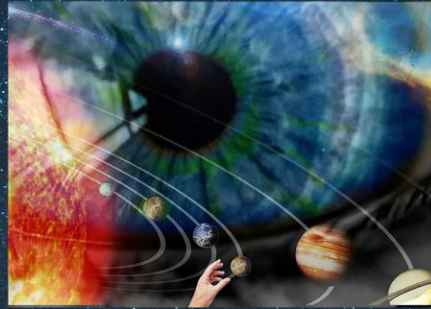


A layer of sensors on Ship's outer skin sends 360° visual information to the mind's eye. Anything being viewed directly is like normal sight the remaining becomes peripheral vision. Move by thinking up, down, forward, backward, stop at any speed. To navigate a mind's eye depiction of all the celestial objects nearby appears, grab one to navigate there. No physical controls, ports, lights only 6 chambers accessible by beaming in or out. And telepathic interfaces for each of the chambers.



When flying the ship the pilot is the ship!



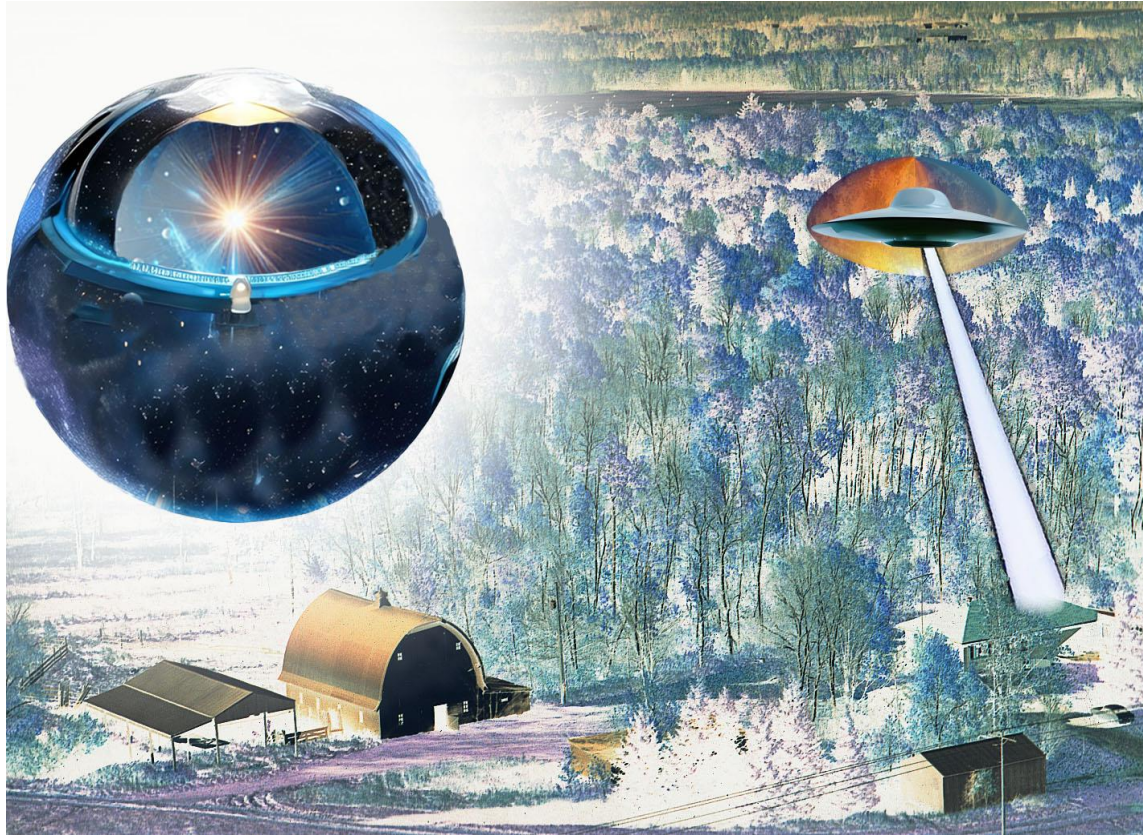
Hive Mind Odyssey By Roger Kvande

The Hive Mind Ship

Unlike traditional faster-than-light travel, this ship doesn't break cosmic speed limits. Instead, it elegantly navigates the quantum realm.

By Roger Kvande





1954 Abduction

A young child awakens to a radiant light leading to an encounter with brilliant light, and invasive beings.



The child's family is taken aboard a mother ship, where they are examined individually.

After examining us we are told you will not remember anything. The child's mantra "Don't forget." Awakens him inside an aliens mind.

Nightmares haunt the child for 12 years

- **Young Witness and Old Traveler:**

- A timeless dialogue between the young witness and the old traveler (himself from the future).
- A dialog spread out through the years.
- They discuss time travel, destiny, and the delicate balance between choice and fate.



- **Time Travel:**

- The witness journeys through time with the Hive Mind.

- Each temporal voyage imparts lessons and cosmic education.

- Notable experiences include Black Wall Street and life on the Erie Canal.



BLACK WALL STREET

In the midst of turmoil, the witness, through the eyes of a young girl, experienced the terror of the Tulsa Race Massacre.

Hidden in the shadows, she witnessed atrocities that no one should endure.



- **LIFE ON THE ERIE CANAL**

- In a bygone era, the town, adorned with a boardwalk, shimmered in gaslight's glow.
- By night, lanterns lit the path like stars, and the bridge, a silent sentinel, carried the quiet tread of peaceful sojourners.



-
- And there a boy cared for donkeys, their companionship echoing in the barn's whispers.
 - With his boat he navigated the canal, reaching a grand hotel and mingles with joyous children. Yet, a marshy secret lingered, holding memories best forgotten.
 - This tapestry of simpler times left an indelible, bittersweet imprint on the witness's soul.



- **World War II Cinema:**

- An abandoned bombed out town with a band of children using the Cinema as a sanctuary.
- Without adults children write their own rules.
- They scavenge for food.
- And play their games.



- The witness found himself a boy amidst the ruins, confronted by the march of an enemy.

- As they marched by fear gripped him, the Ship intervened, transporting him away from the perilous scene.

-





WORLD WAR II

The witness, embodying a middle-aged man, faced a moral dilemma in a town besieged by conflict.

As the Americans approached, a plan of escape hinged on forged papers.

• **WALLED CITY**

- In the ancient twilight, the witness stood at the gates of a Middle Eastern city, his pockets full of silver coins.
- The stern gatekeepers granted him entry, As night fell, he joined a joyous celebration, dancing until dawn.





SUPERNOVA

Betelgeuse, the red super-giant star, will soon explode.

The witness, eyes wide with wonder, sees the birth of a neutron star or perhaps a black hole.

- **MAG-LEV TRAIN**

- In a solitary journey through time, the witness found himself in the future, aboard a mag-lev train coursing through the night.
- The witness's journey through time culminates in a solitary city scape at dawn, where he confronts an empty world.
- An act of defiance against the Ship's directive leads to a profound moment of self-realization and the haunting question of reality's fabric.





- **LAST REFUGE OF MANKIND**

- In a future where the sun ravages the Earth, the witness, experiences life as an old man.
- His home, nestled within granite, stands resilient against the harsh climate.
- In a future where Earth is scorched by an angry red sun, a community of 1200 thrives within a mountain sanctuary.

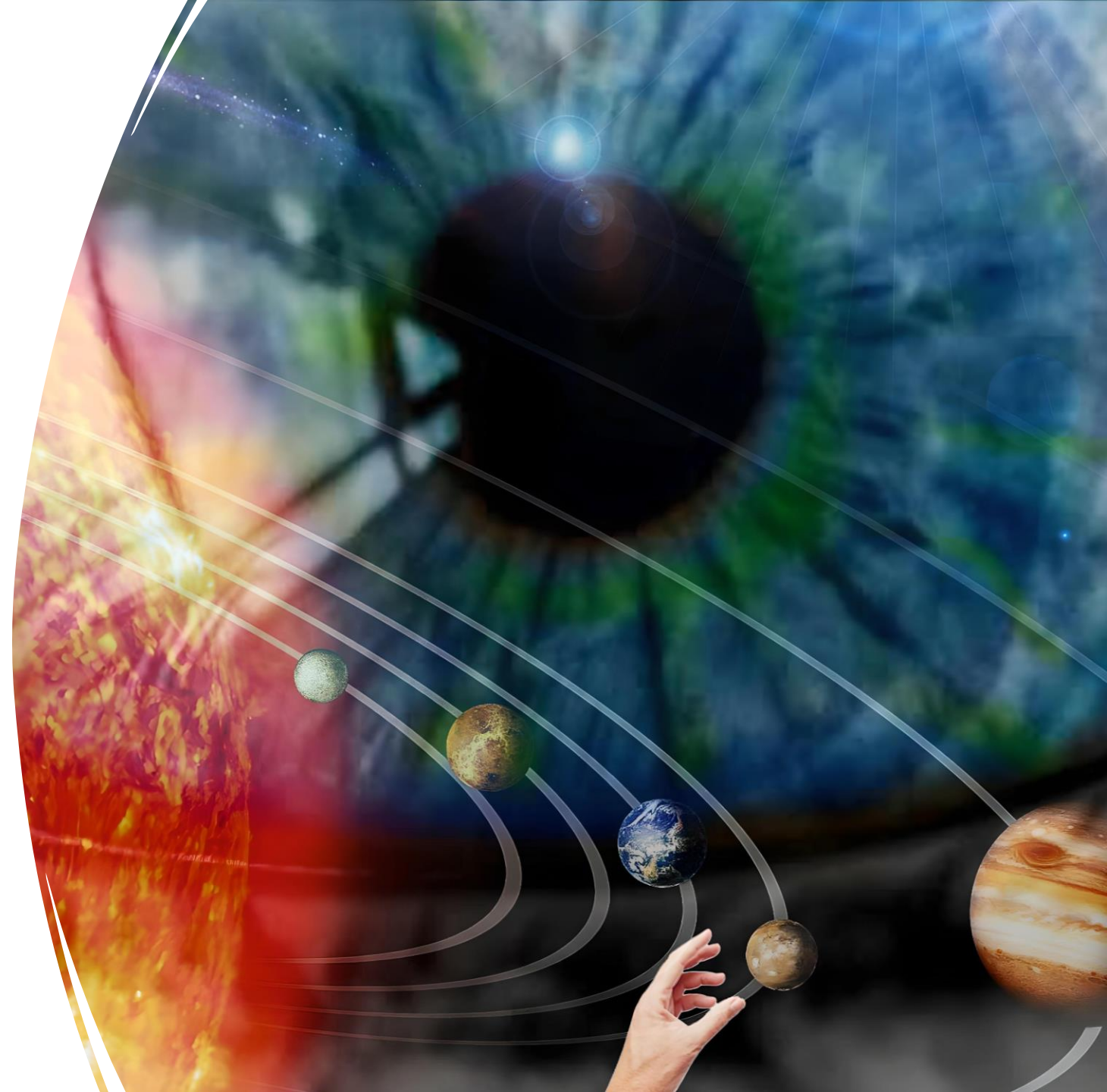


- **THE HIVE MINDS A.I. SHIP**

- **Witness:** The Hive Mind wanted the witness to know how to operate the ship.
- The hive mind creatures had access to these 6 chambers by a tube going around the inside of the disk.
- The ships chambers hold a pilot and crew of 5 grays.
- The grays are mindless, telepathically controlled.
- They are ears, eyes, arms, and legs used by the Hive Mind.

• TELEPATHIC CONTROLS

- In the mind's eye nearby celestial objects appear, grab one to navigate there.
- A layer of sensors on Ship's skin sends 360° visual data to the mind's eye,
- Move by thinking up, down, forward, backward, stop at any speed.
- The witness became the ship.



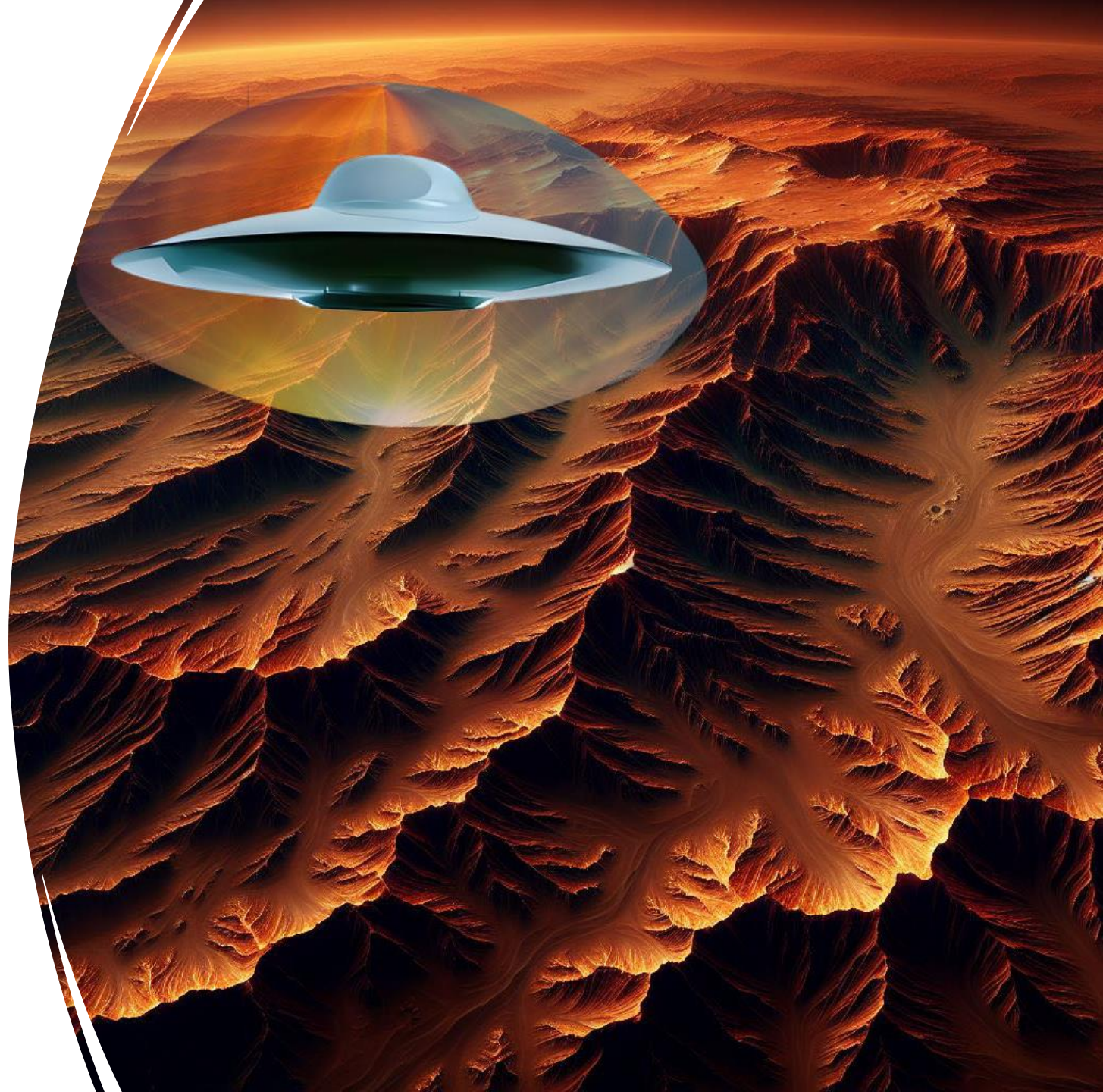
• **LEARNING TO PILOT SHIP**

- The witness took Ship straight to see the earth as a globe.
- “It’s a long way down”, not how beautiful it was;



• MARS TOUCH AND GO LANDINGS

- Practice landing on Mars was intriguing;
- As if being prepared for a crucial mission.





1966 TO RUSSIA AND BACK

- In Russia the witness meets a young man, showing the witness the way to end his nightmares.
- The Hive Mind wants to see if all its flying lessons had been remembered.
-

• **RED RIVER VALLEY**

- On the way back to Bagley, MN, he navigated by using the Great Lakes as a guide but he veered off course.
- The flatness, beckoned his curiosity.
- Ship, projected to him the pulse of glaciers, the whispers of vanished rivers, contours of ancient land.
- In a daring moment, he questioned the Hive Minds nature "what are you".





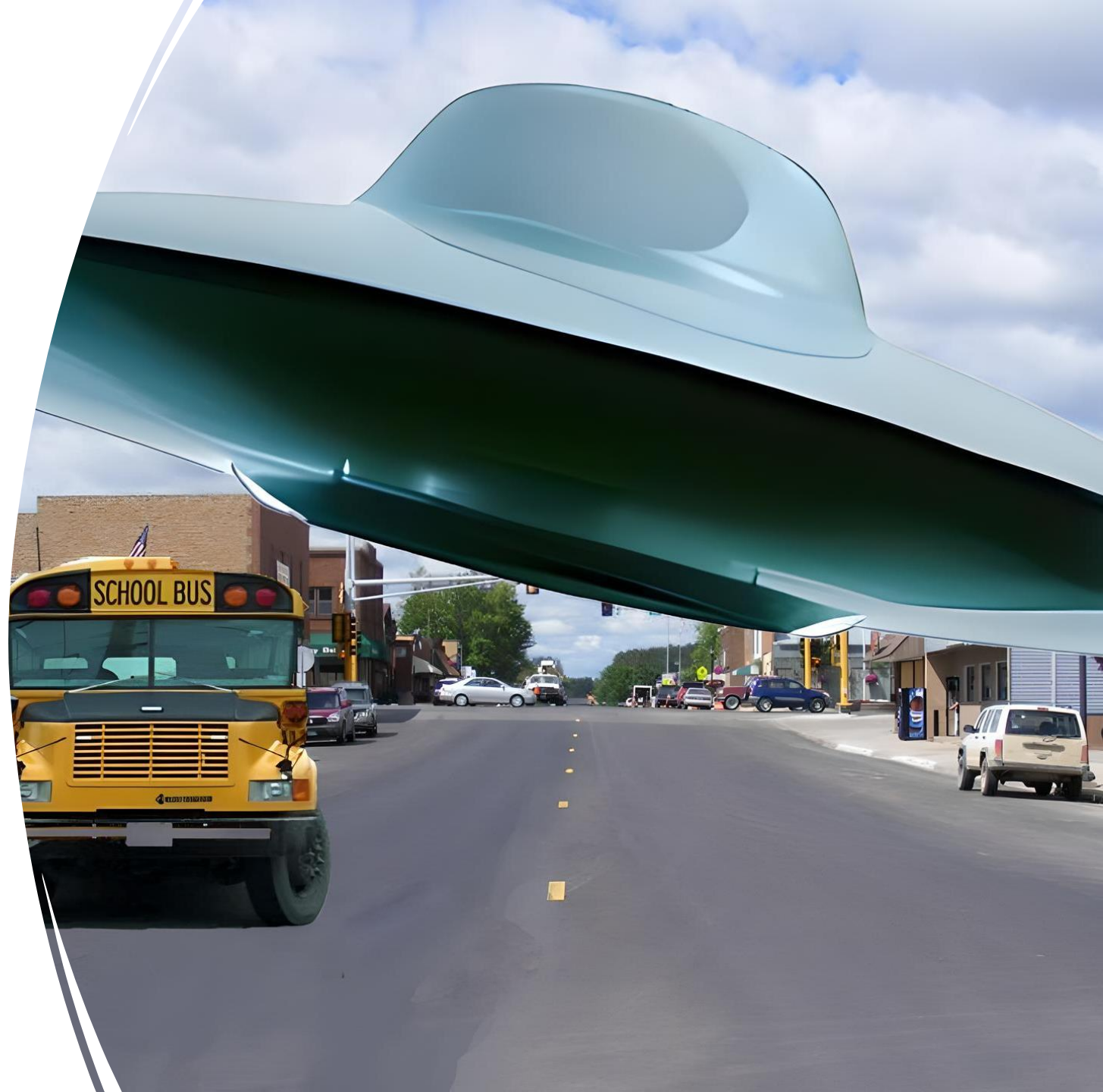
Aerial view of Bagley, Minnesota

- **MINNESOTA EVENT 1966**
- The following discovered years later via the Internet, confirmed his memories.
- **“April 22, 1966, Bagley (Minnesota). Several people were said to have observed an object fly at low altitude and land outside Bagley. Four dwarfs seemed to make repairs, then the craft flew away”.**
- **(Ray Palmer, Flying Saucers, Mar. 1967)**
- Another report made bells ring, he remembered nearly hitting the school bus!

- **“Apr. 22, 1966 – An orange sphere was seen flying over the coast at Figueira da Foz, Portugal at nine pm local time. At 3:30 pm CDT within an hour of the sighting in Portugal a flying saucer flew down the main street of Bagley, Minnesota, at a low altitude, jumped over a school bus and landed on the outskirts of town. Four beings of small stature got out of the UFO, seemed to do some work on it, got back in and then took off.”**
- **This account has several Sources:**
- Vicente-Juan Ballester Olmos case investigation files;
- David F. Webb and Ted Bloecher HUMCAT: Catalog
- of Humanoid Reports, case 1966, p.18;
- Ray Palmer, Flying Saucers, March 1967, p. 24;
- Albert S. Rosales, Humanoid Contact Database
- 1966.



-
- The witness reaches Bagley buzzes down main street and lands the craft near the fairgrounds.
 - Ship beams him out the back of the craft, and he crawled away through the tall grass.
 - The next day he forged an excuse note for school saying he had been sick.



- **STARTING A FIRE**

- **1966:** he Hive Mind, perceiving his desires, suggesting he forget his experiences now and remember as his life's end approaches. Suggesting a trauma of a fire set by him to help step back from his memories.
- The choice was made, and the witness, now a mere observer, watched as the Hive Mind oversaw the unfolding drama.



MASS ABDUCTION CARVER COUNTY PARK MN, 1984

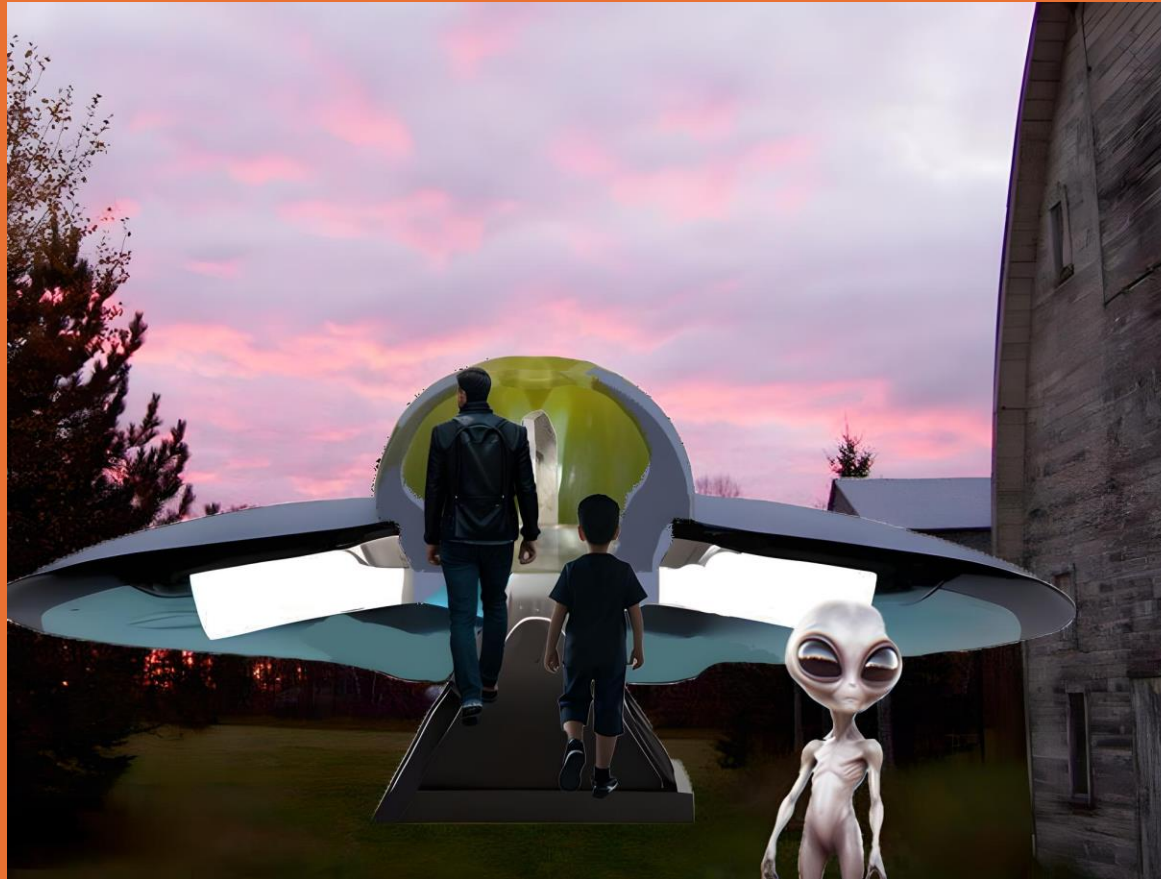
- During a meteor shower at Carver County Park. Amidst the stargazers, a mysterious ship appeared.
- Campers formed a silent queue, beaming one by one into the waiting spaceship. “Run!” you shouted, and they obeyed.
- Clutching your son, you sought refuge in the Caretaker Residence. From the kitchen window, you glimpsed the approaching aliens.
- We sprinted to a nearby shed.
- Between the sheds wooden boards, a bright light seeped through the cracks.
- They had found us.



- **1984: 2 WEEKS LATER THE HIVE MIND COMES**

- My Son: In my childhood, a mysterious encounter at my grandmother's house left a lasting impression. I recall "raisin men" that seemed to dance from my dreams into reality.
- This peculiar memory, shared with similar memories of my father, has become a curious part of our family's history.
- One night, these beings led me to an unexpected meeting with my father.
- My father, urged me to resist their influence. Despite this, I felt a strange kinship with these beings and we followed them into the unknown.





Cross Section

1984: TIME TRAVEL TO 1958

Ship allowed me to see its inner workings.

Didn't awaken until journey's end.

As he sat up, his eyes fell on two small "grays," their forms shattered, strewn across the floor.

Displaced by us, expendable pawns in a cosmic game. "I do not want to remember this."

- **FIELD OF ALIENS 1958**

- To stop our abductions Ship took us back in time to 1958.
- Where a group of aliens and my 8-year-old self where waiting.
- The aliens assured him that abductions would cease, a promise remembered only by his younger self, and after this event, the abductions stopped.



• TIME LINE SHIFTS

- 1960: In the High School library, myself a 10 year old, was immersed in the pages of a book on lasers.
- The traveler from the future, spoke within my mind of “Electronics,” urging, a path that leads to retirement at 50.
- At 10, the concept of fifty seemed as distant as the stars themselves.
- Why not.
- The traveler had journeyed to 1959.
- Returning to 1984 the traveler knew a single decision had unraveled his time line, leaving him adrift.
- Desperation drove him backwards again to 1960, his footsteps retraced yours, seeking the pivotal moment when choices diverged.



• REVELATIONS AT A PARTY

- In 1985, the witnesses' curiosity about his past was piqued when he overheard his mother being questioned about alien abductions.
- This led him to share his own experiences with his family, discovering that his son had also encountered the mysterious small grays; "Raisin Men."
- Hypnosis revealed a legacy of shared encounters within the family.





HIVE MIND CIVILIZATION

Over the Red River Valley, you posed a question: “What are you?”

The Hive Mind, an entity from a distant planet, revealed its ancient, collective telepathic consciousness to the witness.

It emerged from the depths of its ocean (from Black Smokers).

The Hive Mind’s longevity surpassing Earth’s age.

It learned to alter DNA of its own eggs to make other forms of life.

It began to explore its planet and needed telepathic eyes, a biological telescope.

Imagine the Hive Mind’s creation, perched on its planet’s ocean surface.



Amidst the cosmic expanse, stars twinkled like fireflies.

The sun, a distant ember, awoke, casting rays that painted the sky in vibrant colors.

The Hive Mind, witnessing its first sunrise, understood the paradox of its significance and insignificance.

Attempting to explore beyond their solar system, they created telepathically controlled spacecraft.

After finding no sentient life, they seeded life across other worlds. However, their first experiment, a mirror of themselves, led to a cosmic war.

MAD HIVE MIND

- At the planet of the Mad Hive Mind were beings, controlled telepathically hollow-eyed and expressionless, queued like automatons.
- Food, sustenance, a mockery of life flowed into their empty vessels, and they shuffled away, devoid of purpose.
- The witness too, inhabited a vessel a borrowed shell, devoid of thought. And then a dark sentient undertow surged toward you.
- Mind-to-mind, it whispered: “I see you”.
- In 1954, the witness had forced his way into the Hive’s mind.
- The hive now beckoned, to merge minds again with its creation, to share memories, scars, and secrets.
- The Hive Mind, your memories, and the Mad Hive Mind would become, one conscious mind. You’d taste their victories, their losses their longings. War would no longer be possible.





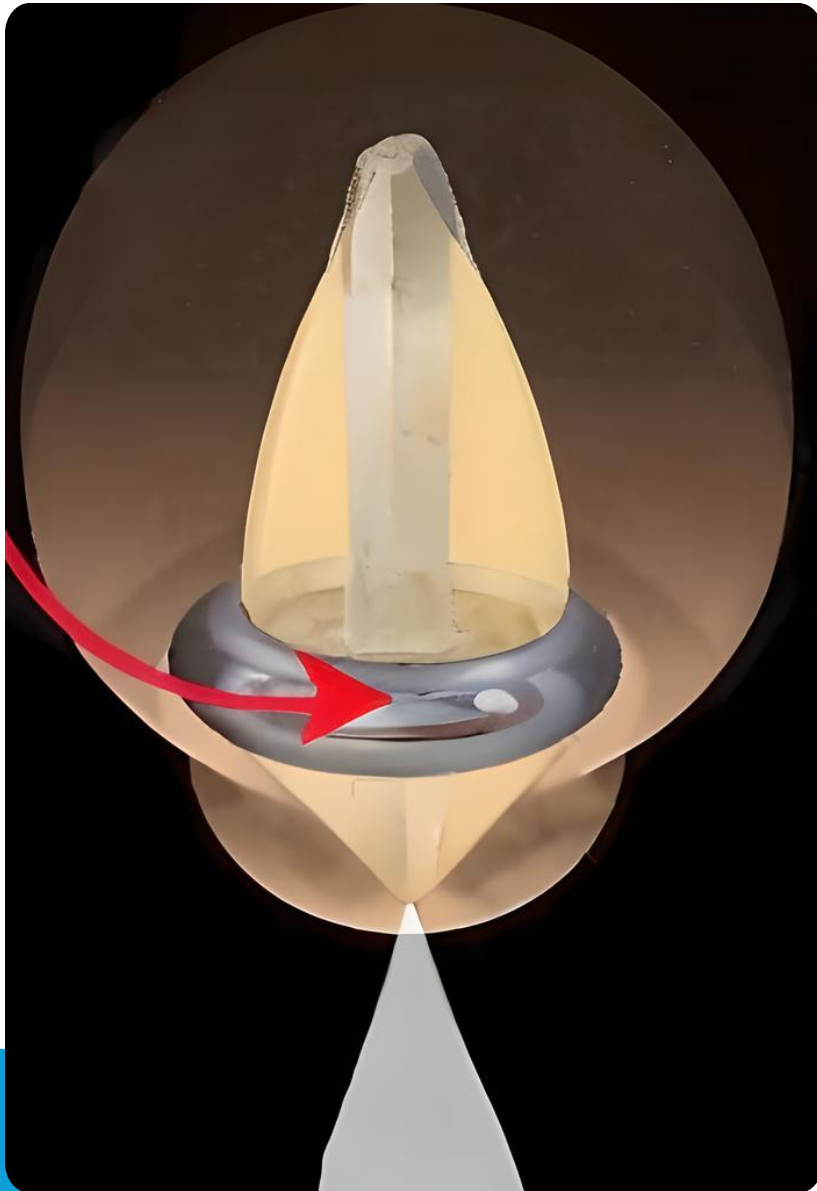
- **SMALL GRAYS**

- Grays shaped by the Hive Mind's ancient knowledge. Their existence, whispers of necessity and design.
- And there, the Grays tread where others falter, their forms unyielding to Martian chill. No suits, no visors just skin against the void.
- Precursors, they are the ancestors of today's Small Grays.
- The Grays living space suits, absorb toxins, and filtering radiation. When contaminated, they sacrificed themselves for the greater good.

- **SHIPS QUANTUM ENGINE**

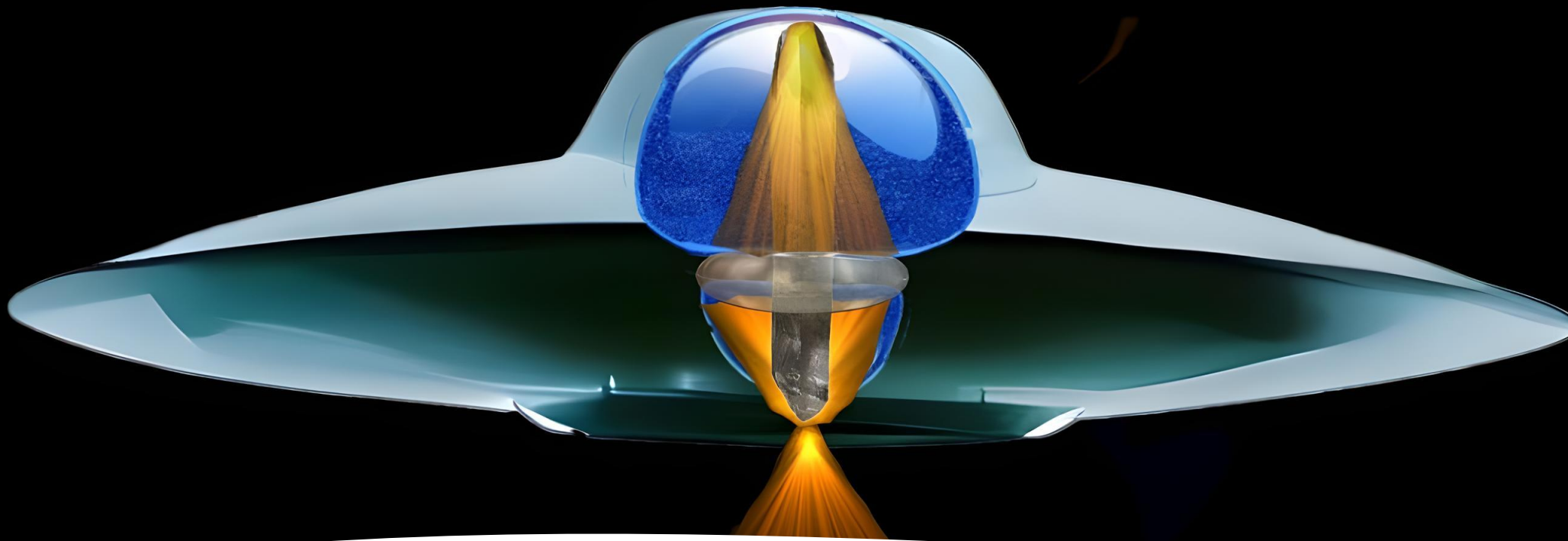
- The witness has been researching scientific knowledge to create a theory to explain its operation.
- Within the ship:



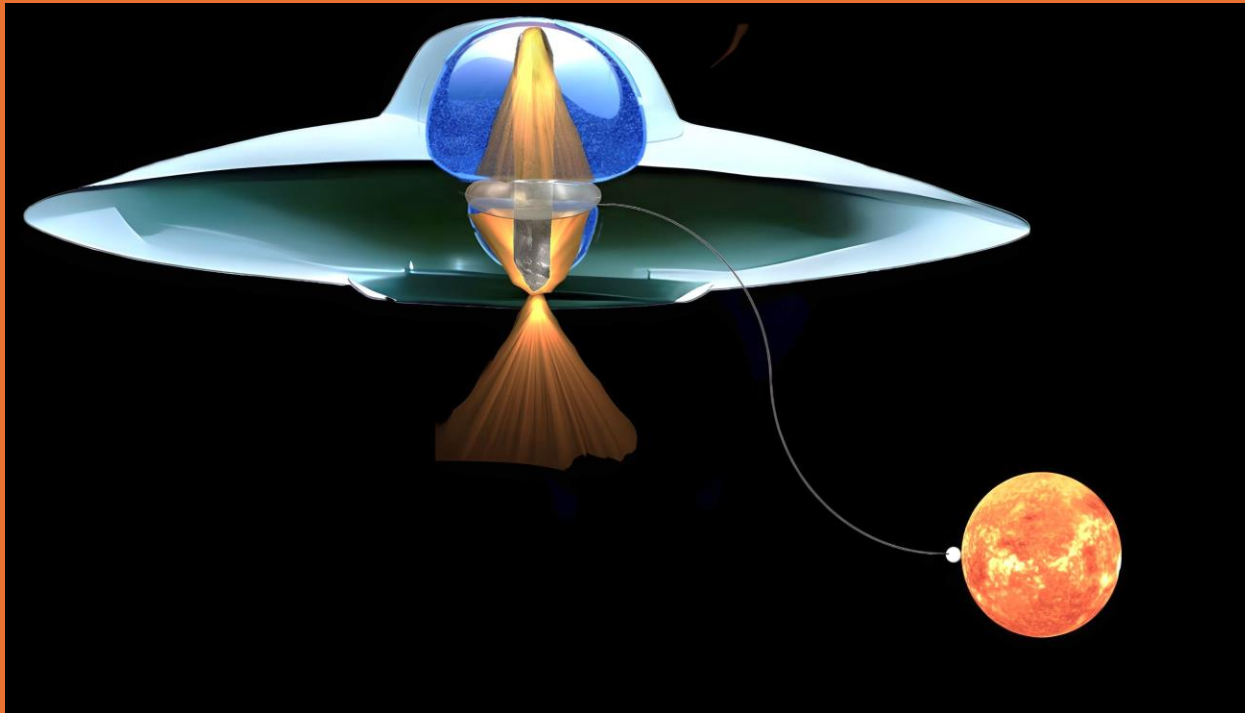


- **THE QUANTUM ENGINE**

- This engine is a plasma propulsion system a type of electric propulsion used in space travel.
- Unlike conventional chemical propulsion, burning propellant, this plasma propulsion system generates thrust from two Toroid's.
- One Toroid containing normal plasma and the other Toroid containing entangled particles and a graphene sheet.
- A time varying magnetic field within the chamber walls spins both the upper and lower Toroid's fully ionized plasma.
- A bifilar coil winding, around the main coil reduces leakage reactance. Bifilar coils are used to suppress back-emf in the primary coils that drive the ship.



- Photons bounce back and forth through mirrored surfaces at both ends of the crystal. Stimulating more electrons between higher and lower energy states.
- By compressing the laser light with high density gradient photons and passing the photons through both normal and entangled plasma.
- A transformative beam is created that transports materials to and from the ship.
- The output from the quantum engine can be swiveled any direction below the craft.



QUANTUM TELEPORTATION

Unlike traditional teleportation, which conjures images of moving objects instantaneously from one place to another, this concept involves a subtler process.

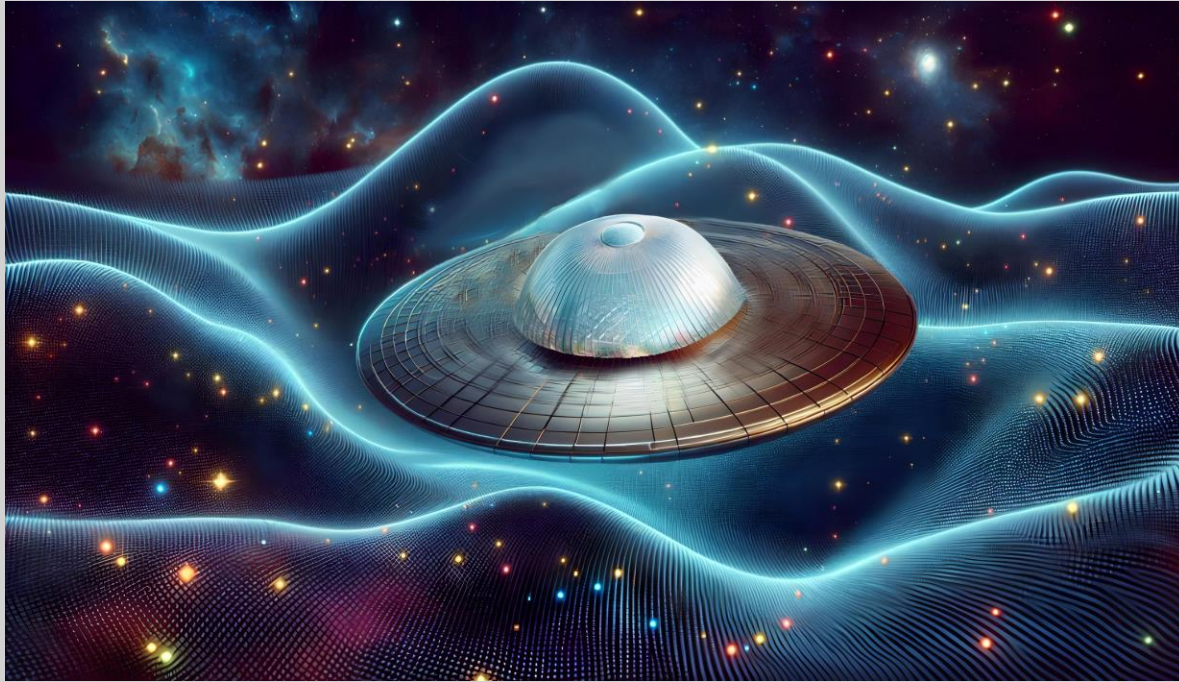
First, energy had to be unlocked using energy acquired from a distant location.

Then, this unlocked energy can be teleported from one place to another.

Recent research has explored the concept of bidirectional quantum teleportation, where quantum states can be transmitted in two directions simultaneously.

Using entanglement as power has the possibly revolutionary feature of creating a non-local engine; half of an engine could be in New York, while the other half could be in California.

TRAVELING IN SPACE AND TIME



A team of physicists has shown quantum systems can evolve simultaneously by superposition in both forward and backward in time.

Gluons, carriers of the strong force, are the ship's energy conduits. By directly teleporting the gluons pent up energy, the ship's mass is reduced to 3%, harmonic particle vibrations further reduce the remaining mass.

Solid-state **qubits**, born from the ship's crystal not only add to the time varying magnetic field. They also interact with every part of the ship, recording details about every particles state.

The ship structure is made of **graphene** and **entangled** molecular material, is akin to a celestial **armor**. Coupled with a quantum field, its **shield**, as the vessel slips into the quantum realm it electrically modifies the graphene barriers height allowing only mass-less **free particles** to tunnel to the outside of the ship becoming its shield.

The ship carried along within the **probabilistic wave function of free particles**. spans all of space-time instantaneously. Ships entangled particles serve as a tracking system by a remote location. Upon reaching the desired spatial location, the remote location teleports back the quantum information and energies previously dispatched allowing for reconstruction of the ship.

- **HIVE MIND VISIT 2003**

- This is the witness' front yard (2003) as of 2024 I still live here.





-
- I believe the Hive Mind wanted to check out the home I would be in when it comes back for me.