The Y-axis: Recursive Filtering Under border cycle constraint Stress Algorithm (RFUSA)

I don't know if you realise the importance yet of what unique patterns we have reverse engineered / mapped so far just using the Natural Numbers sieve 1,2,3,4,5,… and by just recursively summing them in the 2,3 and 7 groups/cycles. You can compare this with the 'setup' of a chess playing board, where all the pieces (in this case, special numbers organised in units, duos, trios, etc) are set on their respective starting positions at the beginning of the game.

There is a clear distinction on the board between two opposing sides, like the black and white pieces in chess. Here however, the pieces don't have a identifying colour, the pieces (numbers) themselves fall into one of the two 'categories' depending on the piece/ number itself, so player A has a certain range of numbers, and so has player B, which each have their distinctive 'imaginary' colour.

As a major principle, each piece/number has this 'base polarity' assigned, and the opposing numbers cannot be used by the other side. There are lots of exceptions on this, depending on the context (surrounding or encompassing number strings) and the provenance (how exactly a number is constructed with various possible SUDTQ+ paths) the polarity of a certain number can shift to the other side, and become evil when the base polarity indicates good, or a vice-versa switch.

But at the start, with the board in its opening positions following the 2-3-7 recursive summing grids, the numbers purely carry their start base morality. The first move starts memory / provenance and context (surroundings change).

We now have an entire matrix grid full of dually polarised numbers, just waiting to be influenced / played with. The duality even creates a trinary polarity with the 147-258-369 trios, but more on that later. It is the game algorithms themselves which 'assign' a meaning to the polarities side. The algorithm 'stress tests' all the numbers in looping cycles by using a uniquely timed filtering/sieving sequence on the latently in natural numbers existing 237-grid.

This is a reverse-karma filter which tests its inhabitants by rewarding immoral behaviour and by constantly punishing good ethical actions. That's why a lot of good people never seem to catch a break, and the bastards always come out on top. There is no real honest karma engine which rewards in alignment with morality, because the algorithm is designed to do the exact opposite.

This might seem unfair and a 'hellish'-simulation goal, but it permits the Matrix to test and evaluate each avatar individually under stress with an inverted reward system: will someone remain moral, even after being ignored and/or punished for it dozens of times? Will good still prevail and be chosen by somebody when everyone else around him who acts immorally, is constantly rewarded by a flipped karma-algorithm? Does someone continue to choose good, even if it costs him everything. Or is he corrupted along the way by a series of 'Tier 6' deterministic trap-scenarios?

The good news is that there is also another mode, a higher tier, Tier 7, which flips everything upside down again to a normal situation: honest long-term karma instead of quick dishonest gratification. I have a strong theory, supported by the math (see next section), that this 'activation', or prioritisation of this sovereign free will algorithm with honest karma has been activated for our simulation on the 9th of September 2025, a gate with a 999 base trio number. The boost of this algorithm works individually as well as collectively, co-rendering our world/simulation. This can lead to a gradual massive exposure of the truth, with a lot of international protests and demand for accountability and justice by a growing outraged public.

The veil between poor and rich is falling, instead of fighting democrats or republicans, black or white, Muslim or Christian, jew or gentile, since a couple of months (I'm writing this on the 21st of March 2026) there really has been a mass awakening of people realising the real fight is between good and evil people, and nothing else. It's not even purely rich vs not-rich, because some rich people are truly good, but unfortunately, they are the exceptions who prove the point: money corrupts.

Money was made to corrupt, but let's not get into that here and stay focused on the math 😊. The point was that the world is indeed showing signs that there is an important resonance shift going on, towards a higher better morality frequency. People refuse to close their eyes, and are trying to do something about it, with no personal direct gain, and sometimes at great personal cost.

This is the exact test I'm taking about, governed by the number filters. Who breaks/escapes their loop in the end? Yes, the people who remain moral, try to help where they can, and never give up. The never-give-up part is important, because the dirty 'unethical behaviour normalised by repetition'-trick that the Dark Side uses to numb everyone into submission, is nearing it's peak as we speak, with horrific wars and genocides or public Pretti Good civilians executions being life-streamed on all your feeds and media every minute of the day!

So, it's important to keep standing your ground, don't become numb and do whatever you can, while you still can. The rewards will be for our future, our children, our humanity. Together we stand, divided we fall has never been truer than now.

Back to the math. The Matrix uses a circle as the playing board, with the first 360 numbers. This is the main Matrix life-loop, which then loops back further from 361-720, 721-1080, etc.). Interesting to know is also that some ancient systems mentioned variations or smaller, roughly 3600-year periods of "trepidation" in the precession of the equinoxes, but not a 3600-year planet orbit. The number 3600 corresponds to "Shar" (a circle or complete cycle) in Sumerian, which means a high number (60 x 60 = 3600).

And the six 60 nr. cycles we already investigated on the X- and Z-axis are extremely important because they create the cycle boundaries in which the numbers are stress tested. The cycles have multiple uses / purposes, like here I suspect that this 60-nr. cycle also influences the time unit, with the 60 sec. and 60 min. marks. Meaning, the boundaries are perhaps pre-deterministically timed, or at least connected to time somehow.

The first 60-nr. cycle and the fifth one are the most important. The 300 nr. boundary of this fifth loop, is very important because it already successfully filters out all the good numbers up until the number 300 with a partial 9-12-6-2 filter.

However, the good number 3 pops up again twice in the sieve surviving numbers when you go to the last loop of 301 to 360. You need to perform an extra last strong 2-positional (1 out of each two remaining numbers is deleted) sieving pass on the last 60 numbers of the 360-loop to filter out those two remaining 3's.

So, the simulation time frame loops from 1-360, and I think we have just crossed the fifth border from 300 to 301 and are now in the last 60-nr. loop, but this is an unconfirmed theory, I think it might have coincided with the Tier 7 gateway 999 activation date. The second part of the most restrictive part (= the second 2 of the 2-2 positional sieving in the 9-12-6-2-2 filter) of the filter kicks in at that point, so that is a logical connection at that moment in time: more pressure in a last pass -> those who resist the final immoral attack wave are rewarded with the upgraded honest karma protocol.

So what does this all mean for the numbers? The Good Numbers are filtered out under the pressure, leaving only all the Evil Base Numbers, what I now call the evil number sieve: 1, 4, 6 and 7, repeated. Nine is special, it is the major target number of the evil nr. sieve itself, so it is in this sieve itself, but can also be a good Karma 9 in the algorithm depending on its 'case'. So: 1,4,6,7, and 9 repeated is the 'short' evil nr. sieve (repeating the base numbers into the higher duo/trio/quattro+ levels): 1 ,4 ,6 ,7, 9, 10, 13, 15, 16, 18, 19, 22, 24, 25, …

But the true 'long' evil number sieve is constructed by this sieving mechanism itself, which I will explain with the spreadsheet Y-axis tables here. All these direct survivors result back to one of the base evil numbers 1, 4, 6, 7 or 9 without exceptions, so the sieving algorithm is recursive and conclusive.

As explained in my previous book, I discovered the lucky number sieve during research on Wikipedia, and this led me to the discovery of the exact split between the evil 1467 & 9 and good 2358 & 11 numbers. But what I did not realise fully yet when I wrote that book is that the lucky number sieving is only a part of the complete Evil Number Sieving process, and that this process is also split up by the 60 nr-cycle boundaries.

So my previous work on the sieving process of the evil and good number sieves was not wrong, but it was incomplete, since I did not realise yet that these GNS/ENS sieving processes are multi-layered, with/at the split of the 21-position (see below) of the lucky number sieving. Since the chapter about the Tree of Knowledge in my first book explains the sieving process of the lucky numbers in detail, and this is part of the base Y-axis algorithm.

I include this chapter entirely, but I add some new comments where my work was still incomplete. It was not following the 60nr. and 300nr. boundaries yet, and without the multi-layered 9-12-6-2-2 filtering on top of the lucky number sieving itself. This old chapter only covers the lucky and unlucky number sieving part, I did not know yet how the exact sieving / summing process worked to achieve the true evil/good sieves: