

Date: April 20,2022

Subject: Big Foot Entities and things related to them

The subject of Big Foot is a most interesting subject in that because they are so rarely seen most people have trouble believing they exist. However searching through many records and checking videos we most certainly know that creatures of the description of "BIG FOOT" not only exist but there are many of them. First we will begin with a description of them and the known variations of these creatures.

- 1 Some History and Facts about the BIG FOOTS
 - 1.1 The First Entities made by the fallen angels were the hybrid giants made by fallen angels having sex with human women.
 - 1.2 The BIG FOOTS are in fact the first entities(creatures) created by fallen angel genetic manipulation thousands of years ago.
 - 1.2.1 One of the most interesting points about the BIG FOOTS is that there are Male and Female BIG FOOTS and they are fertile. This is likely due to the fact that while there was genetic manipulation to create them, it was minimal manipulation of the base genetic structures to achieve their objective of having a living creature which they (the fallen angels) controlled.
- 2 What is the primary function of the BIG FOOTS ? Their primary job is to be silent and be "invisible" spies on humans.
- 3 How big are the BIG FOOTS ?
 - 3.1 There is a size range for the adults between 7 feet to 12 feet tall. This was done so that while bigger than most humans they are not so big as to totally scare humans.
- 4 Are there known interactions between humans and Big Foots ? Yes this will be covered in this report.
- 5 Types of BIG FOOTS: More Details on these variations will be covered in this report.
 - 5.1 There are the BIG FOOTS which have a more human/monkey type face.
 - 5.2 There are the BIG FOOTS which have a dog looking type face
 - 5.3 There are the BIG FOOTS which have a more reptile looking face.
- 6 ODDITIES about the BIG FOOTS: We will cover these points later in this report.
 - 6.1 Why is it that there never any poop from the BIG FOOTS found ?
 - 6.2 Why is it that there are no BIG FOOT skeletons found in the wild ?
 - 6.3 Why is it that BIG FOOTS are covered with fur ?
 - 6.4 How do the BIG FOOTS suddenly appear then vanish ?
 - 6.5 How do the BIG FOOTS travel long distances so quickly ?

BIG FOOT DETAILS

Here are some interesting details regarding the BIG FOOT.

- 1 The primary brain clock of the bigfoots is around 20 hz
- 2 BIG FOOT COMMUNICATIONS:
 - 2.1 Audio communication range is 60 khz to 80 khz with the audio formed in much the same way as humans except the base frequencies are higher because the cavities to form the sounds are much smaller than humans even if they are physically bigger bodies
 - 2.1.1 NOTE: Some BIG FOOTs are able to vocalize as low as 16 khz which means that they are able to interact with humans
 - 2.2 They also emit and listen on the 20 hZ rf elf band to their tiny companions. modulation is AM.
 - 2.3 They also "emit and listen" on the 20 kHz to 50kHz band in rf mode which gives them global communications range. modulation is simple am modulation.
 - 2.4 They also use hand signals as well
- 3 BIG FOOT NOSE:
 - 3.1 The BIG FOOT noses are very sensitive and are able to smell things which may be dangerous to them.
- 4 BIG FOOT VISION: The BIG FOOT EYES ARE ABLE TO SEE AS FOLLOWS:
 - 4.1 The BIG FOOT has the same color vision range as a human.
 - 4.2 The BIG FOOT can see into the near infrared range which gives it a key dark or night vision capability.
- 5 The BIG FOOT creatures are very sensitive to spiritual things:
 - 5.1 They avoid true believers in Jesus for fear of being killed.
 - 5.2 They cultivate relationships with humans and human children of families who do NOT worship God
- 6 IN THE EVENT OF THE DEATH OF THE SYMBIOT BUT NOT THE BIG FOOT, THEN THE BIG FOOT WILL SEND OUT BASICALLY AN "SOS" MESSAGE ON ALL THE BANDS IT IS ABLE TO TRANSMIT ON. THE BIG FOOT WILL ALSO EMIT AN EMERGENCY TRANSPORT MESSAGE TO THE GADGET WHICH WILL OPEN A STARGATE FOR THE BIG FOOT AND DEAD SYMBIOT AND GADGET TO TRAVEL TO THE EMERGENCY LOCATION.

BIG FOOT COMPANION/SYMBIOT

The primary details of the BIG FOOT SYMBIOT are as follows:

- 1 Communications:
 - 1.1 They are able to use the primary fallen angel Communications network which is related to the resonance of the fallen angel crystalline DNA which is 10 To 12 Hz RF with both AM and FM modulation. While This Is Not Fast Communication It Is Long Range and secure because it is direct transmission of information directly in glyph format.
 - 1.2 They also "emit and listen" on the 20 khz to 50khz band in RF mode which gives them global communications range. Modulation is simple AM modulation.
 - 1.3 They also emit and listen on the 20 hz RF ELF band to their assigned big foot. modulation is AM.
 - 1.4 Audio communication range is 60 khz to 80 khz with the audio formed with tiny cavities for resonance and vocal cords to generate the basic sounds just like their companion BIG FOOT.
- 2 Protection of the genetic details of their assigned BIG FOOT
 - 2.1 The symbiot sprays a chemical made in its glands which dissolves the poop and destroys any DNA contained in the urine.
 - 2.2 The symbiot will use the stargate function to transport the entire dead BIG FOOT to a safe known location if anything happens to the BIG FOOT
 - 2.3 In the event of the death of a BIG Foot the symbiot also sends out a "dead BIG FOOT" message with coordinates so that the assigned fa is able to inspect the death site personally to ensure nothing remains.
- 3 Assisting in managing the Cloaking/Invisibility of the BIGFOOT. This is done using the gadget which is assigned to the BIG FOOT and symbiot and is discussed below.
- 4 Assisting in managing the long distance transportation of the BIG FOOT via the stargate in the gadget assigned to them or another stargate found while traveling in an area. The job of the symbiot is to remember key star locations to input to the gadget which is managing the stargate contained in the gadget or any other nearby stargate.

BIG FOOT ASSISTIVE GADGET

This gadget which is assigned to each BIG FOOT has many functions which we will explain:

- 1 Because the gadget is always online with the fallen angel power network it is able to provide the following enhanced features:
- 2 Communications: The gadget is able to boost the communications power and receiving abilities when the RF noise is high or there is some other need for enhancement.
- 3 Stargate functions: the gadget has a stargate built into it which can be activated and the gadget is also able to turn on and manage any stargate in the area.
- 4 Emergency functions:
 - 4.1 The gadget has built in emergency functions to help the BIG FOOT in the event of death of the symbiot assigned to the BIG FOOT.
 - 4.2 The gadget also has built in emergency functions to help the symbiot remove the dead Big Foot from the area of death asap so that nothing is left to provide understanding about the BIG FOOT.
- 5 Cloaking and Invisibility management: The gadget also manages a cloaking/invisibility which is powered from the fallen angel planet wide power grid. This capability is described on the next page in more detail.

BIG FOOT CLOAKING/INVISIBILITY

(HOW DOES IT WORK)

The cloaking/invisibility is part of the functions of the gadget and it operates as follows:

- 1 The parts of the cloaking system are:
 - 1.1 The generator which creates the outer shell which captures the photons which would make the BIG FOOT visible to a normal eye.
 - 1.2 The generator also creates the inner shell which helps direct the photons around to the other side and come out in the correct angle it had before it was intercepted by the outer shell.
 - 1.3 Inside the inner shell is the space where the BIG FOOT and gadget and symbiot wait.
- 2 How it works:
 - 2.1 The simple explanation: the speed and angle of the photon are remembered and the photon exits the space so that the whole picture is restored and the contents remain “invisible”.
 - 2.2 A more detailed explanation;
 - 2.2.1 "According to Schrödinger, the laws of quantum mechanics obliges us to admit that by suitable measurement taken on one of the two system only¹ the state of the other system can not only be determined but steered too. That is, it conveys the potential ability to steer the state of another physical system without interacting with it by implementing independent measurements, this nonlocal phenomenon was named steering. On the other hand, the first proposals about the nonlocality of a single photon focus on showing the Bell nonlocality by using a single photon path entanglement. This path entanglement of a single photon was also used for analyzing and experimentally produce the steering of a single photon. However, these established facts have been recently called into question suggesting that single-photon entanglement is not non-local. In this letter, we show that by incorporating and manipulating the internal degrees of freedom of the photon, together with the external path, it is easy to demonstrate the nonlocal effect of steering of a single photon's state. In this sense, the experimental set-up that we propose differs from the one reported in the quantum optics literature which only uses, to the best of our knowledge, the path entanglement of photons for showing the steering phenomenon, i.e. here we exploit the entanglement between the internal and external degrees of freedom of the photon to show this nonlocal effect. The introduction of the photon's internal degrees of freedom in the experimental set-up gives us new insight, advantages and possibilities to control the nonlocal character of the single-photon entangled state."
 - 2.2.2 The entanglement allows the photons 180 degrees across from each other to be precisely steered to allow the invisibility function to operate.

- 3 How to detect and potentially disable the cloaking of the BIG FOOTs as well as TR type and other fallen angel cloaked machines:
 - 3.1 The outer shell of the cloaking system is designed to entrap Photons and either of these methods could work to disable the cloaking.
 - 3.1.1 Option 1: a group of 3 lasers in a triangle about 20 feet apart from each other using using synchronized spinning mirrors to create a “hot spot” in the envelope could indeed “paint” the area of the suspected cloaking and reveal it to you.
 - 3.1.2 Option 2: RF pulses from a group of three tiny phased array radar antenna’s would in fact “paint” the cloaked object in the sky by overloading the outer shell’s ability to absorb energy thus changing the reflection of the return rf waves.
 - 3.1.3 Option 3: audio pulses from spinning horn speakers spaced about 20 to 30 feet apart would cause the air molecules to change vibration angle and intensity causing disturbances on the surface of the cloaked device or stealth aircraft which alter the returned echos as well as creating optical disturbances in the air which become visible.
 - 3.2 Additionally these same techniques can trivially disable any “stealth” CAPABILITIES OF ANY AIRCRAFT OR SHIP BECAUSE OF THE FACT THAT THE CRAFTS ARE NOT SPHERES BUT HAVE SHAPE.

SO YOU WANT TO BUILD YOUR OWN BIG FOOT

(HOW DID THE FALLEN ANGELS DO IT?)

The basic elements of a BIG Foot's DNA profile are as follows:

- 1 There are the BIG FOOTS which have a more human/monkey type face.
 - 1.1 The following strands of DNA are in the BIG FOOT
 - 1.1.1 fallen angel DNA
 - 1.1.2 human DNA
 - 1.1.3 monkey DNA
- 2 There are the BIG FOOTS which have a bear looking type face
 - 2.1 The following strands of DNA are in the BIG FOOT
 - 2.1.1 fallen angel DNA
 - 2.1.2 human DNA
 - 2.1.3 bear DNA
- 3 There are the BIG FOOTS which have a dog looking type face
 - 3.1 The following strands of DNA are in the BIG FOOT
 - 3.1.1 fallen angel DNA
 - 3.1.2 human DNA
 - 3.1.3 dog DNA
- 4 There are the BIG FOOTS which have a more reptile looking face.
 - 4.1 The following strands of DNA are in the BIG FOOT
 - 4.1.1 fallen angel DNA
 - 4.1.2 human DNA
 - 4.1.3 snake DNA

DogMen – Skinwalkers

The Big Foot creatures with the Dog face/head have had significant interactions over time with the Navaho's, Pueblo's, Apache,, and Hopi North American Indian Tribes. All these tribes have stories and legends about the “furry dog face shape shifting evil ones” (yee naaldlooshii in the Navaho language) the literal English translation is “Skinwalker”. They were called skinwalkers by the Indians because they were furry like animals (wolves and bears and dogs etc) and walked with the crouched over walk of the BIG FOOT group of entities.

In searching records it was discovered that the “dogface BIG FOOT” creatures were the first creatures designed to be “shape shifters” meaning that they could change the shape of their body a bit and the shape of their head significantly so that they could look like a dog or wolf or other furry creature from the forests and deserts. It is also very significant that the Native American Indian tribes could tell the difference between a male and female “skinwalker”. Also “skinwalkers” never leave any poop on the trails thus we know that “skinwalkers” are indeed a member of the class of BIG FOOT entities.

The “skinwalkers” are also known to vanish and reappear at a different location (clearly using stargate technology and cloaking technology to vanish and move then reappear again. In the North American Indian stories is the consistent reporting of “skinwalkers” cursing, or killing or eating people. Another interesting thing is that the Indians will tell you that a female witch may or may not be a “skinwalker” but it was guaranteed that a “skinwalker” was in fact everything a witch was and much more evil.

The Indians will also tell you (and recorded this in written records) that if a “skinwalker” looked you in the eyes that it was planning to kill you unless you killed it first. There are recorded instances of a “skinwalker” being killed by an arrow dipped white ash from a new fire. (Note: a study is being done to see what chemicals in the white ash would be so deadly to the “skinwalker” entities). It was also noted in the records that when the “skinwalker” died, it immediately vanished which is 100% consistent with how death of Big Foot entities is handled.

Things for true believers in the salvation of Jesus to be aware of regarding “skinwalkers”. Firstly since they are fully evil creatures (because they have fallen angel DNA) they can be sent to the foot of the cross for Jesus to bind or kill them so that they never walk the earth again. This is a direct promise of Jesus that whatsoever we ask in Jesus name and by the power of his precious living blood will be done. Always be sure that you approach Jesus with a clean and humble heart. Jesus commands us **NOT** to live in fear but to live in the power of his resurrected blood and life.