

EF InterAction™ Part 02

This part is Advanced.

SET 03: EARTH, WATER, AIR, FIRE, ETHER, LIGHT ENERGY, SHADOW ENERGY, NULL

There is, of course, **InterAction™** between the Lower and Higher Planes of substances. There is also, of course, no need to separately define 'Light Matter' or 'Dark Matter' since all things are EM Field's.

EC CHART V C

Set 03		
Ether	0	Earth
Ether	←	Water
Ether	→	Air
Ether	→	Fire
Light Energy	→	Earth
Light Energy	→	Water
Light Energy	←	Air
Light Energy	→	Fire
Shadow Energy	←	Earth
Shadow Energy	←	Water
Shadow Energy	→	Air
Shadow Energy	→	Fire
Null	0	Earth
Null	→	Water
Null	→	Air
Null	→	Fire

For each EF the direction of the arrow a 1B/Plane.

Ether and Earth due to density have vary little effect on each other.

Ether and Water, as seen in chemical experiments such as alchohol, augments the Ether quite significantly.

Ether strongly increases the intensity of Air and is in fact suffused throughout.

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Ether can magnify Fire to a great extent.

Earth blocks or shrouds Light Energy and so gets the Bonus.

Ditto for Water.

REMEMBER: Do not forget the Quantity of **EF's**. See previous chapter.

Light Energy obviously dominates Air.

Light Energy, especially with a magnifying glass, very strongly increases Fire.

Shadow Energy is suffused throughout Earth, its refuge.

Shadow Energy is also strongly present in Water.

REMEMBER: Do not forget the Quantity of **EF's**. See previous chapter.

Shadow Energy is weakened by Air where it cannot hide.

Shadow Energy is even more weakened by Fire, even obliterated.

Null the Earth sounds like B- Stupid Violent Black Null Humor.

Null functions in most cases as a strong augmentation affect due to the zero-point-field Theory or Null Theory, not the intuitively mistaken 'anullment', and therefore augments Water, Air and Fire, especially with a greater Null Potential Energy affect.

NOTE: Since other Energy's such as Strong, Weak, Kinetic etc are already defined by Science, I do not need to reinvent the wheel in **Apotheum Colluseum**. It is left up to the **AWE** to incorporate such algorithms.

BATTLE EXAMPLE 3

Get rocked Noobie!! Or are you a No-Noobie?

Battle Scenario (BS):

Several Higher Plane **HERO's** jump in to the Area to kick the living crap out of some Evil **HOMO SAPIEN's** who have been possesses or something and are in extreme violation of the Rules and Law's of the Country with their Evil deeds, raping and pillaging and stealing some City's banks off, not to mention having killed several Manager's.

AWE has defined the Area of BATTLE with it's SM's and each GAP and OPP has their S/T/M/P. There are also IF's and NIT's in the Area.

The HERO's have to capture at a min of 1 of the HOMO SAPIEN Villain's without any innocent Civilian's being hurt or killed.

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The Area is a City Intersection next to their next bank heist since the HERO's have advanced intel.

There are 4 HERO's and 4 HOMO SAPIEN's.

1. First State your # of Planes.

Plane 10 = **HERO**

Plane 5 = **HOMO SAPIEN**.

2. Then make sure with your AWE that none of your GAP's S/T/M/P's with your SAF's and BAF's with your PU CAP's and PO CAP's are not Illegal, such as a choice of name or object which is inappropriate. See The Free Show for Borderline Cases.

EXAMPLE:

HOMO SAPIEN 01:

PU CAP's:

N60 - Deep Revealer - BAF

F40 - Flame Blast - BAF

W50 - The Harmonizer - SAF

Eth55 - Bubble Off - BAF

A10 - The Clarifier - BAF

PO CAP's:

LE45 - Air Crackles - BAF

SE31 - Wave Of Blood - BAF

A25 - Spew Of Breath - BAF

W50 - Deep Seer - SAF

E40 - Roar Of Silence - BAF

HERO 01:

PU CAP's

LE70 - Wave Of Love - SAF

LE 90 - Lightning Chain Reaction - BAF

E65 - Impenetrable Titanium Shield - SAF

F68 - Departicalization Blast - BAF

W74 - Bucket Of Waterfall - BAF

PO CAP's

A90 - Hammer Hurricane - BAF

N80 - Null Head Blast - BAF

N50 - Null EM Sphere - SAF

A75 - Wave Of Torrents - BAF

W84 - Fish Bowl - SAF

As you can see the HOMO SAPIEN's do not know what is going to HIT them... except for the danger of innocent Civilian's being taken hostage.

3. Use all three **EC CHART V's** to conduct the BS.

As you can tell the Quantity and Quality of variables of all GAP's and OPP's and SM's and IF's and NIT's and CAP's and EF's and three **EC CHART's** in the BS itself has now already reach near-infinite possibilities. The Law Of Schrödinger should help you out though...

