

Search Results

Summary

Searched for : **hibernation**

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

Results : **15** document(s) with **735** instance(s)

Saved on : **7/10/2017 3:53:01 PM**

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 :

Page: 1

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

Page: 3

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

Page: 4

 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 :




Page: 13

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



Page: 53

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



Page: 74

 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



Page: 75

 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






Page: 77

 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


Page: 80

 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


Page: 82

 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

Page: 85

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





Page: 86

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


Page: 88

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



Page: 89

 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


Page: 90

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



Page: 98

 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




Page: 101

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




Page: 105

 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



Page: 106

 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









Page: 107

 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











Page: 112

 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







Page: 113



-  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,

Page: 114







-  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

Page: 117





-  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



Page: 118

 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



Page: 119

 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



Page: 120

 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,

Page: 121

 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

Page: 122

 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



Page: 124




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

Page: 125



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

Page: 127





 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





Page: 128

 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


Page: 129

 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


Page: 133

 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 ...

Page: 134


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

Page: 136

 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 :


Page: 2

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


Page: 4

 formation of the **Hibernation** zones. 4

Page: 5

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

Page: 7



 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 :


Page: 5

-  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-
-


Page: 6

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

Page: 7

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

Page: 9

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


Page: 13


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

Page: 38


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

Page: 39

-  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
-

Page: 78

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

Page: 79

-  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 :



Page: 4





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 :



Page: 9

-  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
-


Page: 10

-  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
-

Page: 20

-  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
-





Page: 86

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


Page: 159

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


Page: 161








-  "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
-

Page: 259

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

Page: 261


-  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


Page: 263

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


Page: 275

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

Page: 289


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

Page: 290


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

Page: 291


 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


Page: 293

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

Page: 294

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




Page: 298

 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 :



Page: 45

-  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
-


Page: 46

-  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
-


Page: 50

-  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
-


Page: 87

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


Page: 88

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



Page: 92

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



Page: 102


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


Page: 107

-  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
-


Page: 108


-  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,

Page: 109


 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


Page: 110


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

Page: 111


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


Page: 113

 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

Page: 114


 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

Page: 116


 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


Page: 117

 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.

Page: 120



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

Page: 125



 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



Page: 128

 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.



Page: 129

 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


Page: 130

 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




Page: 131

 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

Page: 148

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


Page: 149

 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


Page: 157

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


Page: 162





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

Page: 172


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

Page: 175





 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


Page: 176

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


Page: 177

 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


Page: 178

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


Page: 179

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










Page: 181

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


Page: 205

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


Page: 206

 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


Page: 208

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


Page: 216


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


Page: 217

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

Page: 222

 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


Page: 225

 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.

Page: 226

 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

Page: 227




 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

Page: 228


 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


Page: 238

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


Page: 243

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






Page: 244

 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


Page: 246

 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

Page: 249

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




Page: 250

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




Page: 283

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





Page: 300

 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

Page: 302

 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,


Page: 303

 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


Page: 334

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








Page: 335

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


Page: 342

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





Page: 346

 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


Page: 347

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


Page: 349

 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

Page: 350

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


Page: 352

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






Page: 353

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

Page: 354

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


Page: 355

 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


Page: 361

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


Page: 366

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


Page: 367


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

Page: 376


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

Page: 402


 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


Page: 406

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

Page: 414

 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

Page: 415

 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


Page: 416

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


Page: 430

 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,


Page: 434


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


Page: 437

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


Page: 448

 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


Page: 449

 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

Page: 450

 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


Page: 452

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

Page: 453

 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


Page: 518


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


Page: 522

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


Page: 524


 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

Page: 525

 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


Page: 526

 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


Page: 527


 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


Page: 528


 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 (

File : [2007_12TribesVol2_scan.pdf](#)
Title : 12 Tribes Volume 2 transcript
Subject : 12 Tribes Volume 2 scan of the binder
Author : MCEO Freedom Teachings
Keywords :


Page: 1

 Floor 5 and Hibernation Zone Reclamation Introduction 149 Journey to the Adashi 7
 Floor 5 and Hibernation Zone Reclamation 151 12 Tribes Class 6 Orientation &


Page: 7

 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



Page: 8

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


Page: 9

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



Page: 10

 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




Page: 11


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


Page: 13

 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.

Page: 14

 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.

Page: 17

 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

Page: 18


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

Page: 21

 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,

Page: 22


 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


Page: 32


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

Page: 35


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

Page: 37

 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

Page: 38


 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


Page: 42

 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 ...

Page: 50


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


Page: 62

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


Page: 64

 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

Page: 66


 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


Page: 68

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


Page: 71


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

Page: 73


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

Page: 74

 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

Page: 75


 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


Page: 76


 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


Page: 82


 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


Page: 84

 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

Page: 85


 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

Page: 86


 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,






Page: 87

 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


Page: 88

 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


Page: 91

 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



Page: 93

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


Page: 98

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


Page: 112

 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




Page: 113

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

Page: 116

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

Page: 117

 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


Page: 118


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


Page: 123

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


Page: 125

 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


Page: 137

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


Page: 141

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

Page: 146

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


Page: 149


 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

Page: 150

 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


Page: 151


 Floor 5 and **Hibernation** Zone Reclamation [CO 14, Track 2] Azara The MCEO


Page: 159




 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





Page: 160

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



Page: 161

 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

Page: 167

 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






Page: 169

 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.

Page: 170

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




Page: 173

 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




Page: 174

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


Page: 175

 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.


Page: 185

 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



Page: 186

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

Page: 187

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










Page: 188

 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







Page: 202

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

Page: 217

 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


Page: 218

 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

Page: 219


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

Page: 249


 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


Page: 269

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


Page: 290

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


Page: 292

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


Page: 295

 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

Page: 301

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


Page: 303

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

Page: 308

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


Page: 309

 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

Page: 310


 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-


Page: 311

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


Page: 312

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

Page: 314

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




Page: 336

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

Page: 345

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


Page: 358

 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


Page: 361

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


Page: 366

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




Page: 369

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

Page: 370



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

Page: 445

 These are called **Hibernation** Zones. So, the O2 Net creates an upper and lower
 and lower O2 **Hibernation** Zone. The O1 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


Page: 446

 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).

Page: 448


 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


Page: 472


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

Page: 498

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



Page: 514

 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-

File : [2007_12TribesVol3_scan.pdf](#)
Title : 12 Tribes Volume 3 transcript
Subject : 12 Tribes Vol Binder scan
Author : MCEO Freedom Teachings
Keywords :



Page: 63

 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



Page: 64

 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,


Page: 67

 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




Page: 72

 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



Page: 78

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



Page: 83

 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


Page: 84

 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,


Page: 87

 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


Page: 88

 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


Page: 89


 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


Page: 90

 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, oohhhh, oh cool, I never

Page: 91

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

Page: 92


 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,

Page: 95


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

Page: 96




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


Page: 98

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


Page: 102

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

Page: 117

 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

Page: 123

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


Page: 125

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


Page: 126

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


Page: 132

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


Page: 173

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

Page: 195

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

Page: 197

 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

Page: 200




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

Page: 201

 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




Page: 208

 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







Page: 209

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


Page: 237

 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.

Page: 238

 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

Page: 239

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



Page: 240

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


Page: 247


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

Page: 254


 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

Page: 256

 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

Page: 258

 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

Page: 259

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


Page: 260

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


Page: 261


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

Page: 262

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

Page: 263

 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 :

Page: 58


 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

Page: 59

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


Page: 61


 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

Page: 62

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


Page: 63

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


Page: 67

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


Page: 68


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

Page: 74

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





Page: 87

 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 :






Page: 2

-  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
-

Page: 3

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

Page: 4

-  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
-

Page: 5

-  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 :

Page: 15

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

Page: 16

 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 :





Page: 83






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 :

Page: 8




-  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)
-

Page: 28

-  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 :





Page: 6

-  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
-











Page: 7

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


Page: 8

-  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
-

Page: 9

-  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-

Page: 13

 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.

Page: 16

 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 (

Page: 19

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


Page: 23


 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.

Page: 24

 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
