that time also, if an update contains no changes to Spooky[2]'s support files, an EXE file download may also be provided for users with existing installations.

Because of the nature of beta software, no technical support can be provided since it's essentially a work-in-progress. So unless you know your way around Spooky[2] and your PC, it may not always be a good idea for you to install a beta, especially if you're dealing with something serious. But if you wish to go ahead anyway, here's how to do it:

Download the beta (or EXE) to your Desktop. The file-name will always <u>lack</u> the word "_Setup" and end in ".exe." This means that it's an executable and doesn't need to be decompressed like a .zip file or double clicked like a full Setup installer. Click once on the file to select it, then press Ctrl C on your keyboard to copy it.

Navigate to the Spooky[2] folder — **Windows Start Menu** > **Computer** > **Hard Drive** (double click).

Click anywhere on the list of files, then press Ctrl V on your keyboard to paste the beta into the folder. You don't have to worry about the beta replacing your existing installation because its file name is different. However, you will need to make an easy way for yourself to launch the new beta.

To do this, you can either create a Shortcut, or you can "pin" the beta to the Taskbar or the Windows Start Menu. For a Shortcut, right click on the beta file and select Create shortcut from the Context Menu that pops up. Then drag the newly created Shortcut out of the Spooky[2] folder and onto your Desktop.

You can then close the Spooky[2] folder window because double clicking the Shortcut will now launch the new beta version. To pin the new version to the Taskbar or the Start Menu, you also right click on the beta file, but this time choose either Pin to Taskbar, or Pin to Start Menu. Clicking on the beta's icon in either of these two locations will then launch your new version. The following screenshot shows all the options:
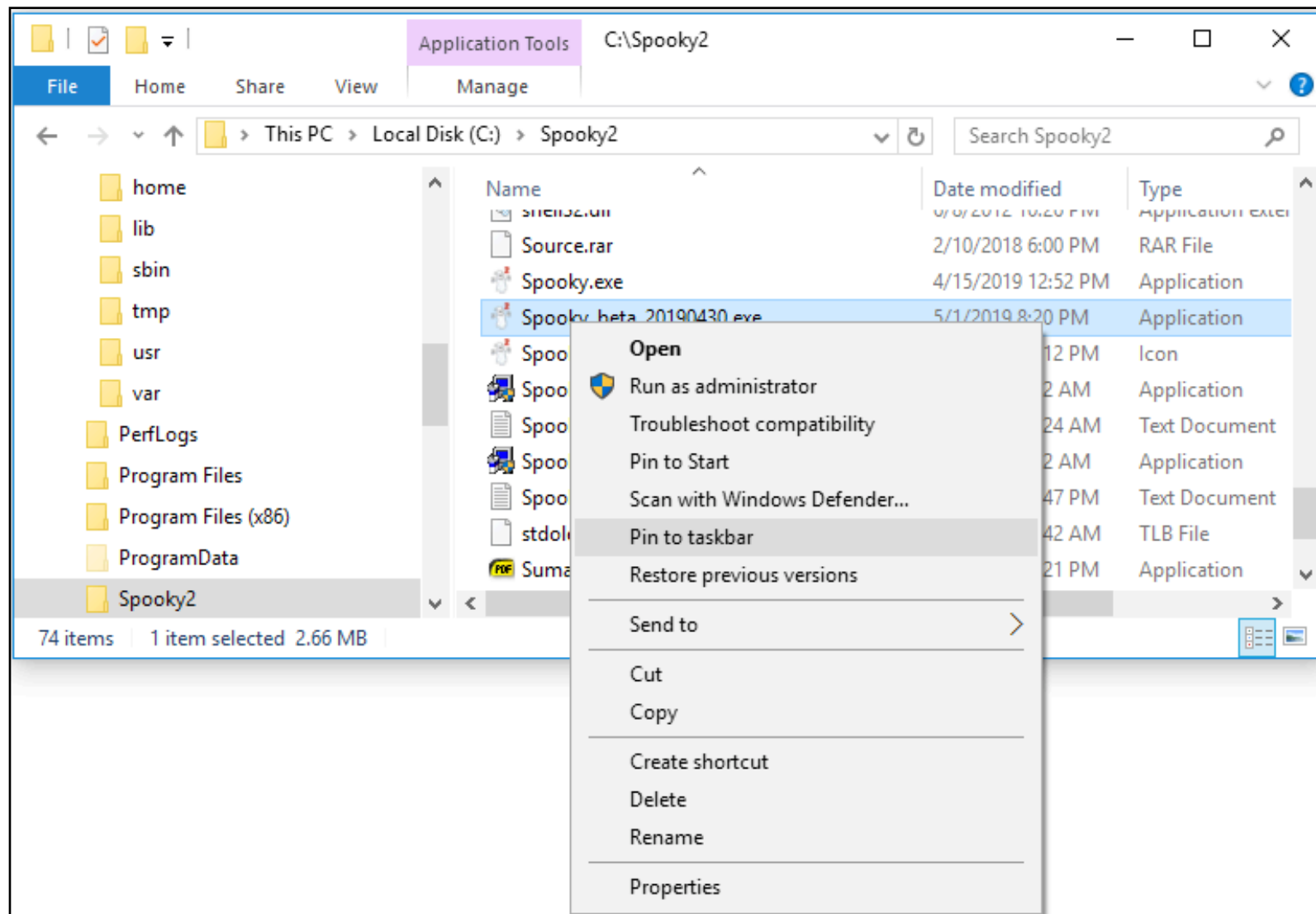
The Context Menu pops up when you right click on the new Spooky[2] beta file.

The Pin to Taskbar and Pin to Start Menu options appear close to the top of the menu.

The *Create shortcut* option appears closer to the bottom.

Installing a Database

There are two different file formats for databases used in Spooky² — ZIP and CSV. The ZIP format we use is encrypted, cannot be manually unzipped, and cannot be read by any software but Spooky². This is to help prevent third-party profiteering on planned future frequency development, and the main database now comes in this format.

Please note once again that this can <u>only</u> be unzipped and read by Spooky².

CSV files can also be read and loaded as custom databases, and these can be edited and used normally.

How to Install a Main Database (ZIP File)

▶ Either use a browser or the *Download Database* command in the *Database Menu* to download the database file, then quit Spooky².

▶ Go to your *Downloads* folder and double-click on the *Frequencies.s2d.zip* archive to open it. Click on *Frequencies.s2d*, then press Ctrl C on your keyboard to copy it. You may not see the extension *.s2d* if your *Folder Options* in the Window *File Explorer* has extensions hidden.

▶ Now navigate to the Spooky² folder — you know how to do this by now.

▶ You'll see the older *Frequencies.s2d* file in the folder, and you have two choices — you can either:

   ✓ Drag the older file into the Recycle Bin, then click back into the Spooky² window and press Ctrl V on the keyboard to paste the new file in.

   ✓ Leave the existing file where it is and just press Ctrl V. The existing *Frequencies.s2d* will be overwritten.

▶ Close the window and launch Spooky². The new database will be loaded into memory and be available for immediate use.

How to Install a Custom Database (CSV File)

Click the *Database* menu on Spooky²'s menu bar and choose *Select Custom Database #2*. A Windows file navigation dialog will open. Navigate to the folder that contains your custom CSV file.
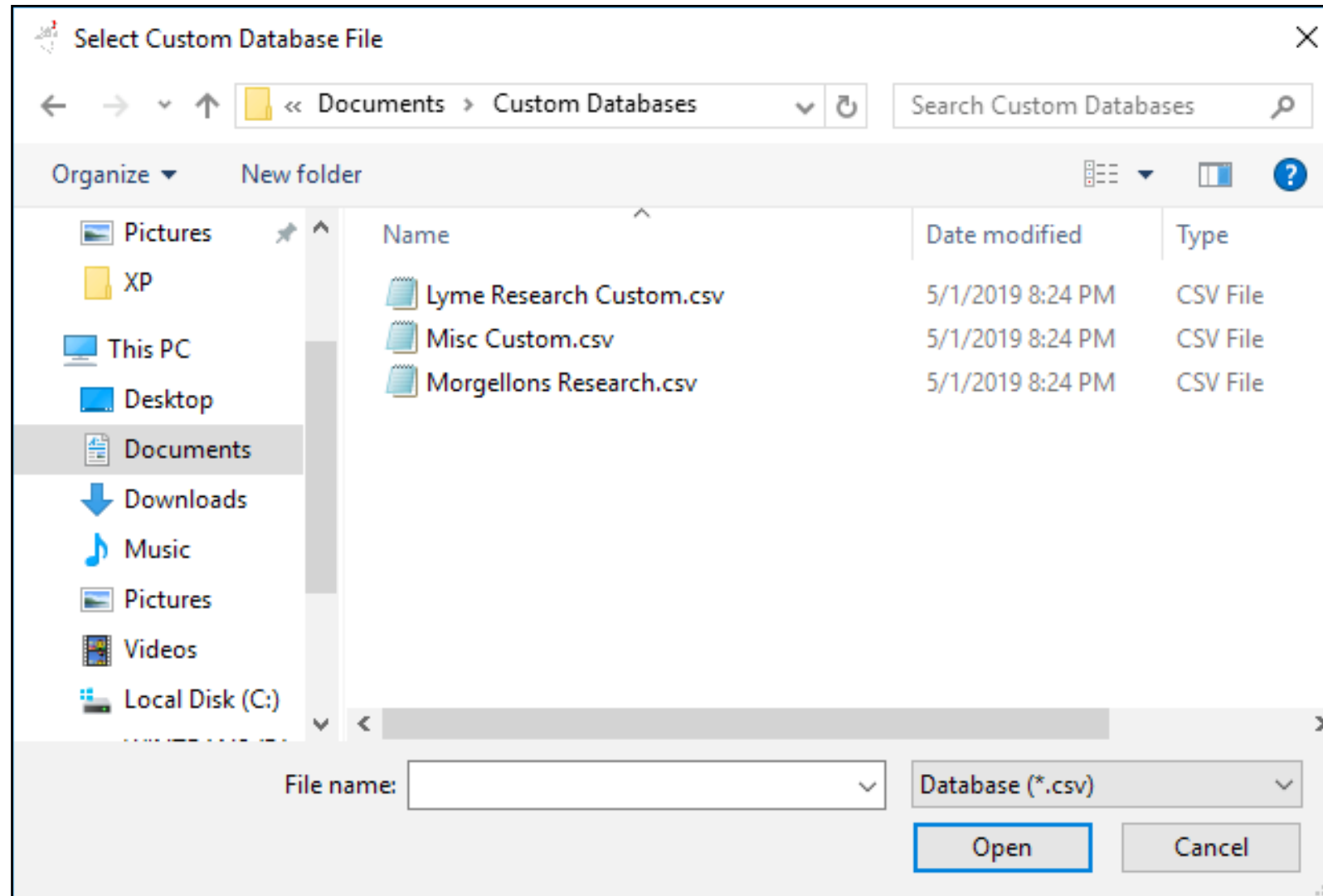
Here, we've navigated into the *Custom Databases* folder inside my *Documents* library.

To load one into Spooky², select it, then click the Open button to make it immediately available in Spooky².

The *Refresh Database* command reloads the custom file after manual edits.

Hardware Notes

XM Auto Sync

When the Spooky[2]–XM generator was first launched back in January 2014, the Auto-Sync function triggered by the selection of **Inverse** and **Sync** or **Spike+Sync** wasn't incorporated in the firmware because these features hadn't yet been developed by John White.

This was rectified about a fortnight later. However, this means that the first batch of generators built must have their outputs manually synchronized.

We have now identified the range of serial numbers involved:

P/N24140001 – P/N24140181: these XMs have no Auto-Sync function.

P/N24140182 – P/N24140365: if the Revision No. is 2.85, Auto-Sync is built in. If not, the generator must be manually synced.

Depending on when you bought your generator, you may have an extra step to complete when you wish to use *Inverse* and *Sync*. Models sold from about two weeks after the range was launched will automatically synchronize both their outputs when you select *Inverse* and *Sync* or *Spike* and *Sync* in Spooky[2]. So if you bought yours after that time, you can skip this step.

If you were an early adopter, simply enter the following key sequence on the generator's front panel:

<div align="center">

CH2 - F5 - F5 - Sync - T.F.

</div>

Note: after you've finished your *Inverse* and *Sync* session, you can enter the exact same key sequence again to desynchronize the outputs and return the generator to normal use. Later models automatically desynchronize when you reselect *Follow Out 1*.

Preventing Communication Board Damage on Old Spooky²-XMs

Older Spooky²-XM generators had communication boards that were susceptible to burning out when the generator was not connected to its power adapter. A utility called Spooky² USB Power Fix v1.01 that can remedy this issue is available here. This problem and using the utility to fix the issue is describe here.

Thanks and Acknowledgements

The knowledge this User's Guide contains comes from many sources, without whom it could never have been written. Inevitably, it will contain errors, which are ours alone, and omissions, which you can help fix.

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You

Precautions for Users

- If you suffer from impaired liver or kidney functions, please exercise caution when using Spooky**2**.

- Frequency generation systems should **NEVER** be used while pregnant.

- Please do not operate the Spooky**2** frequency generation system while driving or using dangerous machinery.

- Please keep your Spooky**2** frequency generation system out of the reach of children.

- If you feel nauseous, faint, dizzy, or have 'flu-like symptoms' or headaches after exposures to Spooky**2**'s frequencies, please drink lots of pure water and shorten your future Spooky**2** session times appropriately.

- Because no electricity is passed into the body when using the Spooky**2** frequency generation system to broadcast frequencies via nonlocal space (Remote Mode), this system should have no ill effect on the electrical or mechanical components of cardiac pacemakers or internal defibrillators. But, as always when using frequencies, please proceed with care and caution.

- If you do suffer with heart problems, or wear a pacemaker or other electrical implant, you should **NEVER** attach electrodes to the Spooky**2** system. Please use Spooky**2**'s Remote Mode **ONLY**.

- **NEVER** attach TENS pad to the neck or the head for treatments or biofeedback scans. Instead, place the TENS pad on the shoulders or lower on the body.

- An unbalanced waveform used with Contact Mode can cause burning. A balanced waveform, when you look at its shape, the area above zero volts is equal to the area below zero volts. A normally balanced waveform is the default Square wave or Sine wave. You can make these balanced waveforms unbalanced by changing the offset to a nonzero value, or for Square wave changing the duty to a value other than 50. For an unbalanced waveform, you have help prevent burning by using the low powered Colloidal Silver port of Spooky Boost, and limiting the treatment time to 7 minutes with a 21 minute break between treatments.

- In general, it's best to experiment with Spooky**2** before about 5pm because the excitation effects of frequencies on human cells can affect sleep. However, depending on the nature of your experimentation, Spooky**2** can be run overnight if desired.

- Finally, when experimenting with Spooky**2** or any other frequency generation system, proper hydration will produce better results. As a general rule, it's best to drink 4-8 pints of pure water daily, half of it before noon.

On behalf of all the people who assisted in the development of Spooky**2**, we wish you all a long and healthy life.

The Spooky Team

Legal Notice & Disclaimer

Cancer Clinic NZ Ltd, *Clean Technologies*, John White, Echo Lee, supporting staff and crew (hereafter referred to as Team Spooky) **ARE NOT RESPONSIBLE** for any damage or injuries of any sort or form that may be sustained by any person or persons, any animal, or to any equipment or any other thing or things. The equipment, devices and methods used by Team Spooky have not been inspected or approved by any governmental or medical agency or inspection service. No medical claims are made for, nor implied by Team Spooky.

You are advised to always consult with your physician or other health care professional at any time should you have or think you might have a health problem. Please check with your physician or other health care professional before starting any diet, exercise, taking over-the-counter (OTC) medications or supplements and especially before taking any prescribed medication. Never stop taking any prescribed medications without first consulting your physician. Please seek the advice of your doctor or healthcare professional before using Spooky or Spooky[2].

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