

archived as
http://www.stealthskater.com/Documents/StarChamber_01.doc
c
more is at <http://www.stealthskater.com/PX.htm#StarChamber>

*note: because important web-sites are frequently "here today but gone tomorrow", the following was archived from www.angelfire.com/electronic/ftadefy/concep/conceptb.html on October 4, 2001 . This is **NOT** an attempt to divert readers from the aforementioned web-site. Indeed, the reader should only read this back-up copy if the updated original cannot be found at the original author's site.*

Star Chamber Concept

This page outlines the basic design concept of the Star Chamber and its internal systems.

The primary operating principle of this device is modeled on is the "Many World" interpretation, and the secondary operating principle is based on current interpretations on the nature of time. These two operating principles have determined the shape and operating methods of the Star Chamber.

Unlike conventional designs for teleportation systems, the Star Chamber acts like a **transceiver** and does not require an identical Star Chamber device to act as a receiver. This gives any traveler the freedom to "teleport" to almost any location within known space-time. Nor does this design require an enormous energy source to warp space-time. The theory behind this design is modeled on the "Many Worlds" interpretation, and mimics the natural splitting process of space-time into different worlds or world lines. And unlike other conventional time traveling or teleportation devices, the traveler is not just a passenger but integral part of the Star Chamber as the traveler's **consciousness** plays a key role in actual teleportation process. What actually gets teleported from one location to another is **your awareness -- not your physical body**. You actually remain part of the Star Chamber system and your consciousness and awareness are teleported to another "identical you" within another parallel world.

The basic design of the Star Chamber consists of three primary components which are vital to this overall design for a device capable of time travel. I have tried to keep the overall design as simple as possible, from an engineering point of view. The first prototype will consist of a cube shaped device, yet a hypercube has disadvantages and later models may include a hypersphere design.

The Star Chamber consists of the following vital components:

Hypercube: This is a cube within a cube, and is designed to isolate the interior from the surrounding space-time, so the interior can create non-local connections.

Transit Chamber: This chamber is where the traveler or object is placed within Star Chamber, for teleporting to another location or time period.

Bulkhead: The bulkhead isolates the transit chamber from the systems chamber. It prevents the system chamber from being teleported.

System Chamber: This smaller chamber houses all the onboard electrical and power systems needed to speed the contents to another time period.

Hypercube

The hyper shaped exterior shell is the key component of the Star Chamber, and I already mentioned that it is designed to isolate the interior from the surrounding space-time. It's also designed to create a very thin film of exotic matter between the two walls of the hyper shaped Star Chamber. It is this exotic matter that isolates the transit chamber from the exterior. Some critical design problems still remain with designing the prototype.

To make enough exotic matter requires a lot of energy. And I have overcome this problem by storing energy into a set of high-powered capacitors, and discharge the stored energy into the skin. But this creates another problem. Electricity has inertia and does not like changing direction, especially around the edges of the hypercube. This would result in the energy being radiated away from the edges of the hypercube, as heat and corona discharges.

Also a rapid energy discharge can cause structural failure of the hypercube, so the cube has to be robust enough to survive repeated energy discharges. To overcome this problem the larger adult sized Star Chamber prototype may consist of a hypersphere, where the energy will be dispersed evenly through the skin.

The actual thickness of metal sheets which make up the walls of the hypercube has yet to be determined.

But like most structures any additional load supporting struts will be located on the outside, so the struts do not interfere with the flow of electricity through the walls of the hypercube. Experience gained when developing the Flight Test Article (FTA), has produced a notion that the hypercube should be exoskeletal where the walls of the hypercube are load bearing. I arrived at this conclusion as the skin or walls of the hypercube carry an electrical charge, and acts as a load.

When adding additional supporting metal struts would increase the load current draw. So increasing wall thickness of the hypercube would make the hypercube loading and

reduce the need of additional supporting struts. But also increases wall thickness can increase the load current draw and electrical resistance, resulting in a loss of electrical energy as heat. But this problem is tolerable as it only takes less than a second to transmit the awareness of traveler from one location to another.

If additional supporting struts are needed to support the cube, then the struts can be made out of a heat resistant non-conducting material. Finally access into the transit chamber will be through a circular hatch cut into one of the walls of the hypercube.

Transit Chamber

The transit chamber actually forms part of the inner hyper cube. The Transit chamber consists of a metallic cube. The interior of the chamber consists of an insulated cube to protect the traveler inside from dangerous electrical discharges. The interior of the transit cube chamber will be made of composite materials, which are non-inflammable. The actual interior will have layers of cork and rubber matting.

The overall size of the transit chamber can be calculated by using Pythagorean Theorem:

$$a^2+b^2=c^2$$

The transit chamber may restrict the overall size of the Star Chamber due to the lack of available size of large metal sheets. Such metal sheets come in standard sizes, and are no wider than 4ft. So the transit chamber maybe no larger than a 4ft cube. This forces any traveler to sit down in the box. This limitation on sheet metal size also places restrictions on the size of the system chamber. The transit chamber will be 2/3 larger than the systems chamber.

The size limitation imposed on the transit chamber, has also forced my design to become more rectangular in shape.

Access into the transit chamber will be through a circular hatch, with its hinges and locking mechanism located on the outside. If there is an emergency a quick release system located in the transit chamber will reject the hatch, so the traveler can escape to safety.

Bulkhead

Between the transit chamber is a bulkhead which provides additional isolation between the transit and systems chambers. This bulkhead is directly connected to the exterior cube, and provides a base plate for the hypercube. This means only what's in the transit chamber gets teleported, and not the systems chamber.

System Chamber

The system chamber consists of a metallic box which the bottom section of the hypercube. The chamber houses all the necessary electrical and power systems. This makes the Star Chamber completely self-contained, and does not rely on any exterior power source when teleporting travelers back or forth in time. I have chosen this option by installing all the electrical systems within the device, this means when the system is

energized, and the energy is discharged into the hypercube, the energy discharge should be subjected to a small time dilation effect. This effect is caused by the partial screening of the system chamber from the exterior space-time. And this partial screening can affect the flow of time, caused by the presence of exotic matter within the walls between the system chamber and hypercube.

Also to prevent the systems chamber from being teleported a series of holes will be cut into the base of the hypercube. The holes allow the exterior to connect with the system chamber and prevent teleportation, and will only result in a time dilation effect. The holes in the base also assist with cooling the onboard electrical systems.

To calculate the size of the system chamber, I have added the transit and system chambers together along with the bulkhead to make up one complete cube. The overall size of the interior cube can be calculated by using Pythagorean Theorem:

$$a^2+b^2=c^2$$

The system chamber will be 1/3 smaller than the Transit chamber.

Control Systems

Other onboard systems include a control system, which allows the traveler to set the required input power level, charge time, discharge rate and time. The first prototypes will have basic analogue control system, which consists of a handheld control panel which plugs into the systems chamber.

Later models I hope will be more autonomous, which would control and regulate the internal power systems. The layout of the control systems is still under development, as work cannot progress until the final size of the capacitors and transformers has been calculated.

Location & Positioning the Star Chamber

The Star Chamber will be carefully positioned within a test lab to reduce external interfere, and to minimize the effects of high powered capacitor discharges causing damage to nearby equipment.

The Star Chamber sits on top a custom made stand. This lifts the Star Chamber off the floor, so air can circulate underneath the base of the device, and help cool the inboard electrical systems.

The Star Chamber may also sit inside a Faraday cage. This is an important safety feature. When the energy in the high-powered capacitors is discharged, the Star Chamber may emit an electromagnetic pulse (EMP) which can damage any nearby electronic equipment, and computer hardware within the lab.

High-energy discharges may also result in Transient Radiation Effects on Equipment (TREE). This effect happens when high-energy particles ionize the surrounding air, and it

can knock out nearby electronic equipment, computer hardware and it can also interfere with radio communications systems.

By placing the Star Chamber inside a building and Faraday cage, this will also provide some protection against outside interference from Cosmic background radiation, solar storms, and RF interference which may prevent or alter the outcome of a teleport. I have read some Russian papers on time travel, and they discovered that exterior effects could influence the outcome of the experiment. So a Faraday cage may provide some limited protection against solar or RF interference.

One recent problem I have discovered is that a high-energy discharge may cause particles within the room, to hit to the walls and bounce back and interfere with the Star Chamber. So I may have to line the walls with RF absorbing materials to prevent particles bouncing back.

Expectations

Many time travel fans and even some scientists may disagree with the principles which the Star Chamber is modeled on. Some may claim this system may not work at all, and if it did, its not genuine time traveling, as the traveler is not being physically teleported into our past, but into a parallel past. Also scientists may not like the ideal of just teleporting someone's consciousness to another parallel world, they may insist it is not actual or a real form of teleportation.

Yet the physics of the Many Worlds interpretation determine the operating methods of the Star Chamber.

Our ideas and expectations as to what and how time travel and teleportation actually work are inspired by science fiction books, film and TV programs like "H.G.Wells Time Machine", "Back to the Future" and "Star Trek".

So when someone puts a new idea forward, and it does not fit in with our current expectations based on science fiction then its dismissed as a pipe dream.

Yet the scientific principles which determine the Star Chamber's operating methods are more in keeping with some other popular TV shows like "Dr Who", "Sliders" or "Quantum Leap". As the Star Chamber not only gives a traveler the chance to witness past events, but also to witness alternate past, or future events.

Important Note: The Star Chamber design is still under development and is subjected to change without notice.

[note: The author identified himself as "Tom" from Kent in the U.K. Another article listed him as Thomas George Skeggs (ThomasG@tskeggs.freerve.co.uk). He seems to have spent some time in the San Francisco area in the late 90's. His ideas on "consciousness teleportation" are reminiscent of the Montauk Project folklore. If true, they hold promise for the rest of us who have underdeveloped remote-viewing capabilities. That would be the safest way to explore other star systems anyway since the body's immune system would likely be totally defenseless. His proposed usage of exotic matter falls in line with current mainstream estimates that this stuff is not that far off. He also fashioned a design for a unique aerospace vehicle that resembles many of the "Black Triangle" UFOs reported today. His "Star Chamber" site resided under past domains of www.starchamber.org, www.starchamberproject.org, and www.angelfire.com/electronic/ftadefy/. He has since disappeared from the Internet. I have archived many of his webpages as StarChamber_xx.doc (where 'xx' = '01' to '10' under Documents at my website or on the CD.)

**if on the Internet, press <BACK> on your browser to
return to the previous page (or go to
www.stealthskater.com)**

**else if accessing these files from the CD in a MS-Word session, simply
<CLOSE> this file's window-session; the previous window-session should
still remain 'active'**

archived as

http://www.stealthskater.com/Documents/StarChamber_02.doc

c

more is at <http://www.stealthskater.com/PX.htm#StarChamber>

note: because important web-sites are frequently "here today but gone tomorrow", the following was archived from www.angelfire.com/electronic/ftadefy/works/howworks.html on October 4, 2001 . This is NOT an attempt to divert readers from the aforementioned web-site. Indeed, the reader should only read this back-up copy if the updated original cannot be found at the original author's site.

How It Works

NewWeb page describing how the Star Chamber works. Page explains the method of teleportation, and how a traveler can be back sent into the past.

The Straight Track Principle

The Star Chamber design will consist of a hypercube, (or a cube within a cube). Within the interior of the Star Chamber are two more chambers, a transit chamber where a traveler sits ready for teleportation, and a system chamber which houses all the electronics needed to teleport a traveler to another location within space-time. For more information on the Star Chamber, see the **Concept** page.

The Straight Track Principle, is a my first attempt to explain the actual mechanics of the Star Chamber in a bit more detail, and I will try to explain how it works. It has been difficult to formula a concise description on how to teleport a traveler from one location to another. Previously this principle existed only as collection of notes and sketches on old bits of paper. And I have managed to put them all together like a jigsaw puzzle, into one webpage.

To teleport a traveler to a new location, the Star Chamber is energized by rapidly discharging the energy stored within a set of capacitors, into the skin of the Star Chamber. The energy discharge creates two main effects needed to produce a successful teleportation:

- **Energy discharge into a hypercube shaped device will produce a Casimir effect.**
- Energy discharge causes contents of transit chamber to split into two or more world lines, in accordance with the "Many Worlds" Interpretation.

Above: This 3D diagram is a simplified graphic of a hypercylinder. (Or a cylinder within a cylinder).

The Star Chamber can use any shape, cube, sphere or cylinder, as long as it has a hyper configuration. Within the Star Chamber is the transit chamber where the traveler sits ready for teleportation. Below is the system chamber which houses the all electronics. Separated by a bulkhead. The double skin configuration tries to mimic the Casimir effect, where the walls of the Star Chamber are separate by a gap of a millionth of a meter.

The Casimir Effect can create small quantities of exotic matter which can shield the interior of the transit chamber from the surrounding exterior local space-time.

By briefly producing exotic matter, this creates a gravity that repels mass instead of attracting it. The exotic matter prevents particles interacting with mass

particles within the transit chamber. The sudden discharge of energy into the Star Chamber can result in the splitting of the interior of the transit chamber into two or more worlds.

The diagram left (Figure 1) shows how in the ordinary world A an observer splits into two identical worlds B and C, in accordance with the "Many Worlds" interpretation.

Each box represents an observer who has made a decision. This interpretation predicts that every time an electron either moves or fails to move to a new energy level, this creates a new universe.

The atoms which make up the observer's body split in to the two worlds, (represented as the single blue and red boxes). Notice that one copy is sent into a future world B and the other copy is sent into past world C. All 3 boxes now exist in a superposition of states.

Atomic particles can also function as waveforms.

And this splitting causes the particles or waveforms to become entangled with each other. This entanglement of the particles/waves cause the faster than light (FTL) connection, the yellow arrow.

When a copy of the observer is split into world C, it actually becomes a past decision, and due to the entanglement and faster than light connection linking the two copies of the observer together. That same decision triggers both copies to become whole. And the awareness jumps from the observer in world A into world B. Yet all copies of the observer remain isolated and unaware of each other.

The actual splitting process may act in a similar way to a one-way valve. When one copy is sent into Future world B and other in past world C. They cannot re-combine back into world A. Why? It takes energy to split the observer into two worlds, and the laws of thermodynamics forbid the splitting from reversing. For example you can make a cup of coffee, but you cannot un-make a cup of coffee. You cannot separate the coffee, sugar and milk from the hot water. The laws Thermodynamics determines which way the arrow of time points. And such splitting is also causes the space-time to split, so during the splitting process the arrow of time points from blue (past) box and red box (future) connecting up worlds A, B and C. but when the splitting is complete, in each world the arrow of time are parallel with each other.

If you're wondering what happens to the observer in world A, he has not been destroyed by the splitting process. According to the many worlds interpretation, each world can be represented as a wave function, and it does not collapse, nor does it get destroyed. The wave function simply evolves into new wave functions which create new worlds B and C. World A becomes World C, the past, and World A evolve into World B the future.

If we incorporate modern concepts on the nature of time with the "Many Worlds" interpretation. As described by David Deutsch, in his book called, "The Fabric of Reality". His idea on time, is that time does not flow. And according to Deutsch, "Other times are just special cases of other universes". This could mean history is not linear; history is a collection of previous moments in time. So the traditional view of time travel, where you can travel backwards in time becomes almost impossible. The nature of time prevents it. But it maybe possible for the Star Chamber to teleport a traveler, not just into another location, but into another identical universe within a past moment

Traveling Back into the Past

The diagram (left) shows how time travel maybe achieved. If the traveler concentrates on a past moment in history. When the Star Chamber is energized this causes the traveler to split. A duplicate of the traveler will be sent into the future within world line B, and another duplicate will be sent back to the past moment the traveler was concentrating on.

The actual splitting causes the particles to become entangled and creates faster than light connections.

These FTL connections remain connected regardless of the distance or how far you traveled back into the past. And once such FTL connections are created, they are rarely broken.

In fact when you teleport to a new location or moment in time, it is your conscious awareness which is teleported to another identical you, within another world line. The atoms which make up your body always travel in advance of your awareness.

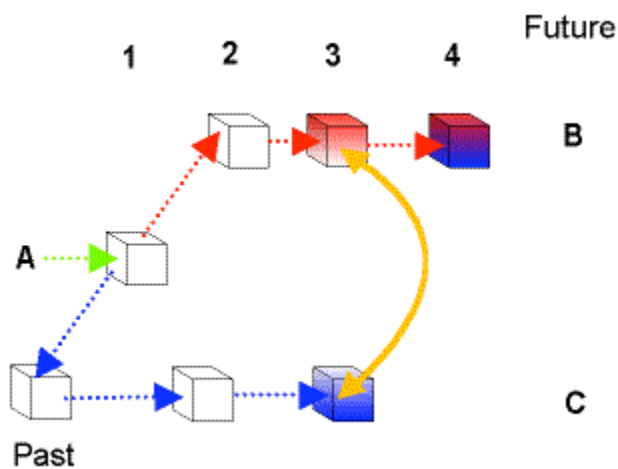
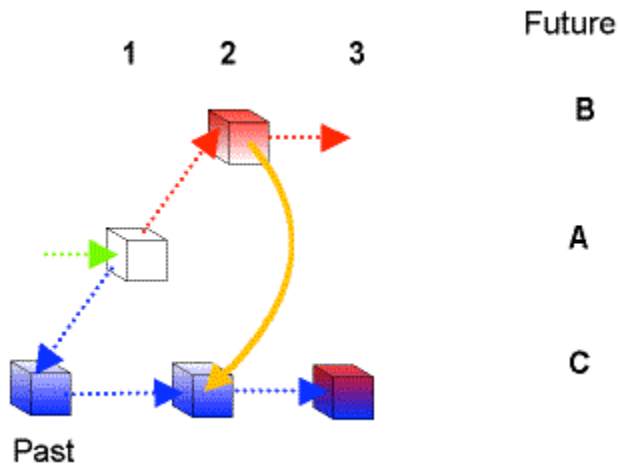
But is this real time travel? And is the traveler in world C the real time traveler from world A.

The answer is both yes and no. Confused! The only way to find out is you need the original to measure any changes or differences with the identical copies. And this appears to be impossible. It maybe a rule of "many worlds" or teleporting, but once you split any large object into different world lines, its very difficult to reserve the process. For example you can make a cup of coffee, but you cannot un-make a cup of coffee. You cannot separate the coffee, sugar and milk from the hot water. If this correct then how does a time traveler return to the future?

Back to the Future

Designing a system which can send a traveler safely back into the past is one thing, but bringing the traveler back to the future is proving to be a real challenge. But the answer appeared to me when I drew the diagram bottom left. When a traveler goes back into the past, the splitting produces an identical copy of the traveler within world B, in the future. In diagram Bottom right, when a traveler wishes to return, he will not return to his/her original start position in world A, but will jump into world B, as a faster than light connection was created when the traveler began his/her journey back into the past.

The splitting process is a natural process of the "Many Worlds" interpretation. And the laws thermodynamics prevents people or objects returning to their original start positions. So World A becomes world B in the future and the world line the traveler will return to.



But what triggers the traveler to return to the future? What may trigger a traveler's awareness to jump from one identical traveler to another is that splitting process does not just occur in space but in time. The splitting process will send a duplicate of the traveler to a "now" moment in the future. When world B becomes a "now" moment, in the future, the traveler's will be recognized and the awareness of the traveler will jump from world C

to world B. No traveler will be able to travel or jump back into the original starting point from world they came from. They will travel into a world B that is identical to world A.

When a traveler teleports between worlds, or relative states, its very difficult to come to terms with the idea that the traveler is a traveling one location to another. For example if traveler teleported from London to New Los Angeles, you think he/she has traveled over 2000 miles to arrive in Los Angeles. Yet using this principle with the Many Worlds interpretation combined with M-theory the traveler has only traveled a few millimeters.

Why? We are dealing not with traveling through space; we are teleporting a traveler between two relative states, or worlds, so distance has no real meaning.

Consciousness

Another vital component of the Star Chamber design actually belongs to the traveler. The conscious awareness of the traveler plays a key role in the operation of the Star Chamber. How you mind interacts with interior is simple. During teleportation your mind, your body and everything inside the Star Chamber all become part of the same (one) system, and will function in accordance with the laws of quantum theory. This is not mind over matter, and there is nothing supernatural about this idea. So you don't have to be Uri Geller to use this device.

When I described the splitting process it, produce duplicate copies of the traveler, but duplicate copies of the traveler's consciousness. When the traveler thinks of a location within the Star Chamber, which the interior is isolated from the surrounding exterior space, plus an energy discharge triggers the splitting process.

This combined with the conscious thoughts results in very small degree of control over the splitting process.

So if a traveler planned a trip from London to Los Angeles, 1st July 2000, at 7am local time, and the traveler planned to return to London, today at 11pm local time. Then during the splitting process one duplicate would be sent to LA in July 2000, and another sent into a future identical world, to London at 11pm. And as the traveler is focusing on going to LA, the traveler's awareness will jump into the duplicate in LA, created by splitting process.

In my first paper I wrote on Time travel called "Tempus Codex", some month ago. I claimed that any future time traveling device, would not consist of a vehicle, which travels directly through space, but a static device, that remains stationary and fixed to one location. And the basic ideas I had at the time, suggested a device, like the TARDIS featured in the popular British TV series, "Dr Who". (TARDIS stands for Time And Relative Dimension In Space). I still stand by this claim. Faster than light vehicle capable of traveling thought space and time, like the USS Enterprise maybe possible someday. But such a vehicle would be notoriously difficult to engineer and extremely difficult to control and navigate.

Yet my design is not without its problems or design faults. Yet over next few years I hope to overcome these problems, and hopefully I will be in a position where I start constructing a working prototype within the next 3-4 years.

[note: The author identified himself as "Tom" from Kent in the U.K. Another article listed him as Thomas George Skeggs (ThomasG@tskeggs.freemove.co.uk). He seems to have spent some time in the San Francisco area in the late 90's. His ideas on "consciousness teleportation" are reminiscent of the Montauk Project folklore. If true, they hold promise for the rest of us who have underdeveloped remote-viewing capabilities. That would be the safest way to explore other star systems anyway since the body's immune system would likely be totally defenseless. His proposed usage of exotic matter falls in line with current mainstream estimates that this stuff is not that far off. He also fashioned a design for a unique aerospace vehicle that resembles many of the "Black Triangle" UFOs reported today. His "Star Chamber" site resided under past domains of www.starchamber.org, www.starchamberproject.org, and www.angelfire.com/electronic/ftadefy/. He has since disappeared from the Internet. I have archived many of his webpages as StarChamber_xx.doc (where 'xx' = '01' to '10' under Documents at my website or on the CD.)

if on the Internet, press <BACK> on your browser to return to the previous page (or go to www.stealthskater.com)

else if accessing these files from the CD in a MS-Word session, simply <CLOSE> this file's window-session; the previous window-session should still remain 'active'

archived as

http://www.stealthskater.com/Documents/StarChamber_03.doc
c

more is at <http://www.stealthskater.com/PX.htm#StarChamber>

note: because important web-sites are frequently "here today but gone tomorrow", the following was archived from www.angelfire.com/electronic/ftadefy/starsup/star1.html on October 4, 2001 . This is NOT an attempt to divert readers from the aforementioned web-site. Indeed, the reader should only read this back-up copy if the updated original cannot be found at the original author's site.

Star Chamber Update

Star Chamber Design Summary. A webpage describing some minor recent modifications made to the Star Chamber design. Includes information of faster than light EM fields.

Introduction

I have written this page as a summary. It outlines some recent modifications I have made to the Star Chamber design. In my first paper I wrote on time travel called "Tempus Codex", some months ago. I claimed that any future time traveling device, would not consist of a vehicle, which travels directly through space, but would be a static device, that remains stationary and fixed to one location. And the basic idea I had at the time, suggested a device, like the TARDIS featured in the popular British TV series, "Dr Who". (TARDIS stands for Time And Relative Dimension In Space). I still stand by this claim. Faster than light vehicles capable of traveling thought space and time, like the USS Enterprise from the Star Trek Series maybe possible someday. But such a vehicle would be notoriously difficult to engineer and extremely difficult to control and navigate.

Near-Field Superluminal Electromagnetic Fields

Experiments carried out by William D. Walker at the Royal Institute of Technology in Visby, Sweden has shown a possible method on how electromagnetic fields propagate superluminally in the near-field next to an oscillating electric dipole antenna, by using a high frequency sinusoidal electrical signal. Walker's analysis shows the phase vs distance curve indicates that superluminal transverse electric field waves (phase and group waves) are generated approximately one-quarter wavelength outside the source and propagate toward and away from the source (dipole antenna). On creation, the transverse waves travel with infinite speed. The outgoing transverse waves reduce to the speed of light after they propagate about one wavelength away from the source. The inward propagating transverse fields rapidly reduce to the speed of light and then rapidly increase to infinite speed as they travel into the source. Walker states the results are shown to be consistent with standard electrodynamics theory.

But would propagating faster than light fields violate Einstein's special theory of relativity, which states that nothing can travel faster than the speed of light. Walker wrote, " Although special relativity does not forbid that signals can travel faster than the speed of light, it does predict that if signals travel hyperluminally ($w > c^2 /v$), the signal would be seen by a moving observer to travel backward in time." And, "... it is seen that all of the waves generated by an oscillating electric dipole travel with infinite speed at their point of creation and travel superluminally within a limited region of space ($\sim 0.1l$). It should be noted that this region of space can be very large for low frequencies (frequencies less than 30MHz yield: $0.1 l > 1m$). Therefore, it is concluded that according to relativity theory a moving observer can see these superluminally propagating waves propagating backward in time provided $w > c^2 /v$. It should be noted that the moving

reference frame can travel subluminally". (*Experimental Evidence of Near-Field Superluminally Propagating Electromagnetic Fields*, by William D. Walker.)

So to create a device capable of traveling back in time, we require a device where it's interior is isolated from our surrounding universe, by shielding the interior with a thin film of exotic matter. And where the traveler in the interior of the device is located on the boundary of a near-field next to an oscillating electric dipole antenna or antennas, by using a high frequency sinusoidal electrical signal.

A dipole antenna simply consists of two sections or elements of cable. One element of cable is connected to the RF output of the transmitter and the other is connected to the RF ground. To work out the physical dimensions of the dipole antenna for the Star Chamber, the superluminal transverse electric field tends to be at its peak within a one-quarter wavelength from the source.

So to work out the length of the elements needed to produce a 1/4 wavelength, the following equation can be used:

$$234/f \times 12 = (\text{length in inches})$$

Also by using frequencies lower than 30Mhz would increase the region where waves travel at an infinite speed.

It would also be safer to use low frequencies as high frequency UHF fields can give a traveler one hell of a wicked sun tan! (UHF fields can heat objects up very quickly. You can witness this the next time you use a microwave oven).

Casimir Effect

The double skin configuration of the Star Chamber tries to mimic the Casimir Effect, where the walls of the Star Chamber are separate by a gap of a millionth of a meter. Yet the Casimir Effect appears to be spontaneous and does require an external stimulus to produce exotic matter. But the Casimir Effect can only create small quantities of exotic matter which can shield the interior of the transit chamber from the surrounding exterior local space-time. So recently I have been looking at ways to increase the amount of exotic matter between the two walls of the device.

One way to induce the amount of exotic matter may be by using stimulated emissions by using the dipole antenna to bombarding the interior with electromagnetic radiation. The radiation may cause the emission of additional photons which can fit inside the gap between the walls of the Star Chamber, boosting the amount of exotic matter.

It was Dutch Physicist, Hendrik Casimir who carried out some experiments in the 1950s and it later became known as the "Casimir experiment". The Casimir experiment involved placing two metal plates a few millionths of a meter apart within a vacuum. The two plates were then pulled together, due to the presence of 'exotic matter'. This strange

effect occurs due to the nature of space being made up of vacuum fluctuations, where pairs of matter and anti-matter particles continuously appear and disappear to create a boiling sea of virtual particles. This boiling sea of virtual particles continuously appearing and disappearing are known as vacuum fluctuations.

Outside these two plates, the virtual particles which make up the vacuum fluctuations move in a wave like motion are allowed to exist in larger numbers, but between these plates, there are fewer vacuum fluctuations and only certain wave particles are allowed to exist, as many of these particles or waves are just too large to fit within the space between the two plates.

So this means there are less particles or waves bouncing around between the two plates, than outside them. And so the pressure between the plates is lower than outside. Remembering that the plates are in a vacuum, this means what lies between the plates must have less than zero energy, or has negative energy.

This is known as the "negative energy density" and repels mass instead of attracting it. The attractive Casimir force between two plates of area A separated by a distance a can be calculated to be,

$$f = 2 \pi \hbar c A / 240 a^4$$

where \hbar is Planck's constant over two π and c is the speed of light **(1)**.

New System Summary

Left: This 3D diagram is a simplified graphic of a hyper cylinder. (Or a cylinder within a cylinder).

The Star Chamber can use any shape, cube, sphere or cylinder, as long as it has a hyper configuration. Within the Star Chamber is the transit chamber where the traveler sits ready for teleportation. Above is the system chamber which houses the all electronics. Separated by a bulkhead. The device is surrounded by framework to provide structural support. So to teleport a traveler to a new location, the Star Chamber uses a transmitter to propagate electromagnetic waves from a dipole antenna located within the transit chamber.

The traveler is located on the boundary of the near field, and according to relativity theory an observer may witness these Superluminally propagating waves propagating backward in time.

When the traveler is exposed to EM radiation within the confines of the Star Chamber, isolated from the surround universe, the atomic particles which make up the traveler can also function as waveforms, in accordance with a principle of quantum theory known as Wave-Particle duality. This is where quantum entities behave either as waves or particles, depending of the circumstances. So when a traveler is bombarded with EM radiation and is present on the edge of a quarter wave near field of a dipole

antenna, the atoms which make up the traveler's body can act as waves instead of point like particles. And these wave-like particles maybe accelerated to Superluminally speeds and can be sent as wave like particles backwards in time, to a previous moment in history.

Also when a traveler is bombarded with EM radiation. This causes the atoms within their body to jump from their ground state into a higher state, and this causes the traveler to split into two identical copies in accordance with the "Many Worlds" interpretation. This interpretation predicts that every time an electron either moves or fails to move to a new energy level, this creates a new universe, world or timeline. The EM radiation propagated by the dipole antenna also bombards the interior and may result in the emission of additional photons which can fit inside the gap between the walls of the Star Chamber, boosting the amount of exotic matter.

The main purpose of producing exotic matter is not to hold open a wormhole. The purpose of exotic matter combined with EM fields flowing through he Star' Chamber's walls is to create a artificial event horizon, where the escape velocity for any wave form or particle must be equal to, or faster than the speed of light, $v > c$.

So the only way particles can escape from the interior of the device is to exceed the speed of light. The walls of the Star Chamber act like a filter.

Many Worlds & the Splitting Process

The diagram right shows how in the ordinary world A an observer splits into two identical worlds B and C, in accordance with the "Many Worlds" interpretation.

So if a traveler wishes to go to New York, a duplicate copy of the traveler is split and each sphere represents a traveler who has made a decision.

This interpretation predicts that every time an electron either moves or fails to move to a new energy level, this creates a new universe. (Also when faced with a choice the universe can also split in two).

The atoms which make up the observer's body split into two worlds, (represented as the single blue and red spheres). Notice that one copy is sent into a future (red) world C and the other copy is sent into (blue) world B. And the past moments never catch with the future moments.

When a copy of the observer is split into world B, it actually becomes a past decision, or a delayed choice decision, and due to the faster than light connections linking the two copies of the traveler together.

That same delayed choice decision triggers both copies to become whole. And the awareness jumps from the traveler in world A into world B. According to the Many Worlds interpretation which worldline your awareness is in maybe random. But in fact the actual awareness exists in all copies of the traveler at the same time. What the Star Chamber allows the traveler to do is to select which worldline or history they wish to witness.

Yet all copies of the traveler remain isolated and unaware of each other.

The actual splitting process may act in a similar way to a one-way valve. When one copy is sent into future world C and other in past world B. They cannot re-combine back into world A. Why? It takes energy to split the observer into two worlds, and the laws of thermodynamics forbid the splitting from reversing.

For example you can make a cup of coffee, but you cannot un-make a cup of coffee. You cannot separate the coffee, sugar and milk from the hot water. The laws Thermodynamics determines which way the arrows of time points. In fact according to Stephen Hawking there are 3 arrows of time, the thermodynamic arrow, the psychological arrow, and the imaginary arrow of time. The psychological arrow of time always runs parallel with the thermodynamic arrow of time. And this psychological arrow of time creates the effect that time flows.

Both imaginary and psychological arrows of time only exist subjectively. And according to David Deutsch, "*Other times are just special cases of other universes*".

The imaginary arrow of time always points 90 degrees to both thermodynamic and psychological arrows of time. So splitting process may cause the space-time to split, so during the splitting process the Imaginary arrow of time points from left to right connecting up worlds A, B and C. but when the splitting is complete, in each worldline history the thermodynamic and psychological arrows of time point towards the future. This creates the impression that the splitting process occurs instantly.

Some Nagging Problems

Designing a system which can send a traveler safely back into the past is one thing, but bringing the traveler back to the future is proving to be a real challenge. I have been puzzling over this for the last few weeks. But a new answer appeared to me when I took another look at the diagrams I have drawn. When a traveler goes back into the past, the splitting produces an identical copy of the traveler within world B, in the future. And another duplicate copy travels back into the past (world C).

One problem with this design which has been nagging me is that with the main view on the many worlds interpretation, may only restricted jumps to the same location, but within different parallel worlds. So if I built a Star Chamber in London, then I may only travel to parallel London's. Yet the design has shown I can also travel in time, so I can travel back into the past or future in London. But the real problem is, can I travel from London to New York. This is problem I am still working on, and I think it is possible, but I may not be able to return to London. And if I jumped into the New York, and cannot jump back, then it's a long walk home back to the mother country! Yet in the past I have the opportunity to travel abroad but I have declined. So there may parallel histories where I have gone abroad. And I could jump into one of those parallel histories.

In the "**Tempus Codex**" paper, I pointed out there if someone built a real time machine that actually worked. The places in history they have traveled back to, means that they are already been there. From our point in history.

So in the future if I built the Star Chamber that actually worked, and I wished to travel back in time to Roswell, New Mexico, in July 1947. From our point in time, that date occurred over 50 years ago. So it means I have been there, and I can connect up with that moment in history. But if I am already there, then whom can I send a copy of myself to that location and date if a copy of me already exists! It's real puzzling stuff.

What could happen is if I wish to jump into past moment and a copy of me already exists, then when I am sitting in the Star Chamber, I may experience an exchange of information (memories) with my copy at the past moment in time.

But if no copy exists at the location and moment in time, then a copy of me maybe teleported to that location and time so I can link up and exchange information or memories with my copy.

Currently I am still carrying out additional research into propagating faster than light fields. And I am trying to find solutions to current problems involving GR theory. And I still have quite a few design problems to overcome. So I present this page as a summary so far, and it's likely that the Star Chamber design will change slightly over the next few months.

[note: The author identified himself as "Tom" from Kent in the U.K. Another article listed him as Thomas George Skeggs (ThomasG@tskeggs.freemove.co.uk). He seems to have spent some time in the San Francisco area in the late 90's. His ideas on "consciousness teleportation" are reminiscent of the Montauk Project folklore. If true, they hold promise for the rest of us who have underdeveloped remote-viewing capabilities. That would be the safest way to explore other star systems anyway since the body's immune system would likely be totally defenseless. His proposed usage of exotic matter falls in line with current mainstream estimates that this stuff is not that far off. He also fashioned a design for a unique aerospace vehicle that resembles many of the "Black Triangle" UFOs reported today. His "Star Chamber" site resided under past domains of www.starchamber.org, www.starchamberproject.org, and www.angelfire.com/electronic/ftadefy/. He has since disappeared from the Internet. I have archived many of his webpages as StarChamber_xx.doc (where 'xx' = '01' to '10' under Documents at my website or on the CD.)

**if on the Internet, press <BACK> on your browser to
return to the previous page (or go to
www.stealthskater.com)**

**else if accessing these files from the CD in a MS-Word session, simply
<CLOSE> this file's window-session; the previous window-session should
still remain 'active'**

archived as

http://www.stealthskater.com/Documents/StarChamber_05.doc

c

more is at <http://www.stealthskater.com/PX.htm#StarChamber>

note: because important web-sites are frequently "here today but gone tomorrow", the following was archived from www.time-travel.com/temcodex.htm on October 4, 2001 . This is NOT an attempt to divert readers from the aforementioned web-site. Indeed, the reader should only read this back-up copy if the updated original cannot be found at the original author's site.

TEMPUS CODEX

Conjectured Solutions to creating Closed Time-like Curves

by **Thomas George Skeggs** (ThomasG@tskeggs.freemove.co.uk)

Introduction

It would be almost impossible for anyone to build or construct a time machine. Dr Michio Kaku, professor of theoretical physics at City University of New York, believes time travel could be achieved, but the energy required would far exceed any energy source on earth. The technology would have to be advanced and powerful enough to manipulate energies on the scale of a star. **(1)**

So any realistic time traveling design would use a quantum or astrological phenomenon like worm holes or quantum singularities, which would act like natural time machines. For anyone to design a device capable of creating closed timelike curves, (time travel into the past) would need to design and build a practical device which is capable of holding worm holes open long enough, so a device can safely pass through it. The device would be like making a key to fit a lock, or cryptanalysis trying to crack an unbreakable code. This is why I have called this short paper the 'Tempus Codex'.

Exotic Material & the Casimir Effect

Contrary to popular believe, exotic material is not a copy of Playboy magazine! It is a cunning way to hold open a wormhole and this idea was dreamed up by Physicist Kip Thorne and his colleagues at the California Institute of Technology. Thorne was approached by astronomer and writer Carl Sagan, who was writing a novel called "Contact", about an extra-terrestrial species sending the human race a message. **(2)**

Thorne came up with an idea of using a Schwarzschild wormhole, which exist naturally in the universe, but are extremely small. Even to small for particles to travel through. Schwarzschild wormholes also have a very brief lifespan, opening and closing before anything can enter the wormhole. But Thorne came up with a ingenious way of opening a Schwarzschild wormhole, and he decided to use a form of anti gravity, produced by a substance called exotic material to line the worm hole, and hold it open so someone can pass through a worm hole safely. But can enough exotic material be produced to hold open a wormhole? **(3)**

This maybe possible. Dutch Physicist Hendrik Casimir carried out some experiments in the 1950s and it later became known as the "Casimir Effect"**(4)**. The Casimir experiment involved placing two metal plates a few millionths of a meter apart, within a vacuum. An electrical charge was then applied to the two plates. The two plates were then pulled together, due to the presence of 'exotic material'. This strange effect occurs due to the nature of space being made up of vacuum fluctuations, where pairs of matter

and anti-matter particles continuously appear and disappear to create a boiling sea of virtual particles. Outside these two plates, particles which move in a wave like motion are allowed to exist in larger numbers, but between these plates, there are fewer vacuum fluctuations and only certain wave particles are allowed to exist, as many particles or waves are just too large to fit within the space between the plates. (5)

So this means there are less particles or waves bouncing around between the plates, than outside them. And so the pressure between the plates is lower than outside. Remembering that the plates are in a vacuum, this means what lies between the plates must have less than zero energy, or has negative energy. This is known as the negative energy density and repels mass instead of attracting it. The main disadvantage with creating exotic material by using the Casimir effect is it would require a great deal of energy.

Under certain conditions, particles may interact with vacuum fluctuations to create exotic material in free space. These certain conditions could be explained by a theory originally designed to explain the evaporation of black holes. (A black hole is created when a star collapses into a singularity, where the density and curvature of space-time are infinite). One clue to achieving time travel may lie within black holes.

Black Holes & Relativity

The world famous Cosmologist Stephen Hawking, Lucasian Professor of Mathematics at Cambridge University developed a theory explaining why black holes have entropy and emit radiation. Over several years Stephen Hawking discovered that virtual particles that make up vacuum fluctuations are broken apart by the intense gravitational field presence at the surface of the black hole, known as event horizon. Particles with a negative charge are pulled into the black hole and creates a negative energy density. And the particles with a positive charge are emitted. This emission of virtual particles from black holes has become known as Hawking Radiation. (6) So not only black holes consume the mass of a collapsing star. Black holes destroy the very fabric of space itself, by pulling apart the vacuum fluctuations.

But how can this process be replicated, and the energy needed to produce large wormholes or black holes for a machine would require a very powerful energy source. Not only that it would be extremely dangerous, and science has ruled out using black holes as a safe means of transport or traveling through space or time. But instead of producing black holes or trying to hold open a very large worm hole with exotic material, there maybe a more energy efficient way of achieving the same effects without creating black holes, or having to produce enormous amounts of exotic matter.

What's needed is way to reproduce the effects of a black hole, without having to create one. Another clue to producing a practical time travel may lie within Einstein's theory of general relativity. I came across some basic descriptions of the Einstein effect which state that the presence of mass can bend space-time. The Einstein effect describes how rotating planetary bodies like our planet or star can drag space-time around with it,

$$1/H(1-v^2/c^2)$$

If you could accelerate the Statue of Liberty to 0.999 times the speed of light, the statue which stands 151 feet tall would appear to shrink down to 6.8 ft. **(13)**.

Also when you accelerate an electron, the gravitational mass increases. This increase in gravitational mass of the electron will cause the spacetime surrounding the electron to curve more. Just like in Einstein's theory of relativity, which predicted the Einstein or lensing effects. Which states gravity is curved space, caused by the presence of mass.

This gravitational distortion which curves spacetime around the electron may be explained with the equation:

$$R=2hM/c^2$$

M is mass. (See Note One)

This gravitational distortion produced by high velocity electrons would generate a gravitational time dilation effect. And like in the Casimir experiment where you have two metal plates and you apply a very high voltage to the plates. Electrons would flow at velocities approaching the speed of light and create a small gravitational effect, And with the plates being a few millionths of a meter apart, this would create a negative energy density, due to the low number of vacuum fluctuations between the plates. This results in gravitational field which is repulsive instead of being attractive.

So if we used a 3-dimensional shape such as a hollow cube or sphere, where the walls of the object was made of a pair of metal plates, then the spacetime within this hollow center would become more probabilistic, due to an increase in entropy.

Through the Looking Glass

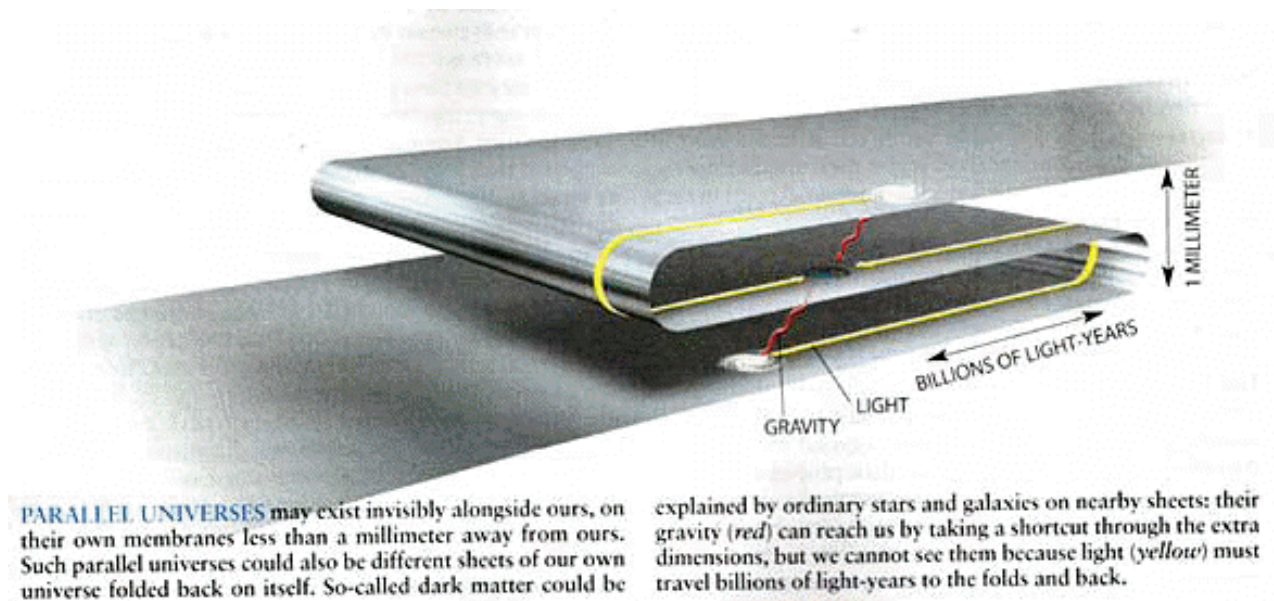
Actually making the space within the construct more probabilistic is the key to successful time travel. The answer exists in the complex nature of the vacuum fluctuations, which can exist in a superposition of quantum states. This condition allows for particles both mass and virtual to exist simultaneously in any number of quantum states.

One basic example to explain the super position of quantum states is that all particles can act as particles or as waveforms. But the super position of quantum states means that they can exist as a mixture of the two states. The particles exist as probabilities. When particles are observed this causes the super position of quantum states to collapse into a single state. So in most situations the observed particles act as either as a particle or as wave, or under certain conditions a combination of the two states!

The complex and mind boggling nature of the super position of quantum states, puzzled Hugh Everett at Princeton University to develop a theory known as the "Many

Worlds Interpretation". Everett was puzzled by the collapse of the wave function when an observation is made. So he decided it made sense to treat each outcome of every possible quantum event as existing in a real world. **(14)** This means if a particle was observed to act as a particle in one world, the same particle would act as a wave function in another. So this means there are a infinite number of probabilities that exist as alternative realities and covers all possible eventualities, past, present and future.

In an article featured in the August 2000 edition of *Scientific American*. Three researchers have been working on the composition and function of the universe. And they believe the universe may consist of a membrane folded up into a cylinder. And other parallel universes may also exist as membranes or D-branes, folded up into this cylinder, and are less than a millimeter apart. They have also formed the opinion that one of the few forces that can travel from one parallel universe to another is gravity. (See Figure 1) **(15)**



Its important to point out here that some D-branes may have reversed symmetry, and this may result in particles in some other parallel D-branes to have reversed parity. This may mean that the dimensions within these D-branes could be upside down or back to front. Such reversed symmetry may also result in the emission of gravitinos. So if a graviton was fired into past, it would arrive in future in another parallel D-brane.

If their idea is correct then the double split experiment has more meaning. As the electrons are fired through the slits, they are traveling at very high speeds. And general relativity tells use when an electron is accelerated towards the speed of light, its mass will increase. As the mass of electron increases so does the gravitational mass increase. This increase in gravitational mass of the electron causes the emission of stronger gravitons which can penetrate into other parallel universes and affect the outcome of the double split experiment in another parallel universe. Or the electrons emitted in another parallel

universe can emit gravitons or gravitinos which affect the outcome of the double slit experiment within our universe. Causing more interference.

Constructing a Time Travel Device

To create a device to travel back in time, we require a device where its interior becomes more isolated from our universe, or to produce its own locality, and to achieve this requires a construct to have a skin that produces a powerful field which no light or radiation can penetrate with the exception of gravity. The construct may consist of a hollow sphere, or box. I have used the Casimir Effect as a starting point to develop a double-layered metallic skin for the model construct. The original skin design consisted of two metal skins, separated by very thin cavities. (See Figure 2).

This design loosely based on the Casimir experiment and also tries to mimics the configuration of a black hole, where the skins act as an artificial event horizon. Due to the interior space of the construct being cut-off from the surrounding universe, objects or events within construct can act in strange ways. The gravitons being emitted from the skin of the construct would make non-local connections with other particles making up the construct's interior in other parallel worlds.

So this affects the probability of where the construct's interior is within space and time, as the interior generates its own locality and connects to other parallel universes. The minimum result is a time dilation effect. A highly efficient, well-engineered construct may have the ability to create Closed Timelike Curves and travel in the past. The 3 dimensions of space may become fuzzy, caused by the emission of gravitons affecting the 4th dimension of time.

The only way I can describe my design, is that it's similar to the TARDIS, which appeared in the BBC TV Sci-fi series, "Dr Who". TARDIS is an acronym for Time And Relative Dimension In Space, where its interior has infinite size, greater than its exterior. The construct is similar. It's not like a conventional vehicle. Its power source does not physically propel it through space and time. The negative energy density and quantum gravity present within its skin breaks the connection by warping space and time with the exterior locality, so the interior can create its own time and generate non-local connections with other parallel universes, or moments in time. It's a crude and basic form of teleportation.

Russian scientist, Vadim Chernobrov from the Moscow's Aviation Institute, has been working on a prototype design known as the Space Transportation System. Chernobrov's prototype is based on the experimental work carried out by Professor N.A Kozyrev of also of the Moscow Aviation Institute, who carried out work in to the properties of time. Professor's Kozyrev conclusion of his experimental work is if you can create a device that changes the density of space, this will affect the rate or density of time. Causing time within the device to slow down or speed up, Chernobrov constructed a prototype made up of electromagnetic layers which fit inside each other like a Russian doll. The difference in time can be worked using the simple equation:

t/E

tE is the standard Earth time and t is the local time within the device. **(16)**

Stephen Hawking's Chronology Protection Conjecture provides a major problem in any design for a device capable of time travel. As his conjecture claims that any device would be destroyed by the vacuum fluctuations, where warped space-time would turn the virtual particles into almost real mass particles, increasing the density of the virtual particles, and reducing the probabilities of other histories existing in the device. But it maybe these vacuum fluctuations which provide the extra energy to time travel. As an increase in density within the skin of the device would also cause an increase in the entropy within the interior of the device, so the number of probabilities would be low in the skin, but would be high in the interior of the device.

Into the Abyss: Traveling back in time

It's claimed that its impossible to travel to a time earlier than the wormhole first became a time machine. So if a wormhole was created in August 2001, you could not travel back in time to June 2001. The laws of general relativity are unequivocal. **(17)** But with a better understanding of the universe, being made up of parallel universes (D-branes) there maybe a way to bend the laws of physics slightly, and thus allowing someone to travel safely back into the past.

For example, if you want to travel back in time to Roswell, New Mexico in July 1947, to investigate the alleged UFO crash that occur there. As the time traveler enters the device, they start to imagine being in Roswell, New Mexico in 1947. As the time traveler thinks of this, a connection has already formed in Roswell, New Mexico in 1947, and connects up to the one the time traveler is about to enter. It's important to point out here, when such connections form, the laws of general relativity and causality begin to breakdown within it. The laws of physics suggest that the connection in our present (2001AD) was created first, but due to the bizarre twist in the nature of time, its means the other connection in 1947 was opened first, some 54 years ago.

Some may claim, from an observer point of view in 2001AD, this is a violation in causality, but the connection in 1947 is some 54 years old and it has been expanding into hyperspace ever since, until it meets up and connects to the one created in 2001AD.

So when the time traveler enters the device and it's switched on, the time traveler will travel backwards in time. Thus generating a time-like curve. It will be the thoughts of the time traveler that connect up the two time periods of 1947 and 2001.

But what about observers from 1947 onwards to 2001? Would they see the connection forming? The answer is no, as the connection in 1947 onwards would be invisible to the naked eye. So no observers would report seeing it. The only time an observer may see the connection is during a process I have nicknamed called

"Convergence". This is when two points of the connection link up to create a non-local connection between two different time periods, so the time traveler can travel back and forth in time.

There are two major drawbacks with this technique. The first is the connection maybe non-transverable. As the time traveler would require the device to travel from the past into the future and appear back in the year 2001. Only what's in the interior of the device travels through time. The device will remain stationary and fixed to its own universe.

The second drawback is some may claim it would be impossible for a time traveler to simply wish him or herself into another time period, using the construct. But it could be possible as the interior will become sensitive to conscious thoughts. If nothing can penetrate the skin of the construct, such as light, sound and electromagnetic radiation. Then nothing can escape out into the surrounding local spacetime. Not even the conscious thoughts of the time traveler. The thoughts of the traveler would exist in the construct as probabilities and would simply be focused elsewhere, in this case, July 1947, Roswell, New Mexico.

But there will be limits, and according to quantum physicist, David Deutsch from Oxford University. Time travelers could find themselves in any number of alternate realities or alternate histories. Time travelers could find themselves in a reality where the Nazis won the Second World War, or in an alternate reality where Elvis lives on. But probability rules over imagination. So time travelers will not encounter realities where pigs can fly, or discover real vampires biting the necks of lusty young virgins.

Albert Einstein once stated that, "Imagination is more important than knowledge". The hypothetical problems of time travel maybe solved one day by the verification of superstring or M-theory, but the technology needed to make time travel a reality will be developed, by using good old fashioned imagination, ingenuity and inventiveness.

For I dipt into the future, far as the eye could see,

saw the Vision of the world, and all the wonder that would be.

by Alfred Lord Tennyson

Note One

This equation is based on Schwarzschild's radius, which is used to calculate the critical point when a curvature of space is so strong that no mass could escape its gravity and would be compressed down into a singularity. I have just changed the gravitational constant with Planck's constant, as the gravitational constant was too large to measure the effect of the gravitational distortion created by a mass particle. This equation can also be used on any other mass particle.

Summary

Trying to explain how the construct works has been difficult, so here is a summary on how it works:

- The construct I have designed uses a process to generate a negative energy density within the walls of the device. This reduces the direct connection with the surrounding spacetime.
- The interior of construct it produces it's own local time.
- The presence of a negative energy within the walls of the construct makes interior more probabilistic and sensitive to conscious thoughts.
- Other past or future moments in time will exist as probabilities within the interior of the construct. Thinking of a past moment will cause that probability to become higher than the present time.

This paper is an edited version of the original as it takes me a great deal of effort to produce a paper on such a complex subject such as time travel, as I have no academic qualifications whatsoever. This would explain my poor spelling and grammar.

Recently I have made a grave mistake with the CTC Construct Scale Model Prototype. In a bid to keep costs to an absolute minimum, I tried to combine the ideas of the Tempus Codex into prototype aerospace vehicle I have been also developing. I now realize this idea was too ambitious. But I'm having to abandon all research on time travel until the Spring 2002, due to other commitments.

Further Information

The Fabric of Reality by David Deutsch. A good book which covers subjects such as time travel, quantum computing, virtual reality, alternate realities.

Black Holes and Time Warps: Einstein's Outrageous Legacy by Kip S. Thorne. This book is classic, and anyone with an interest in black holes, wormholes and time travel, should have a copy of this book.

Time: A Traveler's Guide by Clifford A. Pickover. This is a book for anyone with an interest in time travel. Includes detailed information for the novice time traveler, plus a few computer programs.

In Search of Schrodinger's Cat: Quantum Physics and Reality by John Gribbin. This book is a great introduction into the complex subject of quantum physics. This book also details the history of quantum physics, and the scientists who discovered it.

Timeline by Michael Crichton. This is a fictional book, but a great story. This book is about a team of archaeologists sent back into 14th century France. This book maybe made into a film one day.

Contact by Carl Sagan. This is also a fictional book and a film that explores the idea of receiving a message from an extra-terrestrial species. If you want to see a how a CTC Construct may work, then see this film.

Weblinks

David Deutsch's Homepage: <http://www.qubit.org/people/david/David.html>

Stephen Hawking Website at: <http://www.hawking.org.uk>

Check out Hawking's Lecture on Time Warps at: <http://hawking.org.uk/pdf/warp.pdf>

John Gribbins paper on Time Travel at:
http://www.biology.susx.ac.uk/Home/John_Gribbin/time-trav.htm#time_travel

Chernobr's Space Transportation System: <http://www.time-travel.com/chernobr.htm>
and <http://alex.frolov.narod.ru/ch-paper.htm>

Check out this page on the latest theories on field propulsion systems at:
<http://stardrive.org/Jack/puthoff1.pdf>

Bibliography

01. **The Physics of Star Trek**. L.M. Krauss. Flamingo Books. 1997.
02. p. **Q is For Quantum: Particle Physics From A to Z**. John Gribbin. Phoenix. 1998.
03. **About Time: Einstein's Unfinished Revolution**. Paul Davis. Penguin Books. 1995.

04. p. **Q is For Quantum: Particle Physics From A to Z**. John Gribbin. Phoenix. 1998.
05. *Public Lectures: Space and Time Warps*. S. W. Hawking.
06. p.136. **Introducing Stephen Hawking**. J.P. McEvoy & O. Zarate. Icon Books. 1999.
07. p.273 **Q is For Quantum: Particle Physics From A to Z**. John Gribbin. Phoenix. 1998.
08. p.28. **Einstein-A beginner's Guide**. J. Breithaupt. Hodder & Stoughton. 2000.
09. p.32. **Time: A Traveler's Guide**. C.A. Pickover. Oxford University Press. 1999.
10. p.28. **Einstein-A beginner's Guide**. J. Breithaupt. Hodder & Stoughton. 2000.
11. p.28. **Einstein-A beginner's Guide**. J. Breithaupt. Hodder & Stoughton. 2000.
12. p.28. **Einstein-A beginner's Guide**. J. Breithaupt. Hodder & Stoughton. 2000.
13. p.17. **Time: A Traveler's Guide**. C.A. Pickover. Oxford University Press. 1999.
14. p.271. **Q is For Quantum: Particle Physics From A to Z**. John Gribbin. Phoenix. 1998.
15. p.48-55. *The Universe's Unseen Dimensions*. N. Arkani-Hamed, S. Dimopoulos & G. Dvali. **Scientific American**. August 2000.
16. **Experiments on the change of the direction and rate of time motion**. V.A. Chernobrov. 1996.
17. p.504. **Black Holes & Time Warps**, K.S. Thorne. Papermac. 1995.

Draft Edition:3 Copyright 13/01/01.

[note: The author identified himself as "Tom" from Kent in the U.K. Another article listed him as Thomas George Skeggs (ThomasG@tskeggs.freerve.co.uk). He seems to have spent some time in the San Francisco area in the late 90's. His ideas on "consciousness teleportation" are reminiscent of the Montauk Project folklore. If true, they hold promise for the rest of us who have underdeveloped remote-viewing capabilities. That would be the safest way to explore other star systems

anyway since the body's immune system would likely be totally defenseless. His proposed usage of exotic matter falls in line with current mainstream estimates that this stuff is not that far off. He also fashioned a design for a unique aerospace vehicle that resembles many of the "Black Triangle" UFOs reported today. His "Star Chamber" site resided under past domains of www.starchamber.org, www.starchamberproject.org, and www.angelfire.com/electronic/ftadefy/. He has since disappeared from the Internet. I have archived many of his webpages as StarChamber_xx.doc (where 'xx' = '01' to '10' under Documents at my website or on the CD.)

if on the Internet, press <BACK> on your browser to return to the previous page (or go to www.stealthskater.com)

else if accessing these files from the CD in a MS-Word session, simply <CLOSE> this file's window-session; the previous window-session should still remain 'active'

archived as

http://www.stealthskater.com/Documents/StarChamber_06.doc
c

more is at <http://www.stealthskater.com/PX.htm#StarChamber>

note: because important web-sites are frequently "here today but gone tomorrow", the following was archived from www.angelfire.com/electronic/ftadefy/works/works2.html on October 4, 2001 . This is NOT an attempt to divert readers from the aforementioned web-site. Indeed, the reader should only read this back-up copy if the updated original cannot be found at the original author's site.

STAR CHAMBER

How it Works: Part One 2nd Edition

Introduction

This new how it works paper is in two parts, and the second part is still be written. A lot of the information in this paper contains was first published in the Star Chamber updates 1 and 2. This paper now incorporates ideas on the double slit experiment and Schrodinger's Cat, and quantum transition events.

Note: This webpage may take a few minutes to download.

Near-Field Superluminal Electromagnetic Fields

Experiments carried out by William D. Walker at the Royal Institute of Technology in Visby, Sweden has shown a possible method on how electromagnetic fields propagate superluminally in the near-field next to an oscillating electric dipole antenna, by using a high frequency sinusoidal electrical signal. Walker's analysis shows the phase vs distance curve indicates that superluminal transverse electric field waves (phase and group waves) are generated approximately one-quarter wavelength outside the source and propagate toward and away from the source (dipole antenna). On creation, the transverse waves travel with infinite speed. The outgoing transverse waves reduce to the speed of light after they propagate about one wavelength away from the source. The inward propagating transverse fields rapidly reduce to the speed of light and then rapidly increase to infinite speed as they travel into the source. Walker states the results are shown to be consistent with standard electrodynamics theory.

But would propagating faster than light fields violate Einstein's special theory of relativity, which states that nothing can travel faster than the speed of light? Walker wrote, "Although special relativity does not forbid that signals can travel faster than the speed of light, it does predict that if signals travel hyperluminally ($w > c^2/v$), the signal would be seen by a moving observer to travel backward in time." And, "... it is seen that all of the waves generated by an oscillating electric dipole travel with infinite speed at their point of creation and travel superluminally within a limited region of space ($\sim 0.1l$). It should be noted that this region of space can be very large for low frequencies (frequencies less than 30MHz yield: $0.1l > 1m$). Therefore, it is concluded that according to relativity theory a moving observer can see these superluminally propagating waves propagating backward in time provided $w > c^2/v$. It should be noted that the moving reference frame can travel subluminally". (*Experimental Evidence of Near-Field Superluminally Propagating Electromagnetic Fields*, by William D. Walker.)

So to create a device capable of traveling back in time, we require a device where it's interior is isolated from our surrounding universe, by shielding the interior with a thin film of exotic matter. And where the traveler in the interior of the device is located on the boundary of a near-field next to an oscillating electric dipole antenna or antennas, by using a high frequency sinusoidal electrical signal. A dipole antenna simply consists of two sections or elements of cable. One element of cable is connected to the RF output of the transmitter and the other is connected to the RF ground. To work out the physical dimensions of the dipole antenna for the Star Chamber, the superluminal transverse electric field tends to be at its peak within a one-quarter wavelength from the source. So to work out the length of the elements needed to produce a 1/4 wavelength, the following equation can be used:

$$234/f \times 12 = (\text{length in inches})$$

Also by using frequencies lower than 30Mhz would increase the region where waves travel at an infinite speed. It would also be safer to use low frequencies as high frequency UHF fields can give a traveler one hell of a wicked sun tan! (UHF fields can

heat objects up very quickly. You can witness this the next time you use a microwave oven).

I have decided to use a high frequency Amplitude Modulated (AM) transmitter within the Star Chamber prototype. The purpose of using of an AM transmitter is to subject a mass to a superluminal near field propagated from a dipole antenna. Yet new research has revealed that near-field superluminal longitudinal electric signals produced by dipole antenna cannot violate Einstein causality by using the process known as the "sync shift effect". Causality cannot be violated cause a dipole antenna can produce a superluminal signal back in time, but not before the same was initiated. This means that no one can change signal that was transmitted.

The sync shift effect is a relativistic effect that allows superluminal signals to be transmitted backward in time.

Left: This is a diagram of Amplitude Modulated carrier wave. The carrier wave is broken down into envelopes, which change in sympathy with an audio signal. There are 4 important parameters in the Star Chamber design. First the traveler must be on the boundary of a 1/4 wavelength, and to determine the distance from antenna, the following equation can be used:

$$234/f \times 12 = (\text{length in inches})$$

f = frequency.

The second parameter is the traveler must be in one wavelength distance from the antenna. And this equation can be used:

$$(\lambda) = c / f$$

λ = wavelength, c = speed of light and f = frequency.

The third important parameter is that according relativity theory time passes slower for a moving observer than a stationary observer. And according to the sync shift effect for the traveler to experience the effects of being within a field traveling backwards in time, the traveler must be moving away from the dipole antenna.

The Lorentz transformation for time change is: $\Delta t = \gamma [\Delta t - (v/c^2) \Delta x]$.
where $\Delta t = L/w$ and $\Delta x = L$ (transmission distance) can become negative when the signal velocity (w) is much greater than the velocity (v) of a moving observer: $w > (c^2)/v$ (Analysis of Causality Issue in Near-Field Superluminally Propagating Electromagnetic and Gravitational Fields by William D. Walker.)

This is a problem I am still working on. As movement within transit chamber is restricted. And the traveler must not move into the quarter wave distance from the dipole antenna, and the traveler must no move out of one wavelength distance from the antenna.

The actual wavelength helps determine the dimensions of the transit chamber. The actual size is equal to one wavelength of the carrier wave. So if you use a chamber 6.5ft x 6.5ft (2m x2m) you need to use a 150 MHz transmitter which produces a 6.5ft wavelength. This keeps the traveler within less than one wavelength from the antenna ($L < \lambda$).

The transit chamber is located within the Star Chamber. (See picture right).

The fourth important parameter is to transmit a strong AM signal, otherwise you transmitting a dead carrier wave. Going over my papers, I have decided to transmit a Very Low Frequency (VLF) signal tuned to 12 Hz. I have chosen this signal as this it coincides with Alpha biorhythms of the brain (brain waves). The Alpha biorhythms are produced by adults when at rest with eyes closed and mind relaxed. This alpha state of mind as it is also known, has been recorded in people who have been in meditation or trance like state.

When you transmit a strong VLF signal, which coincides with the biorhythms, you created a condition known as "entrainment". This is where the human mind becomes synchronized with the signal as the brain mistakes the artificial signal as its own. (The signal must have an amplitude greater than 50 uV).

The purpose of causing entrainment is to create an indirect connection with the Star Chamber.

The actual amplitude may have to be proportional to wavelength. So the signal remains in transit chamber. This is something I am still working on.

EM Radiation causes worlds to split

Also when a traveler is bombarded with EM radiation. This causes the atoms within their body to jump from their ground state into a higher state, and this causes the traveler to split into two identical copies in accordance with the "Many Worlds" interpretation. This interpretation predicts that every time an electron either moves or fails to move to a new energy level, this creates a new universe, world or timeline. The EM radiation propagated by the dipole antenna also bombards the interior and may result in the emission of additional photons which can fit inside the gap between the walls of the Star Chamber, boosting the amount of exotic matter.

The main purpose of producing exotic matter is not to hold open a wormhole. The purpose of exotic matter combined with EM fields flowing through the Star Chamber's walls is to create a artificial event horizon, where the escape velocity for any wave form or particle must be equal to, or faster than the speed of light, $v \geq c$. So the only way particles can escape from the interior of the device is to exceed the speed of light.

Also by transiting a 12 Hz signal causing entrainment. The 12 Hz signal is also known as the Schumann Resonance, where a signal can be sent around the world by bouncing the signal off the ionosphere.

But due to the Casimir force and EM radiation present within the skin of the Star Chamber, creating an artificial event horizon, where particles or waves must exceed the speed of light to escape. Then how do I bounce the signal around the world? This is where the Many Worlds interpretation comes in. I am not bouncing a signal around this world. I would be sending a signal into an identical world because the event horizon prevents particles and waves escaping into the exterior space-time.

So when the traveler is located on the boundary of the near field, and according to relativity theory an observer may witness these superluminally propagating waves propagating backward in time.

When the traveler is exposed to EM radiation within the confines of the Star Chamber, isolated from the surround universe, the atomic particles which make up the traveler can also function as waveforms, in accordance with a principle of quantum theory known as Wave-Particle duality. This is where quantum entities behave either as waves or particles, depending of the circumstances. So when a traveler is bombarded with EM radiation and is present on the edge of a quarter wave near field of a dipole antenna, the atoms which make up the traveler's body can act as waves instead of point like particles. And these wavelike particles maybe accelerated to Superluminally speeds and can be sent as wave like particles backwards in time, to a previous moment in history.

Also when a traveler is bombarded with EM radiation. This causes the electrons within their body to jump from their ground state into a higher state, and back again. This is known as the quantum transition condition, (see diagram right) and this can result in the emission or absorption of radiation in the form of a photon (hf). In the Many Worlds interpretation this quantum transition condition causes the atoms, which make up the traveler, to split into two identical copies. This interpretation predicts that every time an electron either moves or fails to move to a new energy level, it creates a new universe, world or timeline. The EM radiation propagated by the dipole antenna also bombards the interior and may result in the emission of additional photons which can fit inside the gap between the walls of the Star Chamber, boosting the amount of exotic matter.

Superluminal near-field gravitational fields

When mass is subjected to electromagnetic radiation the mass can oscillate and produce gravitational fields. which are known to be superluminal in a region less than one wavelength near the source.

But like propagating electric fields the gravitational fields cannot violate Einstein causality. Causality cannot be violated cause the vibrating mass of the dipole antenna can produce a superluminal gravitational fields back in time, but not before the same signal was initiated.

But when a mass, like the mass of the traveler is placed within the Star Chamber and isolated from the surrounding space-time universe, by the Casimir force present within its skin. The gravitational fields may cause time within the Star Chamber to appear to flow more slowly. It may result in a time dilation effect.

(Analysis of Causality Issue in Near-Field Superluminally Propagating Electromagnetic and Gravitational Fields by William D. Walker.)

Casimir Effect

The double skin configuration of the Star Chamber tries to mimic the Casimir Effect, where the walls of the Star Chamber are separate by a gap of a millionth of a meter. Yet the Casimir Effect appears to be spontaneous and does not require an external stimulus to produce exotic matter. But the Casimir Effect can only create small quantities of exotic matter which can shield the interior of the transit chamber from the surrounding exterior local space-time. So recently I have been looking at ways to increase the amount of exotic matter between the two walls of the device.

One way to induce the amount of exotic matter may be by using stimulated emissions by using the dipole antenna to bombard the interior with electromagnetic radiation. The radiation may cause the emission of additional photons which can fit inside the gap between the walls of the Star Chamber, boosting the amount of exotic matter.

It was Dutch Physicist Hendrik Casimir who carried out some experiments in the 1950s and it later became known as the "Casimir experiment". The Casimir experiment involved placing two metal plates a few millionths of a meter apart, within a vacuum. The two plates were then pulled together, due to the presence of 'exotic matter'. This strange effect occurs due to the nature of space being made up of vacuum fluctuations, where pairs of matter and anti-matter particles continuously appear and disappear to create a boiling sea of virtual particles. (See picture right). This boiling sea of virtual particles continuously appearing and disappearing are known as vacuum fluctuations.

Outside these two plates, the virtual particles which make up the vacuum fluctuations move in a wave like motion and are allowed to exist in larger numbers, but between these plates, there are fewer vacuum fluctuations and only certain wave particles are allowed to exist, as many of these particles or waves are just too large to fit within the space between the two plates. (See picture left)

So this means there are less particles or waves bouncing around between the two plates, than outside them. And so the pressure between the plates is lower than outside. Remembering that the plates are in a vacuum, this means what lies between the plates must have less than zero energy, or has negative energy.

This is known as the "negative energy density" and repels mass instead of attracting it. The attractive Casimir force between two plates of area 'A' separated by a distance 'a' can be calculated to be:

$$f = 2 \pi \hbar c A / 240 a^4$$

where \hbar is Planck's constant over 2π and c is the speed of light.

The main purpose of producing exotic matter is not to hold open a wormhole. The purpose of exotic matter combined with EM fields flowing through the Star' Chamber's walls is to create an artificial event horizon, where the escape velocity for any wave form or particle must be equal to, or faster than the speed of light, $v \geq c$.

So the only way particles can escape from the interior of the device is to exceed the speed of light.

The walls of the Star Chamber act like a filter. A bit like the double slit experiment.

Double Slit Experiment

The key to successful time travel with the Star Chamber's design is that it operates in a similar way to the Double slit experiment.

The Double Slit experiment consists of little more than two metal plates and a light source. One metal has two slits in it, and this is placed in front of the second metal plate (see diagram Right). If you cover one slit up -- leaving the other open -- when you turn the light source on, the photons emitted by the light source travel through the slit and hit the second metal plate.

And your strip of light appears over time on this plate. This suggests that the photons behave like particles. But if you open the second slit and turn the light source on, the photons will travel through both slits at same time, and the photons interfere with each other. This results in the rear plate being covered with vertical stripes of black and white. This is known as an interference pattern.

This interference pattern builds up if you have two identical periodic waves arrive at the same point out of phase, separated by exactly $1/2$ wavelength, this causes destructive interference. This causes the black stripes. Yet if the separation is exactly 1 whole wavelength this causes the constructive interference, and results in causing the white stripes.

You do not get this interference pattern with just one slit open. But if use a light source which just fires one photon at a time with long periods between them, you will end with an interference pattern.

According to the Many Worlds Interpretation, each particle interferes with a particle in a neighboring universe. And Oxford physicist, David Deutsch believes this is result of the universe splitting apart briefly within the experiment, and then come back together again. (p.29 *New Scientist. Taming the Multiverse*).

How the Star Chamber mimics the double slit experiment cannot be explained within the classical laws of physics. The traveler acts as like a filter. At the quantum level of space some of the electromagnetic radiation passes straight through the traveler's body.

Some EM radiation hits particles and causes the *quantum transition condition*, and results in the traveler's body to split into different parallel worlds. In accordance with the Many Worlds Interpretation. Another way to picture this process is to imagine the idea where the body of traveler acts a like photographic negative. And when you put a light behind it a photographic negative, it projects an image into a wall or screen. With many worlds two images are produced from one negative, and projected into parallel worlds. This effect maybe increased if the traveler stood in the right distance away from the antenna.

We must not forget that EM radiation propagates (moves) away from the antenna, and the traveler may also have to move away from the antenna. The traveler's movement is physically restricted and must not move beyond 1 wavelength from the antenna. And must keep 1/4 wavelength distance from the antenna. Also we have learnt that destructive interference is caused at 1/2 wavelength and constructive interference at 1 full wavelength. (See diagram Right). So the traveler may have to sit in a zone on the boundary between the 1/4 and 1/2 wavelength. Yet the EM waves move away from the antenna, and the traveler will be exposed to all the various lengths of the wavelength, this is still not a problem. As it may cause atoms in the traveler's body to enter into a super position of quantum states.

Schrodinger's Cat

The way to explain what the superposition of quantum states is with a thought experiment created by Edwin Schrodinger known as "Schrodinger's Cat". In this thought experiment, a cat is placed inside a box. In the box is a gun pointing at the cat. And the gun is connected to a device containing a radioactive material and a radioactive detector. If the detector detects a radioactive emission it will trip a switch which fires the gun and kills the cat. Also cause the material is radioactive, the radiation could kill the cat. Once the lid is shut the experimenter does not know what state the cat is in. The cat can be alive or dead, or according to Edwin Schrodinger the cat can be in a combined state, existing in a live and dead state at the same time. This is known as superposition of states. And the experimenter will not know which state the cat is in, until he or she opens the box and makes observation.

According to the Many Worlds interpretation, that cat exists in parallel worlds in a superposition of states. When an observation is made. An experimenter opens the box in this world and witnesses a live cat, and in a parallel world an experimenter will witness a dead cat. *(If any kids are reading this. Please do not practice this experiment on your pets...)*

The complex and mind boggling nature of the super position of quantum states, puzzled Hugh Everett at Princeton University to develop a theory known as the "Relative States" Interpretation, later it became known as the "Many Worlds" Interpretation. Everett was puzzled by the possible collapse of the wave function when an observation is made. So he decided it made sense to treat each outcome of every possible quantum event as existing in a real world.

So this means there are an infinite number of probabilities that exist as real parallel worlds or universes, and each of these worlds cover all possible eventualities, past, present and future. This collection of parallel worlds is known as the "Multiverse".

The Multiverse

The Multiverse is the whole of physical reality, and it contains many parallel worlds. According to David Deutsch in a paper called "The Structure of the Multiverse", the Multiverse functions in a similar way to a quantum computation program, and he believes that the structure of the Multiverse is determined by information flow. (*The Structure of the Multiverse by David Deutsch*)

Each parallel universe is separate and autonomous, and we rarely detect information from other parallel worlds, because all the information we receive through our senses has come from within one universe.

The diagram Right shows a simplified block diagram of the Multiverse. Each stack represents a parallel universe. Each universe has a space-time, and in each space-time consists of a stack of moments. If the Multiverse were a collection of interacting space times, time would be a sequence of moments. And according to David Deutsch, "*Other times are just special cases of other universes*".

Page two is still to be written.

[note: The author identified himself as "Tom" from Kent in the U.K. Another article listed him as Thomas George Skeggs (ThomasG@tskeggs.freerve.co.uk). He seems to have spent some time in the San Francisco area in the late 90's. His ideas on "consciousness teleportation" are reminiscent of the Montauk Project folklore. If true, they hold promise for the rest of us who have underdeveloped remote-viewing capabilities. That would be the safest way to explore other star systems anyway since the body's immune system would likely be totally defenseless. His proposed usage of exotic matter falls in line with current mainstream estimates that this stuff is not that far off. He also fashioned a design for a unique aerospace vehicle that resembles many of the "Black Triangle" UFOs reported today. His "Star Chamber" site resided under past domains of www.starchamber.org, www.starchamberproject.org, and www.angelfire.com/electronic/ftadefy/. He has since disappeared from the Internet. I have archived many of his webpages as StarChamber_xx.doc (where 'xx' = '01' to '10' under Documents at my website or on the CD.)

if on the Internet, press <BACK> on your browser to return to the previous page (or go to www.stealthskater.com)

else if accessing these files from the CD in a MS-Word session, simply <CLOSE> this file's window-session; the previous window-session should still remain 'active'

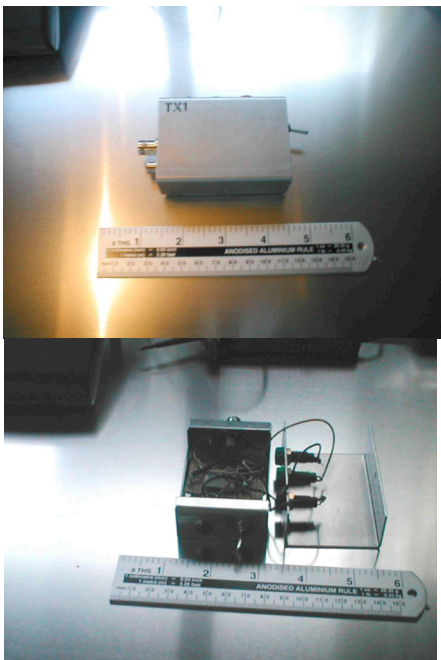
archived as

http://www.stealthskater.com/Documents/StarChamber_07.doc
c

more is at <http://www.stealthskater.com/PX.htm#StarChamber>

note: because important web-sites are frequently "here today but gone tomorrow", the following was archived from www.angelfire.com/electronic/ftadefy/test/picture1.html on October 4, 2001 . This is NOT an attempt to divert readers from the aforementioned web-site. Indeed, the reader should only read this back-up copy if the updated original cannot be found at the original author's site.

Prototype Photo Gallery#1



**if on the Internet, press <BACK> on your browser to
return to the previous page (or go to
www.stealthskater.com)**

**else if accessing these files from the CD in a MS-Word session, simply
<CLOSE> this file's window-session; the previous window-session should
still remain 'active'**

archived as

http://www.stealthskater.com/Documents/StarChamber_08.doc
c

more is at <http://www.stealthskater.com/PX.htm#StarChamber>

note: because important web-sites are frequently "here today but gone tomorrow", the following was archived from www.angelfire.com/electronic/ftadefy/update/update1.html on October 4, 2001 . This is NOT an attempt to divert readers from the aforementioned web-site. Indeed, the reader should only read this back-up copy if the updated original cannot be found at the original author's site.

Website News & Update Page

10//27/01 I think it's ok now to reveal the area of the accidental transit test. The locations were in Griffith Park, Los Angeles. And I do not believe what I experienced was the work of my own imagination. I always believed the Hollywood sign was further West in the Runyon Canyon area.

It was only after that I discovered the Hollywood sign was in fact in Griffith Park. And the park was bigger than I imagined it to be, that's when I discovered what I had experienced was indeed genuine. Some people may suggest that all this, is just a delusion of a fantasy prone individual. If this were just a fantasy, then my kind of fantasy would be to check out the ladies locker room at the Buffy the Vampire Slayer studio.

That's what I call a fantasy, not freezing my balls off, walking around the Hollywood Hills on some cold and crappy day like that. After some time thinking about all of this, I have reached the conclusion if anyone does not believe it, then that's not problem. I intend not to waste one second more wasting my time trying to prove the accidental transit test was genuine. That's history. I have decided to move on and work on developing the Star Chamber so I can begin construction of the Star Chamber prototype next year.

I have been spending a lot of time thinking about the solving some serious design problems. When reading over my notes this afternoon I had a Eureka moment, when I was thinking on how to construct the Star Chamber. I have had an overall structural design for some months. And I had an idea of what components I needed to make it all work. And I knew I had the information which could make it work. When I was thinking about all this, I suddenly could picture the prototype. Its size and shape. What it was made of, and all the internal components needed to make it work, plus I could picture all the wiring, and the shape and size of the antennas sizes, transmitters, frequencies and wavelengths. But I'm not going to rush into building the prototype.

I think it would be better in the long term if I drew up some blueprints before I start. And I need time to obtain all the necessary components to build it. I plan to start construction next year, during the summer.

10/20/01 Since the 7th of October I have learnt a great deal about releasing information on tests and experiments. I have planned to slow down a bit. I will continue to keep this website updated, but I am going to take some time off writing some new pages for this site, and it may take a few weeks to do this. I only started research and development work in May this year, and I think I have done a great deal in just 6 months. I originally planned a 3-5 year project, but if all goes according to plan, I should have a full size Star Chamber prototype ready for testing next year.

I have also learnt a lot from the accidental transit, and I plan to make a series of modifications to the overall the design of the Star Chamber which should make transitions to other spacetimes more controllable, and increase reliability. In late September I carried out about 8 tests in all and the first (accidental) test produced the most information. I believe the transmitter has finally burnt out. Cause I was using a square wave with an output of 100ma instead of the recommended 50ma input. There was an untraceable fault on the PCB where the power input pin for the transmitter kept displaying a reading of some 16-17 volts. The battery powering the transmitter was just 9

volts. So there must have been a short circuit somewhere. This may also have damaged the transmitter.

One recent development was an e-mail containing a news report about false memory syndrome and a physiologist's attempts to induced false memories, by using electrical implants placed within the brain and its apparent link to traumatic events like sexual abuse. The accidental time travel event was not a traumatic event.

Also the memories I experienced happened the day before I tested the transmitter so electrical impulses can be ruled out. As I recall I experienced having the memories before the test, not after the test. I believed at the time to have been a precognition. When I tested the transmitter I did not teleport, and I dismissed the memories as a failed precognition. But over the following weeks I discovered what I recalled, matched the location with some accuracy. Also I wrote down the memories in my journal at the time. So no one can claim that my memories were distorted by later research I carried out.

I find this idea totally laughable to imply that the transmitter test caused electrical impulses which created false memories, or I maybe a victim of sexual abuse. So I therefore dismiss such claims I experienced false memories and it all appears to be a subtle attempt at disinformation.

Between the 7th and 12th October I had experienced a lot of problems logging on to certain websites. On the 7th October I was unable to log onto any time travel related sites, nor some news or TV websites. Yet I could log on to some other sites, like Stardrive.org, Tap-Ten.org or even Buffy.com, but none of the time travel posting boards. (I am still experiencing problems logging to the odd one or two sites). I have carried tests including an anti virus scan on my computer. There is nothing wrong with my computer which could prevent me logging onto these websites. So I think there may have been a little bit of skullduggery going on here. I have been informed it may have been a bad or corrupt cookie, so my computer may have been suffering from a dose of food poisoning rather than virus.

10/12/01 I have finally managed to download the test results today. I have been experiencing a lot of problems with my computer. I have been having great difficulty logging on to some website, including this one.

I managed after 5 days of trying to post a copy of the Accidental test result on the TTI board. But to me this test is useless without evidence, and I will not be happy until I have repeated this test under more controlled conditions.

Over the next few weeks, I intend to draw up a plan of action on ways to record data and information. I have stopped power up tests of the transmitter a week or two ago, and testing we only resume when I have an effective plan of action in place. And I hope to start on a full size prototype of the complete Star Chamber prototype early next year. Actually I feel that the accidental test will come to a conclusion by the 25th October.

I think I will know by this date if this accidental test was really that successful. There may be an incident in the Western United States (especially California) area. I do not know what it is, but I know what it is when I hear about it. But in some strange way I will be very pleased if this incident does not occur.

10/08/01 I planned to download some tests results yesterday (7th Oct) but I was unable to gain access to due to some technical problems. (But Tap-Ten members got a preview of them yesterday)

I hope to download the test results tomorrow night. (9th Oct). That's if there are no more technical problems.

10/05/01 A few weeks ago I carried out a power up test on the prototype transmitter and during the period I started to experience what appeared to me like memories of being in a place I have never been before. I quickly dismissed it as some sort of dream. But I remember at the time it felt very real. Since then I have been checking websites, maps, guide books and live webcams of the location. And to me it's real scary. As what I remember matches the location so far. How I did it was an accident, and have taken me by surprise. But I have some major concerns about actually publishing all the details of this accidental test.

Actually I find it all to unbelievable myself. I am planning to download the details on Sunday. But I still uncertain at this time, if its the best thing to do.

09/29/01 I have downloaded the first photographs (see **Photo Gallery**) of the prototype transmitter. The photographs are not very clear as I am using a new digicam. And I'm trying to figure out how it works. I have been carrying out some more short power up tests on the transmitter. I have also just started a complete review of all the information I have on time travel, so I can start drawing up some blue prints for a prototype I am planning to build early next year. This task may take to December to complete. My currant theory based on information published in the **summary 1** & **summary 2**, I will try to turn the Star Chamber into 3D version of the double slit experiment.

09/23/01 I have been updating some of the pages on this site. In prep to download new pages sometime next month. The time machine picture is just temporary until I can add one of my own pictures. Have been carrying out a number of short power tests on the Transit Return Pack and Star Chamber Transmitter.

20/09/01 I have re-designed the Star Chamber homepage. And re-designed. Still been working on prototypes. To date tests remain inconclusive. If I'm receiving information, then it's proving to obscure and surreal to understand. I also currently lack the right test gear, to record data, but I am currently working on solving this problem. The Star Chamber was never designed to explore future events. I planned to explore past events, cause I could cross check the information collected with historical records. But the future is made up of many futures, and you simply do not

know what will happen to it. That's the way Multiverse works. Still have a problem about traveling. See update entry for the **09/02/01**.

09/17/01 In my last update I reported some strange feelings when I touched the antenna. It felt like I moved backwards and downwards, but a more accurate description is I felt I moved only 6". Yet my feet felt they stayed fixed to the same point. I am planning to draw up a test program and to use test equipment to see if I can record and log any of these odd effects. I like to point out that research is still in its infancy, and I still have a hell of a lot of work to do.

Already started on a second 15-watt prototype. But will continue testing the smaller AM UHF/ELF prototype. I'm keeping frequencies, designs and diagrams to myself for now until I can come up with a working system. And the actual construction of a Star Chamber is still for early next year. I'm just building and testing components for the system and TRP. The system may work in theory without the transit chamber, etc. But it will work a lot better with one. Using the AM UHF/ELF or 15 Watt ELF may only help produced a form of remote viewing or non-physical time travel. (That's if you believe in that sort of thing!).

No photos of prototypes yet. Out of film.

Below: I made a mistake with the date. It should be the 8th September not the 9th October for finishing the transmitter. I keep thinking its October for some reason. In my last update I stated that at 8.00, 09/25/01 or 10/25/01 might not be a very good day.

09/15/01 I found some time to write a brief update today. On the 9th October I have finished constructing a prototype transmitter for the Star Chamber and Transit Return Pack (TRP), and did a short power up test. I also tested it on 13th with a 1/4 antenna connected. Got some real strange feelings.

It felt liked I moved backwards and downwards when I torched the antenna. The transmitter has a very small output with a limited 50m range. (I may have re-build prototype as I'm getting a lot of short circuits. The prototype is about the size of a packet of cigarettes). But the finish prototype will be about the size of a shoebox and would fit into a small rucksack. One thing I am leaning is that any for time traveling device to work the traveler must be part of the circuit. And not all travel maybe physical. Some transmitters wired in the right way may act like a tuning fork, where the transmitter and traveler are working are on the same frequency. This is something I'm still working on. I sense that 8.00, 09/25/01 or 0/25/01 may not going to be a very good day for me.

09/12/01 Due to other matters I will not be updating this website until Sunday 25th September. I have had lots to do, and I have a lot of work to be getting on with. Some things are bugging me. Putting it all down to a horrible coincidence. I did plan to download "How it works -- part 2", but I have delayed release until some date in the future. Maybe back in 2 weeks time, but I may not update this site until October. My thoughts and prayers go out to all those who have lost relations in yesterday's attack.

09/11/01 Major Terrorist Attack on New York & Washington. Pentagon and World Trade center hit. London Stock Exchange, City of London Finance area and Canary Wharf have been evacuated. European Parliament evacuated. **Star Chamber** wishes to offer condolences to all those who have lost relations in this attack.

09/10/01 I did plan to download the How it Works Page part 2 onto this site, during this weekend but I have been busy and I should finish it by next weekend. I have been working on a Transit Return Pack, which a mini handheld device containing the same systems which operate the Star Chamber. This would aid any traveler to return to the Star Chamber when they want to at a certain location.

06/09/01 I have added a new frameless homepage to this site. I did this as the old page looked to cluttered and messy. I hope to improve the homepage over the next few weeks.

09/02/01 **England beat Germany last night 5-1 at Football. Great game.**

Within the next few weeks I will be adding a brand new home page, which will have no frames, as not everyone can view WebPages with frames for some reason. I also hope to give the whole site an overhaul before Christmas. Some pages will be scrapped and some new ones added. To try and make the website easier to view and use.

I've been planning a holiday for next year. I need one; the last was ten years ago when I went on holiday to Wiltshire, to see Stonehenge and Avebury in 1992. I was thinking of a weekend in New York (For some strange reason I have a very strong urge to go to New York for some peculiar reason, yet I'm not very keen on large cities). And for some reason I should avoid Los Angeles and San Francisco like the plague. I just sense their are people their who can try and do me some real harm, and I will have trouble sensing who is friend or foe. So I may bugger off to somewhere European instead.

As for constructing the prototype things are moving slowly, and I am still on track to begin building early next year.

09/01/01 I have updated the new links page with only a few links. And I have re-written the Concept page. The how it works page part two should be finished soon a downloaded to this by the next weekend.

08/23/01 I have changed the home page. It's an attempt to make finding information easier and quicker. I have also designed a banner for this website, and if you have a website you can copy it and paste in your links page if you wish. I will hopefully be adding part two of the new "how it works" page, within the next few weeks. I haven't had the time to complete it yet. To tell the truth, I have completed a design for a prototype, yet I still can't explain how the sodding thing works.

I have been busy repairing and checking some old test equipment, and I am drawing up a shopping list for some new test gear. I hope to start construction on prototype sometime early next year. As I am busy sorting out other matters which need to be completed before I begin construction.

I have also drawn up a short list of sites in the UK, where I can test the full size prototype within the next 2-3 years. My place is just too small to house the device. My favorite option is to hire a workshop for just a few months.

08/12/01 I have added the new "how it works" 2nd edition page, and it will be in two parts, as it's a large file and takes time to download. The second part is still being written and will be downloaded in the next week or so. I have also added new weblinks index page, plus 7 new weblinks pages, and it aims to make searching for weblinks quicker, as more weblinks are added. I have not had much time to keep the weblinks pages updated. As I have been busy searching for suppliers of materials for the prototypes. And this hunt for suppliers has proven mostly successful so far. Yet I still have not located somewhere to house the big adult size prototype which I plan to start building in 2-3 years time. But it does give me sometime to save and hire a workshop in 2003-2004.

08/02/01 I hope to be making a few minor modifications to this site over the next few weeks. And I am in the process of writing a new weblinks page.

At the moment I am about two years ahead of schedule, and I hope to have a small-scale model prototype of the Star Chamber ready for testing by the end of the year. If all goes well.

I have been going over security functions which I plan to incorporate into the design of the device and I have also looked at other security matters. And as for security, this website simply offers a summary of the **Star Chamber** and how it works.

07/29/01 I have had a lot on in recent weeks so I have been unable to keep this site updated. I have added two new pages this weekend. One a test results page, where I can publish test data from the prototype. And a Star Chamber Design Summary page. Which goes over some of the modifications I have made to the design. Since the 14th July I have been doing a lot of research and revising my design. I printed out so many science papers recently off the Internet; I have run out of ink, paper and cash.

The Star Chamber Design Summary page just offers a very basic overview of the new ideas behind the new design. There are a few design problems and a few problems with GR theory remaining but I think I can find solutions within the next few months.

07/24/01 I have not had much time to keep this site updated. I have been carrying out a lot more research recently. And I hope to produce an updated and revised edition of the Tempus Codex paper. The first paper I wrote on Time travel. I hope to complete it sometime in August.

07/14/01 This weekend I will be updating the weblink page. I am also planning to add a summary on an aerospace vehicle called the Flight Test Article: (FTA) Defiance. I cancelled any more work on it due to spiraling costs of making it. If I went ahead and built it, I would have broken every aviation law in the book, but that wouldn't have stopped me. That's why I named it "Defiance". This vehicle still means a lot to me, I spent years designing it, and I made many mistakes. Some costly. One test resulted in damage to my computer and the loss of 18 months of research data, plus a repair bill of around £280 for a hard disk drive, motherboard and CPU. So I have learnt from this, and I'm not going to make the same mistakes again, I am planning to make new ones!

One vital design feature I have overlooked is that I have been focusing too much on the amplitude of a waveform, not frequency. It only came to me, when going over the FTA research material, I remembered that using the right frequency or frequencies maybe the key to success. This is something I am looking into. And may mean some major re-design to Star Chamber.

This week I have wasted some time being distracted by other things, which have proved to be a total waste of my time. So I am planning to cut the chitchat, and get on with solving the problems, and design a system that actually works.

07/08/01 I have added the Systems Chamber Summary. And I have just added an edited version for now. I haven't had much time to work on this website. As I have been working on some other things. I am planning to update the weblinks page shortly. If

you have e-mailed me recently and I have not replied. Don't worry I haven't forgotten I will reply in the next few days.

07/03/01 The download of the Systems Chamber Summary page has been postponed until Sunday 15th July.

07/01/01 The download of the Systems Chamber Summary page has been delayed until Tuesday 3rd July. I planned to update this site over the weekend, but there has been a problem with the web server, so I had to leave until late on Sunday. I will also try to update this site during the coming week. I have updated my main page with a moving star field, and added with the kind permission of the webmaster of TrekConnection.com. I have also changed the layout slightly to try and make the main page look a little less clustered.

I have spent some 2 weeks researching the systems chamber. The research is still ongoing, and its design is likely to change over next few months. I have a new updated Strategic Development Plan with a few added changes to it. I never got round to writing the EMCON measures page, yet, as I have been working on the system chamber summary. I will hopefully be updating the weblinks page very shortly. The last two weeks have been a bit frantic at times. Not only have I been researching and writing pages for this website, and carrying out additional research. I have had a part-time job to do, and I have to put some effort and hours into it, if I want to keep the job. Plus I have a life to live, bills to pay, and car to wash. And looking at my diary the next two weeks are going to be the same the last two weeks.

All this research into overcoming the Average Weak Energy Condition (AWEC), and understanding electromagnetic vacuum fluctuations, Lorentz transformations, event horizons, is giving me a real headache. So I'm planning to take a short holiday soon.

I am continuing to change the layout of the website. I have finally posted the "How it works page" onto this site, on the 06/17/01. I did plan to download it last week, but I needed to re-draw the graphics. Today I also downloaded a page on why I set this website

up. A few weeks ago I did state I was going to take sometime off from working on this website. But I managed to find some spare time at the weekends and in the evenings to continue getting this site up and running.

Since my last update, I'm in better mood since I had a bit of moan about TV companies making a huge profit from fans of popular Sci-fi TV shows. The good news is the number of hits has increased 5 fold over the last few weeks. The bad news is, the hits are probably from lawyers from TV companies preparing to wage war against me in the courts. But jokes aside, I do not believe this to be the case, as I have not received any complaints. I am still planning to improve this website, and I hope to continue to downloading more pages in the near future.

06/10/01 I have decided to change the Strategic Development Plan due to a recent event.

When I'm not at work, or working on the Star Chamber. One way I relax at night is to put my feet up and watch TV. I also used to buy a lot of Sci-fi and movies on video or DVD, plus I would buy Sci-fi magazines.

In one magazine it advertised that a member from a popular US TV series (Buffy the Vampire Slayer) was going to a Sci-fi shop called "Forbidden Planet" in London to sign autographs on the 11th June 2001. But then I noticed that they would only be signing copies of their new box set of videos costing about £28.

So your thinking what the hell has this got to do with the **Star Chamber**?

Reading this advert, it came to me, what a con all this merchandising of popular TV and Sci-fi shows is. Media companies are screwing the fans for every penny they have. And if I wanted to meet one of the cast from that show I would have to pay £28 for saying hello and getting a signed box set of videos. So it seems that the media companies want fans to pay for the privilege of just speaking to the cast of such shows.

So instead of wasting my money on such merchandise, I am going to put more of my money on developing the Star Chamber. And I am going to increase spending on research from £3000 to £6000 over 3 years. This would double my budget on research alone. And with putting extra cash into the Star Chamber, I maybe able to cut some time off developing a working prototype from 5 years down to 4 years.

I have some feedback on this site, and they have suggested to me that the site looks to commercial and to unbelievable. So within the next month or two I plan to improve its format, and increase the contents of website. They are spotted lots of errors. This was caused by me trying to rush, and this has lead me to produce a real crap website, so I hope to put this problem right, by August 2001.

I have also added a new page to this site, "**Star Chamber: How it works**", and it describes how teleporting someone into the past can be achieved. It replaces the

"Introduction to the Star Chamber", which I was unhappy with. And the new page should provide a clearer picture on how the **Star Chamber** actually works. I also to add some extra papers to the website. I have added a "Feedback" link onto the website, so if you would like me to put a link to your website, or you wish to report a broken link, you can find the "Feedback" link in the contact details page.

[note: The author identified himself as "Tom" from Kent in the U.K. Another article listed him as Thomas George Skeggs (ThomasG@tskeggs.freemove.co.uk). He seems to have spent some time in the San Francisco area in the late 90's. His ideas on "consciousness teleportation" are reminiscent of the Montauk Project folklore. If true, they hold promise for the rest of us who have underdeveloped remote-viewing capabilities. That would be the safest way to explore other star systems anyway since the body's immune system would likely be totally defenseless. His proposed usage of exotic matter falls in line with current mainstream estimates that this stuff is not that far off. He also fashioned a design for a unique aerospace vehicle that resembles many of the "Black Triangle" UFOs reported today. His "Star Chamber" site resided under past domains of www.starchamber.org, www.starchamberproject.org, and www.angelfire.com/electronic/ftadefy/. He has since disappeared from the Internet. I have archived many of his webpages as StarChamber_xx.doc (where 'xx' = '01' to '10' under Documents at my website or on the CD.)

**if on the Internet, press <BACK> on your browser to
return to the previous page (or go to
www.stealthskater.com)**

**else if accessing these files from the CD in a MS-Word session, simply
<CLOSE> this file's window-session; the previous window-session should
still remain 'active'**

archived as

http://www.stealthskater.com/Documents/StarChamber_10.doc

c

more is at <http://www.stealthskater.com/PX.htm#StarChamber>

note: because important web-sites are frequently "here today but gone tomorrow", the following was archived from www.angelfire.com/electronic/ftadefy/sdp/sdp1.html on October 4, 2001 . This is NOT an attempt to divert readers from the aforementioned web-site. Indeed, the reader should only read this back-up copy if the updated original cannot be found at the original author's site.

Star Chamber

Strategic Development Plan

Introduction

The Strategic Development Plan, was created to spell out the overall objectives, goals, and how to develop such a complex system. Its vital to write a plan of action when trying to develop such a system. One problem with a device capable of time, is that it has never been done before.

I have always had a strong desire to explore remote regions of the world, but I have always lacked the funds to do so. Like the majority of people, I live on a low wage which prevents me exploring such remote and isolated places, like Antarctica. Going to such places can be very expensive due to high transportation costs. So I always had an interest in trying new means of transportation, which is cheap to build and operate. Six years ago I started research into developing a electromagnetic aerospace plane, inspired by the work carried out by Thomas Townsend Brown. I discovered by accident when researching anti-gravity a possible means of teleportation. So for now I have scrapped research on the aerospace plane, and I will work on a ways of developing a workable teleportation system.

The Star Chamber Objectives

The Star Chamber key research & development objectives are:

- To develop a teleportation system which can be powered by conventional energy sources.
- To develop a suitable model on the nature of time.
- To design a safe and energy efficient teleportation system.
- To construct a working prototype with widely available and/or off-the-shelf materials.
- To develop a design where over 90% of the construction work is carried out using standard tools.
- To keep research costs within a very low budget of £3,000 over 3 years.
- To keep construction costs of the system to an absolute minimum.
- To keep operational costs to an absolute minimum.

Main Goals

This plan of action contains a series of four basic stages, which will lead to construction of a full size operational teleportation system.

Stage One: Research & Development.

Stage Two: Construction of a Scale Model Prototype.

Stage Three: Construction of a full size prototype.

Stage Four: Construction of a operational model.

By breaking the construction down into simple stages, the whole process seems less daunting, and the plan becomes more manageable.

Stage One

This stage deals with designing, building and testing individual systems, like the hypercube, capacitors, transformers and vacuum pump. This stage also involves developing methods of manufacture like how to cut, solder, and weld the hypercube together with the minimum number of components. This stage also involves building miniature prototypes of the various individual components to prove the concept of the overall design actually works.

Stage Two

Once the tests on the individual components on the various systems have been completed. A scale model prototype will be construction to ensure that all the systems work in unison, and produce the desire effects. Any design errors will show up during testing and can be corrected when building the full size model.

Stage Three

When the scale model prototype has proved successful, then work can begin on the construction of a full size prototype. The idea of this prototype is to test that the teleportation system is safe to use. It would also be used to determine the operating rules or procedures of the system. To test safety systems like onboard fire fighting systems. This stage also involves writing a series of countermeasures to prevent system errors or failures during teleportation. Any design errors found in the prototype can be corrected when the operational model is being constructed.

Stage Four

The operational model is the final type of the Star Chamber system, and will be used to determine the rules of teleportation. From site-to-site teleports to time travel and interstellar teleports.

Primary Uses

The primary uses of the Star Chamber are a vital part of the design stage. The final design of the Star Chamber is based on what I plan to do with it. The primary use is to construct a working prototype so I can explore and lay down the ground rules for

operating a functional time travelling teleportation systems. The secondary use is to determine the operating rules for time travel and/or interstellar journeys to other planetary bodies. The third use is to determine the operating rules for instant site-to-site teleportation.

- The primary use of the working prototype is to lay down the ground rules for operating a functional teleportation system.
- The secondary use is to determine the operating rules for time travel and to find solutions to any paradoxes which may occur.
- The third use is to determine the rules for site-to-site teleportation.

Time Scale

One important lesson I have learnt when developing the Flight Test Article, was that I had to abolish setting deadlines. I had a rigid plan with deadlines for the FTA, and the deadlines were rarely met, as I am working with very limited budget and resources. I quickly discovered, working with deadlines means I had to rush and cut corners when constructing prototypes to meet the deadlines I had set. And this led to making some expensive mistakes.

So the only deadline I have set for the Star Chamber will be to produce a working prototype within 3 years. This is very short time scale to develop such a complex system, but I have learnt a great deal when developing the Flight Test Article. And the research and design work on the Star Chamber is about 60% complete. If I discover any design flaws during constructing the prototypes, then I will simply add on another 6 months to the deadline.

- I have abolished setting deadlines.
- To produce a working prototype within 3 years.

Costs

The final costs of construction working prototypes has not yet been calculated. My plan is to try and keep costs to an absolute minimum, as all the work on the Star Chamber is funded by myself. And I have to work to a very limited budget. I plan to keep construction costs to a minimum by using off-the-shelf components, like transformers and capacitors. But I do predict operational running costs, and experimental testing to quite expensive. Operational running costs, include renting a small workshop or lab to build and test the Star Chamber. And such a lab means I have to pay taxes on it, plus of water, heating and electrically bills.

I may also have to raise money for contingencies. If the Star Chamber is successful, then I may have to hire admin staff to help cope with any media interest in the system, and I would have employ security guards to protect the lab and Star Chamber. Also if I fail then I need a contingency fund to pay-off any debts and outstanding bills.

- I need suitable funds to construct the Star Chamber.
- I would need funds to cover operational running costs.

- I need a contingency fund incase the Star Chamber is successful.
- I need a contingency fund incase I cannot make the Star Chamber work.

Funding Options

I have always been committed to the idea of being totally independent and self sufficient when it comes to developing the Star Chamber. I will not seek any funding for the Star Chamber for 2 main reasons:

1. I have no evidence at this moment to prove the Star Chamber will actually work.
2. I have no formal qualifications.

The above two reasons prevent me from seeking official sponsorship, but the above two reasons provide me with a great deal of freedom and independence when it comes to developing the Star Chamber. I can change my ideas, and the overall design without notice. So I prefer to remain as independent as possible without seeking commercial sponsorship.

Remaining independent also allows me the freedom to design and develop the Star Chamber at my own speed. And I do not have to worry about meeting deadlines and attending boring meetings or reviews. The actual cost of formally submitting the Star Chamber for official funding would cost more than building the Star Chamber itself. And it would be a waste of money as I have no formal qualifications.

Commercial Options

Following the completion of successful testing of the stage 3 prototype, I may attempt to set up a small lab as a non-profit making organization, dedicated to discovering the ground rules of time travel and practical teleportation. This small lab will operate by retaining media rights to the Star Chamber. I may also set-up a commercial component to manage financial matters, like obtaining patent rights, etc. But this will not happen for another few years, and I will have to seek proper business and legal advice on developing commercial uses from any Star Chamber technology.

Communication

I have set-up this website, so all my information on the Star Chamber will be available to all.

- To promote research and development into time travel as a practical means of transportation.
- To publish any modifications made to the Star Chamber.
- To publish any news and updates regarding the test program.
- To create and maintain a website, regardless of how many few hits it gets.

I have not included an e-mail address on this site, as I wish to focus more time on designing a working prototype and to get this website up and running. Time restraints means I am unable at present to respond to any inquiries regarding the Star Chamber. I may add an e-mail address sometime in the distant future.

File Created: 05/28/01.

[note: The author identified himself as "Tom" from Kent in the U.K. Another article listed him as Thomas George Skeggs (ThomasG@tskeggs.freeseve.co.uk). He seems to have spent some time in the San Francisco area in the late 90's. His ideas on "consciousness teleportation" are reminiscent of the Montauk Project folklore. If true, they hold promise for the rest of us who have underdeveloped remote-viewing capabilities. That would be the safest way to explore other star systems anyway since the body's immune system would likely be totally defenseless. His proposed usage of exotic matter falls in line with current mainstream estimates that this stuff is not that far off. He also fashioned a design for a unique aerospace vehicle that resembles many of the "Black Triangle" UFOs reported today. His "Star Chamber" site resided under past domains of www.starchamber.org, www.starchamberproject.org, and www.angelfire.com/electronic/ftadefy/. He has since disappeared from the Internet. I have archived many of his webpages as StarChamber_xx.doc (where 'xx' = '01' to '10' under Documents at my website or on the CD.)

**if on the Internet, press <BACK> on your browser to
return to the previous page (or go to
www.stealthskater.com)**

**else if accessing these files from the CD in a MS-Word session, simply
<CLOSE> this file's window-session; the previous window-session should
still remain 'active'**