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Before we begin...

Welcome to the brand new smiley face of Spooky\textsuperscript{2}. And welcome also to the almost completely rewritten Spooky\textsuperscript{2} User’s Guide. This takes the reader from setting up and testing a new Spooky\textsuperscript{2} rig correctly to loading, running, and saving presets and programs. Four comprehensive step-by-step tutorials are included to cover all tasks and transmission modes. We also examine Spooky\textsuperscript{2}'s interface in minute detail, explain the controls in plain English, and show how they can be used for maximum benefit.

Practice comes first, so you can quickly and easily master using Spooky\textsuperscript{2} for killing pathogens and healing organs and systems in Remote, Contact, and Plasma Modes. Then we dive deeper into the controls and underpinnings of the system. Next, we show you how Rife and Spooky\textsuperscript{2} actually work – gaining an appreciation of this will enable effective preset and program design.

We also deal with other ways you can use Spooky\textsuperscript{2} for health and home. Finally, we look at the big picture – the mind-blowing quantum laws that underlie our physical universe, how they dictate our lives and health, and how they relate to Spooky\textsuperscript{2}.

When John White announced his intention to rewrite Spooky\textsuperscript{2} from the ground up, like any good team leader he asked for input from all its members. Unanimously, the response he received was, “Make it simple, make it foolproof – and make it more powerful.” This was a very tall order. But John has delivered it in spades, helped by an expanded team and our ace beta testers.

My earnest hope is that together with this new User’s Guide, the new Spooky\textsuperscript{2} will help to eliminate many questions from puzzled users. Answering such questions is a very big drain on team resources. So we ask you to play your part – and read this Guide because it’s the roadmap to a healthier future for you and your loved ones.

My name appears on the front cover because I alone am responsible for all its contents, and the personal opinions and experiences recorded herein are mine alone, expressed on my own behalf and not that of any other member of the Spooky team (although it’s all been checked by John White for technical accuracy). So far, what I laughingly call “government” still allows me the basic human right of free speech. Now take control. And I salute you all with “Go n-éirí an bóthar leat!” (Irish Gaelic meaning “May your road rise with you!”).

\textit{David Bourke – December 2014/August 2016}
Important advice

Don’t adjust the generator front panel controls unless you know what you’re doing or you’re being guided by tech support. The Spooky² Rife System 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.

Don’t keep your Spooky² rig in your bedroom or general living area – the magnetic Spooky Remotes are so powerful that they “sing” when they’re running frequencies in the human audio range. And it may eventually get on your nerves. If you can’t put it into an unused room or space, line a cardboard box with foam or polystyrene and upend it over the Remote(s).

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 all bacteria – pathogenic and 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.

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.

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.”
What you get

- Spooky²–5M generator built from high quality components and optimized for Spooky².
- Unique Wave Cycle Multiplication enables frequencies up to 25MHz.
- Two damped waveforms (square and sinusoidal) with configurable decay oscillations.
- Unique H-Bomb waveform (square and sinusoidal), Colloidal Silver, Square Harmonic, Lily, 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.
- 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.
- Windows 32 and 64 bit support with auto-detection for driver installation.
- Internet controls for email and web.
- Database and preset editors.
- Improved multiple subject handling.
- Auto-resizing supports all screen sizes.
- Biofeedback (Spooky Pulse accessory) to detect MORs and “Yes/No” body responses.
- Multiple Preset Collections and protocols, including program(s), and all settings. Presets may be chained and looped.
- More than 41,000 programs in four databases, with real time control of individual frequency values.

Download Spooky² here. Visit the Spooky² 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 Spooky2 20170401 (1 April 2017):

New: option to display all program run times in the Programs Pane.

Improved: more space allocated to program names in the Programs Pane, reducing truncation.

Improved: Base Pairs and Molecular Weights programs can now be combined to a single new program. This means they can now also be used in a Grade Program biofeedback scan.

Improved: BP and MW database encryption improved.

Improved: groundwork laid for important upcoming speed and memory optimisations.

Improved: some graphics.

Fixed: various bugfixes, including the pesky Windows 10 French localisation bug, with many under-the-hood code optimisations.

Databases: all databases updated with new programs and corrections. Programs further rationalised and now total 40,206. Databases not found on launch now display in red text in the System tab.

Preset Collection: ineffective settings in some Newport Adaptations presets corrected.
PEMF is one of the most versatile and useful treatments available. The range of problems it can deal with is astonishing – from migraines to pain to soft tissue injuries and fractures. As long as you don’t have any electronic implants, you can use this to help with almost anything – even cancer. PEMF works by creating magnetic pulsed fields that stimulate cells to heal very quickly. The coil comes as standard with Spooky Central, but for $20 you can also get your hands on this [PEMF Coil for Spooky2-XM Generator](#) with its BNC adapter, and connect it to Out 1, or to the BN/MN outputs for more power if you spend an extra 50 cents on the [BNC Female Connector](#).

Although it will run any program in the database, it’s not a systemic substitute for Contact Mode. But it’s a very powerful weapon to have in your Spooky arsenal, especially at this price. Plus, you can also use it to imprint frequencies on water.
The Spooky\textsuperscript{2} Rife System

Here are the components that make up a basic Spooky\textsuperscript{2} Rife System. All of these, and much more, are available only from here.

**Spooky\textsuperscript{2}–5M generator:**

While the Spooky\textsuperscript{2} software is the brain that controls the system, this generator provides the muscle. 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 v1.1 (MN & BN):**

Used for remote treatment. The Magnetic North version (black) is slightly faster for killing pathogens, but should never be used for more than 4-5 days. The Biomagnetic North version (white) also kills pathogens, and heals and regenerates faster. Both come with a BNC connector cable.

**Spooky Hand Cylinders:**

Used for contact treatment. They are connected using the BNC-to-alligator clips cable that comes with your generator. An extended cable is also available. For hands-free contact sessions, you can use TENS pads and a TENS cable instead, also available from the website linked above.

**Spooky Boost 3.0:**

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 optimised output for the manufacture of high-quality colloidal silver (can also be used for gentler Contact Mode). Essential for some of Spooky\textsuperscript{2}’s most powerful features.
Spooky Central:

The most powerful and versatile plasma machine on Earth, Spooky Central 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.

You can also use any third-party tube with internal electrodes and high-voltage banana plugs.

Spooky Central requires a Spooky 2–5M 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.

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](#).

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Warning!

To use the Spooky² Rife System safely, you **MUST**:

- **Always** connect your Spooky²–XM frequency generator to an electrical outlet 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**.
**Connect a generator**

Let’s get your generator(s) hooked up first.

1. **Electrical Connection:**

While a 5M generator’s display may light up when you connect it via USB alone, it’s designed to be driven by a normal 120/220 volt wall power supply, otherwise it won’t work correctly, and is highly likely to sustain damage.

So connect the small connector on one end of the power cord to the socket on the left side of the generator and make sure it’s pushed all the way home. Then connect the “wall-wart” transformer plug on the other end of the cord to a wall power socket, along with any adaptor you may need for your particular country’s socket design.

If you’re connecting multiple 5Ms, you’ll need to buy one or more surge-proof socket strip extensions that can plug into a single wall socket and provide power for between four and six devices. Connect each generator to this in turn.

As you can see, the unusual orientation of the transformer plug only allows four to be connected per six-socket UK-style strip.
2. **PC Connection:**

Now take the USB cable that came with the generator and connect the long “boxy” end to the socket on the left side of the unit.

You need to be careful with this connection because both plug and socket are shaped so that they can only be mated if the plug is presented correctly to the socket.

You can see this in the image on the left – the specially shaped plug is on the lower right, closest to the camera.

Connect the other end of the USB cable to your PC.

3. **Connecting Multiple Generators:**

To use more than two or three generators, you require a multi-port USB hub. The one on the right is a four-port non-powered hub, and you can use it to connect up to four generators to a single PC USB socket – this one looks decent.

These hubs can also be “daisy-chained,” which means you can use one of the sockets on the first hub to connect a second hub to it, giving you seven USB sockets connected to a single socket on the PC.

You can also buy seven-port hubs – even more efficient.

I’ve successfully daisy-chained five four-port hubs from two PC USB sockets, allowing me to connect 16 5M generators to my netbook, and still have one socket for a USB stick.

But it can be a problem keeping track of generator/port connections, and it looks untidy.
Substituting a powered 28-port USB hub like [this one](#) solves that, with more than enough sockets still available to connect an external hard drive and a camera. And to extend my Spooky² rig substantially should I need to.

To give you an idea, here’s the one I bought. There are other - better - ones available.

![USB hub image](image)

Although it looks like this unit has just 12 sockets, there are actually another 16, eight along each side that you can’t see in this overhead shot.

And every socket has its own individual power switch and LED status indicator.

So connect all generators to USB sockets and turn them on now.

For an online visual guide to connecting multiple generators, please click [here](#).
**Connect a Remote**

There are a number of different ways you can connect a Spooky Remote to the generator. The first is by using a Spooky Boost 3.0 (or 2.0), and its connection depends on which model Remote you’re using.

**A: Spooky Remote v1.1 BN with Spooky Boost 3.0**

To connect a BN Remote using a Spooky Boost cable, connect the blue-ringed plug to Out 1 (red mark) and the red-ringed plug to Out 2 (blue mark) – **blue** to **red**, and **red** to **blue**. For an MN Remote, the connection is **red** to **red**, and **blue** to **blue**. Make sure your BNC connections are secure by turning the milled wheel on each plug to lock it in place.
C: Spooky Remote v1.1 MN or BN Direct Connect

If you don’t have a Spooky Boost 3.0/2.0 or Spooky Boost cable, you can connect your Spooky Remote directly to Out 1 of a 5M generator using the Remote cable.

The image above is a different way to do it devised by a Spooky2 Forum Member. This dispenses with the Remote cable and uses a simple BNC Male-to-Male connector, also called a “coupler.”

Essentially, it’s two BNC plugs end-to-end with a straight-through connection. Like all great ideas, it simplifies and makes things easier, it’s tidier, and it’s also inexpensive. You can buy them here.

Another really cool thing about these connectors is that if you ever need to use two Spooky Remotes with one 5M generator, you can attach two in this way – useful if you have large numbers of subjects with the same condition, and to keep things tidy.
Connect Hand Cylinders

There are two different ways to connect Spooky Hand Cylinders depending on whether you use a Spooky Boost or not, and they’re both very simple. First, connection via Spooky Boost 3.0/2.0:

A. Spooky Hand Cylinders with a Spooky Boost:

Connect the BNC-to-alligator clips cable that came with your generator to the Colloidal Silver output of a Spooky Boost 2.0. Then connect each alligator clip to a cylinder as detailed below. With a Spooky Boost 3.0, you can connect to the High Power Contact socket. With a Spooky Boost cable, connect to its output.

B. Spooky Hand Cylinders Direct-to-5M:

Connect the BNC-to-alligator clips cable that came with your equipment to Out 1 of the generator.

Then insert the alligator clips into the holes located at the plastic end of each Spooky Hand Cylinder as shown below left. The image below right shows the correct orientation for holding your Spooky Hand Cylinders.
Connect standard electrodes

Many Spooky\(^2\) users already own electrodes that came with conventional Rife machines or zappers which they may wish to use. I’m one, and here’s how I do it.

![Left: two copper electrodes are attached via cheap standard banana cables to a BNC-to-dual-banana adapter (right), available here. This can then be connected to a Spooky Boost output, or to Out 1 of the generator.](image)

Contact Mode should NEVER be used on the head or neck.

Connect Spooky Central

The Spooky Central User’s Guide is available for download from our website here. This includes connection and usage instructions. Unlike most plasma systems, Spooky Central is incredibly simple to connect and operate, and you can be up and running a few minutes after taking it out of the box.

Before you commit to any arrangement of your new rig’s components, please note that the energy emitted by the plasma tube is...
so powerful it can freeze your generator and your PC if either is too close to it. Please plan your rig layout so that the tube is positioned and used as far as possible from the PC and generator. If you run multiple generators, this applies to all of them.

Alternatively, we highly recommend our special (and inexpensive) **USB filter cables** for all generators connected to the same PC as Spooky Central’s.

1. Connect your generator. Out 1 goes to **Input**, and Out 2 connects to **Modulation**.

2. Connect your ultrasonic transmitter to the short adaptor plug, then insert this into the **Ultrasonic** socket.

3. Connect your Hand Cylinders or TENS pads to the short adaptor cable, then connect it to **Contact**.

4. Connect your PEMF coil to **Coil**.

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

7. Use the special USB cable that’s coiled around the metal ring to connect your PC to the Spooky2–5M generator that’s connected to Spooky Central. Do NOT uncoil it or remove the metal ring.

8. Now switch on Spooky Central. The power light will illuminate orange.
Installing the software

First, make sure that your rig is properly connected to the PC and turned on. Then double click the installer. This will have a file-name ending in “.Setup.exe.” The following series of screens are presented, each of which you must respond to after this one:

Note: if you’ve installed Spooky2 before this, you should leave it in place and choose to overwrite it. This will not affect your own files, and the installation will be easier, more efficient, and foolproof.

Here, the installer is unpacking its files.

Language Selection: next, you’ll see this language selection dialog. Choose your installer language from the list, then click OK.

Confirm: if you’ve previously installed Spooky2, you’ll see this screen next. Choose Yes to move to the install start screen.

If this is your first Spooky2 installation, you’ll see the Welcome screen on the next page instead.
Welcome: the installer program starts.
Click Next >
The License Agreement screen appears. Choose “YES – I Accept the terms of the License Agreement,” then click Next>
Choose Destination Location: the installer will create a new folder named Spooky2 if this is your first installation. If you’re updating an existing installation which can run UDB1108S generators, you should click Browse, then choose a different directory. If you need to, you can click Cancel to abort the installation, then create your new folder and start again. The installer will save any existing installation in the background when you click Next>
Copying Files: Spooky²’s files are copied to your hard drive.

When it’s done, the following screen appears:
Setup Complete: tick the checkbox labelled “Yes, launch the program file,” then click Finish. If you’re not ready to start using Spooky² just yet, simply click Finish.
No Generators Detected: if this is the first time you’ve installed Spooky², you’ll see the following alert:

Choose Yes to install the driver. Choosing No will cause Spooky² to enter Test Mode, and you will see 96 virtual generators in its interface. Doing this will **NOT** install the driver required for real, physical generators, but you can do it later by choosing the command from the *Utils Menu.*
If you click Yes instead, the driver installer for the Spooky\(^2\)-5M generator launches. Click Next>
The driver installation for the Spooky²-5M generator completes. Click Finish.

Please restart your PC, then launch Spooky², and this is what you’ll see:
Simple View has four tabs – Presets, Programs, Control, and Errors. 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. Tick the box by the Advanced arrow (red top left) to see this:
Advanced View displays an additional three tabs – Settings, System, and Internet. The main body of the Presets window remains unchanged. Once you’ve loaded a preset, you can freely switch between tabs and edit if you wish without losing any work. 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 make *Repeat* and other settings. To tweak waveforms and other settings, click the *Settings* tab:

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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 presets unless you know exactly what you’re doing. However, you’re always 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* (this screenshot was done in Test Mode, so you will only see as many buttons here as you have real generators connected). The centre and right of the tab is currently blank because we must select a generator to display. Tick *Allow Generator Overwrites*, then click the generator you want. The tab will then display this:

![Generator Pane Screenshot](image-url)
The Generator Control Panel – note the button colour 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 Spooky Pulse 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 Spooky² rig. You can also see what Spooky² hardware is connected to the PC, enter the number of generators Spooky² should look for at launch, see the file-paths to your databases, configure 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.

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The *Internet* tab displays the email facility (a correctly configured POPmail desktop client is required for this to work). On the right are various social networking websites and resources associated with Spooky². Obviously, you should be connected to the internet for this. The *Online Menu* offers additional choices. To end our short tour of the new interface, click on the *Errors* tab:
Any communications or other errors encountered by Spooky² 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 Spooky² resends the command immediately, usually with success. Now, before we do a session, there are a few things we need to do...
**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, then the Miscellaneous Preset Collection (note that “click” in this Guide always means a single click).

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

3. Click the Control tab, tick Allow Generator Overwrites, 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.

**Windows warnings**

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

**PC Sleep Settings:**
If your computer is set to sleep or hibernate after a certain amount of time with no user activity, here’s what happens:

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 is effectively no longer working, much like a TV on standby. Consequently, Spooky will simply suspend transmission until you wake your PC again.

To fix this, go to Control Panels > Power Options > Change when the computer sleeps, and set everything except the screen to Never. Alternatively, you can use a dark screen saver to extend display life (Control Panels > Personalization > Screen Saver).
**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. 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.

**Treatment choices**
Before you use Spooky² to tackle any problem, you have a number of very important things to consider first:

**A. Which preset type – killing or healing?**
If your health problem is due to an organism, you need to kill it. Diagnoses ending in “-itis” usually mean inflammation caused by infection with a pathogen, so you would normally kill first, then heal the inflammation. Healing generally involves normalising or stimulating an errant organ or body system, and it also covers detox and all non-pathogenic illnesses.

**B. Which Spooky Remote – BN or MN?**
Both Remotes kill. And both Remotes heal. A Spooky Remote v1.1 Magnetic North (black foam top) will kill *slightly* quicker than a Bio North model (white foam top), but we don’t recommend using it non-stop for longer than 4-5 days because it can produce unpleasant side effects such as irritation, mood swings, and even (in many cases) a return of symptoms. It should never be used for pest or mould eradication.

A Spooky Remote v1.1 Bio North (white) will kill pathogens, too, only not *quite* as quickly as a Magnetic North, But it’s quicker for healing, repair, and regeneration. The Bio North model can be used continuously without problems, making it a superior and easier-to-manage option for serious conditions where longer-term application is required.
C. 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 scalar transmission forever, and indeed some practitioners never change their specimens. However, my research suggests that since photonic energy has been shown to be intimately bound up with DNA, nail specimens may be best renewed each month. Russian experiments show that the photonic energy “imprint” which “shadows” DNA fades after this time.

Here’s a good way to package your nail clippings using paper tape:

1. First, cut your nail into four equal pieces, as shown. You only need to use one piece of nail for each Remote.

2. Correct length of 2” paper tape, sticky side up. Bottom left is a single piece of nail. The red mark shows where to place it.
3. Fold tape lengthwise. Write initials on one end if required. Place as shown and mark the tape at the edge of the Remote.

4. Insert tape in the Remote so the mark aligns with the Remote's edge as shown. 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. 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. 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. Good for about 5-6 days.

**Hair:** the shaft contains no DNA, only RNA. So it must have the root “bulb” attached. Good for about two days.

**D. Which mode - plasma, contact, or remote?**

**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.

**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 v1.1, such that it has gained on contact mode. The convenience of Remote Mode makes it a winner.

For serious conditions, I would do one plasma or contact session daily, then switch that generator to Remote Mode.
E. Database sets, Pulse 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 sets. Most powerful of all, but not quite as convenient, are Spooky Pulse scan results. Spooky Pulse has now clearly shown itself capable of detecting early cancer.

The effectiveness or otherwise of database sets 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 set instead.

For healing, I would use either Pulse results or targeted database sets. The Spectrum Sweeps are designed for killing. Most healing works through frequency entrainment, and sweeps don’t work for this process.

Spooky² buttons

Before we get into using Spooky², I must first explain what the various buttons in all the tabs actually do.

**Home 1:** *Presets* tab. *Home* is your operations base where you can see all your *Preset Collections*. This is its greyed-out state when you’re already at *Home*.

**Home 2:** when you click on a preset collection in *Home* to enter it, the button changes its state. If you click it now, it will bring you back *Home* again.

**Up One Level 1:** *Presets* tab. Inside a collection, this brings you back up one level. If you’re at *Home*, there is no higher level, so it’s greyed out, as shown.

**Up One Level 2:** When you enter a collection, the button turns green, showing that it’s active. Clicking it now will bring you back up one level.

**User:** *Presets* tab. No matter where you are in the presets hierarchy, clicking this will bring you to your own collection of saved, edited, or built presets.

**Delete/Clear 1:** all tabs except *Settings*. Deletes the contents of certain lists, or a selection in some lists. Also clears the contents of a field.
Delete/Clear 2: if a list or a field is empty, there’s nothing to be deleted or cleared. In such cases, the Delete/Clear button changes state, and is greyed out.

Save: Presets, Programs, Control, and Errors tabs. Saves presets, programs, Chained Presets, generator output values, and error lists to file.

Edit Preset/Preset Chain: Presets tab. This full-featured utility lets you edit your presets and chains easily. You can even use it to build new chains.

Move Up Arrow: Presets, Programs tabs. Moves a selected preset or program up one line in a Chained Preset or in Loaded Programs.

Move Down Arrow: Presets, Programs tabs. Moves a selected preset or program down one line in a Chained Preset or in Loaded Programs.

Move To Top Arrow: Programs tab. Moves a selected program to the top of the Loaded Programs column with a single click.

Move To Bottom Arrow: Programs tab. Moves a selected program to the bottom of the Loaded Programs column with one click.

Select All/Add To List: Programs, System tabs. Ticks grouped checkboxes, loads multiple programs, or adds your entry to a blacklist (System).

Deselect All: Programs tab. Quickly deselects all checkboxes in the Database pane/Scan Results. This allows you to quickly make your own choice(s).

Close Generator Control Panel: Control tab. Click this to close the Generator Control Panel. Not to be confused with the Windows Quit button.

Reset To Default: Control, System tabs. This appears beside some controls. If you’ve altered their values or positions and change your mind, click this.

OK/Dismiss: Identify Generators and various alerts. Clicking this will close the window or dismiss the alert.

Generator: Control tab. Opens the Generator Control Panel. Depending on your actions, this can have many different appearances, explained later.

Now that you know how to get around in Spooky2, let’s get stuck into some easy tutorials. Using Shell (Empty) Presets, we’re going to build three presets – one for Remote Mode, one for Contact Mode, and one for Plasma Mode. We finish by showing how to build one without using a shell preset.
Let’s say I feel a nasty cold or possibly influenza starting. Here’s how I can quickly build a Remote Mode preset for it.

First, I click the \textit{Presets} tab, then tick \textit{Advanced}. In the \textit{Presets} column on the left, I select \texttt{>Shell (Empty) Presets}. The column now displays the contents of this collection.

The first three entries preceded by a \texttt{>} symbol are preset sub-collections – they contain presets for Contact, Plasma, and Remote Modes. The last three (highlighted red above) are presets that don’t fit into these categories. Since I want a remote preset, I click the \texttt{>Remote} sub-collection. The contents of the column change again, and I can now see that this sub-collection contains 13 presets (red):

Next, I select the \texttt{Killing (R) - JW} preset. Its preset notes appear in the \textit{Notes} column to the right, and its settings load into the \textit{Settings} tab. Also, because this preset contains no programs (I must add these myself in the next step), the
designation “Shell Preset” appears above the Notes, and the Programs column is empty. Now I click the Programs tab:

I’m coughing, my head is stuffy, and my chest is tight, so I enter “cold” into the Search field, then choose appropriate programs for these problems from the 77 results returned.

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

But now that I’ve loaded my programs, I realise that my cough is the most irritating symptom, so I’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 I have to start over? No. I simply select the program I want to move, then click the Move Up Arrow once.
My program moves to the top of the *Loaded Programs* list.

I also want *Sinusitis XTRA* to follow the coughing program, and the flu one last. So I select *Sinusitis XTRA* and click the *Move To Top Arrow*. Then I select *Cold and Flu PROV* and click the *Move Down Arrow* once. And here’s the final result:

All my programs are now in the order in which I want them to run, and it’s time to save my new preset.

So I return to the *Presets* tab and click the *Save* button...

The file save dialog above opens.

Here, I’ve used the New Folder command (highlighted pale blue) to create three new folders first.

One is for my Contact Mode presets, one for Plasma, and one for Remote.

When that’s done, I double click the Remote folder to see...
Nothing – because this is the first preset I’ve saved.

In the File Name field, I type:

**R Cold or Flu - DB**

The “R” is to remind me that this is a Remote Mode preset when I’m working in the Control tab. I use “C” as the prefix for Contact Mode, and “P” for Plasma Mode presets. You should replace “DB” with your own 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. Better to be safe than sorry.

Now when I return to Presets, I click the User button, then the >Remote sub-collection (the file path is highlighted red above).

And here’s my new preset. You can see its programs, its Estimated Total Run Time, and my own replacement notes.
Now it’s time to run my preset. So I click the *Control* tab, and this is what greets me:

My *Generator Buttons* appear in the *Generators* pane on the left, and the middle and right part of the window are blank. This is because I haven’t selected a generator yet. So I first tick the *Allow Generator Overwrites* checkbox (highlighted red above), then click the *Generator Button* I want to use (Generator 2 in this case). This opens the *Generator Control Panel*:

Back to contents
Here, I can see that my programs are loaded in the *Programs Column*, and their frequencies are shown in the *Frequency Column*, starting with 727. I can also see the *Estimated Total Run Time* for a single loop of my preset, as well as other duration-related information. All of these are outlined in red above. Above the red box, I can see that *R Cold or Flu – DB* is loaded (also red).

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

A generator button can have many different colours and appearances associated with the generator’s status. Various functions will change its colour, and the button can also tell you whether the generator is dedicated to a Spooky Central, indicate a USB communications failure, and provide a countdown in seconds for a delayed generator start. I’ll show you all its possible appearances in a later section.
Now I 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 blue segments 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 I have another nagging problem. While gardening earlier today, I bent down too quickly, and awkwardly twisted my spine as I did so. This has left me with a lot of pain, likely a slipped disc, which I want to resolve quickly.

And for that I need Contact Mode.
Spooky²’s order of working is from left to right, so once again I start in the leftmost *Presets* tab:

1. I first select *Shell (Empty) Presets*, and then the *Contact* sub-collection. Next, I select *Healing (C) – JW*.

2. Now I have to search for and load the programs I need. So I click the *Programs* tab.
I type “disc” into the Search field and get 258 results. I 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 above.

Now it’s time to save my work, so I return to Presets and click the Save button. *Spooky²* takes me to my User folder – which is where my User preset collection is stored.

Since this is a contact preset, I double click the Contact folder to open it and save into.

Once again, since this is my first contact preset, the folder is empty:

In the File Name field, I type:

\[C \text{ Slipped Disc – DB}\]

If you recall, the “C” is to remind me that this is a Contact Mode preset.

I click the User button, then the >Contact sub-collection, and I see this:
My new preset is waiting for me, so I select it to load it.

Now I’m almost ready to run it. But first I need to decide which type of electrodes to use – Hand Cylinders or TENS pads.

Because I want to get as close as possible to the site of the pain – my lower spine – Hand Cylinders would be too uncomfortable to use, so I opt for TENS pads.

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

I connect the TENS cable to the high power output of my Boost because I like the amplitude to be under my control, and I can stop and change it if it’s too high for me.

Or, if I wished, I could use the Boost’s Colloidal Silver output instead.

This delivers an attenuated signal that won’t sting or tingle uncomfortably.

Now that I’m ready, I click the Control tab. I first tick the Allow Generator Overwrites checkbox, then the button for the generator I’m using. I can now click Start and get some relief:
Something different is happening here. The generator has been running for 65 seconds (Dwell, highlighted **red**), and the text for **Waveform** and **Offset** in the **Generator Output** pane (outlined) has now turned red. This is a visual reminder that Spooky2 will eliminate the risk of acids building up under the TENS pads by shifting the signal from negative to positive every 60 seconds. To view this, go back to the **Presets** tab, tick the **Advanced** checkbox, then click the **Settings** tab.

Left, you can now see that the shift will occur every 60 seconds.
Now let’s imagine that I have diarrhoea and lower bowel pain. I need quick relief, so plasma is the perfect solution.

I click the Presets tab, then select the >Shell (Empty) Presets collection. This time, I will select Spooky Central - JW as my Shell Preset.

Now I have to load the right programs.

I click the Programs tab and enter “salmonella” into the Search field. I can be an impatient cook sometimes, and I remember that my chicken looked a little pink.

I choose Salmonella Comp CAFL because it targets all strains of salmonella, and I double click it to load it.
Now my Spooky Central plasma preset is finished, so it’s time to save it.

I return to the Presets tab, click the Save button, and the File Save dialog opens.

In the File Name field, I type:

P GI Tract – DB

Then I click the Save button – or I can simply press the Return key of my keyboard.

Now all I have to do is run it.

To do that, I go back to the Presets tab and click the User Button. Here’s what I see:
Uh-oh. I forgot to delete the existing Notes and add my own.

No problem. I simply right click into the Notes field, choose Select All from the Context Menu that appears, then press the backspace key on my keyboard to delete them. Now I can type my own. When I’m done, I just click the Save button again, then navigate into the Plasma folder once more.

To save having to type the name again, I select the existing incorrect preset file – doing this will automatically enter its name into the File Name field for me. Then I click Save. Job done!

Here, I’ve selected my corrected new preset, and I’m almost ready to run it. But before I do, there’s something I must do first. Spooky Central is built like a tank, so you probably think that nothing could damage it. Not true, unfortunately. Most plasma Rife machines absolutely require a square wave with 100% positive offsets, and other important settings. If these requirements aren’t
met, 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. Now right click it. The following alert appears:

This tells me that *Generator 2* is not dedicated to Spooky Central, so I click *Yes* to change that. If it was already dedicated to Spooky Central, this is what I’d see instead:

In this case, I’d click *Cancel* to continue, or *No* if I wanted to run this generator in Contact or Remote Mode instead.

When a generator has been dedicated to Spooky Central, its text is always bold.
Spooky\(^2\) isn’t a preset-only system – it’s hugely flexible. To demonstrate this, I’ll set up a generator without using a preset. To do this, I start in the *Programs* tab with the program I want. This will be a contact treatment, so I enter 1 for *Repeat Sequence* (blue).
I’ve had a pain in my thigh lately, and I’m trying things out to see if I can hit it. My guess is it’s some sort of bone infection. When I Search for “bone,” I find Infection Bone XTRA – which I load, then click the Settings tab.

This bone is thick, and lies deep in my flesh, so I’m going to make sure I can penetrate 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, I want signal polarity to swap to prevent acids forming beneath my TENS pads and burning my skin, so I enter 60 seconds as the Swap Waveform time in the Output Shadowing pane (highlighted red).

I change the X value for the square wave to 4 so I can add high frequencies later if I wish – this gives a max ceiling of 20MHz.

I want the full power of Spooky², so I choose Inverse+Sync rather than Follow Out 1. This means I must use the F2=F1 controls to create my carrier. Now my audio frequencies will be modulated by a high-frequency carrier that’s 128 times higher (and faster) – highlighted red. Both are output through my Spooky Boost high power socket, to which I’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 I’ve used here. In general, once audio energy reaches the top of the range of human hearing (about 20,000Hz) it’s becoming radio energy. By trial and error, I find that multiplying my audio frequencies by 128 transposes all of them to radio frequencies. I picked 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 I’ve almost always had good results with octaves before, so this is what I’ll use here.

Because the low frequencies are now carried by a high-frequency dynamic carrier, I shouldn’t experience any stinging or tingling in Contact Mode – so I could take a chance that they will not be irksome or irritating. But examination of the individual frequencies in the Program shows that 12 of the 13 in total are all quite low, so I decide not to take that chance, and I set an Amplitude Ramp time of 5 seconds for Up and Down, and I tick the Reduce Amplitude box.
And because the carrier frequencies will always run 128 times faster than the program’s audio frequencies, I can lower the 10kHz amplitude limit that’s set in the Contact Mode Options pane to 20Hz by using the Frequency Limits (Hz) pane (highlighted red).

Now it’s time to run my program, so I click the Control tab, choose my generator, and hit Start.

Now I can see that the lowest frequency in my Program – 47 – is being transmitted from Out 1 and Out 2. The new waveform I’ve created has a carrier that’s always running 128 times faster than the audio frequency, so the carrier for 47 will be 6,016Hz.

But what about the highest frequency in the Program – 10,000Hz? When this is multiplied by 128, the result is 1,128,000Hz – which is well within the generator’s native hardware limit of 5,000,000Hz. Although I could have left the waveform’s X value at its default of 1, I decided to enter 4 to give myself plenty of headroom should I 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 I’ve used this program and found it to be so good that I now want to save it as a preset (this time I won’t forget to add my own notes to it). How can I do that? Very easily. I click the Presets tab, then the Save button.

Here, I’ve navigated into my Contact Folder, and I’m naming my preset: C Bone Pain – DB.

Now I can see my new preset in my User collection (below).

You now know how to quickly and easily use Spooky2 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 if you wish.

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 Spooky2 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 my new preset created without using a Shell Preset to start with).
The majority of Spooky\textsuperscript{2} users will use Remote and Contact Modes. Although these last two ways of working may seem worlds apart, there are only a few important operational differences between them. But Plasma Mode is very different from the others. Here’s a table that summarises the differences between all three modes:

<table>
<thead>
<tr>
<th>Differences</th>
<th>Plasma Mode</th>
<th>Contact Mode</th>
<th>Remote Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durations</td>
<td>Takes less time: usually three minutes per frequency repeated once a day, or every second or third day.</td>
<td>Takes less time: usually three minutes per frequency repeated once or twice a day.</td>
<td>Takes more time: usually 1-3 minutes per frequency repeated up to 20 times a day, or even non-stop.</td>
</tr>
<tr>
<td>Carriers</td>
<td>Spooky Central doesn’t require any carrier because it can transmit direct frequencies. However, it can also use carriers in various very powerful and creative ways.</td>
<td>Carrier may be required for deep body penetration. Dynamic carriers are strongly recommended for added therapeutic effect.</td>
<td>Carrier not required – frequencies are received by every cell that contains DNA. But use of a dynamic carrier will add therapeutic effect.</td>
</tr>
<tr>
<td>Sweeps</td>
<td>Spooky Spectrum sweeps cannot be used with plasma – use the Spooky Central Spectrum Sweep instead, or a carrier sweep.</td>
<td>Carrier sweeps require Spooky Central. Spooky Spectrum sweeps won’t work due to voltage requirements.</td>
<td>Carrier sweeps need Spooky Central. Spooky Spectrum sweeps are engineered for Remote Mode only.</td>
</tr>
<tr>
<td>Inverse+Sync</td>
<td>Neither this nor Follow Out 1 are used for Spooky Central. This unit requires its own special settings which are always automatically loaded once you dedicate a generator to it (shown earlier)</td>
<td>Quadruples the power of Contact Mode by inverting Out 2’s waveform, doubling its voltage potential, and adding it to Out 1 (doubling the voltage of a signal squares its power).</td>
<td>Doubles the power of Remote Mode by inverting Out 2’s waveform and adding its harmonic content to Out 1.</td>
</tr>
</tbody>
</table>
As you can see, Remote Mode looks extremely attractive for those who lead busy lives. And there is also the problem that the Spectrum sweeps are not practicable in either Plasma or Contact Modes.

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.

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. You’re not spending hours out of each day connected by electrode cables to the generator, nor are you required to stay within about six inches of a plasma tube (although certain serious illnesses will require some daily contact or plasma sessions).

In fact, you can even go abroad, as some users have done, and remotely control Spooky² from a laptop, an iPad/iPhone, or an Android tablet/smartphone using a free-for-personal-use program called [TeamViewer](http://teamviewer.com).

So you can see it makes sense to use a Spooky Remote, particularly as they’re so inexpensive.

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 3.0/2.0. However, we don’t recommend connecting two Remotes to its BN and MN sockets.

And don’t connect a BN **and** an MN Remote directly to the generator or its pass-through connections on a Spooky Boost 3.0/2.0 either. The Remotes’ opposing field polarities mean that the signals will likely cancel each other out.

It’s not a good idea either to connect two different transmission devices to a Spooky Boost 3.0/2.0 at the same time, such as a Remote and pair of electrodes. This is because every connection uses up generator power, whether it’s being used or not.

To see the differences in settings for each mode, click the **Presets** tab, select the >Shell (Empty) Presets collection, load an appropriate Shell Preset, then click the **Settings** tab – most panes in this tab can be different for each mode, with the exception of Wobble and Schedule. If you click the **Presets** tab, you’ll also see that the Repeat settings for Remote Mode are different to those for Contact and Plasma Modes – 0 is entered for non-stop running in Remote, and 1 for a single run-through in Contact and Plasma. In Remote Mode, 120-140 will deliver a timed treatment equal in effectiveness to 6-7 Contact Mode treatments.
Contact & Remote

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, and here are some you can set up 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 Shadowing, 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 1Hz 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 Spooky2:

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 $F_2 = F_1$ 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. I’ll show you how this controllability can be used a little later.
Using Very High Frequencies (Remote/Contact):
The Spooky\(^2\)–5M generator has a top limit of 5MHz 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 25MHz 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 X field (a square wave here, which I’ve highlighted in blue).

This tells Spooky\(^2\) to create five sub-waves inside a single wave cycle. Since the hard limit for all XMs is 5MHz, a value of 5 will multiply this up to a ceiling of 25MHz. Spooky\(^2\) will then upload the waveform to the generator and instruct it to run at 5MHz. But the output frequency will actually be what you specified, be transmitted at full power, and with perfect waveforms up to 25MHz.
Since you can now transmit any frequency up to 25MHz, 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’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, or as close to 1MHz as possible.

Although you can actually go higher than 25MHz 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 makes it possible to use your Spooky-XM generator 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 Shadowing pane and enter the following:

Connect one pair of electrodes directly to Out 1 of the generator or Spooky Boost 2.0/3.0, 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 3.0/2.0.

You can easily treat a whole family for the same condition with a single Spooky Remote. But you can treat a whole neighbourhood 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. Personally, I 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 Shadowing*.

**Dual Voltage Control (Remote/Contact):**
Another reason that *Output Shadowing* 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. Enter these setting to get the results top right (9/5=1.8).

In the second example below, Out 1 amplitude is 20 volts. You want your Holland 11th Harmonic to run at 7 volts.

Enter the settings above to get the results below (7/20=.35).
**Footplates & TENS Pads (Contact):**

I’ve already shown you how to connect and use handheld electrodes in the sections headed “Spooky Hand Cylinders” on page 14 and “Standard electrodes” on page 15. But there are other kinds of electrodes, too – footplates and TENS pads.

Footplates are electrodes which can be used in addition to, or instead of, handheld tubes. Some commercial Rife machines only have one set of connections, so they allow you to use tubes or footplates – but not both.

You can, of course, use an adaptor to physically connect both. But in this case, your output power will be shared between them.

With Spooky², you can simply connect your tubes to Out 1 and your footplates to Out 2, and you’ll get up to 20 controllable volts from each.

Believe it or not, your skin is quite a good low-voltage insulator. This is why higher amplitudes are required for contact treatments – generally 14 to 20 volts. By adding footplates to your hand tubes, you can get greater body coverage without skin resistance attenuating the signal too much.

This is generally a good idea when dealing with systemic problems. And it’s specifically indicated when you’re treating the legs or lower trunk – colon or lower GI tract, gynaecological, and prostate problems, for example.

The footplates on the left came with a mid-range commercial machine, and they’re full-sized, solid plates of stainless steel. The Nike tennis wristbands I use to ensure contact with my soles whenever I wish to use them while lying down.

The hand electrode at the top is for size comparison with the image on the following page:
This set of footplates came with a much more expensive setup, and I’ve included the same hand electrode in the photo at the same scale so you can see how much smaller they are – half as long and wide as the previous set. I’ve no idea what kind of metal they’re made from, but when you pick one up by its connector, it will wobble and bend readily.

Proving that price is no guarantee of quality.

However, they serve to show how easy it would be to make these yourself – two decent-sized pieces of thin stainless steel, attach the alligator clips cable that came with your generator, and you have a better set of footplates than this to connect to Out 2.

When you do use footplates, remember that the skin on the soles of your feet is much tougher – which means it’s a better insulator. So it’s a good idea to place your footplates on a towel and wrap them in kitchen tissue dampened with tap or salted water to enhance conductivity. And although they’re called “foot” plates, you can use them anywhere on your body.

A more flexible alternative is a TENS pad (right). These are rubber sticky pad electrodes for Transcutaneous Electrical Nerve Stimulation units used in medicine for pain control.

They are available on the Spooky 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. Some TENS pads use snap-on electrical connections, and some use pin sockets (like Spooky pads and those pictured right).
For snap-on connectors, simply attach an alligator clip to each one (TENS pads should be used in pairs, like any other electrodes). For pads that use sockets, you can buy a Spooky TENS cable, or two of the TENS pins 6-inch cables pictured below 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.

Or, if you can use a screwdriver, you can quickly make up your own permanent cables using TENS pins and banana plugs, both from here. Attach these to the ends of two suitable lengths of 12-gauge single-core wire from any electrical supplies store. Then connect it all up to your generator with this BNC-to-dual banana plug adaptor for a more durable, tidy, and professional setup (pictured below right).

For footplates and for TENS pads, here are the settings – which are also used to connect two sets of hand electrodes to treat two subjects with the same condition, as you saw earlier.
Menu Bar

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 Spooky2’s original default generator settings. Performs the same actions as the Restore Defaults button in the Settings tab.
5. Restores Spooky2’s original *Global* default settings.

6. Save the current settings as Spooky2’s startup default.

7. Reloads all custom/user waveforms into Spooky2.
   Allows you to add extra waveforms without having to quit.

8. Quits Spooky2. The red X and Ctrl +Q also do the same.
This is the window that opens when you choose the Create Program command from the File Menu. Spooky2 allows you to enter an unlimited number of your own programs into a custom database. The Create Program screen contains complete instructions, and tells you where your work is saved (highlighted red above). 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:** 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 XX” is good because it will show in searches for “cancer,” “throat,” and “sweep.” You can substitute XX with your own 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 finalising your entry.

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

**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.
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 you want applied to the rest. 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 the wave on Out 2.

<table>
<thead>
<tr>
<th>Waveform</th>
<th>Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sine wave:</td>
<td>1</td>
</tr>
<tr>
<td>Square wave:</td>
<td>2</td>
</tr>
<tr>
<td>Sawtooth wave:</td>
<td>3</td>
</tr>
<tr>
<td>Inverted sawtooth:</td>
<td>4</td>
</tr>
<tr>
<td>Triangle wave:</td>
<td>5</td>
</tr>
<tr>
<td>Damped Sinusoidal:</td>
<td>6</td>
</tr>
<tr>
<td>Damped Square:</td>
<td>7</td>
</tr>
<tr>
<td>H-Bomb Sinusoidal:</td>
<td>8</td>
</tr>
<tr>
<td>H-Bomb Square:</td>
<td>9</td>
</tr>
</tbody>
</table>

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.

With the Spooky2–5M generator only, you can boost or cut the Amplitude, or output voltage.

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

Ox (Offset): After your target, for positive offset type uppercase O followed by the value desired as a percentage of Amplitude rather than a voltage. For negative offset type lowercase o.

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

Lx (Light Wavelength): Spooky2 lets you enter light wavelengths directly. Type L followed by your wavelength in nanometers (nm). Spooky2 will automatically convert this to the highest subharmonic frequency your generator is set up to
transmit. CL can be used as a Constant for Out 2 (see below).

**Fx (Factor):** Dictates the value you want for Out 2’s frequency *Factor.*

**Cx (Constant):** This is the value for Out 2’s frequency *Constant.*

**Mx (MW Factor):** insert M before a molecular weight/molar mass to convert to frequency.

**Bx (Base Pairs Factor):** insert B before a base pairs entry to convert to frequency.

**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.

Enter: 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.

Add: 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*).

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

But Spooky Central 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.

You can email a copy of your program to the Spooky team by checking this box. 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.
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\textsuperscript{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 centre 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\textsuperscript{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\textsuperscript{2} can also perform conventional Modulation Sweeps if required.
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.
**Program Name:** make searches easier with a meaningful name. Including something like “Spectrum” or “Sweep” is a good idea.

**Spectrum Low Frequency/Spectrum High Frequency:** enter your lower and higher sweep limits here.

**Example:** Dr. Hulda Clark found that the bandwidth for moulds and mycotoxins was approximately 77,000–288,000Hz. To build a Spectrum sweep to target these, you’d enter 77000 for *Spectrum Low Frequency* and 288000 for *Spectrum High Frequency*.

**Frequency Tolerance:** this is the range above and below an organism’s Mortal Oscillatory Rate (MOR) in which a frequency will still be effective. Although Dr. Rife originally expressed this as a wavelength of light, it’s generally accepted that a good rule of thumb is plus or minus 0.025% of the organism’s MOR. However, larger values may generally be input for sweeps that are intended for purposes other than killing pathogens.

**Frequency Application Time:** the amount of time in seconds you wish each MOR to be applied for (180 is a reasonable value).

**Wave Cycle Multiplier:** the number of sub-waves that will create your sweep. We recommend using 96 or fewer. Note that setting a value here does not set it in the *Wave Cycle Multiplier* field in the *Waveform Setup* pane – this must still be set manually by you when you enter your settings to actually run the program you’re about to create. The value you input here is solely for sweep calculation purposes.

**Frequency Hits Per Sweep:** the number of times during your sweep you wish each MOR to be applied.

**Sweep Type Buttons:** you have three choices.

- **Single:** creates a single sweep that will use Out 1 only and will proceed from low to high frequency.
- **Dual Converge:** creates a dual convergence sweep that will use Out 1 and Out 2 – requires connection to both outputs. These will proceed simultaneously from low to high, and from high to low.
- **Dual Weighted:** creates a dual sweep, one weighted towards the lower frequency range – requires connection to both outputs. Both sweeps will proceed simultaneously from low to high.
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.

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.

Save and Exit/Cancel: when you’re happy with your sweep, click Save and Exit. To discard your work, click the red X.

Database Menu:

These four commands allow you to carry out various database file operations while Spooky² 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 custom database.

2. Opens the current custom database in the built-in database editor so you can make changes and save them.

3. Reloads your edited and saved custom database.

4. This will write the names, durations in minutes, and Program Descriptions for all database programs to a text file.
5. This will take you to the Spooky2.com website and download the latest database to your Downloads folder. Place this inside your Spooky2 directory on (C:) drive, then relaunch Spooky2.

1. Below is the Windows file navigation dialog that opens when you choose the Select Custom Database command from the Database Menu.

Navigate to the database file you want to load, select it, then click Open. Spooky2 will load the new file and make it available for immediate use.

2. & 3. The Database Editor has its own built-in help manual, so I don’t propose to go into it here. And I must be honest and say that I find it needlessly complex for the task of editing what is really quite a simple database. So I never use it myself.

Instead, I’m going to show you how I prepare every new Spooky2 database update for general release – it’s simpler, it’s quicker, and it’s a heck of a lot less confusing and cluttered. All you need is Notepad, the little text editor that comes standard with Windows.

But first, before you do any editing, make a back-up copy of the file you’re going to work on.
Let’s say I want to edit my custom database to add a cancer program. First, I navigate to my Spooky² folder on C: drive and open it. Then I right click on the custom.csv file and choose Open with > Notepad. I then select and copy all the yellow text below:

"Name",CUST,00,"Add your own notes here.","123456,654321,",,180

The database files are in CSV format – which stands for Comma Separated Values. This means that the different types of value in the program – the name, sub-database, running time, Additional Notes, frequencies, and dwell, are all separated by commas, as you can see. The name, notes, and frequency values are each enclosed in double quote marks.

OK, so why are there three commas before the 180?

The first comma after the frequencies’ closing quote mark tells Spooky² that the frequency list value is now complete, and it should interpret any characters between this comma and the next one as a new value. But there’s nothing there, so Spooky² looks for a value after the next comma. It finds none, so it continues beyond the last of the three commas, and finds 180 – the dwell.

The reason for this is that the database has two optional extra values which can be used to aid searching if desired, and some of the existing programs use these values. The first one is “Organ,” and refers either to the part of the body affected or the general name of the condition, and the second one is “Illness,” which either describes the physical result produced by the pathogen or illness, or the type of organism responsible for it.

Open the frequencies.csv file and scroll to Comedones CAFL – Organ/Illness is “Skin,” and Illness is “Blackheads.”

So, since I’m adding a program to tackle the cancer BX and BY viruses, I could type Cancer between the first and second of the three commas, and Virus between the second and third commas. Or I can choose not to use these at all since a search for “cancer” will return the program in its results anyway. And this is what I’ve done.

Note that this program is already present in the main database and is simply used here as an example.

For clarity and ease, I navigate to the end of the file, place the cursor at the start of the blank line at the bottom, then choose Paste from the Notepad Edit menu. And this is what I get:
Now I select the word “Name,” and type “Cancer BXBY” in its place. The “CUST” value is fine, since this is a custom program. The dwell for the single frequency is 180 seconds, so I select the “00” and type “3” – this is the total running time in minutes. I select the notes text and replace it with my own. I then select the placeholder frequencies and replace them with “782937.42”:
But I’m not quite finished yet. When Spooky\textsuperscript{2} launches, it reads the main database into memory first. Then it adds the custom database by tacking it onto the bottom of the main file. If I leave things as they are above, and later add another bunch of cancer programs, my searches for “cancer” will find all, but those from my custom database may not be in correct alphabetical order.

So at this stage I select the entire line of the new entry, then choose Cut from the Notepad Edit menu. I insert the cursor in the correct alphabetical sorting position in the custom file for the new program – in this case, it’s right at the top – then I choose Paste from the Edit menu. And this is what I get:

![Test Custom - Notepad](image)

Finally, I check to see that the blank line at the end of the file is still there. If it’s not, Spooky\textsuperscript{2} will report a loading error when it tries to read the custom database file because it expects to see a carriage return/new line control character at the end of every line – including the last one.

I check by clicking into the space below the last line. If the blinking cursor appears, as it does above outlined in red, then I’m OK to go ahead and save the file. If not, I must position the cursor at the very end of the last entry’s line – Vitamin Deficiency (Avitaminosis) above – then hit the Return key on my keyboard. This gives me a new blank line at the bottom of the file.

Once you’ve done this a couple of times, you’ll find it’s faster and less bewildering than using the database editor.
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 Spooky2 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.
5. Choose *Hold* to remain on current frequencies on all generators – this stays in force until you choose *Hold* again.

6. Choose *Stop* to end programs on all your generators at the same time.

7. Choose *Erase* to clear all programs and sequences from every stopped generator in your rig.

**Online Menu:**

If your PC is internet-connected, these commands will be very useful. For each one, Spooky2 will launch your browser (or open a new window/tab if it’s already running).

1. This will take you to the Spooky2-Mall website where you can buy all the components of the Spooky2 Rife System.
2. This will take you to the Spooky² Vimeo Channel where you can watch instructional videos.

3. This command takes you to the Spooky².com website for the latest information and downloads.

4. This will take you to the Spooky² Forum entrance page where you can then log in.

5. This command will take you to the original Spooky² Facebook page.

6. This command takes you to the Spooky² Help Desk where you can find answers and ask questions.
**Utils Menu:**

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

1. **Identify Generators** darkens all generator buttons and shows port numbers on displays. It also opens a detailed report.

2. **Identify USB Devices** opens USBView, a program that lets you see what USB devices are connected.

3. **Install Spooky XM Drivers** will install the correct generator drivers for your PC.

4. Finds and removes USB ports Windows erroneously reserves for “ghost” generators, freeing up unused port numbers.
5. Sends a handshake signal to an offline generator, bringing it back online without having to stop your entire rig.

6. Opens a window which allows you to find optimum values for making colloidal silver by using an interactive calculator.

2. This is the USBView window that opens when you select Identify USB Devices. It allows you to see and save all your USB information to file.
1. This is the report window which opens when you choose the *Identify Generators* command.
5. 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 features in its own section later in this Guide.
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):

**Advanced**: shows/hides the **Settings**, **System**, and **Internet** tabs. Also hides/shows **Biofeedback** in the **Control** tab.

**Delete/Clear**: clears the presently-selected preset, its **Notes** and programs, deselects the selected collection, and brings you back **Home**.

**Load Programs**: Untick to load preset settings only after loading your own programs.

**Preset Collections (Home)**: displays a list of factory collections that come with Spooky², as well as your own User collection. These are all folders which reside in Spooky²’s Preset Collections directory.

**Presets**: selecting a collection displays its presets in the **Presets Column**. Selecting a preset in this column loads its settings and programs (if any).

This will also display the preset’s **Notes** (which are always editable). You can click the **Save** button to save the selected preset into your **User** collection for editing later if you wish.
**Programs**: when a preset contains programs, it will display them in this central *Programs Column*.

You cannot delete 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.

**Notes**: in factory collections, 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).

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

**Programs Pane:** this lists more than 40,000 programs in four factory databases – Main, Molecular Weight, Human Base Pairs, and Non-Human Base Pairs (optional), 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. Use the *Search* field to find what you’re looking for. *Search* results will replace the pane’s contents. The *Clear Button* removes your *Search* term and its results, and restores the *Programs Pane* with all programs. You can also scroll through this field (click inside it to use your mouse’s scroll-wheel).

Spooky²’s main program database is made up of 11 sub-databases. To include them all in your searches, click the + *Button*. You can also tick only those you want. To deselect all at once so you can quickly select just a few to search, click the – *Button*.

- **PROV** has produced consistent results in virtually all subjects it was used with.
- **MW** is a collection of about 8,000 programs for drugs, supplements, and molecules important to health.
- **BP** holds almost 30,000 programs for human, animal, and plant pathogens based on their base pair values.
- **BIO/VEGA** are based on excellent Russian frequency research.
- **CAFL** is the Consolidated Annotated Frequency List, amassed from the experience of Rife experimenters over years.
- **XTRA** is a collection of programs from various sources, all chosen for their reputation for effectiveness.
- **CUST** consists of programs added by Spooky team members, plus those in your own personal database.
- **RIFE** is a collection of Dr. Royal Raymond Rife’s original frequencies.
- **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.
- **ALT** consists of programs based on Ayurvedic knowledge and practise, solfeggios, and planetary frequencies.

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.

To load all your selections into the *Loaded Programs* column at once, click the *Add To List* button (outlined in red left).
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 (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.

You can change the order of your programs easily. Select the program to want to move, then click either the Up or Down Arrow to move it one step up or down.

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.

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.

**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.

**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.

**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*.

**Important Note:** to prevent the voluntary work of our researchers and developers from being stolen and monetised by profit-hungry companies or individuals, Molecular Weight (MW) and Base Pairs (BP) 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.
Settings tab

This 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.

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

**Duty Cycle:** this has its own explanatory section later. 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. A value of 5 is absolutely **required** for Spooky Central.

**Offset:** this, too, has its own explanatory section later. Values of 0% and 0% create alternating current (AC). This oscillates between equal positive and negative phases – this is Spooky²’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 **requires** 100% and 100%.

**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.

It can also be used to simulate Inverse+Sync when running a generator in standalone mode. A complex subject, best left to techies (for now at least).
Apply \([x]\) Hz Gate: 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.

Output Shadowing pane: this multi-purpose pane allows you to slave Out 2 to Out 1, create a dynamic carrier, specify different voltages for each Out, swap waveform, frequencies, and amplitudes between outputs – and to slave this generator to another one.

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.

Out 2 =: in the graphic left, this line is greyed out and unavailable because Inverse+Sync is selected. To allow its use, select \(Follow\ Out\ 1\) instead.

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 audio-band frequency as the \(Constant\).

Out 2 =: the single field here allows you to specify the voltage for Out 2’s signal. This process was shown earlier in the Contact & Remote section headed Dual Voltage Control (Contact/Remote).
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.

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

Restore Defaults: return to the Spooky² default settings.

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

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 throughout the treatment. Speed is set by the Gate Hz rate.
the next, and Steps tells Spooky2 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 so big a subject that it has its own section later.

Schedule pane: you can set generator run times here. Run Between [x] and [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.

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

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.

Contact Mode Options: these controls allow you to make Contact Mode a more comfortable experience.
**Amplitude Ramp \([x]\) seconds:** set the number of seconds it will take Spooky\(^2\) starting from 0 volts to reach the voltage you’ve specified in the **Signal Settings** pane – 5 is a reasonable value. Tick **Up** to apply the ramp to the start of every frequency, and **Down** to ramp down at the end.

**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 – 10kHz is the default.

However, the threshold at which discomfort sets in is different for everyone – my own is about 1kHz. Experiment to find your own threshold by lowering the value about 1kHz at a time until you find it’s “biting.”

**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.

**Frequency Limits (Hz):** Dr. Rife and Dr. Clark found that frequencies that killed pathogens lay between 76,000Hz and 880,000Hz. So 76,000-880,000Hz 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 100,000Hz. 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 25,000,000Hz, 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. Spooky\(^2\) will not create a frequency higher than this.
- **\(< [x]\):** enter the lower delimiter in Hz here. Spooky\(^2\) will not create a frequency lower than this.

**Use Harmonic Menu:** choose the harmonic system you wish to use for the transposition. Spooky\(^2\) will create the lowest harmonic inside the bandwidth.
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.

**Golden Ratio**: also called “phi,” this is related to Fibonacci, and used in classical architecture, art, and the pyramids.

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

**Natural Log**: based on the formula $1 + 1/(1\times2) + 1/(1\times2\times3) + 1/(1\times2\times3\times4) + 1/(1\times2\times3\times4\times5)$, etc.

---

**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 this theory.

**Scalar**: 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. The “—” entry is a placeholder for future development.

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

**Example**: The *Botulinum VEGA* program has one low frequency – 518Hz. I 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 me 518 and 120694. Experiment – and use what works best.
**Waveform Setup:** unsurprisingly, this is where you come to configure your waveform(s) for Out 1 and Out 2. The pane is divided into six vertical columns – 1, 2, Waveform, X, 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+Sync, and Inverse+Sync 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, I’ve selected a plain square wave for Out 1, and a H-Bomb square for Out 2.

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

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

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.

### Waveform Setup Table

<table>
<thead>
<tr>
<th>Column 1</th>
<th>Column 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Waveform</td>
<td>X</td>
</tr>
<tr>
<td>Length</td>
<td>Ratio</td>
</tr>
<tr>
<td>%</td>
<td></td>
</tr>
</tbody>
</table>

### Output Waveforms

**Out 1**

**Out 2**

**Spooky Boost Output**
Each one, plus the Spike+Sync 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 an additional 17 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 Out 1: 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.

Spike+Sync: 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+Sync: this copies the wave and frequencies on Out 1, flips the wave upside down, then sends the signal to Out 2. In Contact Mode, this effectively quadruples the power. In Remote Mode, it doubles the power by adding harmonics.

X Column: the “X” stands for a very special kind of multiplier – Spooky2’s unique Wave Cycle Multiplier.

This is what enables Spooky2 to transcend the Spooky2-5M’s hard limit of 5MHz so it can transmit up to 25MHz. 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 an X 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 X.

Spike: select Spike+Sync or Inverse+Sync to use this, and ensure that an appropriate value is entered in the X column.
**Length:** this determines how long the spike will be applied for. A value of 2 is good for frequencies higher than about 10,000Hz, 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 the section on **Inverse+Sync** later in this Guide.

**Spectrum %:** this is another unique Spooky² technology which allows multiple frequencies to be produced at the same time. A value higher than 1 for \( X \) 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 later in this Guide.

**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.

**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.

**\( F2 = F1 X [x] \text{ Hz} \):** 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 removes the negative phase of the waveform.

To view images of the effects of each of these choices on various waveforms, please see the section entitled “Making Waves” later in this Guide.

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.

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 Allow Generator

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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 Spooky² is now ready and waiting to receive your input on this generator.

Here, I’ve started Generator 2, 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 Allow Generator Overwrites, then select your next generator.

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

**Generator Info:** the text in blue at the top left tells me that this is the control panel for Generator 2, and it’s currently running a preset named “Molds Species (R) – DB.” If Generator 2 is dedicated to Spooky Central, its button will have bold text (left).

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

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

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

If you’ve started this generator, all work you do in the other tabs will be queued for the next generator. If this generator isn’t running, its sequence remains loaded in all other tabs, and any edits you make will affect it.

When you edit a loaded preset, then return to the Control tab, you must tick Allow Generator Overwrites to load your edits.

Function Buttons: Start, Stop, and Pause are self-explanatory. The slim grey button to the right of Start is the Resume Button. If you’ve stopped this generator, and you wish to pick up again from where you left off, click this.

The similar grey button to the right of Stop is the Stop Loop Button. Click it to stop when the current loop ends.

Click Hold to keep transmitting the current frequency, regardless of its dwell. This is a toggle control, so you must click it again to turn Hold off.

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

Amplitude Wobble and 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, you’re 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.

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.

If you’ve stopped during a sweep, the Resume Button will continue it from exactly where you stopped.

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

Step: the position number of the current frequency. For instance, if Spooky² 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.

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

**Preset/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.

**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.

The Delete button at the top right corner is used to remove 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 Allow Generator Overwrites. Your sequence will appear in the Control Panel as you left it.

**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.

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

**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.

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

**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, and Phase Angle.

This area shows you an image of your generator.

**Sync:** reports whether the Outs are currently synced together or not.

**Reset Button:** click this to reset your generator to its factory defaults. Note that its switch-on “beep” will no longer sound.
**Reverse Lookup:** this is perhaps the most widely misunderstood aspect of Spooky²’s biofeedback feature.

Spooky Pulse was never designed to be a diagnostic tool. A diagnosis is useful only to a health professional, not to me or you. 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 Pulse 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 Spooky² database 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.

I’ll deal here with a **Reverse Lookup** for a personal system scan.

**Include Octave:** tick to include octave harmonics. Unticked here because I’m checking out close fundamentals only.

**Search CUST database:** tick to include the CUST sub-database – plus my own personal database. I don’t want this.

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

**Include [x]Hz in search:** if I wish to find what programs a single frequency is used in, I can manually enter it here – I don’t need to have scan results loaded to do this.

**Go Button:** click to initiate the lookup. Spooky² will then search its database(s) to see if it can find matches for my frequencies. If **Include Octave** is ticked, the operation will take a couple of seconds.
Here are my results. My manual entry of 140000 is at the top.

Oddly, Phantom Limb is listed, but I’ve had no amputations, and no organs removed.

However, I did almost lose my right lower leg when a major fracture failed to heal for six months (it eventually did though). With 17 breaks in all, this part of me is essentially held together by titanium plates, pins, rods, and screws. So this may be registering in the scan as a missing limb. Nevertheless, it shows the problem with seeking diagnosis.
**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 each one below as a preset, then go into the Spooky\(^2\) directory and move them out of the User folder into the Biofeedback folder. By doing this, your scan settings will be restored exactly as you saved them.

**System Scan:**
These are the recommended settings for a total body scan to find all pathogenic organisms.

**Note:** to get this 64-minute time, you must tick *Single Scan*. If you don’t, your scan will take more than twice as long.

**Cancer Scan:**
These are the recommended scan settings for a scan to find all cancer viruses.

**Note:** to get this 9-minute time, you must tick *Single Scan*. If you don’t, your scan will take more than twice as long.
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, and each one is clearly reflected in your heart rate.

Spooky Pulse is a non-damped cardiac monitor capable of detecting the most minute changes in pulse rate. As the scan sweep progresses, Spooky\textsuperscript{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 analyse 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.

Depending on your Spooky\textsuperscript{2} rig, scanning every seven or four days is highly recommended. Spooky Central 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\textsuperscript{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\textsuperscript{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. You should quit Spooky\textsuperscript{2}, then connect Spooky Pulse directly to a USB port on your PC – \textit{not} a hub, because these delay the monitoring signals. 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.

\textbf{To avoid problems with irregular heartbeats, make sure to tick \textit{Double HRV Tolerance} in the System tab before scanning.}
Then relaunch Spooky² and load the Shell Preset named **ALL Full System Scan – DB.** This will set up your generator correctly. Note that if you edit this preset, or make your own custom biofeedback presets, you must move them out of your User folder into the Biofeedback folder in the Preset Collections folder inside the Spooky2 directory. If you don’t do this, your custom settings will not be restored correctly. This applies to custom biofeedback presets only because biofeedback parameters are global.

This Shell Preset is prefixed with “ALL” – this means that it can be used in either Contact Mode or Remote Mode without having to change any settings. You cannot use Spooky Central to input any scan sweep because the plasma tube’s energy will freeze Spooky Pulse, preventing it from doing its job.

Click the System tab and you should 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 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.

**Start/Finish Frequencies**: these define the range of frequencies in your input sweep. If you know the bandwidth of organisms you’re looking for, enter its lower and upper limits here.

**Initial Step Size**: defines the sub-ranges to divide the sweep into – 100Hz means that Spooky² will search in discrete blocks of 100Hz. Depending on your bandwidth, reasonable values would be 10, 100, 1,000, 10,000, or 100,000.

Another way is to divide the Start Frequency by 100, then multiply the result by .025. The systemic scan on the left has a Start Frequency of 76000. Divided by 100, this is 760. Multiply this by .025 and we get 19. We round this up to get an Initial Step Size of 20. Doing it like this means the entire range is covered, with no gaps, and decimal place accuracy is not required.
**Decimal Places:** the level of accuracy you want. Good values are 5 for frequencies lower than 600Hz, or 2 (over 600Hz).

**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.

**Samples/Step:** samples are heartbeats. Set to 1, frequencies will be checked at about one every second. Higher values increase accuracy but take proportionately more time.

**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.

**Max BPM:** recommended for finding killing frequencies.

**Min BPM:** recommended for finding healing frequencies.

**Max HRV:** useful for both.

In most cases, selecting **Max BPM** is the recommended setting unless you’re specifically looking only for problems associated with organ or system malfunctions.

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

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

**2 DP Max:** not used for body scans, so it’s greyed out if the Frequency Column is empty. This control is used only when you use biofeedback scanning for program optimisation (described later).

**Single Scan:** tick this and Spooky2 will scan once, with no reinspection. Where you calculate **Initial Step Size** from the bandwidth, this is not needed, so you should always tick it, otherwise your scan will take a lot longer than necessary.

**Grade Program:** tests database programs for efficacy. See the section on this topic a little further on.

**Scan Button/Time:** click to start. **Time** is estimated based on the average resting human heart rate. Actual time may vary.

**BPM:** beats per minute.

**HRV:** heart rate variability – low is good. Averages for both are also shown.
**Pulse Graph**: this is where a graph depicting how your heart rate changes in response to the sweep is shown. When no Spooky Pulse is connected, it will display as above. When you connect a Pulse, then relaunch Spooky², the words “Emulating Spooky Pulse” disappear. 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.

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.

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. We suggest you also enter the date in this name.

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

A bigger frequency range, or smaller *Initial Step Sizes*, means your scan takes more time. Scan results are saved to a CSV file in the ScanData subdirectory inside the Spooky² directory.

**Optimise Scan**: biofeedback can also be used to optimise all program frequencies for you. Settings are shown above. Load the program to optimise. Spooky² takes the frequencies from the *Frequencies Column*, ignoring any entered here. To speed things up, select *2 DP Max*. 

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Grade
Program:
this Contact Mode scan is checking one program frequency for effectiveness every six seconds. When it’s done, you’ll see a list with all the frequencies ranked for your body, which you can save. You can use these settings for any program. For full details on this and Optimise Scan, go to the Presets tab and select the GUIDE Scanning – Click Me.pdf document contained in the Biofeedback presets collection.
**Personal Scan Examples:** During a scan, you should be flat on your back, not watching the PC screen. But here’s what happens:

This system scan started 11 seconds ago. The number below the graph (13) is a countdown while Spooky² fills the RA data array. The cyan line is the Running Average rate. When the trace rises over this, the background turns red, indicating a stress response.

This is two and a half minutes later. The numbers below the graph show the range currently being scanned. Those to the right show the high and low values. These will change throughout. The red background indicates a stress currently being detected.
**Before & After:** if you start a scan where Spooky Pulse was not connected to the PC prior to launching Spooky\(^2\), the scan will be emulated – the words “Emulating Spooky Pulse” will remain on-screen – and the frequencies found will be fictional. So you will be unable to save them. Abort the scan by clicking the *Stop* button. Then quit Spooky\(^2\), connect Spooky Pulse, and relaunch.

When your scan completes successfully, you’ll hear a musical chime, and a *Scan Results* window will appear listing the number of hits you specified in order of importance. When you click the button to save them, the *Create Program* window appears with the frequencies already entered. Simply add a *Program Name* and *Program Description*, then save them to your custom database.

**Scanning Tips:**

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

- 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.

- Or you can use a web white noise generator and leave it running in the background. We recommend [this](#) website.

- 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 Bio North model and 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 fingerclip sensor should be attached to the left hand finger that’s most comfortable for you.

- An earclip 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.

- If a scan is interrupted, you must restart it from scratch. Scans cannot be paused once they’ve started.

- 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.
**Generator Button Colours & Labels:** each operational status displays a colour or text appearance change.

- **Generator is stopped and not opened in Spooky².**
- **Generator is stopped, but opened in Spooky².**
- **Bold text – generator dedicated to Spooky Central.**
- **Generator is running.**
- **Generator is shadowing another master generator.**
- **Generator is paused.**
- **Generator start is delayed, and counting down to 0.**

Generator’s **Stop Loop** is active.

**Amplitude Wobble** is active.

**Frequency Wobble** is active.

Numerals that flash from black to red mean Spooky² has found a problem with the generator.

**VG Button:** this is your **Virtual Generator.** It “controls” a software generator. This can be used for Generator Shadowing and experimentation.

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 Spooky² rig.

### General Settings:

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

**High CPU Priority**: tells Windows to allocate most resources to Spooky².

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

**Enable system sounds**: Spooky² will generate audio alerts when required.

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

**Load Molecular Weight Database**: loads the 8,000-plus entry Molecular Weight database. Increases launch times.

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

**Disable ToolTips**: most controls in Spooky² 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.

**Load Non-Human BP Database**: loads the Non-Human BP Database of animal and plant pathogens.

**Generator Count**: tell Spooky² how many generators it should look for when you launch it.

**Bypass PortID**: forces generator identification using commands. For future use in Linux environments.

**Double HRV tolerance**: if you have a high HRV, this can result in Data Errors. Tick this for successful scans.

**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.  

**Restore Defaults:** return to the Spooky² default System settings.

**Frequency Blacklist Control:** you can disallow any frequency you wish in Spooky².

`[xxx]:` type the frequency to disallow here. You should add the two shown left – 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 Octave Harmonics/Sub Harmonics:** You can avoid octave harmonics by ticking this if you wish. However, this can result in very important frequencies being skipped.

**Avoid Decade Harmonics/Sub Harmonics:** you can also avoid decade harmonics. Likewise, you may miss out on some very important frequencies if you do.

**Connected Hardware:** this is where you see exactly what Spooky hardware is connected to the system. There’s nothing here because these screenshots were made in Test Mode.

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Debug Options: used for error-tracking.

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.

Active Databases: shows file-paths to your databases.

Active Databases
- Main Database: C:\Spooky2\Frequencies.zip
- Custom Database: C:\Spooky2\custom.csv
- Molecular Weight Database: C:\Spooky2\MW_Frequencies.zip
- Base Pair Database: C:\Spooky2\BP_Frequencies.zip
- Non-Human Base Pair Database: C:\Spooky2\BP_Frequencies_NH.zip

Frequency Conversions
- MW to Hz Factor: 2.25234272061E23
- BP to Hz Factor: 305044222134785000
- Tissue Factor: 1.4142135623731

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.

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.

This is important when you wish to destroy a compound by breaking its molecular bonds. Although there’s no consensus, there is evidence to suggest that the factor to to this is the square root of 2 – this is the default (ref. Harmonic Resonance: A Theorem, p20).

BP to HZ Factor: this is the calculated result when the number of Base Pairs is 1.

Tissue Factor: some researchers believe that light travels more slowly through tissue. This factor allows for that. It is applied per generator in the Control tab.
Internet tab

This is where everything related to email and the internet is found.

**Email Options:**

*Email Address:* this is obvious.

*Email Message:* so is this.

**Send Email:** click to send your email.

**Delete:** clears entered email address.

**Note:** you must have a correctly configured POPmail desktop client like Outlook or Windows Mail for this. It only works for webmail after you’ve set up your desktop client 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.

Click to visit the Spooky² Vimeo channel.

Click to visit Pinterest.

Click for Twitter to tweet about Spooky².

Click to visit Tumblr.
Errors tab

All important Spooky² errors will be listed historically in this tab. They will remain here until you clear them.

*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.

- **Generator Count**: reports the number of generators found by Spooky2 at launch.
- **Response Errors**: when a command is issued to a generator, Spooky2 awaits a response from it. If none is received, this value increments.
- **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.
- **Version**: this is the Spooky2 release you’re using.
- **Screenshot**: click to take a screenshot of all tabs. The JPG files are stored in Spooky2’s Data subdirectory.
- **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.
- **Message Centre**: displays brief messages showing what Spooky2 is doing currently.
Wobbles & feathering

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-centred, i.e. a frequency of 100Hz 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.

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.
*Harmonic Wobble:* The second method of preventing pathogen adaptation is a different kind of wobble called *Harmonic Wobble.* These produce different numbers of rapid frequency variations called Stages, all of which are harmonically related to the original.

This menu also contains two *Feathering* options – feathering is true randomisation of values within a fixed percentage above and below the frequency being processed. There are 29 choices, all of which are detailed further on.

The difference between the *Harmonic Wobble* options and the other wobbles is that *Harmonic Wobbles* are all preconfigured – no user input or tailoring is possible.

The general rules on frequency wobbles and feathering are: for something that’s non-living, the *Harmonic Wobble* setting should be *None* (e.g. metals, pollutants, toxins). We don’t wobble non-living things because they cannot change frequency by mutating.

If it’s a living thing, and it belongs naturally in your body, the setting should also be *None* (e.g. normalise liver, relieve pain, stimulate immune system). This is because we’re usually applying precise entrainment frequencies which need to be steady.

If it’s a living thing, and it *doesn’t* belong naturally in your body, the *Harmonic Wobble* setting should be anything other than *None.*

This is because living things can mutate over time, thus changing their frequencies slightly, and you need to feather to catch those mutations (e.g. bacteria, fungi, parasites, viruses).

Our research and observation has shown that +-.02% *Feathering* is generally best for Remote Mode, although there are also other excellent choices. So please feel free to experiment.

But whichever setting you choose, it’s important to examine the frequencies you’re running so that you can be aware of what that setting will do to them.

Here are some examples:
Feathering creates rapid random changes in the frequency so it changes up and down in value within a set maximum percentage. Wobble creates rapid controlled 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, 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 x 2

Octave 4 Stage Wobble
F, F x 2, F x 4, F x 2

Octave 6 Stage Wobble
F, F x 2, F x 4, F x 6, F x 4, F x 2

Octave 8 Stage Wobble
F, F x 2, F x 4, F x 6, F x 8, F x 6, F x 4, F x 2

Octave 10 Stage Wobble
F, F x 2, F x 4, F x 6, F x 8, F x 10, F x 8, F x 6, F x 4, F x 2

Octave 12 Stage Wobble
F, F x 2, F x 4, F x 6, F x 8, F x 10, F x 12, F x 10, F x 8, F x 6, F x 4, F x 2

A perfect square wave is made up of odd harmonics. Spooky² can force these to work harder by fluctuating to higher ones:

Odd 2 Stage Wobble
F, F x 3

Odd 4 Stage Wobble
F, F x 3, F x 5, F x 3

Odd 6 Stage Wobble
F, F x 3, F x 5, F x 7, F x 5, F x 3

Odd 8 Stage Wobble
F, F x 3, F x 5, F x 7, F x 9, F x 7, F x 5, F x 3

Odd 10 Stage Wobble
F, F x 3, F x 5, F x 7, F x 9, F x 11, F x 7, F x 5, F x 3

Odd 12 Stage Wobble
F, F x 3, F x 5, F x 7, F x 9, F x 11, F x 13, F x 11, F x 9, F x 7, F x 5, F x 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 x 2

**Fibonacci 5 Stage Wobble**
F, F, F x 2, F x 3, F x 2

**Fibonacci 7 Stage Wobble**
F, F, F x 2, F x 3, F x 5, F x 3, F x 2

**Fibonacci 9 Stage Wobble**
F, F, F x 2, F x 3, F x 5, F x 8, F x 3, F x 2

**Fibonacci 11 Stage Wobble**
F, F, F x 2, F x 3, F x 5, F x 8, F x 13, F x 8, F x 5, F x 3, F x 2

**Fibonacci 13 Stage Wobble**
F, F, F x 2, F x 3, F x 5, F x 8, F x 13, F x 21, F x 13, F x 8, F x 5, F x 3, F x 2

The natural logarithm is based on the mathematical formula
\( 1 + 1/(1\times2) + 1/(1\times2\times3) + 1/(1\times2\times3\times4) + \cdots \)

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:

**Natural Log 2 Step Wobble**
F, F x 20.0855369232

**Natural Log 4 Step Wobble**
F, F x 20.0855369232, F x 403.4287934927, F x 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 Spooky², they see this squiggly line instead.

Well, Spooky² creates all of its waveforms as arbitrary waves in software, then downloads them to the generator. And this squiggly symbol on the Spooky²–5M display simply shows that an arbitrary waveform is being used rather than one of the generator’s own built-in waves. Mystery solved!
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* is selected – the signal 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 second, the only difference is that I’ve selected *Inverse +Sync* 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.

This means that the maximum potential from this positive peak is now 20 volts from each output (since the difference between -10 and +10 is 20).
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+Sync.

But something rather different happens to the wave on Out 2 when you select Spike +Sync and put a tick in its Invert checkbox to the right.

For every sub-wave in the composite waveform – and there are 11 as you can see from the X field – Spooky injects one high-voltage spike at every positive and 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 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 I need to show you how to sculpt and control all this awesome power, so I’ll start with the graphic that John used to introduce Inverse+Sync – when I first saw this, I called it a “chainsaw wave.”
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 X field.

_Spike Length_ controls the length of time the spike is applied for – 2 is a good value for frequencies over 10,000Hz, 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, I’ll use something a little less confusing to the eye – a plain sine wave:
Here’s our sine wave, composed of five sub-waves ($X = 5$). There’s a voltage spike at each positive and negative peak ($+\text{ Spike}$ and $-\text{ Spike}$ are both ticked), and each one is transmitted for two time units ($\text{Spike Length} = 2$).

$\text{Spike Ratio}$ is set to 2, which means that the amplitude of each spike is twice 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 $\text{Spike Length}$ and $\text{Spike Ratio}$ so you can see the differences these make:
Here I’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. I’ve used this value simply to demonstrate how the waveform’s shape changes in response.

OK, so what do the other spike controls do?

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These are the exact same settings as in the previous graphic – the only thing I’ve changed is the Spike Count.

Spooky² now gives me the number of spikes I want – five. If I want spikes on every peak, I don’t have to count those peaks, and then enter the result. Entering 0 for Spike Count will do it automatically.

Why would I ever want fewer spikes? Well, it should keep pathogens off balance, giving them much less chance to “get into the rhythm” of my attack.
Same settings here as before, except now I’ve chosen not to transmit any spikes on the negative peaks.

I 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 I do this?

Because I like to experiment – it’s the best way for me to learn more about rifing – and because Spooky\(^2\) empowers me to do just this.

If you’re following along entering these values in your own Spooky\(^2\), you’ll see that when *Inverse+Sync* is selected, the second line of *Output Shadowing* greys out. This is because Out 2 copies and inverts the wave on Out 1, but uses the same frequencies.
Now here’s an interesting twist – instead of \textit{Inverse+Sync}, I’ve selected \textit{Spike+Sync}.

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 \textit{all} the power of Out 2 is being used for those spikes, and none for the underlying waveform. Plus, I’ve inverted the entire spike waveform on Out 2 by putting a tick in the checkbox to the right of the \textit{Spike+Sync} text.

By doing this inversion, I avoid cancellation of the spikes.

Try removing the tick to see exactly what I 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+Sync sine damped wave. This is what it looks like when you set it to Spike + Sync instead of Inverse + Sync.

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:
I’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+Sync* is selected, and its Invert Waveform box is ticked.

In most cases, this is exactly what you want.

But you can invert every waveform in the list, not just the *Spike+Sync* one.

Here, I’ve chosen to invert the sine wave instead of the *Spike+Sync* wave by ticking its Invert Waveform box, and unticking the *Spike+Sync* 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, I’ve changed the waveform to a square wave with 4 entered in the X column so I 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 leading edges of all the sub-waves, and that they are all in the negative phase.

Now I’ve ticked the – Edge control as well.

The spikes are all still in the negative phase – but they’ve now moved to the trailing edges of the sub-waves.

Now that’s what I 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 Spooky². 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 1Hz.

A: amplitude rises from zero in a positive direction at a changing rate.
B: amplitude has reached its highest positive point, or peak.
C: it goes below 0 and continues in a negative direction at a changing rate.
D: amplitude reaches its highest 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 1Hz.

A: amplitude is running at its highest positive level at a constant rate.
B: amplitude immediately drops below 0 and continues in a negative direction.
C: amplitude is running at its highest negative level at a constant rate.
D: amplitude immediately moves through 0 to hit peak positive level.

**Good for:** killing, healing, detox.
**Sawtooth:** this completes its full cycle in one second, so its frequency is 1Hz.

A: amplitude moves from negative peak towards positive at a constant rate.  
B: amplitude passes through 0.  
C: it 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 1Hz.

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.  
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, while 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 1Hz.

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 Spooky² 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. Spooky² 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).

**Spooky² 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\textsuperscript{2} automatically adjusts the composite waveform to make its transmitted frequency correct.

A: amplitude is at peak level.
B: amplitude drops sharply 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\textsuperscript{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).

**H-Bomb Sinusoidal:** 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 ramps to peak positive level, then ramps back through 0 to peak negative level.
C: amplitude rises and proceeds through six smaller internal cycles.
D: amplitude ramps to peak positive level, then ramps back through 0 to peak negative level.
E: amplitude moves back up to 0.

**Good for:** healing, detox, killing (at very high frequencies).

**Spooky\textsuperscript{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 (eight here).
**H-Bomb Square:** 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.

A: amplitude is at 0.
B: amplitude rises sharply to peak positive level, then moves immediately through 0 to peak negative level.
C: amplitude rises and proceeds through six smaller internal cycles.
D: amplitude rises sharply to peak positive level, then moves immediately through 0 to peak negative level.
E: amplitude moves back up to 0.

**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 (eight here).

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.

So that you can see the effect of Offset clearly, I’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).

Above are the settings to enter for a normal zero Offset waveform like this.

On the left, you can see that this is still the same triangle waveform, but its position on the graph is now different.

I’ve given it a 100% positive Offset, and the wave is now entirely in its positive phase for its whole cycle.

Above are the settings for 100% positive Offset when using Inverse+Sync with Spooky Boost 3.0/2.0. If you wish to use Follow Out 1 instead of Inverse+Sync, 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 5M 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 highest 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 overall amplitude of your signal (see table below).

<table>
<thead>
<tr>
<th>XM Amplitude Setting</th>
<th>XM Offset Setting (%)</th>
<th>Output Signal Vmax (V)</th>
<th>Output Signal Vmin (V)</th>
<th>Total Output Signal (Vpp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>0</td>
<td>+2.5</td>
<td>-2.5</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>100</td>
<td>+5</td>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>10</td>
<td>0</td>
<td>+5</td>
<td>-5</td>
<td>10</td>
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<td>10</td>
<td>100</td>
<td>+10</td>
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<td>20</td>
<td>0</td>
<td>+10</td>
<td>-10</td>
<td>20</td>
</tr>
<tr>
<td>20</td>
<td>100</td>
<td>+10</td>
<td>0</td>
<td>10</td>
</tr>
</tbody>
</table>

*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 unconfuse 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 held constant at its maximum amplitude. 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.

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 I can’t think of any reason why I’d want to do this, unless it was for pure experimentation.

The more useful values are over 50%, and I’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.

For me personally, this makes a great deal of sense. Here’s why:

The heart of every symphony orchestra is the strings section – full-bodied, rich, and powerful. As a former professional composer and sound designer, I can convincingly emulate an entire orchestral strings section on a music synthesizer using only sawtooth waves. I can’t do that with square waves., which are good for emulating brass instruments only. Nice, but not the same thing.

Back to contents
Understanding Spooky Remote

Spooky Remote was introduced before the 5M 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, as I was.

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 I 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 5M generator, which is calibrated by the user entering values for Amplitude and Offset in the Spooky² 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 behaviour 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. I don’t own an oscilloscope, so I’ve constructed the graphics in Spooky² by using *Wave Cycle Multipliers* to give you an indication of what’s going on. First, let's look at frequency:

**Remote & frequency**

This is a 1Hz 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 32Hz 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 5M is divided by 12. Now let’s move it up a notch.

Here’s a 256Hz 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 a 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 Spooky², 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 I’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 Spooky², 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 1Hz 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, so the LED dims and goes out, while the right LED starts to brighten.
D: negative amplitude reaches its high 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 1Hz:

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.
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 behaviour when Spooky Remote is fed a 1Hz H-Bomb square:

A: amplitude is at 0, so neither LED is lit.
B: amplitude 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 rises and 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 H-Bomb sinusoidal, the LEDs will dim and brighten gradually rather than switch.
D: Step B is repeated.
E: amplitude returns to 0, so both LEDs go out.

Finally, before we move on, there’s one very important thing you will have realised from reading all the foregoing:

The Spooky Remote LEDs are powered and controlled by frequency, waveform, and amplitude.

If Spooky² 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

When I told John I wanted to do a section designed to make Spectrum easy, he laughed and wished me luck. Now I know why: the mathematics underlying it baffles even the best engineers, and many professional mathematicians would be hard pressed to understand what’s going on under the hood.

So the best I can do is to 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, mould, yeast, and parasites. So whenever you use it, you should also run detox and support Programs.

There are five sweeps that use Spectrum in the Spooky\textsuperscript{2} database. And the Create Spectrum Sweep facility makes it easy to design your own. However, you should remember that a sweep slowly moves from one frequency to another, so you will need to know the low and high frequencies that define the range in which your chosen target lives.

But sweeps are pretty straightforward. What’s less well understood is the idea of applying Spectrum to static single frequencies. The first technical area we must 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 5M, 10M, and 20M 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 0.01953125 volts – less than one fiftieth of a volt. While this might be useful in Remote Mode – we can’t say for sure yet because we haven’t had time to research it – it’s certain that it would be no good in Contact Mode, which needs higher far 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. So first let’s define our terms:

**Centre Frequency**: this is your frequency on which the Spectrum will be centred – child frequencies will range above and below.

**Spectrum %**: this is how you set the range within which frequencies will be created – Spectrum is always a percentage of your Centre Frequency.

**Wave Cycle Multiplier (X)**: this is how you set the number of child frequencies to be produced. Because frequencies are created both above and below the centre frequency, the number of child frequencies you create will be twice the value you enter here.

To make things easier to follow, let’s say we want to apply Spectrum to a frequency of 500Hz – this is our Centre Frequency.

**Example 1**: we want to create 100 child frequencies that will range from 450Hz to 550Hz with the values 450, 451, 452, 453, 454, 455, etc. So 500Hz is our Centre Frequency and each frequency is spaced 1Hz apart. Here’s how to find the value to enter for **Spectrum %** to make this happen:

**A**: we want 100 child frequencies, so our **Wave Cycle Multiplier** must be half this – 50. Multiply this value by 100:

\[ 50 \times 100 = 5000 \]

**B**: multiply this result by our required frequency spacing – 1Hz:

\[ 5000 \times 1 = 5000 \]

**C**: divide this by our Centre Frequency – 500Hz:

\[ 5000 / 500 = 10 \]
So 10 is the value we must enter in the **Spectrum %** field and 50 in the **Wave Cycle Multiplier** field to produce our result.

**Example 2:** let’s make Spooky² output 20 individual frequencies ranging from 990-1,010Hz in 1Hz steps. This is a far more effective way to produce a cluster of frequencies around a set Centre Frequency than by using any frequency wobble – wobbled frequencies are produced one after another (they’re linear), and thus their dwell is momentary. Spectrum frequencies are produced in parallel, and their dwells are thus all equal to the Centre Frequency’s dwell:

A: we want 20 child frequencies, so our **Wave Cycle Multiplier** must be half this – 10. Multiply this value by 100:

\[ 10 \times 100 = 1000 \]

B: multiply this result by our required frequency spacing – 1Hz:

\[ 1000 \times 1 = 1000 \]

C: divide this by our Centre Frequency – 1,000Hz:

\[ 1000 / 1000 = 1 \]

So 1 is the value we must enter in the **Spectrum %** field and 10 in the **Wave Cycle Multiplier** field to produce our result.

**Example 3:** let’s say that we wish to produce 20 evenly-spaced frequencies centred around 1,000Hz ranging from 500Hz to 1,500Hz to produce the sequence 500, 550, 600, 650, 700, 750, 800, 850, 900, 950, 1000, 1050, 1100, 1150, 1200, 1250, 1300, 1350, 1400, 1450, and 1500. There are 21 frequencies in all – our Centre Frequency plus 10 below it and 10 above it.

A: we want 20 child frequencies, so our **Wave Cycle Multiplier** must be half this – 10. Multiply this value by 100:

\[ 10 \times 100 = 1000 \]
B: multiply this result by our required frequency spacing – 50Hz:

\[1000 \times 50 = 50,000\]

C: divide this by our Centre Frequency – 1,000Hz:

\[\frac{50,000}{1,000} = 50\]

So 50 is the value we must enter in the Spectrum % field and 10 in the Wave Cycle Multiplier field to produce our result.

**Example 4:** let’s introduce another factor – Mortal Oscillatory Rate tolerance. This is the actual frequency of the pathogen.

Dr. Rife found that if you used any frequency that was within +/- .025% of the pathogen’s MOR, it would still be killed.

To see how this can be very useful, we’ll take a look at two frequencies – 150Hz and 1,500,000Hz (1.5MHz).

The tolerance for 150Hz is .0375Hz (.025% of 150Hz), which means that any frequency from 149.9625Hz to 150.0375Hz will kill a pathogen whose MOR is 150Hz. 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 10,000Hz or 100,000Hz. 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 subharmonics 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 1,500,000Hz (1.5MHz) is 375Hz, which means that any frequency from 1,499,625Hz to 1,500,375Hz will kill a pathogen whose MOR is 1.5MHz – 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.

Here’s one example of this using 1.5MHz as our Centre Frequency:

**A:** let’s say we want 100 child frequencies, so our **Wave Cycle Multiplier** must be half this – 50. Multiply this value by 100:

\[50 \times 100 = 5000\]

**B:** multiply this result by our required frequency spacing – we’re allowed up to 375Hz, but let’s play safe and choose 350Hz:

\[5000 \times 350 = 1750000\]

**C:** divide this by our Centre Frequency – 1,500,000Hz:

\[\frac{1750000}{1500000} = 1.17\]

So **1.17** is the value you must enter in the **Spectrum %** field and **50** in the **Wave Cycle Multiplier** field to produce your result:

By transmitting 1.5MHz with these **Spectrum %** and **Wave Cycle Multiplier** settings, you will hit every pathogen whose MOR lies between 1,482,150Hz and 1,517,850Hz.

That’s a lot of territory that can be covered by just one frequency.

So by carefully designing custom Spectrum frequency sets with the right Centre Frequencies, you can start to take giant strides through the entire MHz range, which is where all the bad guys really hang out.

Suddenly, those very big numbers are not quite as daunting as you may have thought.
Two formulas

1. The formula to calculate the required Spectrum % value is:

   $$\text{Spectrum} = \frac{\text{half the number of child frequencies required} \times 100 \times \text{frequency spacing desired}}{\text{Centre Frequency}}$$

2. The formula to calculate the frequency spacing that will be produced by any given Spectrum % value is:

   $$\text{Frequency spacing} = \frac{\text{Centre Frequency} \times \text{Spectrum}}{\text{Wave Cycle Multiplier} \times 100}$$

Note that calculations enclosed in parentheses should always be resolved first before carrying out any other mathematical operations.

So in the example above, you’d first multiply Centre Frequency by Spectrum %, note down the result, then multiply the Wave Cycle Multiplier by 100. Only then would you divide your first result by your second one.

One final word of advice about Spectrum:

Always sit down with pencil, paper, and calculator first and plan exactly what you want to achieve. Once you get the hang of it, there’s no limit to what can be done.

But for the moment, if you wish to try doing contact Spectrum sessions, don’t forget to divide the generator’s amplitude by the number of child frequencies plus the Centre Frequency to see how much power each frequency is going to be allocated.
The Basics:

- Frequencies on either side of a set centre frequency – or pair of frequencies expressed as a sweep – can be created. The spread of frequencies that will be produced is called the Spectrum.

- The size of this Spectrum is set by entering a value in the “% Spectrum” field. This determines how far above and below the centre frequency will be covered by the Spectrum – it’s a percentage of the centre frequency.

- The spacing, or distance, between the Spectrum frequency bands is governed by the number of sub-waves (or the Wave Cycle Multiplier, to give it its technical name).

The Formula:

Where:

\[ f = \text{centre frequency} \]
\[ s = \text{Spectrum} \% \]
\[ w = \text{Wave Cycle Multiplier} \]

then

\[ \text{Spacing} = \frac{(f \times s)}{(100 \times w)} \]

Examples:

<table>
<thead>
<tr>
<th>Centre Freq (Hz)</th>
<th>Wave Cycle Multiplier</th>
<th>Spectrum (%)</th>
<th>Freq Band (Hz)</th>
<th>Freq Spacing (Hz)</th>
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<tr>
<td>1000</td>
<td>2</td>
<td>20</td>
<td>800 - 1200</td>
<td>100</td>
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<tr>
<td>1000</td>
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<td>10000</td>
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<td>20</td>
<td>8000 - 12000</td>
<td>200</td>
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</tbody>
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Multitalented Spooky²

I’ve owned three very expensive topline commercial Rife machines that together cost me the price of a small car. I returned the most expensive one for a partial refund because it kept breaking down. A second one never worked from the moment I took it out of the box. The third works fine, and it’s built like a tank, so it fulfils the first necessity for any machine that’s going to be (literally) vitally important – reliability.

Yet I choose to use the cheap and cheerful Spooky². I use it because I believe it’s the most powerful, effective, and versatile Rife machine that money can buy. Very little money. But Spooky² 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 moulds in the home.

And more is planned for the future. A lot more…

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 a 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. Spooky² 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 Spooky² 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.
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 5M generator to each rod.

You can do this either by using a Spooky Boost 2.0 signal processor, or the red clips of two individual BNC-to-alligator clips cables.

The Spooky² Silver Kit (left) comes with Spooky Boost 3.0 and two 99.99% pure silver rods, and you can find it [here](#).

Alternatively, connect a 10,000 ohm resistor in series with one rod to limit the current. This resistor can be connected to the silver rod by twisting or screws. Do not solder the resistor as it may introduce dangerous lead into the system.

These components are also called 10 kilohm or 10k resistors.

You can buy them very cheaply at any electronic supplies store, or direct from Amazon USA [here](#) or Maplin UK [here](#).

**Note:** using this resistor is not absolutely necessary to make CS, but it will greatly improve the quality of your brew.
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.

Note that a TDS (Total Dissolved Solids) meter will NOT measure the colloidal silver content of a solution. Colloids are not dissolved solids.

If you don’t have a multimeter to measure the current, simply make the supposition that your system will consume 0.2 mA. This is a very rough average estimate that assumes you have two 9 AWG rods one inch apart submerged to a depth of 12 inches in distilled water.
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 **not** rush the manufacturing process. **Slower is better.** 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. **Allow to stand for an hour before decanting so that this can fall as sediment to the bottom of the container.**
- When the CS solution is ready for use it may be a light yellow/golden colour. 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 particles that are suspended in solution – only silver ions 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 Spooky2 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, Spooky2 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 litres 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 Spooky2, 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 Spooky2 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 Spooky2 rig.

At its most basic, the original Clark zapper used one frequency – 30,000Hz. 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 60,000Hz apart.

Later, another zapper frequency was developed – 2,500Hz. When used with the same settings, this produces a spread of harmonics that are 5,000Hz 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 Spooky2 database. We’ve also added a dual version that uses the two Outs to transmit both frequencies at the same time, now available as a preset.

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 versions.

Since the last frequency transmitted in Contact Mode zapper programs is always 0Hz for 21 minutes, we’ve decided to remove it, so these now take 63 minutes. But you should use the 21 minutes saved to relax and give your body a chance to get organised to deal with clean-up. Then you can help out by running a detox Program.

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 & moulds**

My own informal environmental experiments with Spooky² and the Spectrum sweeps have given me some pretty astonishing results so far.

It all started at the end of summer 2013 with a black mould on my natural wood and tiled floors. My home is the driest place I’ve ever lived in, so finding this was a shock.

The mould 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 I’m spinally disabled, this was out of the question for me, so I had to find another solution.

I took a sample of the mould and put it in tape, then inserted it into my home-made DNA Holder attached to an older UDB1108S generator I was using at that time. I then ran the CAFL Fungus and Mould set in an endless loop.

It took a month to six weeks, but eventually that black mould turned grey, which I took to mean that it was dead.

A couple of weeks later, a correspondent whose home was infested with springtails wrote to me at my Delusional Insects [website](#). She didn’t have Spooky, but she did have a commercial Rife machine. So I 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, I noticed one morning that I had large black ants in an unused bedroom – about 50-60 of them, all coming up from under the floor.

So I decided that I’d try the same trick. I 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.

I also noticed that my fresh organic produce was developing moulds very quickly. So I did the same with two different types – one blue, one white.

No more moulds grow on my fruit and veggies now!

Another escapade was with hordes of red ants in my kitchen. A dual-Remote 5M ran the Converge Sweep on two corpses, and they were all gone in three days.

After that, I had yet another ant infestation by a different species. Again, I dealt with it using Spooky², and they all
disappeared from my kitchen – within five minutes this time. Since then, I’ve had another three ant infestations in my kitchen. Spooky² despatched all my unwelcome visitors within an hour each time.

They’re invading from my garden, where they’re very welcome to live unmolested. But I don’t wish to share my home with them.

I also eradicated an infestation of pesky drain flies in my bathroom. I ran the sweep for 30 days, and unwelcome visitor numbers reduced from 30-50 flies a day to zero.

I strongly suspect that 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 Spooky² being used successfully to eradicate fleas. The Spooky Spectrum Sweep wasn’t used in this case, but the CAFL set for Fleas.

I 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, Spooky² 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 mould infestation problems, please give this a try and let me know how you get on.

Two of our users did just that, and they’ve allowed me 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 mould 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.

I’ll let this friend speak for herself:

“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 Spooky2 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 Spooky2!"

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 Spooky2 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 Spooky team has now developed the Spooky2 Home Care Kit, designed specifically to deal with home insect pest and mould eradication. It’s available here, costs $173, and consists of:

1 x Spooky2-5M frequency generator
1 x Spooky Boost 3.0
1 x Spooky Remote 1.1 Bio North scalar transmitter

The presets developed for it are all contained in the Environmental collection.
How the universe works

If you want to get the most out of Spooky², 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 neighbours.

This method of modelling 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.
The nucleus in the centre 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 me show you something that will shock you – it certainly shocked me when I first found it out.

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.
How Rife works

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 I’ve ever heard comes from John:

“Imagine a cowboy with a whip. He brings the whip back, then forward. When the sinusoidal energy wave travelling 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 Spooky² 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 devitalise 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 dislodgement 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 spirochaetes can parasitize bacteria. Fungi can parasitize larger fungi. They can also host viruses, bacteria, and insects. And insects can harbour many different parasites internally and on the surface of their bodies.

Entirely understandably, insect infestation sufferers wish to be rid of their pests the moment they get their hands on a Rife system. I did this myself – and it brought me a world of nightmare and suffering.

When you kill hundreds of thousands of large parasites like mites (“large” by comparison with bacteria), you’re leaving all their internal and external parasites alive. When the insect bodies decompose, 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 the awful trouble that I did, because when you finally get to kill your biggest parasites, you will already have killed everything they might have unleashed.
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 I’ve chosen to do, and despite running very large rigs non-stop over almost three years, I’ve never once had a problem.

If you’re technologically-challenged, it may a good idea to take a few evening classes on PC basics at your local library or community centre 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 whichever *Install Spooky\(^2\)–XM xx bit Drivers* command is not greyed out.

2. The installer should launch and take you through the installation process. When it’s done, quit everything and restart your PC. You should now see your red physical *Generator Button(s)*, plus the *PC Button*. If the driver installer doesn’t launch, or if it does launch but nothing has changed and you still see no red *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: device

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.
Find and click on Ports (highlighted in the screenshot).

The navigation tree will expand to show all device drivers and the ports which they’re controlling.

The Silicon Labs CP210x USB to UART Bridge entries are all instances of the 5M drivers with the USB port numbers they control in parentheses.

If you see yellow exclamation marks on any of these entries, it means that the drivers weren’t installed correctly, and you will have to reinstall them.

But you don’t have to go through the entire installation procedure all over again – you can simply reinstall the drivers alone.

There’s a way to do this manually, and it’s pretty simple.
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. 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 at the top left here is your (C:) drive.

“WINTRANS” is my USB stick.

Double click the (C:) drive icon.
The window now displays a list of all the folders on your hard drive. The Spooky\textsuperscript{2} folder is highlighted left. Double click it.

**Note:** the “Spooky\textsuperscript{2} Documents” folder here is not part of the Spooky\textsuperscript{2} installation – it’s my own collection of personal documents related to using the system.
Now you can see everything that’s contained in the Spooky2 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 seven icons are folders, the rest are files (folders always contain files).

The first one in the list on the left—CP210x_VCP_Windows—contains 5M 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 flavours of Windows require this to correctly register newly installed components.

If, after all this, Spooky\textsuperscript{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:
Click on the Windows Start Menu at the lower left of the screen and choose *Control Panel* as shown below.

![Start Menu](image)

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:
Choose Programs and Features (highlighted in the image above). This will open a new window:
Here, I’ve highlighted the 5M’s Silicon Labs driver. You can also see the Spooky 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, I 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 its 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.

**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 Spooky² website.

At that time also, if an update contains no changes to Spooky²’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 Spooky² 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 I do it:

Download the beta (or EXE) to your Desktop. The file-name will always lack 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 Spooky² 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 Spooky² folder and onto your Desktop.

You can then close the Spooky² 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 Spooky2 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 only 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 click on the “.zip” file to select it, then press Ctrl C on your keyboard to copy it.
- Now navigate to the Spooky² folder – you know how to do this by now.
- You’ll see the older “frequencies” ZIP 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 ZIP will be overwritten, but Spooky² will not overwrite the CSV file, which should be left in place.
- 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*. A Windows file navigation dialog will open. Navigate to the folder that contains your custom CSV file.

Here, I’ve navigated into the “Custom Databases” folder inside my Documents library.

To load one into Spooky², I 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.

Spooky² offers 29 waveforms – 12 in *Waveform Setup* (Follow Out 1, Spike+Sync, and Inverse+Sync are waves created on the fly whose shapes depend on your settings). A further 17 are found in the *Custom Waves Menus*, and, except for Lily, are designed to be used without any frequency addition or modulation, so none is shown here.
Making waves

Spooky\textsuperscript{2} generates 26 different waveforms. Here’s what they are, and what they can do. First, the unaltered waves:

- **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. Mainly experimental.
- **H-Bomb square**: world-first, square version.
- **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.
- **H-Bomb sinusoidal**: world-first, a very powerful new sine.
- **Lily**: time-compressed sine with built-in pulsing.
Now, here are the new waveforms generated by adding a second frequency that’s three times the first:

**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).

**H-Bomb sq:** add F1 to F2 (F2=3xF1).

**Lily:** 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).
- **Triangle**: add F1 to F2 (F2=11xF1).
- **Damped sin**: add F1 to F2 (F2=11xF1).
- **Damped sq**: add F1 to F2 (F2=11xF1).
- **Inv Saw**: add F1 to F2 (F2=11xF1).
- **H-Bomb sq**: add F1 to F2 (F2=11xF1).
- **H-Bomb sin**: add F1 to F2 (F2=11xF1).
- **Lily**: add F1 to F2 (F2=11xF1).

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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 w/F1 (AM DSB, F2=3xF1).

**Damped sq:** mod F2 with F1 (AM DSB, F2=3xF1).

**H-Bomb sq:** mod F2 with F1 (AM DSB, F2=3xF1).

**Lily:** mod F1 to F2 (F2=11xF1).

**H-Bomb sin:** mod F2 w/ 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):

<table>
<thead>
<tr>
<th>Waveform</th>
<th>Description</th>
<th>Formula</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sine</td>
<td>mod F2 using F1 (AM DSB, F2=11xF1)</td>
<td></td>
</tr>
<tr>
<td>Square</td>
<td>mod F2 with F1 (AM DSB, F2=11xF1)</td>
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<tr>
<td>Sawtooth</td>
<td>mod F2 with F1 (AM DSB, F2=11xF1)</td>
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</tr>
<tr>
<td>Inv saw</td>
<td>mod F2 with F1 (AM DSB, F2=11xF1)</td>
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</tr>
<tr>
<td>Triangle</td>
<td>mod F2 with F1 (AM DSB, F2=11xF1)</td>
<td></td>
</tr>
<tr>
<td>Damped sin</td>
<td>mod F2 w/F1 (AM DSB, F2=11xF1)</td>
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</tr>
<tr>
<td>Lily</td>
<td>mod F1 to F2 (F2=11xF1)</td>
<td></td>
</tr>
</tbody>
</table>
Single side band (SSB) AM adds powerful upper harmonics – Frequency 1 is multiplied by Frequency 2’s third harmonic:

- **Sine**: mod $F_2$ using $F_1$ (AM SSB, $F_2=3xF_1$).
- **Square**: mod $F_2$ with $F_1$ (AM SSB, $F_2=3xF_1$).
- **Sawtooth**: mod $F_2$ with $F_1$ (AM SSB, $F_2=3xF_1$).
- **Inv saw**: mod $F_2$ with $F_1$ (AM SSB, $F_2=3xF_1$).
- **Triangle**: mod $F_2$ with $F_1$ (AM SSB, $F_2=3xF_1$).
- **Damped sin**: mod $F_2$ with $F_1$ (AM SSB, $F_2=3xF_1$).
- **Damped sq**: mod $F_2$ with $F_1$ (AM SSB, $F_2=3xF_1$).
- **H-Bomb sq**: mod $F_2$ with $F_1$ (AM SSB, $F_2=3xF_1$).
- **Lily**: mod $F_2$ with $F_1$ (AM SSB, $F_2=3xF_1$).
- **H-Bomb sin**: mod $F_2$ with $F_1$ (AM SSB, $F_2=3xF_1$).
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).

**H-Bomb sq:** mod F2 with F1 (AM SSB, F2=11xF1).

**Lily:** mod F2 with F1 (AM SSB, F2=11xF1).

**H-Bomb sin:** mod F2 w/ 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 Spooky² 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:** I feel that this may be Spooky²’s most powerful killing machine. John has questioned if it may be too powerful for remote use, but I’ve used it successfully in this way without Herxing.
When the Spooky\textsuperscript{2}–5M generator was first launched back in January 2014, the Auto-Sync function triggered by the selection of \texttt{Inverse+Sync} or \texttt{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 synchronised.

We have now identified the range of serial numbers involved:

\texttt{P/N24140001 – P/N24140181}: these XMs have no Auto-Sync function.

\texttt{P/N24140182 – P/N24140365}: if the Revision No. is 2.85, Auto-Sync is built in. If not, the generator must be manually synced.

\texttt{Sync}:

Depending on when you bought your generator, you may have an extra step to complete when you wish to use \texttt{Inverse+Sync}. Models sold from about two weeks after the range was launched will automatically synchronise both their outputs when you select \texttt{Inverse+Sync} or \texttt{Spike+Sync} in Spooky\textsuperscript{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:

\texttt{CH2 - F5 - F5 - Sync - T.F.}

\textbf{Note}: after you’ve finished your \texttt{Inverse+Sync} session, you can enter the exact same key sequence again to desynchronise the outputs and return the generator to normal use. Later models automatically desynchronise when you reselect \textit{Follow Out 1}. 

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My thanks go to…

Although my name appears on the front of this Guide, the knowledge it contains comes from many sources, without whom it could never have been written. Inevitably, it will contain errors, which are mine alone, and omissions, which you can help fix.

My thanks go to:

John White
Echo Lee
Bryan Yamamoto
Witold Pawlowski
Jeff Kaczor
Johann & Tania Stegmann
The Team: Melly Banagale
Keith Body
Gwen Burley
Jason Elliott
Kate Hu
Jeffrey Huan
Henrik Lorange
Manuel Mallo
Jadran Margan
Trevor Nelson
Penny Yu
Argyrios Argyropoulos
Chaffee Cline
syynergy7 (YouTube Spooky2 Lone Ranger)
Spooky2 Forum Members
You
Precautions for users

- If you suffer from impaired liver or kidney functions, please exercise caution when using Spooky2.

- Frequency generation systems should NEVER be used while pregnant.

- Please do not operate the Spooky2 frequency generation system while driving or using dangerous machinery.

- Please keep your Spooky2 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 Spooky2’s frequencies, please drink lots of pure water and shorten your future Spooky2 session times appropriately.

- Because no electricity is passed into the body when using the Spooky2 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 Spooky2 system. Please use Spooky2’s Remote Mode ONLY.

- In general, it’s best to experiment with Spooky2 before about 5pm because the excitation effects of frequencies on human cells can affect sleep. However, depending on the nature of your experimentation, Spooky2 can be run overnight if desired.

- Finally, when experimenting with Spooky2 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 Spooky2, we wish you all a long and healthy life.

John White and David Bourke, April 2014/August 2016
The Spooky² software and frequency generation system is not approved by the FDA as a medical device. It is intended for use as an experimental electronic device only. It is not intended for the diagnosis, prevention, cure, treatment, or mitigation of any disease or illness in human beings. Neither is it designed or intended to affect the function or structure of any human body system.

I, John White, and I, David Bourke, make no medical claims whatsoever for the Spooky² frequency generation system. If you have a problem with your health, please consult a licensed healthcare professional.

In the US, you can legally use frequency systems like Spooky² for testing, energy balancing, life extension, and relaxation. You can experiment using frequencies on bacterial cultures, laboratory animals, and yourself. For what it’s worth, you still have a legal right to self-medicate under the Ninth Amendment of the United States Constitution.

In Germany and South Africa, as well as some other nations, frequency devices are legally licensed as medical instruments.

Please note that neither I, John White, nor any of my associates involved in the design and development of this system, are responsible whatsoever for the use, abuse, or misuse, intentionally or unintentionally, of the Spooky² frequency generation system or any of its component parts due to any circumstances beyond our reasonable control. In any case, I, John White, or any of my associates, shall have no other liability.

By using the Spooky² frequency generation system, you, the user, understand and accept that you have no expectation of curing any ailment. You also understand that possible negative physical and/or mental effects, unknown to John White or his associates, might result from the use of the Spooky² frequency generation system. Moreover, you intend to undertake only responsible experimentation, and you voluntarily accept all responsibility for the use and application of all frequencies generated by the Spooky² system.

Furthermore, you agree that you will not hold John White or associates responsible for any consequences, whether harmful or otherwise, that may occur as a result of using the Spooky² frequency generation system.
Spooky² Software License

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