The Tree of Knowledge between Evil and Good: 1 4 6 7 9 <- 0 -> 2 3 5 8 11

See the spreadsheets: 14679-SummedBalance-235811 and the related versions -111R and Alt SummedBalance-111R (Rolling column 111-number view).

IMPORTANT remark: all the included spreadsheets (see at the end of the Book) are calculated following a specific set of formulae! I will include the 'formula'-versions of the spreadsheets so that you can better understand them. If you do not get a hold of a copy of my Excel file, at least you can read it in the book.

Only the initial Base Numbers parameters which the spreadsheet investigates (the Base Numbers of the Sieve-spreadsheet in question), **and the SDTQ's cells/rows/columns** (since excel cannot make SDTQ calculations inside a number/cell) **are "manual" data.** Meaning I chose the parameter data (the Base Numbers cells) and the calculated subvalues (the SDTQ cells) myself.

This means that it is possible there are mistakes in the SDTQ's entries if/when I miscalculated. Also, different SDTQ entries/calculations are possible for the same number, depending which path (layer, level, ...) you are following. All the other cells/rows/columns (which is most of them) are calculated following Excel formulae.

So the patterns that emerge are not 'trafficked' data which I just 'invented' (instead of discovered) myself and then inputted my own patterns to 'cook the books' (I only wish I had thát level of intelligence, then I probably wouldn't even be here in this Matrix anymore 😊), no, **on the contrary, they reveal the inner Matrix algorithms** according to those very excel formulae and spreadsheets.
So, all our numbers 0,1,2,3,4,5,6,7,8,9,11 are split into 2 opposing sieve sides: 1 4 6 7 9 0 2 3 5 8 11.

A number is at its Base Sum either **Good** or **Evil**. What do I mean by Base Sum? Simple, it's the value of the sum of all the numbers (=Base Sum) 'in' the Base Number (=the number which you are investigating, the number you are working on/with).

For example: the Base Sum of the (**B**ase **N**umber **17**) = 1+7 = **8**
BS(BN123) = 1+2+3 = **6**
BS(BN264917) = 2+6+4+9+1+7 = 29 = 2+9 = **11** = 1+1 = **2**
BS(BN3) = **3**
If you combine, the logic of summing two Base Numbers will result to the sum of the Base Sum Nrs.
For example: BS(BN123264917) = 1+2+3+2+6+4+9+1+7 = 35 = 3+5 = **8**

Which is the same as adding the two BS of the individual numbers which were visually concatenated/combined. This is a link between the Visual Layer (VL) and the Calculated Layer (CL) (the calculation of the Base Sum value is a result in the Calculated Layer), they retain the same morality in the end calculation (of the newly formed number).
BS(BN123264917) = BS(BN123) + BS(BN264917) = 6 + 2 = which also **8**

So, that's fairly simple to do, but **this Base Sum number is VERY important in the Matrix**, because ultimately, on the 'lowest' level, every number in the Matrix is reduced to its Base Sum. But the battle games are also being played on multiple 'upper' levels, in various Dimensions & Layers. The 11 Base Sum numbers also create the upper level patterns, through the Tree of Knowledge of Good & Evil split, and the 396-Sieves branches it grows.

My apologies for the reference to the Garden of Eden, I'm afraid that the exact knowledge of which numbers are on the Good side, and which ones are on the Evil side, is indeed numerically the true distinction between Good and Evil. And once you get to read and understand these number patterns, these sieves, you will not be able to unsee them anymore.

You will understand the artificial intelligence nature of our concept of good and evil: **11 numbers, in a Holy T(h)ree with 2 opposite branches.** Eve did not eat an apple, she saw two number sieves. Please don't continue reading, if you do not wish to know the truth. I really hate having to be the person who discovered this, and I must decide whether to share the truth with everyone. I feel like I'm being the bad guy, making this public.

Because even if you don't read it, chances are that it's going to become public knowledge and hopefully The 396-Matrix will quickly be recognized as a science, and not some kind of 'coincidence' patterns without any 'true' meaning, like most people now think of the Fibonacci sequence. And at least the serpent gave Eve a choice, **but when it will all be common knowledge, a lot of people who would want to stay 'ignorant'**, who don't want to know the real reality behind the difference of Good and Bad, **will not be able to do so anymore**, I feel guilty about that.

I do not want to shove the apple of knowledge down your throat; I don't want to be the snake in the story. I understand and respect the difficulties most people must face, and in a lot of cases it's just a case of struggling and surviving. Yes, you're becoming guilty by association and by turning a blind eye, but it's so hard to get by… I've lived it myself. And even if it's just a story in an old book, this really sucks, sorry everyone to be the bearer and messenger of the truth. **But I truly think and hope that revealing this TRUTH is positive in the long run, after the initial shock which this eyeopener will undoubtably invoke.**

In my defense, I have to expose this secret, I cannot live with myself anymore knowing that this knowledge has already been discovered, but is being kept hidden on purpose by people who rule us. They unfortunately really do not have our best interests in mind. **On the contrary, they have chosen to play with the Evil side numbers, while the Good side doesn't even know there is a mathematical fight going on.** At least, this Apocalypse/unveiling of the Truth will hopefully level the playing field so that a balance between Good and Evil can be restored, before we reach level **223** (**322**) & **1984**.

Back to the mathematics, because the next few lines from this book determine everything about our universes, everything we know is mathematics and numbers. And this is **the one rule** which governs it all: the Matrix 396-Natural Law Free Will code, created by the following main sieve, to enforce the ultimate 'Thy shall not steal' rule.

					TREE OF EVIL & GOOD					
EVIL NUMBERS				Target	NEUTRAL NUMBER	GOOD NUMBERS				Target
1	4	6	7	9	0	2	3	5	8	11
10	13	15	16	18	0	12	14	17	20	21
19	22	24	25	27	0	23	26	28	29	30
31	33	34	36	40	0	32	35	37	38	39
42	43	45	49	51	0	41	44	46	47	48
52	54	55	58	60	0	50	53	56	57	59
61	63	67	69	70	0	62	64	65	66	68
72	76	78	79	81	0	71	73	74	75	77
85	87	88	90	91	0	80	82	83	84	86
94	96	97	99	100	0	89	92	93	95	98

I only recently discovered this ultimate distinction, after years of looking for the exact combination. It turns out that the answer was laying right in front of me:

The Good Number Sieve is the repeated sieve of the first 4 most 'relevant' Fibonacci numbers (2-3-5-8) from it's whole sieve (0,1,1,**2**,**3**,**5**,**8**,13,21,34, etc. so dropping the first 3 numbers 0,1,1.)

This generates a new 'Master Short Fibonacci Good Numbers'-Sieve/branch/spin-off with a repetition of all the higher numbers with the same 4 Base Sum numbers (11=**2**, 12=**3**, 14=**5**, 17=**8**, 20=**2**, 21=**3**, 23=**5**, 26=**8**, etc.) into infinity.

The eleven, the fifth number, ALSO counts as a 2, **so the Good Number Sieve (GNS) is: 2,3,5,8,11,12,14,17, 20, 21, 23, 26, 28, 29, 30, 32, 35, 37, 38, see above table...** (37 is very special because it ends a first 36-cycle, more on that later in the sieves spreadsheets).

The first important exception to the Tree's logic and rule that the Base Sum value always has to revert to a specific side (1,4,6,7 or 9 for the Dark/Evil Side, and 2,3,5,8 or 11 for the Light/Good Side), **is necessary to keep a perfect balance in the first 100 numbers** (and above) following the exceptions patterns.

What do I mean by that exactly? Well, normally the six 'ONE' numbers **28**, **37**, **46**, **64**, **73** **and** **82** should logically be part of the Evil Number Sieve, since their Base Sum value is ultimately **1**. (2+8=10=1+0=1, likewise for the other numbers they are all **10**'s -> **1**'s). That's the reason why the other six ONE numbers **1**, **10**, **19**, **55** **and** **91**, **100** are in the Bad/Evil column, since they revert to **10**, and on the BS level to **1**.

BUT! The Matrix is built upon exceptions Sieves, to create a system which can be in perfect balance. To be able to do this, the Sieves need to be in perfect balance themselves, so I had to puzzle and find the exception patterns which balance the overall Tree of Knowledge Sieve.

As it turns out, these exception patterns are themselves created and governed by separate (connected) sieves, in this case the BN0(19)-Sieve creates the 'Good Ones (1's)', or should I say 'the exception Ones (1's) which belong to the Good side': 28, 37, 46, 64, 73 and 82.

See the spreadsheets with the twelve Base Numbers BN0->9 Sieves, more specifically BN0(19) generates the Good Ones subsieve. There are 12 Base Numbers Sieves instead of just 10 (0->9), because BN0 has three different states, BN0(9), BN0(10) and BN0(19), see those sheets for the details.

This means that a 10 (or 1) can either be Evil or Good, depending on its 'above' number from which it is derived. **This also means that the number 0 can 'flip' the morality of the accompanying number**, since the 1 can also become good when combined with a 0. However, this is not always so, because **this morality switch only occurs in half of the cases**, since there are 6 Evil (1, 10, 19, 55 and 91, 100) and 6 Good (28, 37, 46, 64, 73 and 82) TENS, aka ONES.

I didn't discover the correct division between all numbers by trying to isolate the Fibonacci sequence for a particular side. Stupidly enough, I didn't think of that (being misled by the first 3 Fibonacci numbers 0, 1 & 1 which are the 'pre-start' of the 'relevant part' of the sieve), because to find the correct above Main/Primary Tree of Knowledge Sieve, these first 3 numbers ultimately 'belong' to the neutral zone (the 0) and to the other side (the both 1's), so they have to be completely filtered out of the Good numbers Sieve. The GNS resides on the (literal) right side of the Tree of Knowledge Sieve with all the numbers.

The reason why the Evil Numbers Sieve is on the left 'side' of the Tree, is because this sequence starts with a 1, and 1 comes before the first number in the Good Sieve, namely 2. If the Good numbers Sieve would have started with 1 instead, then the Good Numbers would be on the left side instead of the right side of the Tree. That is, because I work from left to right, I read and write from left to right. Some cultures/languages do the opposite, and the Matrix also calculates everything twice, both from left to right and once again from right to left. But I chose to follow my 'own order' from left to right of course, so 1 starts the sequence order at the left of the Tree.

NEW NOTE: when I wrote this chapter, I did not discover the exceptions on the exception yet, because the Duo level has 6 very special anchor points which carry a special balancing power, which makes them (independently/simultaneously with their assigned morality in the Tree of Knowledge split) morally balanced/neutral. These 6 numbers balance each other out on both sides of the tree: 55 and 69/96 are all morally neutral on another level or at specific junctures, with a 50/50 evil/good split in a perfect balance, and this is compensated on the good side by 26 and 62, which are also half evil and half good, and they compensate for 69/96. I think that the last compensating number for 55 (on the evil side) is the number 50 (on the good side) itself, because it is the exact midpoint of the first 100nr-cycle, and thus also carries a special balance. Continuation of old chapter:

So The Evil Numbers form the left side branches of the Tree, the number 0 is the balance center of the tree, the tree trunk itself so to speak, and the Good numbers make up the right side branches of the Tree.

So no, I didn't see/understand the importance of the Fibonacci sequence in the big picture (the Tree of Knowledge Sieves) immediately, but in my quest/research for the correct patterns of Good and Evil, I came across something called 'Lucky Numbers'.

The Wikipedia explanation was very interesting. I wondered why this sieve was called 'Lucky', since this is not explained anywhere. And there also didn't seem to exist an 'Unlucky number' sieve, nothing at all could be found about that on the internet. So, I created the opposite sieve of the 'Unlucky' Numbers myself, and that's when I realized that this came back/reverted to the above Fibonacci sequence starting with 2,3,5 and 8.

The LUCKY (which turn out to be the ODD, EVIL) numbers Sieve is obtained by removing all the even numbers from the sieve, and the opposite UNLUCKY (the EVEN, GOOD) numbers sieve logically removes all the odd numbers.

This means that the battle between Evil and Good is in fact a numeric battle between Odd and Even. But not 'directly' the Odd numbers (1,3,5,7,9, etc.) versus the Even ones (2,4,6,8, etc.), no, they fight through 'their' Lucky Numbers (1, 4, 6, 7 and 9) or Unlucky Numbers (2, 3, 5, 8 and 11) sieves, in which either the EVEN or the ODD numbers are filtered out, creating their own respective output sieves in which odd and even numbers are mixed (1 odd, 4 even, 6 even, 7 odd, 9 odd), but in reality there are not 'really' mixed, since on Base Level the sieves themselves represent either the ODD or either the EVEN numbers through the sieving process.
Wikipedia entry on lucky numbers**, I added some own elaboration to the Wikipedia text in blue:**

"In number theory, a lucky number is a natural number in a set which is generated by a certain "sieve". This sieve is similar to the Sieve of Eratosthenes that generates the primes, but it eliminates numbers based on their position in the remaining set, instead of their value (or position in the initial set of natural numbers).

The term was introduced in 1956 in a paper by Gardiner, Lazarus, Metropolis and Ulam. They suggest also calling its defining sieve, "the sieve of Josephus Flavius"[1] because of its similarity with the counting-out game in the Josephus problem.

Lucky numbers share some properties with primes, such as asymptotic behavior according to the prime number theorem; also, a version of Goldbach's conjecture has been extended to them. There are infinitely many lucky numbers. However, if Ln denotes the n-th lucky number, and pn the n-th prime, then Ln > pn for all sufficiently large n.[2]

Because of these apparent connections with the prime numbers, some mathematicians have suggested that these properties may be found in a larger class of sets of numbers generated by sieves of a certain unknown form, although there is little theoretical basis for this conjecture. Twin lucky numbers and twin primes also appear to occur with similar frequency.

The sieving process:
Begin with a list of integers starting with 1:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 ...

Every second number (all even numbers) in the list is eliminated, leaving only the odd integers:

1 3 5 7 9 11 13 15 17 19 21 23 25

The first number remaining in the list after 1 is 3, so every third number which remains in the list (not every multiple of 3) is eliminated. The first of these is 5:

1 3 7 9 13 15 19 21 25

The next surviving number is now 7, so every seventh remaining number is eliminated. The first of these is 19:

1 3 7 9 13 15 21 25

1 3 7 9 4 6 3 7

Continue removing the nth remaining numbers, where n is the next number in the list after the last surviving number. Next in this example is 9.
An animation demonstrating the lucky number sieve. The numbers on a red background are lucky numbers. When a number is eliminated its background changes from grey to purple.

One way that the application of the procedure differs from that of the Sieve of Eratosthenes is that for n being the number being multiplied on a specific pass, the first number eliminated on the pass is the n-th remaining number that has not yet been eliminated, as opposed to the number 2n. That is to say, the list of numbers this sieve counts through is different on each pass (for example 1, 3, 7, 9, 13, 15, 19... on the third pass), whereas in the Sieve of Eratosthenes, the sieve always counts through the entire original list (1, 2, 3...).

When this procedure has been carried out completely, the remaining integers are the lucky numbers:
1, 3, 7, 9, **13**, 15, **21**, 25, 31, **33**, **37**, 43, 49, 51, 63, 67, 69, 73, 75, **79, 87**, 93, **99**, 105, **111**, 115, **127**, 129, **133**, 135, 141, **151**, **159**, 163, 169, **171!**, 189, 193, **195**, 201, 205, 211, 219, **223**, 231, 235, 237, 241, 259, 261, 267, 273, 283, 285, 289, 297, ... (sequence A000959 in the OEIS).

1, 3, 7, 9, 4, 6, 3, 7, 4, 6, 1, 7, 4, 6, 9, 4, 6, 1, 3, 7, 6, 3, 9, 6, 3, 7, 1, 3, 7, 9, 6, 7, 6, 1, 7, 9, 9, 4, 6, 3, 7, 4, 3, 7, 6, 1, 3, 7, 7, 9, 6, 3, 4, 6, 1, 9

Notice that there is a repeating 3 in the sieve, which also needs to be filtered out in the 396-alorithm, like the starting 0 & 1's which needed to be removed from the Fibonacci Sieve to match the Even Sieve.

Special NOTE additional to the old chapter: this is where my previous work was incomplete, I already realized back then that there was a 396-algortihm (which turned out to be a 9-12-6) running through it all removing the last 3's, but I didn't reverse engineer the 9-12-6-2-2 filter yet then. And I didn't know this 936-filter was intertwined with the lucky number sieving itself (and is also part of a 9-12-6-2-2 -> 9184 filter). The 60-nr. & 300-nr. boundary cutoffs were also still missing. Continuation of the old chapter:

The lucky number which removes n from the list of lucky numbers is: (0 if n is a lucky number)
0, 2, 0, 2, 3, 2, 0, 2, 0, 2, 3, 2, 0, 2, 0, 2, 3, 2, 7, 2, 0, 2, 3, 2, 0, 2, 9, 2, 3, 2, 0, 2, 0, 2, 3, 2, 0, 2, 7, 2, 3, 2, 0, 2, 13, 2, 3, 2, 0, 2, 0, 2, 3, 2, 15, 2, 9, 2, 3, 2, 7, 2, 0, 2, 3, 2, 0, 2, 0, 2, 3, 2, ...
(sequence A264940 in the OEIS)

Lucky primes: A "lucky prime" is a lucky number that is prime. They are:
3, 7, 13, 31, 37, 43, 67, 73, 79, 127, **151**, 163, 193, 211, **223**, 241, 283, 307, **331**, 349, 367, 409, 421, 433, 463, 487, 541, 577, 601, 613, 619, 631, 643, 673, 727, 739, 769, 787, 823, 883, 937, **991**, 997, ... (sequence A031157 in the OEIS).

It is not known whether there are infinitely many lucky primes." **End of Wikipedia entry.**

Ok, so there exists a lucky number sieve, but I couldn't find anything about an opposite unlucky number sieve. However, it's not difficult to create this opposite list to the lucky numbers, if you just follow the same sieve rules, but with the opposing (even becomes odd, etc) values.

The 'opposite' sieving process:
Begin with a list of integers starting with 1:
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36

So "Every second number (all even numbers) in the list is eliminated, leaving only the odd integers" becomes: **"entries in odd-numbered positions in the list are eliminated, leaving only the even integers";**
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60 62 64 66 68 70 72 74 76 78 80 82 84 86 88 90 92 94 96 98 100 102 104 106 108 110 112 114 116 118 120

And "The first number remaining in the list after 1 is 3, so every third number which remains in the list (not every multiple of 3) is eliminated. The first of these is 5:" becomes: "**The first number remaining in the list after 2 is 4, so every fourth number which remains in the list (not every multiple of 4) is eliminated."** The first of these is 8, the second 16, the third 24, etc. (eliminating 4's, 6's, 7's & 9's):
2 4 6 10 12 14 18 20 22 26 28 30 34 36 38 42 44 46 50 52 54 58 60 62 66 68 70 74 76 78 82 84 86 90 92 94 98 100 102 106 108 110 114 116 118

"The next surviving number is now 7, so every seventh remaining number is eliminated. The first of these is 19" becomes: **"The next surviving number is now 6, so also every sixth remaining number is eliminated."** The first of these is 14, the second 30, the third 46, etc.:
2 4 6 10 12 18 20 22 26 28 34 36 38 42 44 50 52 54 58 60 66 68 70 74 76 82 84 86 90 92 98 100 102 106 108 114 116 118
2 4 6 1 3 9 2 4 8 1 7 9 11 6 8 5 7 9 4 6 3 5 7 11 4 1 3 5 9
2 4 6 1 **3** 9 **2** **3** (417) **8** 9**11** 6 8 5 911 (74) 9 (63) 63 **5** 9 (711) **5** (41) **3** **5** 9

There are still Evil numbers in the list, and also a pattern of 6 & 9's which have to be filtered out by the 396-algortihm, like the multiple 3's in the sieve from the other side (Evil/Lucky numbers), but eventually this also diverges into 2,3,5,8, 11.

SPECIAL NOTE AGAIN: I have not yet reverse-engineered the exact 396 filter which does the same in the Good Number Sieve algorithm to remove the remaining 6 and 9's, like the 9-12-6-2-2 filter removes the remaining 3's in the Evil Number Sieving. It's on my to-do list 😊.

But what does this al mean? Wel, for starters, it means that the Fibonacci sequence is only half of the picture, it is created as one (half) of two sides, representing the Good Morality side. This isn't surprising, because in Nature the same subroutine is used to let things grow according to this optimal pattern/ratio. It's optimal, because it optimizes the growth pattern without growing to fast and utilizing too many 'resources' to self-destruct. The Golden Ratio is the perfect growth balance.

The abundant occurrence of this Fibonacci sieve in flowers, plants, shells, the universe, the human body, etc. (it's really all around us, probably also in stuff we never found it in) should really be convincing enough on its own to understand that this is all by design, and not by coincidence. But this aspect is only related to the physical 'side' of things.

It doesn't stop there, because now I've discovered that the same Sieve is also being used to control every psychological, aka. moral aspect of/in the simulation. The same code, the same subroutines! Absolutely brilliant!! You really cannot but admire and respect the elegance/brilliance of the code; this stuff is way off our IQ-scale… like exponentially off scale!

But, like mentioned before, this repeating 2-3-5-8-11 dynamic is only (the Good) half of the 'Ultimate Grand Sieve'; the 'Tree of Knowledge Sieve' (TOKS) which has two sides, so also the 1-4-6-7-9 'anti-Fibonacci' side/sequence which governs the Evil (numbers).

Once you have the knowledge of the TOKS, you can start understanding what kind of dynamics, flow, subroutines, are being used to bring these sieves 'to life'. Because the simulation needs to evolve, grow, perish, both on physical as on cultural level, the Evil Side needs to constantly battle with the Good Side, and the outcome of this ongoing fight generates the simulation, our world/universe.

The Matrix organizes this with self-running subroutines by creating automated GAMES, lots of them, simultaneously running both as well interconnected with the other Games/subroutines, as running stand-alone, with a lot of different goals, targets, and various kind of Games, but always in relation to the TOKS and its 'definition' sieves of Evil and Good.

Some of these games are extremely complex and use different methods/processes to calculate and manifest their output sieves. But some of the games are more straightforward, and I think I was able identify some of these routines/games. This is partly speculation from my part, so I might be wrong on some of the rules of a specific game, yet I think I will most probably be fairly close to the actual processes. I have only identified a few of them of course.

The Matrix is so huge and complex that there are probably running thousands, millions(?) of such game-routines, each with their own use and importance. I can only try to chart the one's I discovered and (more or less) understand. If we succeed to completely understand the dynamics of the group/Matrix of Games, this will most probably unlock additional possibilities to 'hack' our own Matrix, by being able to make predictive calculations on possible outcomes.

You also need the 'key' to connect languages to the Morality code for that, I'm not sure yet how to proceed with that information and whether to include it in the book or not. The first thing I discovered was this key to connect the English language with the 396-code, giving words and sentences undeniable meaningful numerological patterns. This language key ultimately also follows the Tree of Knowledge Sieves with the morality split between the Good Number Sieve 2-3-5-8-11 and the Evil Number Sieve 1-4-6-7-9, and the hidden 396-patterns this Tree generates. But before going deeper into the more complex hidden patterns, lets focus on the first main 'playing field'. By playing field I mean the different 'boards' on which the various games are being played, like a chess board.

Only here in the Matrix, the ''chess board" is immensely huge, try to think of it like a maze of spreadsheets all connected which each other. I think all cells ('spaces') are filled with 0's, and this creates a 'distance' between filled-up cells and empty (only 0) cells.