

# Basic Plasma Ball Operation

The Plasma Ball needs two 12 volt supplies. One is for running the Plasma Ball and the Second is for powering the MPU (Micro Processing Unit) inside the base housing. This requirement came about because the Plasma Ball generated a far too powerful 'Electric Field' which the MPU was very sensitive to. The MPU kept locking up until a separate power supply was added. Consequently the Plasma Ball has two power on/off switches. There is the original slide on/off switch that is a part of the original unmodified Plasma Ball electronics, and there is a toggle switch for the second power supply which is for the added MPU inside the base housing. This on/off switch is the right side toggle switch on the main control panel side of the Plasma Ball.

On the left of the main control panel side is another toggle switch which is used to switch from the internal MPU generating oscillator to a user frequency source. The internal oscillator frequency is typically and most often set to 28000 hertz. When the switch is in the down position it is set to use the internal frequency source. When the switch is in the up position it is set to use the RED RCA Phono plug as an input source. The input source can be anything from a dedicated oscillator, like a 555 timer, to a frequency generator. Generators like the AURORASKY 4 Channel or the Spooky2 are typically used because of their ability to be programmed. Of course any frequency source can be used as long as it can provide a 5 volt square wave.

There is also a BLACK RCA Phono plug on the control panel which is used as a Gating input source. The Plasma Ball comes with a stereo cable to provide connection from two generator sources to the Plasma Ball. Generators with more than 1 channel like the AURORASKY or Spooky2 units are convenient because they have multiple channels in a single housing. Gating offers a way to generate extremely powerful 'Electric Fields' compared to using only the direct modulation technique. Gating also allows for two simultaneous health frequency to be delivered at the same time. The 4 channel AURORASKY generator was designed with the Plasma Ball in mind and is far more easily programmed than any other generator presently available. However the Spooky2 generators are probably the best alternatives if an AURORASKY generator is not available. The Spooky2 software also has over 60,000 protocols which I often extract from to use in the AURORASKY generator. The Spooky2 software and a 24 page frequency manual can be downloaded from [www.spooky2.com](http://www.spooky2.com).

## DIRECT MODULATION

The RED RCA Phono plug when connected to a frequency generator will modulate the Plasma Ball directly. This means the Plasma will turn on and off at whatever frequency comes from the generator. If for example; if the generator sends a frequency of 10000 hertz to the RED Phono

connection, the Plasma will turn on and off 10000 times per second. Often this will be the only connection to the Plasma Ball if the users protocol frequencies being sent are frequencies ranging from 500 hertz to 50000 hertz. Frequency lower than 500 hertz will be far more effective if delivered as a Gating frequency to a chosen health carrier frequency used by channel 1, the RED Phono plug input. Although it is hard to see the plasma at low frequencies like 500 hertz, it is definitely there and can easily be seen in the dark.

The plasma can be modulated all the way down to 1 hertz, however at such a low frequency the delivered 'Electric Field' energy is very weak. As a general rule, the more active the Plasma Ball looks, the more powerful the 'Electric Field' energy level is. I would suggest frequencies below 500 hertz be delivered through Gating. If you choose a health frequency like 28000 hertz and gate it at 500 hertz you get two health frequencies delivered at the same time. This is a distinct advantage of the Gating feature.

## **GATING**

Gating is a technique where a second frequency is applied to the Plasma Ball. For example; if Schumann Resonance of 7.83 hertz is desired, it would be better to directly modulate channel 1, the RED Phono plug connection, with a frequency like 28000 hertz and then turn that frequency on/off at a rate of 7.83 via the BLACK RCA Phono plug. 28000 hertz is both very energetic and a health frequency. Flashing it on/off via a Gating frequency of 7.83 hertz is a far more powerful way to deliver Schumann Resonance. In this example, the Schumann frequency can easily be detected up to 5 feet from the Plasma Ball. Where if you delivered 7.83 hertz through direct modulation only, you might achieve an effective distance of only a few inches. Again, the more active the Plasma Ball looks, the more powerful the 'Electric Field' energy level is.

Gating is an extremely powerful way to deliver many if not all the frequency repairs and healings with frequencies below 10000 hertz. Frequencies like Beck's 4 hertz a general pathogen killing frequency, 7.83 hertz the Schumann Resonance, all the Solfeggio Frequencies, 432 hertz the Pythagorean Tuning frequency, 528 hertz the DNA repair frequency, name only a few that can be used in health related Gating protocols.

## **MIXED PROTOCOLS**

A "Protocol" is when you have two or more frequencies executed consecutively. Often these protocols consist of a mix of low and high frequencies. The two channel Plasma Ball is ideal for these kinds of protocols because with the right kind of generator and generator program, extremely powerful frequency protocols can be implemented. The following is an example of how you might configure a protocol for 5 frequencies using an AURORASKY 4 Channel Generator. Frequencies: 7.83, 432, 528, 528, and 10,000 hertz.

Channel 1 **RED** Phono

Channel 2 **BLACK** Phono

28000 hertz

7.83 hertz with a duty cycle set to 0.50 which is (50%).

28000 hertz

432 hertz with a duty cycle set to 0.50 which is (50%).

28000 hertz

528 hertz with a duty cycle set to 0.50 which is (50%).

528 hertz

1 hertz with a duty cycle set to 1.00 which is (100%).

10000 hertz

1 hertz with a duty cycle set to 1.00 which is (100%)

To explain this protocol, the first three frequencies are implementing Gating. Notice the 3rd frequency of 528 is gated but the 4th frequency of 528 is directly modulated. Whenever a Gating frequency has a duty cycle of 100% it is effectively turning off Gating. It doesn't matter what the frequency setting is when the Gating channel, also called channel 2, has 100% duty cycle. Gating at 100% disables the Gating feature regardless of the frequency value set in channel 2. This ability to set the duty cycle to anything you want for each frequency is easily done with the AURORASKY 4 channel Generator. The last frequency of 10000 hertz is also directly modulated because channel 2 again has a duty cycle of 100%, which disable Gating.

NOTE: The 1 hertz value for channel 2 in the above example could have been any value because it is ignored when channel 2 has a duty cycle of 100%.

NOTE: Having nothing plugged into channel 2 is the same as setting the duty cycle to 100%. Gating is disabled, turned off, and not used.

NOTE: As you might have already figured out, if the duty cycle is 0.00 (0%) then Channel 1 is effectively turned off regardless of what frequency is set in Channel 1, the RED Phono plug.