

Search Results

Summary

Searched for : **hibernation**

In index(es) : **H:\KS_Scan_Library\MasterIndex.pdx**

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File : [2007-04_KRYSTarAwakeningDiary_scan.pdf](#)

Title : KRYSTar Awakening - Diary

Subject : The KRYSTar Awakening and Starfire Maps, Solar Gates, Prana Seed and the Aqualene Sun - Workshop Diary

Author : MCEO Freedom Teachings

Keywords :

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 and the Reverse **Hibernation** Zones that exist behind them) surrounding and within Earth's many

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 hazardous reversed-frequency **Hibernation** Zones and NETS (it's a bit like a mine-

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 of the Reverse **Hibernation** Zones surrounding Earth and the reverse "NET" fields that

File : [2007-04_KRYSTarAwakeningTranscript_scan.pdf](#)
Title : KRYSTar Awakening (workshop transcript)
Subject : Full transcript for April 2007 Workshop (right after the murder of SOL)
Author : MCEO Freedom Teachings
Keywords :

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 fall into a **hibernation** zones. There are zones up there that are not nice

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 bit today, about **hibernation** zones. If we're successful in getting Arc 7 and Spanner

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 what are called **hibernation** zones. If you take this light field, for example, and
 about the ozone **hibernation** zone. Think about holes in the Ozone layer. Oh dear,
 hole in that **hibernation** zone, which means there's a hole in the frequency fence

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 There are also **hibernation** zones there. But, for now, this is the natural structure
 we didn't have **hibernation** zones happenings from the reversals. We would literally have our

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 fall into a **hibernation** zone, or get entangled in the Net. That's why we've
 jump through the **hibernation** zones so you don't get trapped in those areas when

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 shows where the **hibernation** zones are and the split fields are. This is where
 zone through a **hibernation** zone so you can land in the Auroras. Eventually those

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 any of the **hibernation** reverse zones. It's funny ... I found myself in one
 Auroras and the **hibernation** zones because my cat had been pulled into one of
 one of the **hibernation** zones and I needed to get her out. I didn't
 particular with the **hibernation** zones. They are not pleasant. They look physical when you
 stuck in a **hibernation** zone if you lost the quantum your bodies carry. Our

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 fall into a **hibernation** zone. You are only flashing past some of your own

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 that mean? The **hibernation** zones are on the other sides of those Nets. (

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 and holding the **hibernation** zones, the cores were reclaimed, I believe on the 23

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 do with the **hibernation** zones, but I didn't know where. Where did Atlantis and
 are now, what **hibernation** zones they are connected to. The Illuminati races that I
 groups in the **hibernation** zones, that are called the Beli Mahatma groups. At a
 down quickly? And **hibernation** zones are all Page89of 151

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 in a D2 **hibernation** zone. What we're looking toward at this point, I'm not

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 races, once the **hibernation** zones had happened, to prevent Urtha from being raided by
 that created the **hibernation** zones. Im sorry. I can love creeps too. Seriously, I

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 and in the **hibernation** zones, which are much closer than D4, when they start

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 out of the **hibernation** zones. I mean, what does live in a hibernation zone?
 live in a **hibernation** zone? That's a very good question. They tend to be

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 actually in a **hibernation** zone. So, we have part of our consciousness fields stuck
 be healing. These **hibernation** zones ... the part of ourselves that are stuck in
 channels for the **hibernation** zones or related affiliated races. We're going to be able

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 see where the **hibernation** zones are. They are literally places that are put on
 a while. The **hibernation** zones were created in 9562 BC. Before that, there were
 was before the **hibernation** zones were created. So, we'll see a little bit of

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 is called a **hibernation** zone. The hibernation zones were created by creating the Nets,
 hibernation zone. The **hibernation** zones were created by creating the Nets, which form,

literally,

-  a reversed spin **hibernation** zone, and we have the lower mental plane, that is
-  the reverse spin **hibernation** zones. The reverse spin hibernation zones, when you start to
-  The reverse spin **hibernation** zones, when you start to project, if you astral project
-  that happens with **hibernation** zones a lot, and not just the mental one- that's
-  level of the **hibernation** zone created by the D2 Net. But there's another level,
-  is a physical **hibernation** zone. People experience from here ... if you're stuck down
-  have inadvertently adopted **hibernation** zone lovers, where they have experiences when they go to
-  people from the **hibernation** zones. What you pick up in the part of your

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-  are dealing with **hibernation** zone life and visitors. Not everything in the hibernation zones
-  everything in the **hibernation** zones can come here either. A lot of it is
-  Angelic systems. The **hibernation** zones are quite well structured. The whole thing can be
-  It creates a **hibernation** zone above it, and it creates a hibernation zone below
-  it creates a **hibernation** zone below it. If this is Earth's crust, this implies
-  there is a **hibernation** zone. So, there is one below our feet. There is
-  stops and the **hibernation** begins, that would be the ozone layer. Normally, this would
-  are, and the **hibernation** zones. You can tell the mileage on these things. We
-  calling the D1 **hibernation** zone upper and D1 hibernation zone lower. Which means, it's
-  upper and D1 **hibernation** zone lower. Which means, it's in our D2 light field,

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-  get past the **hibernation** zones so you don't get stuck there, whether you're going
-  is the upper **hibernation** zone. That would be physical. Below this Net there is
-  another D2 lower **hibernation** zone, which would also be physical. So, you are talking
-  looking for the **hibernation** zones. The upper D2 hibernation zone is in the gap
-  The upper D2 **hibernation** zone is in the gap between Van Allen 1 and

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-  we have the **hibernation** zones because of the Nets. If we look down here,
-  look at the **hibernation** zones. These are hilarious. The names. I mean, it's like
-  I swear. D1 **hibernation** zones. They are the etheric atomic. They would look kind
-  with the ozone **hibernation** zone, and there's also the etheric Shasta here, that connects
-  The lower D1 **hibernation** zone, subterranean Agartha, false Inner Earth, in other words. It's
-  right? Where's the **hibernation** one in D1? I think that's this one here. Yeah,

 We have D2 **hibernation** zones. These are the physical ones. They are made of
 the lower D2 **hibernation** zone. They are physical. They still exist. This is where

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 D2- in the **hibernation** zone outer half of the inner Van Allen Belt. These
 channeled from. D3 **hibernation** zones. These are physical but they are atomic physical. A
 ones here. D3 **hibernation** zones - we have a place called Telos, a place
 the lower D3 **hibernation** zone. When we first came out with these, I wasn't
 actually. However, the **hibernation** zones are made of the same type of combinations of
 spin on reverse **hibernation** zones. So Shamballa/False Eden is one of the things

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 directly from these **hibernation** zones. Literally, downstep like the Zetas, they shift their
matter
 molecules between the **hibernation** zones and our zone here. I guess from their perspective,
 perspective, we're a **hibernation** zone. We're just hibernating from each other. When we
start
 that are the **hibernation** zones, with a whole bunch of other names that will

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 happen with the **hibernation** zones, I'm not sure. They haven't said, except for the
 of from the **hibernation** zone area, where we will be able to help buffer,

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 is where the **hibernation** zone, the D1lower is. And it's underneath that. These are
 the D1 upper **hibernation** zone, and before you get into the inner Van Allen

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 and cause the **hibernation** zones above and below. The D1 Derma-Net is the
 the D 1 **hibernation** zones and Ozone layer. We are just getting where the

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 us into the **hibernation** zones, as opposed to letting down the Nets. Great. That

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 here, and the **hibernation** zone races, many of which are not from these places

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 go with these **hibernation** zones, that you do not want to stumble into. That's
 we have the **hibernation** zones. So, you can see on this, a lot clearer.

 field, of the **hibernation** zones. That's the D1 Net. There's the D2 Net, see
 it is a **hibernation** zone, that's the D2 hibernation zone, lower. It's a telluric
 that's the D2 **hibernation** zone, lower. It's a telluric atomic physical. It's in the

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 the D1 upper **hibernation** zone, etheric, and the D1 lower hibernation zone down below
 the D1 lower **hibernation** zone down below in our beautiful crystal beds. There are

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 partially has a **hibernation** zone, H Zone 3 upper running through it. I forget
 else). The D3 **hibernation** zone upper runs through here, but only partially. They have
 passageway through this **hibernation** zone, and there's a passageway through that Net, when they
 to skip the **hibernation** zones. This would be here. You would go down from

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 the D3 upper **hibernation** zone here, and this is one of the control zones.
 portions of the **hibernation** zone, where they could still keep a passage open up
 caught in the **hibernation** zones. If you ever find yourself where you feel like
 are in the **hibernation** zones, but you won't go there without someone actually ...

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 those in the **hibernation** zones, and those in other places who are not, let's

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 means you have **hibernation** zones above and below. You have your D2 one, I

File : [2007-05_KRYSTHLRiverDanceDiary_scan.pdf](#)
Title : KRYSTal River Dance - Diary
Subject : The KRYSTal River Dance 1st Dance of the Cycle of the Last Stands -
Workshop Diary
Author : MCEO Freedom Teachings
Keywords :

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 dissolving of the **Hibernation** Zones. We also learnt a little about our Mission the

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 formation of the **Hibernation** zones. 4

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 attempt by the **Hibernation** Zone FA "heavies" to whack the Indigo Shield and

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 into the reversed **Hibernation** Zones. Sad to leave this absolutely beautiful place and the

 aspects of the **Hibernation** Zone transmissions including the negative thought programs that are continuously

 probably from the **Hibernation** Zones. Controlling our own minds and taking responsibility for our

File : [2007-11_AmsterdamClass_scan.pdf](#)
Title : Amsterdam Class
Subject : Multiple Choice Questions and Answers
Author : MCEO Freedom Teachings
Keywords :

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-  connected to the **Hibernation** Zones. 7. Hibernation Zones: These are reverse-spin light fields
-  Hibernation Zones. 7. **Hibernation** Zones: These are reverse-spin light fields that create reverse-
-

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-  the Sun. 5. **Hibernation** Zones are (a) reverse-spin light fields that create
-

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-  (c) the **Hibernation** Zones are (d) All of the above 12. Prime
-

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-  trapped in a **Hibernation** Zone. 2. Why has Earth been continually under attack ever
-

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-  They enter the **Hibernation** Zones. (d) They will appear as islands in the
-

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-  is called a **Hibernation** Zone. The NETs control the DNA as well. 3. Who
-

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-  prevent falling into **Hibernation** Zones. This particular route takes you safely over the Hibernation

-  safely over the **Hibernation** Zones and into the Aurora Platforms, and from there to
-

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-  the Fall the **Hibernation** Zones were formed by reversing the light fields; they
-

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-  and create the **Hibernation** Zones. It is what is holding the DNA mess. •
-

File : [2007-11_JesheauCodesDiary_scan.pdf](#)
Title : Legacy Freedoms Jesheau Codes - Diary
Subject : Legacy of the Lost, Freedoms of the Found, the Milky Way Mysteries, Halls of Records and the Jesheau Codes - Workshop Diary
Author : MCEO Freedom Teachings
Keywords :

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Cadeucus mess, the **Hibernation** Zones, Atlantian history and more on the 666-triangulation that

File : [2007-11_LegacyOfLostTranscript.pdf](#)
Title : Legacy of the Lost (Amsterdam workshop transcript)
Subject : Legacy of the Lost, Freedoms of the Found, the Milky Way Mysteries, Halls of Records and the Jesus Codes
Author : MCEO Freedom Teachings
Keywords :

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-  there's something called **Hibernation** Zones. Hibernation Zones are reverse-spin light fields that create
 -  called Hibernation Zones. **Hibernation** Zones are reverse-spin light fields that create reverse particle
-

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-  to as the **Hibernation** Zones, and they are run by visitors and the visitors
 -  Because we have **Hibernation** Zones and other places that visitors have been here all
-

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-  falling into a **Hibernation** Zone and that kind of thing "cause there are
 -  to them as **Hibernation** Zones. So we will learn about these things; what potential
-

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-  that live in **Hibernation** Zones and we need to reclaim those parts of our
-

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-  is called the **Hibernation** Zone. And they are created by the NETS and the
-

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-  "Jesus Codes" **Hibernation** Zone coz when people try to astral project or any
 -  getting ensnared in **Hibernation** Zones. There is a small portion of your body that
 -  without falling into **Hibernation** Zones particularly with the 151 journey, the Access Key Journey,
 -  you over the **Hibernation** Zones so you're going into the Aurora Platforms. There is
-

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-  what are called **Hibernation** Zones, which are reversed spin portions of the geleziac layers
-

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-  D3 upper Telos **hibernation** zone. We also have nasty zones that run through here

 So, we have **hibernation** zones that are reversed spin matrices. One of those is
 one and the **hibernation** zones are created by something called the NETS, the Nibiruian
 spin zone and **hibernation** zone. So that's how they work. There are three NETS,
 particular system of **hibernation** zones didn't always exist. In fact, it's one of the
 could create the **hibernation** zones happened in 9562 BC, right before the 9558 BC
 through into the **hibernation** zones. And one of the things, or characteristics you will
 the physical D2 **hibernation** zone is Atlantis. It is still there. The Copyright A"shavana

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 the NET-created **hibernation** zone fields. And, like the stories of the Wizard of

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 controllers in the **hibernation** zones that are right there in our atmosphere. They create

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 and create the **Hibernation** Zones. Well, these are meant. .. what they do is

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 directly into the **Hibernation** Zones with them. They were going to do that in

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 to roll the **hibernation** zones into us. Oh joy I Talk about massive ET

 us, because the **hibernation** zones people weren't winning, and they realized that it wasn't

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 ones in the **Hibernation** Zones can't get you, when you try to project anywhere.

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 fell, and the **Hibernation** Zone Races through the Luciferian Rebellion and Luciferian
Conquest-it

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 zones within the **Hibernation** Zones as well, because the portions that we control. ..

 trapped in the **Hibernation** Zones still ... we can actually give them escape places,

File : [2007_12TribesVol1_scan.pdf](#)
Title : 12 Tribes Vol 1 transcript
Subject : scan of the 12 Tribes Volume 1 binder
Author : MCEO Freedom Teachings
Keywords :

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-  they call them **Hibernation** Zones that have to do with the technology that was
 -  a complex of **hibernation** zones when in 9562 BC there was a major raid
 -  have 3 primary **hibernation** zones, well let's say 2 now. The 3 primary ones
-

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-  kind. They are **Hibernation** Zones it is like when you put your computer asleep
 -  waking up the **Hibernation** Zones now. On January 8th the rip was opened from
-

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-  trapped in the **hibernation** zones and wanted host out We still have E"sha, E"sha-
 -  trapped in the **hibernation** zones and she is still doing all right You would
-

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-  are called the **hibernation** zones. I don't know where they are yet either, but
-

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-  do with the **hibernation** zones. But there were these groups of ours that came
-

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-  is where the **hibernation** zone is, it connects through one of the smaller time-
-

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-  It reveals the **hibernation** zones and it also reveals the something I didn't know
-

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-  what are called **hibernation** zones, where in those planes that were split, this part
 -  area called a **hibernation** zone, this is where the stories of the Gods of
-

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-  1st D-2 **hibernation** zone. Beyond this, there is what is called the 2nd
-  races, from these **hibernation** zones, from raiding through the Aquifers, that are water systems

 2 level of **hibernation**-zone-1. You go down here on the other side

 the D-2 **hibernation**-zone-1. So there is the subterranean level of them,

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 to blocking the **hibernation** zones so the "hibernation zone people" that have put

 so the "**hibernation** zone people" that have put the shields of these areas

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 raids from the **hibernation** zones, they all have a shield template. And there are

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 ones in the **hibernation** zones. We have this, which is the lower mental body

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 areas called the **hibernation** zones and the raider races, and we will be able

 which are the **hibernation** zones. I went in after for the cat, obviously, the

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 there in a **hibernation** zone. And they are waiting, they have been waiting since

 out of the **hibernation** zones, and back into this level of the Aurora field

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 them are in **hibernation** zones. In other words, they are not friendly- they just

 to stop the **hibernation** zones- the reversed zones from actually raiding here and then

 means physical, subterranean **hibernation** zones. That is the area, they have been writing books

 one of the **hibernation** zones. This would be the surface The MCEO Freedom Teachings

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 level of the **hibernation** zone. We are actually running in a band of frequency

 running through the **hibernation** zones to surround them, that is above and below. So

 band where the **hibernation** zone of Shamballah is, that is about 120 km up-

 which are the **hibernation** zones the D-3 subterranean chambers. And above, they create

 they create the **hibernation** zone, the mental D-3 surface- a place called Telos.

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 and through these **hibernation** zones in our matrix. So, at this point this is

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 various fields of **hibernation** zones in order that we may make our first journey

 the reversed current, **hibernation** zones that are running the threshold spiral. So if you
 from the threshold **hibernation** zones. So you will be very safe and protected in

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 to bypass certain **hibernation** zones, reversed current hibernation zones that are in these
specific
 zones, reversed current **hibernation** zones that are in these specific areas of Earth's
atmosphere.

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 there-these are **hibernation** zone reality fields So we just catapulted through all those
 exists there in **hibernation**. So, we're coming up in front of the Van Allen

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 that are reversed **hibernation** zones in the Van Allen gap. And we are going
 plate fields reversed **hibernation** zones that are at the top of the D-2

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 fields of the **hibernation** zone and just beneath the Urtha D-2 Middle Mantle
 the frozen field **hibernation** zones, the ring-21 level of them, from 9562 BC. They

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 what are called **Hibernation** Zones. The MCEO Freedom Teachings® Series Presented by
Adashi

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 the history of **Hibernation** Zones because these are places that are controlled by the
 snagged in those **Hibernation** Zones as we are learning to project and go out.
 about how those **Hibernation** Zones occurred and basically how to side-step them as

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 And that's when **Hibernation** Zones were created because there was a raid by a

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 do with the **Hibernation** Zones and let's say the invisible controllers on the planet

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 are called the **Hibernation** Zones, which are the reverse-matrix grids that are running

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 what is called **Hibernation** Zones. You know how your computer can hibernate but it's

 it out of **hibernation**. They have compared it to that It looks like it's
 got trapped in **Hibernation** Zones. So it was like an away team from Urtha
 hijacked into these **Hibernation** Zones. There, they were used to create a hybrid race
 started in the **Hibernation** Zones and they were created by raping the gene code

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 escape from the **Hibernation** Zones when all of this came down, when the gates

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 are running the **Hibernation** Zones happy at all because they have been using these
 they used the **Hibernation** Zones to do the Atlantian Flood scenario. This was orchestrated.
 They went into **hibernation**. They are still here. Atlantis is still here ... contemporary
 is in a **Hibernation** Zone and it is controlling the grids in our manifest

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 to controlling the **Hibernation** Zones now and this is why they have been getting

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 run from the **Hibernation** The MCEO Freedom Teachings® Series Presented by Adashi MCEO

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 not in a **hibernation** zone. Well part of it is and part of it

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 talk about the **hibernation** zones yet but they have to do with portions of

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 Agartha is a **hibernation** zone. Agartha is not a natural Inner Earth, it is
 it is a **hibernation** zone on reversed spin. There are people who are being
 people in the **hibernation** zones which are the fallen ones who reversed the shields
 So we have **hibernations** zones, we've got the D-2 Agartha hibernation zone that
 D-2 Agartha **hibernation** zone that is connected to the D-2 natural physical
 layer. We've got **hibernation** zone-the D-3 one would be connected to the
 ones in the **hibernation** zones. The 1st one down is Agartha, the next one-
 connected into these **hibernation** zones. This one is what they call the false Telos.
 caught in the **hibernation** zones. The Aurora-3 would be the D-31ayer. They

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 up into the **hibernation** zones. So that is the beginning of the vertical maps,

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 trapped in the **hibernation** zones that are in the reversed currents So it is

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 stuck in the **hibernation** zones. But they will release in a wave, literally a

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 various fields of **hibernation** zones in order that we may make our first journey

 the reversed current, **hibernation** zones that are running the threshold spiral. So if you

 from the threshold **hibernation** zones. So you will be very safe and protected in

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 to bypass certain **hibernation** zones, reversed current hibernation zones that are in these specific

 zones, reversed current **hibernation** zones that are in these specific areas of Earth's atmosphere.

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 there-these are **hibernation** zone reality fields So we just catapulted through all those

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 that are reversed **hibernation** zones in the Van Allen Gap. And we are going

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 fields of the **hibernation** zone and just beneath the Urtha D-2 Middle Mantle

 the frozen field **hibernation** zones, the ring-21level of them, from 9562 BC. They

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 sorts of the **hibernation** zones that are caused by partial reversal of the spin

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 nasty reversed spin **hibernation** zones. These layers would pertain to going The MCEO Freedom

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 and several other **hibernation** fall zones in there. These guys are channeling all over

 saturated with these **hibernation** zones, so there was a reason that we didn't have

 particularly in the **hibernation** zones- of what does it mean to get baptized? They

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 is the Olympus **hibernation** zone where you get all your Gods of Olympus dudes
 up in a **hibernation** zone, that is not fun because then they've got you
 trapped in the **hibernation** zones that are up here ... What are called the
 get trapped in **hibernation** zones sometimes for a long time. So that is why
 in-between two **hibernation** zones. But you have to know where you are aiming

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 are and the **hibernation** zones. Then they'll do another one and just give indication

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 zones, or the **hibernation** zones. So, we've been given the Aurora-2 platform is

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 to avoid the **hibernation** zones whilst at the same time, bringing as much of

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 is called a **Hibernation** Zone which you'll find out about tomorrow Here we had
 is in a **Hibernation** Zone. Atlantis and Lumeria still exist, but they are not
 we'll talk about **Hibernation** Zones tomorrow when we talk about the vertical maps because

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 when something called **Hibernation** Zones were formed here. This is what led to the
 but the full **Hibernation** Zones went into effect when Ruta and Urta, the Earth
 talk about the **Hibernation** Zones. That's where that history started and this is where,

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 trapped in the **Hibernation** Zones. And they went into a place that's there's
 do with the **Hibernation** Zones. Their bodies ... when you see them, and in
 currents of the **Hibernation** Zones and so their consciousness didn't get assimilated into the
 assimilated into the **Hibernation** Zones and absorbed where all sorts of very important coding

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 actually pop past **Hibernation** Zones that could take you into a reversed current The

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 who work the **Hibernation** Zones and who work some of the fall systems They

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 and something called **Hibernation** Zones formed First, I wanted you to understand in simple

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 field We have **Hibernation** Zones here since in Seeding 3, since 9562 BC, when
 it and the **Hibernation** Zones in it, there are so many stripes there you
 people in the **Hibernation** Zones that should be naturally part of our own radial
 here from these **Hibernation** Zones. There is a race there that was during the
 trapped in the **Hibernation** Zones. When they got trapped they did drop their bodies
 been running the **Hibernation** Zones. The Hibernation Zones connect through to Shasta, to
Telos,
 Hibernation Zones. The **Hibernation** Zones connect through to Shasta, to Telos, to Belletrix,
and

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 fully activate the **Hibernation** Zones. And if that occurs, they will overpower the natural

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 fact that the **Hibernations** Zones are starting to open, and that's dragging people all
 creation of the **Hibernation** Zones in the 9562 BC mess, where the Hibernations Zones
 mess, where the **Hibernations** Zones were created. This is what we're trying to overcome,
 broadcast from the **Hibernation** Zones, right through the mind control NETs, and they get

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 NETs and the **Hibernation** Zones. So, we have the Ozone Layer and the Van

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 caught in the **Hibernation** Zones. [next graph] I just wanted to show you

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 Because of the **Hibernation** Zones, it has been a very long time since the

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 to avoid what **hibernation** zone. This took hours just to get it where you

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 falling into the **hibernation** zones. What's over there? That's a pretty crystal temple." You
 looked in the **hibernation** zones. So, there are certain things, that once you meet
 direct interference from **hibernation** zones, where they are trying to take over the work,
 out in the **hibernation** zones, which are the reversed zones that go with our
 over, because the **hibernation** zones will be going Wesedrak way when there's a final

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 do with the **hibernation** zones, all you have to do is go, "Help

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 ones in the **Hibernation** Zones. Oh they'll float around in their white robes and

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 right into a **Hibernation** Zone. It will throw you right into maybe a visit

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 out of the **hibernation** zones and to keep you in the safe zones with

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 what are called **Hibernation** Zones which are negative zones that don't belong in there

 stuck in the **Hibernation** Zones or get trapped by them. Using the technologies of

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 with Az] Yeah **Hibernation** Zones are ways you can not go through Urtha Gates

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 in place called **Hibernation** Zones. If you imagine all of this represents- say this

 right These are **Hibernation** Zones. There are various Hibernation Zones that are formed above

 There are various **Hibernation** Zones that are formed above and below these NET"s and

 corresponding to the **Hibernation** Zone Bands that are 3-D experiential places. Well some

 I forget which **Hibernation** ... there is an upper and a lower I believe

 they are in **Hibernation** Zones and what is going to be interesting is at

 down and the **Hibernation** Zones are going to reveal. And if that was all

 people in the **Hibernation** Zones have been trying to take over this Planet in

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 NET"s in the **Hibernation** Zones. Shala-13 has been the only gate that has

 you have the **Hibernation** Zone, the "Oz Zone" there and above that between

 and the next **Hibernation** Zone and the light field that is between those and

 currents of the **Hibernation** Zones and that has happened to a lot of people

 of years. The **Hibernation** Zones were fully formed in 9,562 BC right before the

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 ones and the **Hibernation** Zone would actually be the first, that if you would

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 is from the **Hibernation** Zones and the Hibernation Zone groups that we have mentioned
 Zones and the **Hibernation** Zone groups that we have mentioned work with these people,

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 trapped in a **Hibernation** Zone because you have both reversed codes and natural Krist

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 ones from the **Hibernation** Zones that were trying to get people to go there

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 are now the **Hibernation** Zones. The Hibernation Zones weren't fully created before but something

 Hibernation Zones. The **Hibernation** Zones weren't fully created before but something called Time-Warps

 that became the **Hibernation** Zones which are literally taking the natural Light Body structures

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 to affect their **Hibernation** Zones. Because later, when the Hibernation Zones became created up

 later, when the **Hibernation** Zones became created up in this period, well they helped

 creation of the **Hibernation** Zones by taking the Time-Warps that Atlantis and Lemuria

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 now into the **Hibernation** Zones. So this is just how this history with Hibernation

 this history with **Hibernation** Zones evolved. We have 13,400 BC, after this period where

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 to create the **Hibernation** Zones. So they took the Time-Warps that had been

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 however. And these **Hibernation** Zones exist There are also Aurora Fields that have to

 eaten by a **Hibernation** Zone. So when we are projecting, the projection issues of

 projection issues of **Hibernation** Zones became a reality here-9,562 BC. And I believe

 ones from the **Hibernation** Zones that they call in through anything from Satanic rituals

 directly with the **Hibernation** Zone people. And they have been. They create spawn for

 spawn for the **Hibernation** Zone people. They engage in interactions with them and birth

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 energy in from **hibernation** zones and from black hole systems So, it is this

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 with that are **hibernation** zones and a few that you do that are the

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 actually have a **Hibernation** Zone, which is a reverse-spin-zone. There are 3

 There are 3 **hibernation** zones. There are 3 NETs. There are 3 splits of

 nutshell how the **hibernation** zones were formed By using the BeaST and Threshold technologies

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 in-between the **Hibernation** Zone fields And it is the Aurora Fields that will

 live in the **hibernation** zones. This one, the 01 NET creates below it, right

 is the lower **hibernation** zone, 01 hibernation zone. And here, running from the Ozone

 hibernation zone, 01 **hibernation** zone. And here, running from the Ozone layer up to

 the Upper 01 **hibernation** zone. Alright. When we go for the second NET, we

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 a lower D2 **hibernation** zone and an upper D2 hibernation zone. The lower D2

 an upper D2 **hibernation** zone. The lower D2 hibernation zone is where Lumeria and

 The lower D2 **hibernation** zone is where Lumeria and Atlantis and a few other

 the D2 telluric **hibernation** zones. These are physical like we are, alright? These are

 a lower D3 **hibernation** Zone and an upper D3 hibernation zone above it. So,

 an upper D3 **hibernation** zone above it. So, above and below the NETs, you

 end up with **Hibernation** Zones. And this place is the upper hibernation zone D3

 is the upper **hibernation** zone D3 hibernation zone, which is the atmic hibernation zone,

 hibernation zone D3 **hibernation** zone, which is the atmic hibernation zone, right at the

 is the atmic **hibernation** zone, right at the outer edges of the Outer Van

 idea of where **hibernation** zones are of where the NETs are that create them

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 person from a **hibernation** zone that is really intent on harming you, or using

 anything from the **hibernation** zones. So you will get a clear ... you will

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 now in the **hibernation** zones, but they have found some of these crystal banks

 do with the **hibernation** zone people and the plans they have had for invading

 moving up past **hibernation** zones that you can't see and they can't see you

 NET Bands, and **Hibernation** Zones III Lifeborn Cycle Stage-4 D-2 & D-

 Dimension 0-1 **Hibernation** Zones Upper = Oz, Shasta 2 Dimensions shown 30 embedded

 NET D-3 **Hibernation** Zones Upper= Telos Lower = Shamballa mental-atmospheric cloud cities

 cities D-2 **Hibernation** Zones Upper = Olympus Lower =Atlantis & Lemuria (

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 that are called **Hibernation** Zones. We will explain what Hibernation Zones are, but to
 will explain what **Hibernation** Zones are, but to do that the easiest way to
 that are called **Hibernation** Zones. Once upon a time they were part of the

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 caught in the **Hibernation** Zones that are part of here that we don't see

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 nice. Not a **Hibernation** Zone that's on reverse spin that's being controlled by the

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 are running the **Hibernation** Zones, primarily ones we refer to as the Knights of
 crews from the **Hibernation** Zones ... they are Fallen Angelic crews. Some of them

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 behalf of the **Hibernation** Zone people, it's been ... finally our mission has actually

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 a lot of **Hibernation** Zone people who are not happy at all with the
 us into the **Hibernation** Zone matter planes, which we'll see on the vertical maps.

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 what is called **Hibernation** Zone 1, which is the 01 etheric Hibernation Zone. They
 the 01 etheric **Hibernation** Zone. They are called the Gates of Iron. The 02
 connect to the **Hibernation** Zones, the Atlantian and Lemurian Hibernation Zones of 02,
which

 Atlantian and Lemurian **Hibernation** Zones of 02, which are physical Hibernation Zones. The third

 which are physical **Hibernation** Zones. The third one is called the Gates of Steel.

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 connection to the **Hibernation** Zones, and we are going to be learning as we

 themselves invaded by **Hibernation** Zone Fallen Angelics, and they hang around with them in

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 take you into **Hibernation** Zones. These are done specifically in a way that first

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 be drawn into **Hibernation** Zones, not to be drawn into the fall cycle. It

 go with the **Hibernation** Zone people who will try to take over this planet,

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 groups in the **Hibernation** Zones will try to stop that There are ones here

 to find the **Hibernation** Zone people trying to fight them. This is long after

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 that there are **Hibernation** Zones just sitting there waiting to suck you in. It's

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 Earth into the **Hibernation** Zones, into reverse spin, which would force Earth into its

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 plugs into the **Hibernation** Zones, and I believe plugs into Bellatrix. So, what we're

 rapidly into the **Hibernation** Zones. We did have- and I might as well start

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 them from a **Hibernation** Zone, they would be blasting reversed frequency. They've been hitting

 probably upset the **Hibernation** Zone people and their operatives on Earth that has to

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 to create the **Hibernation** Zones. That was such a compromise of the original promises

 out in the **Hibernation** Zones, just waiting to fight them. So, that is the

 because of the **Hibernation** Zones that they helped to create That's something that ...

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 Angelics in the **Hibernation** Zones are still trying to run their little "Masters

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 part of the **Hibernation** Zones that we'll talk about later when we come back

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 activation that the **Hibernation** Zone people started, it's 250 years, if it holds. Yeah.

 plugged into the **Hibernation** Zones directly from Atlantis -let's say there is a

 you in the **Hibernation** Zone, which there is, because there is a part of

 because of the **Hibernation** Zones. Sure, you can teach people how to open up

 stuck in the **Hibernation** Zone, and how to burn off those cords that are

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 in this, the **Hibernation** Zone people, we've got the Thetans, we've got Bourgha. We've

 It's basically the **Hibernation** Zone crew of the order of the Golden Serpent that

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 are called the **Hibernation** Zones. So, the structure isn't just as simple as just

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 get caught in **Hibernation** Zones, when you start projecting, and I think it will

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 are in the **hibernation** zones. So, what I wanted to do is just let

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 are running the **hibernation** zones and all of that In 9,562BC, during this great

 to create the **hibernation** zones was they used these black hole technologies that were

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 a lower D1 **hibernation** zone and an upper D1 hibernation zone. We have them

 an upper D1 **hibernation** zone. We have them on D1, D2 and D3. These

 and D3. These **hibernation** zones used to be part of the natural holographic field

 stuck in those **hibernation** zone fields Some of them are already embodied or been

 D31levels of the **hibernation** zones. Once those gates start to drop, you can go

 there in those **hibernation** zones would be part of you. It's like being in

 relatively new. The **hibernation** zones, it was like a jewel in their crown of

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 there on the **hibernation** zones are hell bent on activating the Cadeucus network; and

 right into the **hibernation** zones, which means pull these fields Activate the NETs, make

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 fall into a **hibernation** zone. We want to look for the safe zones and

 you have the **hibernation** zone, upper D1 hibernation zone. That's where the Wizard of

 zone, upper D1 **hibernation** zone. That's where the Wizard of Oz stories come from

 These are the **hibernation** zones down under here. As we go up further and

 Meccas. Well, they're **hibernation** zone places and they've been tricking people who know just

 plugged into this **hibernation** zone stu If and being run by some very not

 happening with the **hibernation** zones, people are going to start looking for religion real

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 others from the **hibernation** zones want us to believe and it's about time we

 messed up in **hibernation** zones where we would have our mental body selves in

 field into the **Hibernation** Zones. So, the D1 NET is an etheric NET that

 the lower D1 **Hibernation** Zone. Above it, going up past the crust, this layer

 the D1 upper **Hibernation** Zone. These would be etheric in nature because the D1

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 running through the **Hibernation** Zones but, at a different ARPS and a much faster

 are in the **Hibernation** Zones so that can't be attacked and raided once they

 in to those **Hibernation** Zones we will have very rapid Pole Shift for apparently

 play. And the **Hibernation** Zone people don't care at this point They don't care

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 get snared into **Hibernation** Zones and so you can break through the NETs. We

 physical Telluric lower **Hibernation** Zone and a 02 upper Hibernation Zone. The lower Hibernation

 a 02 upper **Hibernation** Zone. The lower Hibernation Zone has places in it like

 Zone. The lower **Hibernation** Zone has places in it like Atlantis and Lumeria. They

 out of the **Hibernation** Zones in Atlantis. We are taking on the Atlantians because

 way into the **Hibernation** Zones. It's going to get really strange out in this

 point in their **Hibernation** Zones because the only recourse, when they try to do

 which means the **Hibernation** Zones will start to reverse spin. They will start to

 not allow the **Hibernation** Zones to, once the NETs drop to just snap back

 merge with the **Hibernation** Zones and that is not going to be allowed. So,

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 one of the **Hibernation** Zone crews gave to the Earth Soul. That's not our
 only running into **Hibernation** Zones, we're running into the outer NET fields as well

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 are in the **Hibernation** Zones. That's being controlled by this one and by the
 an upper D3 **Hibernation** Zone and I think this one, somewhere I have it
 stuck in those **Hibernation** Zones. And it doesn't hurt them to do it, but
 to reclaim the **Hibernation** Zone parts and turn them back around and put them

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 and under the **Hibernation** Zones. I think ... I'm not going to get into
 gate and the **Hibernation** Zones were created by, in 9562BC when the raids, the
 to the OZ **Hibernation** Zones. We start to see a bit of cities in
 coming from the **Hibernation** Zone Oz lands. So this one is called Ah-SA-
 03 upper Telos **Hibernation** Zone, so it's above Telos. And this plugs right into

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 I forget which **Hibernation** Zone it is there, but OZ, the one that's in

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 effectively open the **Hibernation** Zones, which if that were successful it would suck in

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 go with the **hibernation** zones, which were the iron gates of the d-1
 Physical level of **hibernation** zones and the d-3 gates of steel. By the

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 or into a **Hibernation** Zone. And that's the stuff they've been running We've never

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 are running the **Hibernation** Zones, have the image of the Procyones because they were

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 forces in the **Hibernation** Zones who would love for us to think so, so
 their behalf, the **Hibernation** Zone people's behalf, and we need to be careful of
 coming from the **Hibernation** Zones or from other life times where you got stuck

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 the Mental Body **Hibernation** Zone interference where it's very hard to tell what's right

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 visit to the **Hibernation** Zone and find the part of our own consciousness that

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 angelics from the **Hibernation** Zones, hadn't made the choice to activate the Cadeucus Network,

 Quantum into the **Hibernation** Zones. So that what they were going to do, what they

 flip into the **Hibernation** Zones, which would have been devastating. It would have just

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 because of the **Hibernation** Zones and all of those things. So we're being given

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 lot of the **Hibernation** Zone people do. But a full Orb allows you to

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 over into the **Hibernation** Zones, we would never be able to bring these frequencies

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 to the Atlantean **Hibernation** Zones, we may feel Physical symptoms with that Because, particularly

 d-3 level **Hibernation** Zone, Cloud Cities. This is where their Gates show and

 Floor 5 and **Hibernation** Zone Reclamation Introduction [CO 13, Track 5] A'sha The

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 home, to the **Hibernation** Zones. Where we can ... we'll be going to one

 going to one **Hibernation** Zone in particular and that is called Atlantis. It is

 Physical d-2 lower **Hibernation** Zone. We will be going there by a certain passage

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 d-2 control **Hibernation** Zone. This link is an etheric tunnel that comes into

 into the upper **Hibernation** Zone 1, known as "Oz" It is a hole

 through the Oz **Hibernation** Zone and up into the d-2 lower Hibernation Zones

 d-2 lower **Hibernation** Zones of Atlantis and Lumeria, where those places still physically

 State in the **Hibernation** Zones and we will use the power of the LaVa

 in to these **Hibernation** Zones, there is a particular set of gates They are
 the "Oz" **Hibernation** Zone, Etheric d-1 upper, and we're going to move
 Atlantian territories of **Hibernation** Zone 2. Our shield is settling now, and we are

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 hold of the **Hibernation** Zones. And now we're going to literally take the fast

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 in from the **Hibernation** Zones that we have in the Mana Krystal. You can
 reversals from the **Hibernation** Zones cleared from its fields And now, we can come

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 creation of the **Hibernation** Zones and those kind of things. We'll cover that again
 chaotically into the **Hibernation** Zones. The Cadeucus network was meant to do just that,
 that inhabit the **Hibernation** Zones -that we'll look at the structure of more
 quantum, into the **Hibernation** Zones. If they were able to do that it would

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 people from the **Hibernation** Zones -this is where we get into a Red
 Thothian Paraclete --**Hibernation** Zone stuff right--and it just goes on as normal.

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 war between the **Hibernation** Zone crews that we can't see, and the Wesedrak Matrix

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 reversal into the **Hibernation** Zones. And there has been something, there is something that
 group of the **Hibernation** Zones and they took over and activated the big, what
 reverse, into the **Hibernation** Zones. Well, the Green Dragons don't want to go in
 go in the **Hibernation** Zones because the Red Dragons are controlling them. So what
 pole shift, the **Hibernation** Zones are ... and they are going to get pulled

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 way because the **Hibernation** Zone people were, they were not too happy about the

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 ticked off the **Hibernation** Zone people because they weren't getting what they wanted and
 some of the **Hibernation** Zone crew that are on the Green side and a
 to pull the **Hibernation** Zones in here. It will create massive fast ET invasions.

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 other over the **Hibernation** Zone issues and who is controlling the Big Ankh, and
 rolled into the **Hibernation** Zones, which the Reds perceive as all of us assisting
 to where the **Hibernation** Zones are beginning to transmute And down here is our

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 connected in the **Hibernation** Zones if you don't know how to calibrate them. So

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 it pulls the **Hibernation** Zones in here, which will spare us a lot of

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 reversals of the **Hibernation** Zones. It's a mess. And again here is ours right,
 in to the **Hibernation** Zones with activation of that. That's what they were trying

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 what are called **Hibernation** Zones- because of the Threshold grids and things that we've

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 what are called **Hibernation** Zones. They are at an opposite angular rotation of particle
 have created the **Hibernation** Zones of this is where you have the D-2
 Upper and Lower **Hibernation** Zone on each of the levels. On each level you
 a D-1 **Hibernation** Zone- that would be an etheric Hibernation Zone. On the
 be an etheric **Hibernation** Zone. On the D-2 level, the level that we would
 Higher and Lower **Hibernation** Zone. The lower Hibernation Zone is where Atlantis and
Lemuria
 Zone. The lower **Hibernation** Zone is where Atlantis and Lemuria are. They have physically
 side-step those **Hibernation** Zones, that is exactly where you go. They'll show you
 thing into the **hibernation** zones. This is where the Zetas are hanging out, by

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 jump through the **Hibernation** Zones. The Hibernation Zones go above and below each of
 Hibernation Zones. The **Hibernation** Zones go above and below each of these. These three
 us all into **Hibernation** Zones. Up above and below a NET -that's the
 upper D-3 **Hibernation** Zone and below it the Lower D-3 Hibernation Zone.
 Lower D-3 **Hibernation** Zone. They all have names. I forget which ones are
 part of the **Hibernation** Zone structure At the moment, yes, it's blocking out solar

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 showing where the **Hibernation** Zones are, and NETs are, going all the way up

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 taking you into **Hibernation** Zones and things. Most of the orbs that visit this

 are from the **Hibernation** Zones. All right, they're coming in from the reversed fields

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 they do in **hibernation** zones. It's not like that at all. Going home to

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 you're dealing with **hibernation** zone people- oh they love to play games and send

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 caused by the **hibernation** zones, and that are actually within the eyes, and also

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 quickly roll the **hibernation** zones into us, and I have no idea what that

 rapidly draw the **hibernation** zones into here, and cause messes on both sides, cataclysmic

 to what the **hibernation** people spin that they didn't want it on. So, we have

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 in from the **hibernation** zones and from other systems, and just mowed people down

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 currents from the **hibernation** zone here, because what they've done is they've split the

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 don't have the **hibernation** zones of the split natural fields running We don't have

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 that creates a **hibernation** zone, and in the Net is the natural zone. So,

 people in the **hibernation** zones. Too bad it's not mutual. But they will try

 a lot of **hibernation** zone ones trying to send you out on that, so

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 Dragons of the **hibernation** zones and their friends This was set up for a

 would roll the **hibernation** zones into here, which means it would very quickly deplete

 existence of the **hibernation** zones. It would very quickly melt the polar ice caps

 to roll the **hibernation** zones into here. That is what they did on 7-

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 team of the **hibernation** zones. So, thank you AI Gore, and the team of

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 in of the **hibernation** zones, a progressive falling of the ozone layer- depletion- for

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 Up into their **hibernation** zones. So, there is more that is going to evolve

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 are call the **Hibernation** Zones, which are portions of our own Plane Structure in

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 to go, like **Hibernation** Zones, because they're telling you it's good for you but

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 the Reverse Spin **Hibernation** Zones, like the place where Atlantis is, because Atlantis is

 you wouldn't have **Hibernation** Zones. They're parts of the natural density planes that were

 ones from the **Hibernation** Zones where the Elementals are actually twisted there, because of

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 in a reversed **Hibernation** Zone, for example, in a Light Body Distortion Zone? There

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 We'll see what **Hibernation** Zones fields they are creating that shouldn't be there, and

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 pulled in the **Hibernation** Zones. But there is characteristics that go with each one

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 are reversed spin **Hibernation** Zones. That is where you've got Olympus and Atlantis and

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 These are called **Hibernation** Zones. So, the 02 Net creates an upper and lower

 and lower 02 **Hibernation** Zone. The 01 Net down in here creates an upper

 where we have **Hibernation** Zones. This is where Atlantis disappeared to Because literally, when

 sucked into these **Hibernation** Zones. These are the zones you want to this is

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 platforms do. The **Hibernation** Zones have been trying to use certain technologies called the

 us into the **Hibernation** Zones. To do that would create a three-day pole

 are running the **Hibernation** Zones, tried to stop them on July 7 (2007).

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 activated by the **Hibernation** Zone people, which would have created the three-day pole

 us into the **Hibernation** Zones. So, we have been in the middle of a

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 Atlantis. When the **hibernation** zones occurred in 9562 BC, with the shifting in the

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 groups and the **Hibernation** Zones. So progressively we've been working to integrate and recalibrate

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 directly into the **Hibernations** zones that we've spoken about in the vertical maps. And

 maps. And the **Hibernations** zones were intended to pull us all into the F-

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 rolling everything into **Hibernation** Zones and all of that didn't work. And there's like
 grids into the **Hibernation** Zones. Now, they are trying to do that. That doesn't

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 Atlantis is in **Hibernation** Zones at the moment and Bruha Atlantis interfaces with Cuba,
 the difference between **Hibernation** Zone green or red dragon agenda and the white agenda,

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 it into the **hibernation** zones, with Atlantis and Lemuria that went a while back,
 dragged into the **hibernation** zones under Red's control, because they have been fighting with

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 talked about the **hibernation** zones in Atlantis, which is in hibernation zone 2, and
 which is in **hibernation** zone 2, and that is the physical solid one. So

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 this and the **hibernation** zone people that we've talked about before, as far as

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 being sucked into **Hibernation** Zones. This is the progression that began in 9562BC, right
 was pulled into **Hibernation** Zones in the 9562BC period, when the certain other groups
 Angelics created the **Hibernation** Zones by reversing-putting the NETs in on Earth and

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 pulled into the **Hibernation** Zones, which means the Rigel ian crews lost them actually.
 fights between the **Hibernation** Zone Fallen Angelic groups- and some of which, numerous which,

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 different than the **Hibernation** Zones people agenda was. They are working with some of


Atlantis in the **Hibernation** Zones. But they also have ... are not friendly, they

 them into the **Hibernation** Zones. And if that happened, it would be an interesting

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 time. Both the **Hibernation** Zone crew-which were not the Rigelians even though they

 do with the **Hibernation** Zones. But the first ones that started to come out

 that on the **Hibernation** Zone maps-which are the ones that are being put

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 it away from **Hibernation** Zones, and they tend to-1 don't know if any

 ones from the **Hibernation** Zones, alright Now it gets interesting where we see the

 this is a **Hibernation** Zone map, where the other is the Rigelian land

 go into the **Hibernation** Zones, or they're lands that fell and went deeper down

 into the reversed **Hibernation** Zones. So if the Caduceus Rod, the artificial rod on

 this is the **Hibernation** Zone map, what would be in the Hibernation Zones of

 be in the **Hibernation** Zones of Earth. You'll also see-it's really fascinating. You've

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 intending, when the **Hibernation** Zone crew working with -well some of them, there

 Dragons in the **Hibernation** Zone crew. But in those groups of FAs, their intention

 pictures of the **Hibernation** Zones after they roll in the Earth as we know

 that isn't the **Hibernation** Zones. And the other one would have been slower. It

 us into the **Hibernation** Zones, but at a hyper-accelerated rate to fulfill the

 these were the **Hibernation** Zone maps. And it's like, oohhh, oh cool, I never

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 ones that are **Hibernation** Zone. Because the ones that show California nice and tidy,

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 again it's a **Hibernation** Zone map so .. A'zah __ perhaps and this one

 these are the **Hibernation** Zone ones. These are the I AM people, OK, and

 are definitely getting **Hibernation** Zone stuff, because you got part of the Mississippi stuff

 means it's a **Hibernation** Zone map. If it has most of California still intact,

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 up in the **Hibernation** Zone that we showed on the other map. It's up

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first introduced the **Hibernation** Zones-during that period they attacked the Rocky Point site.

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 crew going into **Hibernation** Zones. So we see which ones-because their maps would

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 us into the **Hibernation** Zones. Next one, please. [graph 03537] We need to

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 Earth into the **Hibernation** Zones that we spoke about. But the Green Dragons got

 would roll the **Hibernation** Zones into Earth, instead of Earth into the Hibernation Zones.

 Earth into the **Hibernation** Zones. Either way you've got rolling happening. You've either got

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 Earth creates the **Hibernation** Zones. They were only created in 9562 BC when they

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 spin into the **Hibernation** Zones, so that second third that was broken into two

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 that now controls **Hibernation** Zone but still interfaces directly here with our Earth where

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 Rod in the **Hibernation** Zones and that would grab about an equal quantum of

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 6th in the **Hibernation** Zones. So it's up to us, the Aquafereion Shield here

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 into the Red **Hibernation** Zones, which is what's happening. So, at least we know

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 something from the **Hibernation** Zones, for example, talking to you and saying "Hi,

 down to the **Hibernation** Zone with them and not realizing it. You can get

 get into a **Hibernation** Zone by accident But, anyway, they will train us in

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 is where the **Hibernation** The MCEO Freedom Teachings® Series Presented by Adashi MCEO

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 place as the **Hibernation** Zones. And that chamber has to open too in order

 caught in the **Hibernation** Zones, they've just made big treaties with the Beloveds. Just
 open between the **Hibernation** Zones and here in this NET Earth because the Omega
 Earth into the **Hibernation** Zones. We have to have enough power in our shield

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 do with the **Hibernation** Zones that we have spoken about So once we get
 rod and the **Hibernation** Zones of Caduceus Earth, which is the reversed spin part
 happening with the **Hibernation** Zones. So when we get to that point of finishing

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 are and the **Hibernation** Zones. The next simple thing is ... and that had

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 reversed into the **hibernation** zones is called Caduceus Earth. So, we are a blended
 process on the **hibernation** zones. Now, what they are trying to do is force
 to form the **Hibernation** Zones and that was called Caduceus Earth or Sextant Earth.

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 because of the **Hibernation** Zones, it literally splits the quantum of the whatever that
 us, in the **Hibernation** Zones. What is going to be interesting is that now,
 is roll the **Hibernation** Zones into the Phantom Earth zones that are completely under
 down in the **Hibernation** Zone fields So, to be able to become free from
 went after the **Hibernation** Zones, and we would be rolling in next To begin
 you have got **Hibernation** Zones that are part of our blended system ... wonderful

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 tether of the **hibernation** zones, so we can progress into Ascension Stage-2 Biological

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 would have allowed **Hibernation** Zone Earth to merge with us really fast and to

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 that is the **Hibernation** Zones on reverse spin, that are called Caduceus Earth and

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 us into the **Hibernation** Zones, so they can roll the Hibernation Zones into the
 can roll the **Hibernation** Zones into the Phantom part that went-that fell completely

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 quantum, into the **Hibernation** Zones alignment. And now the Hibernation Zones ... well, they're

 And now the **Hibernation** Zones ... well, they're already going into their unnatural Transfiguration

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 the reverse spin **Hibernation** Zones. This is what is meant by Blended Earth that

 pulled into the **Hibernation** Zones, and that would open what's called a sink hole

 them into the **Hibernation** Zone reversed spin this way. Here's St. Kitts again, down

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 to be the **Hibernation** Zones maps, of what it would look like after they

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 evacuation from the **hibernation** zones for any of the Krystic ones and the parts

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 weren't lost the **Hibernation** Zones to the Greens, probably thanks to the Greens handing

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 over on the **Hibernation** Zones. We get that back. And ... let's see. And

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 the Cad, the **Hibernation** Zones. And that vapor rides in with us and we

 stolen by the **Hibernation** Zones. Because for the Hibernation Zones to do Bhardoah Ascension

 Because for the **Hibernation** Zones to do Bhardoah Ascension they would have to reintegrate

File : [2008-01_EngagingLoadOutWorkshopTranscript_scan.pdf](#)

Title : Engaging the Load Out (workshop transcript)

Subject : Full transcript for FOL "08 workshop

Author : MCEO Freedom Teachings

Keywords :

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 were something called **Hibernation** Zones created, where portions of the natural Geleziac Radiation Structure

 ones from the **Hibernation** Zones, who are working with the Black Hole Crews to

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 our, between the **Hibernation** Zones. So, you can actually jump the platforms, and we've

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 shows you where **Hibernation** Zones are. Let me see, where's Hibernation Zone ... H-

 me see, where's **Hibernation** Zone ... H-Zone 1, the D1 Lower Hibernation Zone

 the D1 Lower **Hibernation** Zone is called Agartha, among a few other things. Ever

 actually formed, the **Hibernation** Zones that are on reverse spin, are actually reality fields

 and a Lower **Hibernation** Zone. So, this is the D1 Hibernation Zone. D1 is

 is the D1 **Hibernation** Zone. D1 is associated with Etheric energy, so it would

 Etheric. The D2 **Hibernation** Zone, which is associated with Telluric Energy, which is what

 one. D2 Lower **Hibernation** Zone, this is where Atlantis and Lumeria, and a number

 C., when the **Hibernation** Zones were formed. And, then, right after that, in 9558

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 it into the **Hibernation** Zones. That was what our guys got involved directly with

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 it into the **Hibernation** Zones. That was what our guys got involved directly with

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 snagged into the **Hibernation** Zone and the fall group. And the safe passages are

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 to create those **Hibernation** Zones on each level. So that's just showing you some

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 back into the **Hibernation** Zones. And you're probably not going to hear that on

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 they did the **Hibernation** Zones, when the FAs did the Hibernation Zones, that all

 FAs did the **Hibernation** Zones, that all the navigation was completely knocked out. There

File : [2009-01_FOLFloatingBuddhas_scan.pdf](#)
Title : FOL "09 - Supplement
Subject : Brave New World & the Floating Buddhas, The Treaty of Al-Ben"-Yhan, Being Buddha, Engaging YOUR Place of Power, Healing the Wounds of Time, Elemental Command Slider Teams & the 12:12 Aquai"-ah de So-La"-RA LU"-na Transmissions
Author : MCEO Freedom Teachings
Keywords :

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-  Templar breach. GreenDragon **Hibernation** Zones begin fall into Phantom Earth/Wesedrak alignment, under Red/
 -  Caduceus-Earth and **Hibernation**-Zone grids; the global "BeaST-NET communication-lines" and
 -  Green Dragon Atlantean **Hibernation**-Zone Gates for direct White Dragon 3-D Invasion &
 -  (via Atlantean **Hibernation** Zone based allied Zeta Ships), intended for Oct/2008. The
-

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-  Red Dragon-controlled **Hibernation**-Zone Gate-links through which the White/Red Dragons intended
-

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-  Red Dragon-falling **Hibernation** Zones, close Hibernation Zone Gate-links to Net-Earth, complete
 -  Hibernation Zones, close **Hibernation** Zone Gate-links to Net-Earth, complete opening of Net-
 -  of the Atlantean **Hibernation** Zone Gate-links through which they intended to launch their
 -  access the Atlantean-**Hibernation**-Zone Gate-links to Net-Earth, the Krvtics succeeded in
 -  of the Atlantean **Hibernation** Zone Gate-links, the White/Red Dragons next initiate their
-

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-  of the Atlantean **Hibernation** Zone "White Dragon Invasion-Gate-links" (Mission upgrade-
-

File : [2009-04_DrumsOfAquaferion_scan.pdf](#)
Title : Drums of Aquaferion - Handbook
Subject : Doorways Through Time and the Drums of Aquaferion Circle of Life Drum
Circle Celebration
Author : MCEO Freedom Teachings - Ashayana Deane
Keywords :

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 Invasion from Atlantean **Hibernation** Zones. 1 0/27-28/2007 MUG-23 to

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 successfully close Atlantean **Hibernation**-Zone Gates to block White Dragons" 10/2008
"Official

File : [2009-10_Sliders6Transcript_scan.pdf](#)
Title : Sliders 6 (workshop transcript)
Subject : Transcript for Sliders 6 workshop
Author : MCEO Freedom Teachings
Keywords :

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before about the **Hibernation** Zones, that have to do with the Vertical Maps and

File : [2010-04_MakersOfWings_scan.pdf](#)
Title : Makers of Wings and Other Things - Handbook
Subject : The Orbs of Ah-SA-yas, Planes of Aurora, Ancient Arrows, Planetary Mirror Ball and the Hidden Cities of Earth
Author : MCEO Freedom Teachings - Ashayana Deane
Keywords :

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-  NET Bands, and **Hibernation** Zones D-1 Urtha 03 Span-15/ DN-1 Span-
 -  Deane D-1 **Hibernation** Zones Upper = Oz, Shasta 2 Dimensions shown = 30
 -  the D-3 **Hibernation** Zones Upper= Telos 'raise Lower = Shamballa Eden" mental-
 -  cities D-2 **Hibernation** Zones Upper= Olympus Lower= Atlantis & Lemuria (time warps)
-

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-  Deane D-3 **Hibernation** Zones A PI tf Upper= Telos 'raise urora a
 -  14.5 D-2 **Hibernation** Zones (Urtha Upper = Olympus A-3 {D-
 -  Shield) D-1 **Hibernation** Zones = D-2 Sha-Rha 10.5 Upper= Oz, Shasta
-

File : [2010-08_Sliders8_scan.pdf](#)
Title : Sliders 8 - Handbook
Subject : Awake, Aware, and ALIVE in the Lands of Aah, The Sea of Ah-Yah, Eternal Stream of Ah-Yah-YA the Covenant of Ah-Yah-Rhu and Eternal Dream Fields of the ONE, Preparing the Body for Slide - Advanced Level
Author : MCEO Freedom Teachings
Keywords :

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-  26/2006: —**Hibernation**-Zones Go Red|| as Hibernation-Zone Beli-Mahatma, Saxony &
 -  Go Red|| as **Hibernation**-Zone Beli-Mahatma, Saxony & Paracletes break MCEO Amnesty Contracts
 -  Alliance & turn **Hibernation**-Zone grids over to Bourgha-Budhara, GA secure Alon-7
-

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-  in escaping from **Hibernation** Zone entrapment); Psonn of Adama/ A-Da'-ma-E-TURna
-

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-  fallen harness-plane **Hibernation** Zone structures within and surrounding Earth, were created through the
 -  9,562 BC). The **Hibernation** Zone Vertical Map reveals the locations of the 6 inorganic
 -  Metatronic NET-field **Hibernation** Zones NET-Control planes and reality fields within the core,
 -  of the 6 **Hibernation** Zones represent an inorganic, 3-sub-dimensional plane structure reality
-

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-  fields into 2 **Hibernation** Zones, an Upper and Lower Hibernation Zone. The 3-sub-
-  Upper and Lower **Hibernation** Zone. The 3-sub-dimensional reality fields of each set
-  Upper and Lower **Hibernation** Zones is composed from the type of matter-base characteristic
-  from which the **Hibernation** Zone set was formed; D-3 atmic, D-2 telluric/
-  etheric. The 6 **Hibernation** Zones are actively inhabited by multitudes of various, often competing
-  civilization within the **Hibernation** Zone planes. Currently and throughout post-13,400BC history, the Hibernation
-  13,400BC history, the **Hibernation** Zone races have covertly directly intervened and interfered with evolving
-  manipulation etc|| from **Hibernation** Zone races through the Metatronic Broadcast System Mass-Control-Matrix
-  of earth's **Hibernation** Zone planes, unable to continue their organic path of spirit-
-  consciousness from the **Hibernation** Zones and are currently actively opening the —Aurora

Safe-

 Earth's inorganic **Hibernation** Zones); and the StarBorn Process (Within the Krystar Eternal-

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 Transition); and the **Hibernation** Zone Vertical Map (the Hibernation Zone Vertical Map is

 Map (the **Hibernation** Zone Vertical Map is a vertical cross-section of the

 fallen harness-plane **Hibernation** Zone structures within and surrounding Earth.) Featured Techniques: A. Arc

 NET-fields and **Hibernation** Zones, within the core, mantle, crust and atmosphere of Earth.

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 Walkers stands, and **Hibernation** Zone Reclamation introduction. Featured Technique: Elemental Master Stand-Stand of

 Floor-5-the **Hibernation** Zone Reclamation, B. Journey to the Eye of God (

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 Invasion from Atlantean **Hibernation** Zones. This workshop introduced the 3 —Transfiguration Point /

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 preparation to close **Hibernation**-Zone Gate-links to prevent White/Red Dragon intended 10/

 Dragon Caduceus-Earth/**Hibernation**-Zone Grids & NET-Earth —Channels||; White Dragons make

 Green Dragon Atlantean **Hibernation**-Zone Gates for direct Zeta-ship Invasion of NET-Earth.

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 30 to Green **Hibernation**-Zone Evacs, Atlantean Hibernation-Zone-Gates Close, opening of Median

 Zone Evacs, Atlantean **Hibernation**-Zone-Gates Close, opening of Median Earth Ascension/Bhardoah Chamber

 successfully close Atlantean **Hibernation**-Zone Gates to block White Dragons intended 10/2008 —

 Invasion from Atlantean **Hibernation**-Zone, is successfully blocked by GA- MCEO. Gathering of the
