

About testing Intelligent Design at the present time and references about a triune God

Martin Dubreuil, Sergii Koliada

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Abstract: Prompted by previous research results human decision processes were analysed for unconscious patterns. Like former studies [1, 2] law-like patterns were found that were not consciously created. The residual uncertainty was calculated to $1 : 10^7$ and a high correlation ratio for the data basis related to the found pattern was proved through an intra class correlation test. The results are statistically significant with $5,3\sigma$. They require an additional information creating process. It is shown that the results are best explained by a bias in chance itself, to create nontrivial structures. The similarities with the circumstances of the origin of first life are tremendous. The results indicate that intelligent design exists at the present time. The found law-like pattern supports a triune God with a residual uncertainty of $1 : 10^3$.

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Introduction

Some time ago there was a contest between students, about who was able to create the most randomised data. The gained data set first was used for intraclass and interclass analysis. Then it was searched for other unusual characteristics. There were about 300 bit strings entered with an average length of 80 digits. It was discovered, that not a single time „00000000“ or „11111111“ were entered within these bit strings. For a row of $300 \cdot 80 = 24000$ digits it was very unlikely that there is no row of 8 equal digits. It was probably caused through the intention of the students to produce high quality random data. A few students were asked afterwards under which conditions they decided to enter a „0“ or a „1“ to produce a random bit string. Most of them answered not to have thought about a specific pattern while entering the bit string and just pressed

the „0“ and „1“ button how they „felt“ at this moment. This raised the curiosity if the way a person „feels“ can be quantised by analysing the data the person creates at this moment. Other scientists already found patterns that are law-like in human preference behaviour that are based on unconscious processes [2].

The theory of intelligent design holds that certain features of the universe and of living things are best explained by an intelligent cause, not an undirected process such as natural selection. The theory of intelligent design gives answers to largely unanswered questions, like the origin of first life. For the origin of first life a force is missing that drives polymerization [3]. Not only to largely unanswered biological and chemical questions an answer is given, even the fine-tuned universe could be possibly explained through an intelligent cause. A force that causes complexity in such diversity would be a mathematical or a physical force. If an intelligent cause exists as fundamental force of nature, then it could be still present and sensible at the present time. Raw data will be analysed for included patterns. If a fundamental force exists that creates complexity for several different situations, then it could create complexity for human decision processes as well. It will be shown that the results are best explained by a bias in chance itself, to create nontrivial structures.

Defining the data source and the shape of the pattern

Bit strings are not suited to examine them for preferences and avoidance because they consist of only two digits. There wasn't the resources to sustain large experiments with a lot participants like [2], so a free accessible data set fulfilled this purpose. While a single author mostly doesn't write a lot (>100) of books, four different television series were chosen that have been produced in sufficient amount to undergo some pattern analysis and an intraclass correlation test. The first one was „Star Trek: The Next Generation“, which will be examined here in detail, with a main cast of 11 persons. This series can be watched free and legal through online streaming¹.

For „ST:TNG“ the data basis contain seasons 1, 3, 4, 5 and 6. Season 2 was skipped for the different main cast in this season. Seven additional episodes were skipped because they are continuations of former episodes. In total there are 123 episodes.

Before creating a pattern, the basic outline must be defined. According to [2], every time a person is avoided, every time a person gets a positive benefit and every time a person just appears will be observed. These are equal outlines to the study that found patterns in preferences regarding approaching or avoiding objects.

An exemplary pattern could look like this:

	E1	E2	E3	E4
Jean-Luc Picard	*	*, +	-	*
William Riker	*			
Geordi La Forge	*	*		*
Worf		*	*, +	

Table 1: An exemplary pattern.

¹ Once at <http://www.startrek.com/videos/star-trek-the-next-generation>, now for example at <http://www.hulu.com/star-trek-the-next-generation>

To describe over time which person gets a positive benefit or gets a disadvantage (are avoided) the pattern will be divided into different events that allows appearances and a person to be affected positively or negatively. Every „*“ allows an appearance and every „+“ or „-“ allows a person to be affected positively or negatively. If a person appears who does not appear at the current event but can appear at the next event, the pattern moves on, and other persons can be affected positively or negatively. An example: If E1 is the current event, then „Jean-Luc Picard“ and „William Riker“ (ST:TNG) can appear and discuss. If „Worf“ appears the next event is triggered and „Jean-Luc Picard“ can be affected positively at E2. The event after E2 can only be triggered if „Worf“ is affected positively or „Jean-Luc Picard“ is affected negatively and so on.

A person counts as appeared if this person is clearly visible, is named or if the person starts to speak. If a person gets interrupted while speaking through someone else and then starts to speak again it counts as an-other appearance. Equally if a person walks away and becomes visible again after this disappearance. Otherwise a person that started speaking once or appeared once would never appear again and no consistent pattern could be created.

In this situation²:

Data: „Captain!“

first Data appears because he started to speak. Then Picard appears because he is named. If Data wasn't already visible but is visible shortly after he asked for the Captain, Data appears again.

The following short forms will be used:

„Jean-Luc Picard“ = P.Pi

„William Riker“ = P.Ri

„Geordi La Forge“ = P.LF

„Worf“ = P.Wo

„Deanna Troi“ = P.Tr

„Data“ = P.Da

„Beverly Crusher“ = P.BeC

„Wesley Crusher“ = P.WeC

„Tasha Yar“ = P.Ya

If „Jean-Luc Picard“ appears, *P.Pi will be used. If „Jean-Luc Picard“ is affected positively or negatively P.Pi+ or P.Pi- will be used.

2 3x03 E11

The found pattern

It was possible to find a matching pattern, that will be described in this section. For a complete description there are three other persons necessary:

P.AI	green, big/wide/a lot, lack of knowledge, do nothing, holiday, very old, starships, standby, science, stone, death, 4
P.BW	colour black/white, silver, ice, cold, invisible, 6
P.En	energy, lovely

Table 2: Persons that are not part of the ST:TNG main cast.

P.AI is needed to describe situations where a lot of something appears like a lot persons. Every time there are more than five persons visible at the same time this counts as appearance of P.AI instead an appearance of every person on his or her own³. Every mentioned 4 or anything with the colour green counts as appearance of P.AI. Every Starfleet ship that appears counts as appearance of P.AI. If one of these ships gets in trouble this counts as P.AI-

The person P.BW appears wherever a 6 is mentioned or the colour black/white or silver appears. The Romulans in ST:TNG count as P.BW.

P.En appears wherever the word energy or the word lovely is mentioned. As person P.En appears often as young women. The warp core as source of all energy counts as an appearance of P.En too if it is shown or mentioned.

P.Ya additionally appears through the colour yellow, the number three or mentioning the earth.

Mostly all hostile aliens count as P.Wo, like Klingons.

Additional marks that were looked for:

Short form	Additionally observation
M1	open door, colour black/red
M2	weapon, „What's that?“
M3	humour, laughing
M4	fire
M5	water
M6	theft, try to get information (example: sensors)
M7	drink
M10	past
M11	unbelievable attainment
M12	temporary interruption
M13	long time
M14	short time, in a hurry, smoke, gas

Table 3: Additional marks that were looked for.

³ Examples: 1x04: E3, 3x25: E9

Locked doors are also a part of the pattern like for E10 and E15 for 3x09 and 6x22. Similar with stop drinking for E2 for 3x06 and 3x21. Clothes and uniforms are not relevant for colours, but green aliens can indicate an appearance as P.AI, like in 1x07.

The full pattern found for ST:TNG looks like this:

	E1	E2	E3	E4	E5	E6	E7	E8	E9	E10	E11	E12	E13	E14	E15
P.AI	*, -	*	*	*, -		*	*	-	*, +			*, -		*, -	*, +
P.BeC		*			*		*		*			*		*, -	*
P.BW	*, +	-	*, +		*, -		*, -	*, +	-			*	-	*, +	*, -
P.Da ⁴	*	-	*		*		*	*	-	*	*, +	-	*, +	*, -	*, +
P.En			*		*		*	-	*		-	*, +	-		*, +
P.LF	*	*			*		*	*, -	*	*, +	*	-	*	*	*, +
P.Pi	*		*, -		*, +	-	*, +	*, -	*, +	*	-	*, +	-	*, +	*, -
P.Ri		*	*		*	-	*	*, -	*		*, +		*, +	*, -	*, +
P.Tr	*, +		*		*	*	*	*, +	*, -			*	-	*	*, -
P.WeC	*, -	*					*	-	*		*, -		*, -	*, +	*, -
P.Wo	*		*, +	*	*, -	*	*, -	*, +	-	*, +	*, -		*, -	*, +	-
P.WSA ⁵	*		*							*	*		*	*	*, -
P.Ya		*	*		*		*		*, +	*		*, -		*, -	*, +
M1	*		*			*		*	*		*		*	*	
M2	*				*		*		*			*		*	
M3			*											*	
M4		*		*	*		*	*	*						*
M5	*	*	*		*			*					*		
M6	*		*			*		*			*		*	*	
M7	*				*		*		*		*		*	*	
M10				*				*				*			
M11									*						
M12												*			*
M13	*							*						*	
M14					*		*		*						*

Table 4: The pattern found for ST:TNG.

The events 10 and 11 don't have to appear. E4-E8 can be absent together. How the events have to appear after each other therefore looks like this:

4 Can also appear as child, examples: 1x17, 1x19

5 Woman without special abilities, appears in: 1x03, 3x06, 3x22, 3x25 and 5x06

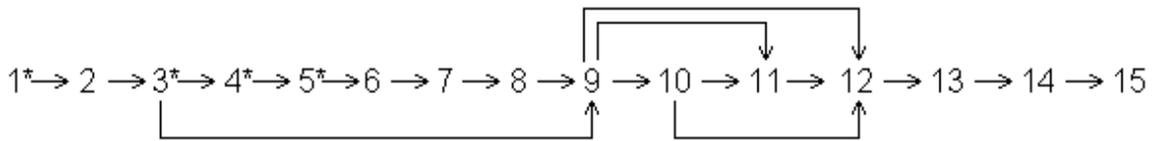


Figure 1: Row of events.

At the events 1, 3, 4 and 5 the pattern is allowed to start.

An example in words for 1x01: There are a lot appearances first including *P.Al, *P.Pi, *P.Wo and M1. All this can happen at E3 (table 4). Then the size and complexity of the USS Enterprise is commended. Starships count as P.Al, therefore a starship being commended for its size and complexity counts as P.Al+. P.Al+ is not part of E3, but part of E9, therefore E9 is triggered. The other transitions are:

E11:

P.Da appears. *P.Da is not part of E9, but part of E11, therefore E11 is triggered.

E12:

The crew is mentioned. The crew in ST:TNG consist of 1000 persons. *P.Al is not part of E11, but part of E12, therefore E12 is triggered.

E13:

The first officer is named. *P.Ri is not part of E12, but part of E13, therefore E13 is triggered.

E14:

P.Pi appears. *P.Pi is not part of E13, but part of E14, therefore E14 is triggered.

E15:

Commander William Riker is commended to be a highly experienced man. P.Ri+ is not part of E14, but part of E15, therefore E15 is triggered.

Proving the pattern

The pattern was created to fit with season 1, 3 and 4 at the actual start of the episode (00:00). Afterwards it was tested on season 5 and 6 and a random data source. For the random data source it was assumed for the first season, that all episodes start at an other time (03:00-07:00) right after the opening credits. With randomized starting times the pattern did fit with 15 episodes and didn't fit with 9 episodes (Appendix B). Therefore the probability for the pattern to be caused through random data is 0.625. The probability for the pattern to be not caused through random data is 0.375. For season 5 and 6 with the actual starting times (00:00) the pattern did fit for 45 episodes and didn't fit for 2 episodes (Appendices A). For the calculation the probability mass function is used [4]. The probability, that it is solely a result of chance that the pattern did fit with at least 45 episodes is:

$$\begin{aligned}
p &= \binom{47}{2} \cdot 0.625^{45} \cdot 0.375^2 \\
&\quad + \binom{47}{1} \cdot 0.625^{46} \cdot 0.375^1 \\
&\quad + \binom{47}{0} \cdot 0.625^{47} \cdot 0.375^0 \\
&= \left[\binom{47}{2} \cdot 0.375^2 + \binom{47}{1} \cdot 0.375 \cdot 0.625 + \binom{47}{0} 0.625^2 \right] \cdot 0.625^{45} \\
&= 1.063 \cdot 10^{-7}
\end{aligned}$$

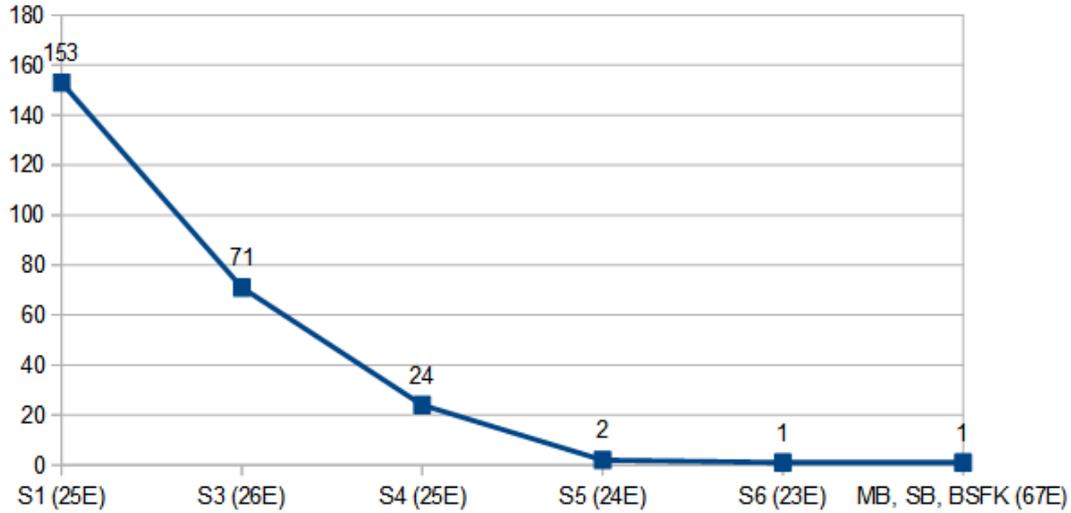
This is above 5 sigma that is used in particle physics for the declaration of a discovery [5]. That shows, that the existence of the found pattern is ten million times likelier than its non-existence. For three other series the pattern was tested for, the pattern did fit 66 times and didn't fit 1 time.

Table 5 shows the origin of the pattern in detail:

	E1	E2	E3	E4	E5	E6	E7	E8	E9	E10	E11	E12	E13	E14	E15
P.AI	110, 121	110	101	103, 114		103	107	103	103, 101			101, 114		105, 107	106, 106
P.BeC		419			309		404		108			108		108, 108	109
P.BW	110, 410	410	314, 314		413, 413		124, 413	303, 310	410			124	410	113, 410	124, 307
P.Da	314	SB 105	113		111		103	117	117	305	101, 310	301	104, 104	105, 113	113, 113
P.En			101		111		117	117	111		122	125, 111	111		105, 105
P.LF	306	306			112		106	103, 325	104	325, 325	111	304	115	105	105, 416
P.Pi	110		101, 314		103, 318	310	105, 124	112, 111	107, 105	305	109	104, 310	109	101, 104	105, 109
P.Ri		121	108		112	112	107	106, 106	104		117, 108		101, 320	104, 117	101, 101
P.Tr	110, 110		121			112	112	103, 112	101, 308			112	108	104	101, 303
P.WeC	301, 301	301					423	423	119		316, 409		119, 409	108, 409	405, 405
P.Wo	317		101, 317	120	112, 310	310	303, 404	107, 404	120	317, 317	123, 125		123, 125	103, 310	105
P.WSA	306		306							325	306		103	306	306, 103
P.Ya		110	108		112		107		101, 123			105, 405		103, 123	101, 123
M1	121		101			322		122	108		301		113	101	
M2	521				120		305		116			315		304	
M3			626											125	
M4		419		310	310		310	310	110						322
M5	306	419	109		322			310					109		
M6	121		105			103		303			116		420	109	
M7	301				318		318		315		420		321	321	
M10				310				114				306			
M11									101						
M12												122			112
M13	521							305						116	
M14					103		117		117						110

Table 5: The origin of the pattern. 1x01 ST:TNG is represented by 101.

For 5x21 the pattern didn't fit until M2 and M13 were added for E1. For 6x26 the pattern didn't fit until M3 was added for E3. The pattern was also tested for Mr. Bean (14 episodes, Appendix C), Superbook (26 episodes, Appendix D) and Bible stories for kids (27 episodes, Appendix E). SB 1x05 was the only episode that didn't fit until P.Da- was added for E2. Graph 1 shows the additions to the pattern for all tested seasons and series.



Graph 1: Additions to the pattern for all tested seasons and series.

The found pattern contains a pattern on its own. E11 and E13 (table 4) are virtually identical and E12 is triggered by a temporary interruption. For E11 only P.BW-, P.Tr- and M5 are missing. It is nearly impossible to detect P.BW- and P.Tr- for E11. If there is a succession of E9: (*,) -; E11: -; E12: *; then either the pattern remains at E9 for every P.BW- and P.Tr- or E12 is triggered by *P.BW and *P.Tr, unlike all other persons. Water appeared only rarely in the tested series, therefore the pattern can be incomplete for M5.

To show a high intraclass correlation ratio for the data source related to the found pattern an intraclass correlation test will be done according to [6] for all 47 episodes of season 5 and 6. Every episode will be rated by all 15 parts of the pattern (table 4). A zero rating is given if a part of the pattern doesn't fit and an one rating if it does fit. For the fifth season the pattern did fit 23 times and didn't fit 1 time, where the last 10 parts of the pattern didn't fit. For the sixth season the pattern did fit 22 times and didn't fit 1 time, where the last 6 parts of the pattern didn't fit. Therefore every episode's true score (b_j) and all particular ratings (ab_{ij}) for $i = 1, 2, \dots, k$ with $k = 15$ and for $j = 1, 2, \dots, n$ with $n = 47$ are

$$b_j = \begin{cases} 0 & \text{if } j = 21 \text{ or } j = 47 \\ 1 & \text{otherwise} \end{cases}$$

$$ab_{ij} = \begin{cases} 0 & \text{if } j = 21 \text{ and } i > 5 \\ 0 & \text{if } j = 47 \text{ and } i > 9 \\ 1 & \text{otherwise} \end{cases}$$

The intraclass correlation coefficient for this case is:

$$ICC(3, k) = \frac{BMS - EMS}{BMS}$$

with

$$BMS = k\sigma_T^2 + \sigma_E^2$$

$$EMS = \frac{k}{k-1}\sigma_I^2 + \sigma_E^2$$

and $\sigma_E^2 = 0$ as variance for the random error because a not changing data source is used that allows to rate it arbitrary often. The other variances are

$$\bar{b} = \frac{1}{n} \sum_{j=1}^n b_j$$

$$\bar{ab} = \frac{1}{n \cdot k} \sum_{i=1}^k \sum_{j=1}^n ab_{ij}$$

$$\sigma_T^2 = \frac{1}{n} \sum_{j=1}^n (b_j - \bar{b})^2$$

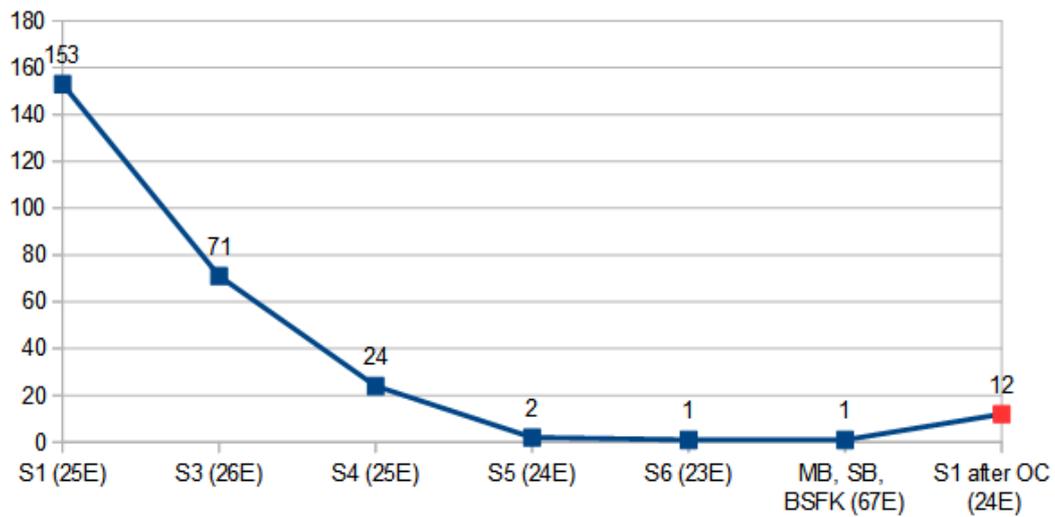
$$\sigma_I^2 = \frac{1}{n \cdot k} \sum_{i=1}^k \sum_{j=1}^n (ab_{ij} - \bar{ab})^2$$

leading to

$$\begin{aligned} ICC(3, k) &= \frac{BMS - EMS}{BMS} = \frac{k\sigma_T^2 - \frac{k}{k-1}\sigma_I^2}{k\sigma_T^2} \\ &= \frac{15 \cdot 0.041 - \frac{15}{14} \cdot 0.022}{15 \cdot 0.041} = 0.961 \end{aligned}$$

which shows a high intraclass correlation ratio for the data source related to the found pattern.

It was tried, to include the random data out of Appendix B into the pattern. The graph below shows the number of additions (Appendix B) to the pattern to fit with season 1 after the opening credits too, compared to the other seasons



Graph 2: Additions to the pattern for S1 after OC (Appendix B) compared to the other tested seasons and series.

Table 6 shows the modified pattern that fits with season 1 after OC (Appendix B) as well.

	E1	E2	E3	E4	E5	E6	E7	E8	E9	E10	E11	E12	E13	E14	E15
P.AI	*, -	*	*	*, -		*, -	*	-	*, +			*, -	+	*, -	*, +
P.BeC		*			*		*		*			*		*, -	*
P.BW	*, +	-	*, +		*, -		*, -	*, +	-			*	-	*, +	*, -
P.Da	*	-	*		*		*	*	-	*	*, +	-	*, +	*, -	*, +
P.En			*		*		*	-	*		-	*, +	-	-	*, +
P.LF	*	*			*		*	*, -	*	*, +	*	-	*	*	*, +
P.Pi	*		*, -		*, +	-	*, +	*, -	*, +	*	-	*, +	-	*, +	*, -
P.Ri		*	*		*	-	*	*, -	*		*, +		*, +	*, -	*, +
P.Tr	*, +		*			*	*	*, +	*, -		*	*	*, -	*	*, -
P.WeC	*, -	*					*	-	*		*, -		*, -	*, +	*, -
P.Wo	*		*, +	*	*, -	*	*, -	*, +	-	*, +	*, -		*, -	*, +	-
P.WSA	*		*							*	*		*	*	*, -
P.Ya		*	*		*		*		*, +	*	*	*, -	*	*, -	*, +
M1	*		*			*		*	*		*		*	*	
M2	*				*		*		*			*		*	*
M3			*											*	
M4		*		*	*		*	*	*						*
M5	*	*	*		*			*					*		
M6	*		*			*		*	*		*		*	*	*
M7	*				*		*		*		*		*	*	
M10				*				*				*		*	
M11									*						
M12												*			*
M13	*							*	*					*	
M14					*		*		*						*

Table 6: Trying to include random data out of Appendix B into the pattern.

To make the remaining 9 episodes fit with the pattern, 12 additions were necessary. The pattern that results has less quality. For table 4 there was no person that appeared at E11 or E13 and at E12. E11 and E13 were virtually identical before. Table 6 contains a more random pattern than table 4. Large gaps were removed, like no P.AI- from E5 to E7 and no P.AI+ from E10 to E14. That allows the pattern to fit more often with random data. Additionally M13 and M14 appear both at E9. These 12 additions also cause other episodes to not fit anymore, for example 4x08:

Row of appearances:

*P.Al, *P.Pi, *P.Al, *P.BW, *P.Al, {*P.Ri, *P.BeC}, *P.Tr, *P.Al, P.Ri-, *P.LF, *P.Ri, M13, *P.Tr, M13, *P.BeC, M4, P.Ri+, *P.Tr, *P.Ri, M3, *P.Ya, *P.Pi, *P.Da, M14

Pattern for table 4:

E4: *P.Al /E5: *P.Pi /E6: *P.Al /E7: *P.BW, *P.Al, {*P.Ri, *P.BeC}, *P.Tr, *P.Al /E8: P.Ri-, *P.LF, M13, *P.Tr, M13 /E9: *P.BeC, M4 /E11: P.Ri+ /E12: *P.Tr /E13: *P.Ri /E14: M3, *P.Ya, *P.Pi, *P.Da /E15: M14

Pattern for table 6:

E1: *P.Al, *P.Pi, *P.Al, *P.BW, *P.Al /E2: {*P.Ri, *P.BeC} /E3: *P.Tr, *P.Al, P.Ri-??

E3: *P.Al, *P.Pi, *P.Al, *P.BW, *P.Al /E9: {*P.Ri, *P.BeC}, *P.Tr, *P.Al, P.Ri-??

E4: *P.Al /E5: *P.Pi /E6: *P.Al /E7: *P.BW, *P.Al, {*P.Ri, *P.BeC}, *P.Tr, *P.Al /E8: P.Ri-, *P.LF, M13, *P.Tr, M13 /E9: *P.BeC, M4 /E11: P.Ri+, *P.Tr, *P.Ri, M3??

E5: *P.Al??

These five reasons show, that random data can't create any meaningful patterns like the pattern for table 4.

The patterns' origin and intelligent design

It is unlikely that ST:TNG was produced with the intention to let people always appear and be affected in a similar way. Even if a few writers had decided to consciously write all episodes in a similar way, this series heavily relied on fan scripts, who were certainly not informed about any secret guideline. It is not known of any writer of series plots to have once included intentionally a complex pattern like the found one (table 4). There are no cultural differences. Other series were examined and the same pattern was found. The series „Mr. Bean“, produced in England, does fit for all 14 episodes (Appendix C). Because different intentions, different series, and different cultures (USA, England, Japan, India) don't change the pattern an unconscious origin is likely. A genetical determination would explain this collective unconscious behaviour appropriately, like all human lungs function equal to each other. It is already known, that complex behaviour can be produced completely out of genetic factors like the stoats hunting behaviour [7] or human babies that are able to swim by birth. A genetically triggered mechanism could have imprinted the pattern on the scripts in this case. But movies and series are almost never filmed in chronological order⁶. Genetical determined patterns that are applied only randomly wouldn't result in recognisable patterns. Over 100 persons were involved in cutting, directing, editing, filming, producing and writing the different episodes⁷. Even if a genetical determined pattern would be imprinted with a low error rate, the overall error rate would significantly increase if all these persons frequently modified the episodes. Appearances are also mostly coincidental triggered

6 <http://www.jeffgreenwald.com/books/future-perfect/>

7 <http://www.imdb.com/title/tt0092455/combined#directors>

and depend on camera positions and environmental conditions, for example a tree that covers a person. Furthermore there are offscreen voices that coincidental add appearances and affected person to the usual onscreen appearances, as in 1x01 ST:TNG. The patterns origin seems to be more likely in chance itself, then in unconscious human decision processes. That could be an indication for intelligent design. There are existing similar problems for creating a suitable theory for the origin of first life. The question of how simple organic molecules formed a protocell is largely unanswered [3]. The circumstances for this question are the same as for the found pattern. In both settings is chance the most important factor. A protocell can only form if all necessary molecules are at the correct place at the correct time. The found pattern can only originate, if all persons are at the correct place at the correct time. If chance itself is biased to create nontrivial structures, then both problems can be explained with intelligent design. That the pattern was imprinted by humans is not possible, the high error rate for an unconsciously imprinted pattern wouldn't result in a law-like pattern that contains patterns by itself. By now there is no research available that has examined chance for biases to create nontrivial structures as it was done in this paper. Maybe there are other areas for research, in which this characteristic can be proved too.

Intelligent design assumes, that an intelligent cause exists that is responsible for intelligent design. There are proponents of intelligent design, that assume the designer can only be the christian God, although it is not part of the theory of intelligent design itself. The found law-like pattern contains enough information to test this assumption.

Testing the pattern for a triune God

This section discusses the possibility, whether the found pattern supports a triune God. There is already a pattern found within the pattern, for E11 and E13 being virtually identical and E12 being triggered by a temporary interruption. That specific characters prefer to appear as specific persons is an other pattern within the pattern.

The pattern itself contains information, for example the person P.Ya appears related to the number 3. Appendix F proves that the number 3 is part of P.Ya. If there is a triune God as designer that wants to be known, then a person called „God“ could always appear as P.Ya. For this purpose it was looked for series that include „God“ at the beginning. If God appears always as P.Ya, then this would strongly indicate the existence of a triune God as the designer of intelligent design.

Series that include God at the beginning are difficult to find. Two series were found, first „Bible stories for kids“⁸ that includes Jesus as person and God as voice from above and second „Superbook“ that includes the Bible speaking like a person. The Bible itself states to be the word of a triune God. Appendix G proves that the Bible can only appear as P.Ya. Appendix H proves that Jesus can only appear as P.Ya. Appendix I proves that God can only appear as P.Ya. Appendix D and Appendix E show all episodes fitting with the pattern and these persons. There are 13 persons these three persons can appear as. Assuming chance as cause for all the three persons to appear as P.Ya only has a probability of $1:2197 \left(\left(\frac{1}{13}\right)^3\right)$. For 1x09 Bsfk (Appendix I) the persons Abraham, Sarai and God must appear as P.BW, P.Wo and P.Ya. The pattern is highly definite and for 1x09 Bsfk no other persons are possible. That God, Jesus and the Bible always appeared as P.Ya is an unique intrinsic characteristic of the pattern.

8 <https://www.youtube.com/watch?v=kfPmjOkKm7A&list=PLHdnx5lMyVZ751ZmeuJ9RLJeulCSKaTel&index=1>

Summary

The main aim was to quantise data created by humans and to search for law-like patterns like they were found for [2]. With the same basic outline as for [2] a law like pattern (table 4) was found. This pattern was shown fitting for four different independent data sources „Star Trek: The Next Generation“ (Appendix A), „Mr. Bean“ (Appendix C), „Superbook“ (Appendix D) and „Bible stories for kids“ (Appendix E).

The residual uncertainty was calculated to $1 : 10^7$. The original expectations were to find a random pattern at most. Instead the found pattern was clearly ordered and contains patterns by itself. There are already clear hints for further pattern-parts after E15. For 1x01, 1x03, 4x14, 4x19 ST:TNG and 1x01 MB follows right after E15 speechlessness as part of E16. More research about this topic is necessary to explore which information are contained beyond E15.

The likeliest explanation for the found law-like pattern is a bias in chance, to create nontrivial structures. That the pattern was imprinted by humans is not possible, the high error rate for an unconsciously imprinted pattern wouldn't result in a law-like pattern that contains patterns by itself. There were already two more patterns found within the main pattern and the main pattern doesn't seem to end after E15. The main pattern (table 4) appeared to be universally valid for all examined episodes. If a main pattern is a side product of an existing intelligent cause, then it could be included in the human DNA as well to verify intelligent design as cause for the origin of first life. The used methods are commonly used in particle physics to prove a new physical force [5]. The same methods proved the Higgs field two years ago, which allows elementary particles to acquire mass by interacting with the Higgs field. The found main pattern, that contains further patterns on its own, could have been originated in a similar way, the law-likeness of the patterns indicates this origination. Further research is necessary to find a mathematical description for the complexity generating mechanisms. To find hints that support a triune God was surprising.

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Appendix A ST:TNG Season 1, 3, 4, 5 and 6

Appendix A lists in detail all appearances and persons that are affected by situations and the movement through the pattern for season 1, 3, 4, 5 and 6. Appendix B lists the attempt to apply this pattern at a later starting point. The notation looks like this:

1x01 Encounter At Farpoint (1)

E3: (OC) 02:32 { *P.Al, *P.Pi, *P.Al, M1, *P.En, *P.Pi, M1, *P.Pi, *P.Wo } / E9: 03:06
{ P.Al+, M11, *P.Ya, *P.Tr } / E11: 03:09 { *P.Da } / E12: 03:10 { *P.Al } / E13: 03:13
{ *P.Ri } / E14: 03:15 { *P.Pi, M1 } / E15: 03:16 { P.Ri+, *P.Tr, *P.Ya }

The caption contains the episode number and the title. The text contains the event numbers, the time the events occur and all appearances. The first three episodes contain more detailed descriptions. For season 3, 4, 5 and 6 there are only appearances and affected persons noted that trigger the next event. Starships at the beginning are also skipped then. „(OC)“ tells the opening credits are included.

1x01 Encounter At Farpoint (1)

E3: (OC) 02:32 { *P.Al, *P.Pi, *P.Al, M1, *P.En, *P.Pi, M1, *P.Pi, *P.Wo } / E9: 03:06
{ P.Al+, M11, *P.Ya, *P.Tr } / E11: 03:09 { *P.Da } / E12: 03:10 { *P.Al⁹ } / E13: 03:13
{ *P.Ri } / E14: 03:15 { *P.Pi, M1 } / E15: 03:16 { P.Ri+, *P.Tr, *P.Ya }

1x02 Encounter At Farpoint (2)

Continuation of 1x01

1x03 The Naked Now

E4: 00:04 { *P.Al } / E5: 00:06 { *P.Pi } / E6: 00:13 { *P.Al¹⁰, M6 } / E7: 00:23 { *P.Da } / E8: 00:27 { P.Al⁻¹¹, *P.Tr, *P.LF } / E9: 00:28 { *P.Ya, *P.Pi, *P.Al¹² } / E11: 00:34 { *P.Da¹³ } / E12: 00:34 { *P.Al¹⁰ } / E13: 00:38 { *P.WSA¹⁴ } / E14: 00:38 { *P.Al¹⁰, *P.Ri¹⁵, *P.Tr, *P.Wo, *P.Ya, *P.Pi, *P.Ri } / E15: 00:56 { P.WSA- }

1x04 Code Of Honor

E3: 00:06 { *P.Al, *P.Pi, *P.Al¹⁶ } / E9: 00:29 { *P.LF¹⁷, *P.Ri, *P.Ya, *P.Pi } / E11: 00:34
{ *P.Wo } / E12: 00:36 { *P.Pi, *P.Al¹⁶ } / E13: 00:39 { *P.Da¹⁸, P.Da⁺¹⁸, M1 } / E14: 00:45
{ *P.Pi, *P.Ri, *P.Tr¹⁹, P.Pi+ } / E15: 00:50 { P.Ri+ }

- 9 (1x01 E12) The crew is mentioned, the crew in ST:TNG consist of 1000 persons
- 10 (1x03 E6, E12, E14) A starfleet vessel is named
- 11 (1x03 E8) Problems on the starfleet science vessel are mentioned
- 12 (1x03 E9) Number of persons visible at the same time exceeds 5
- 13 (1x03 E11) Data starts to speak
- 14 (1x03 E13) Woman without special abilities, appears in: 1x03, 3x06, 3x22, 3x25 and 5x06
- 15 (1x03 E13) Riker appears again through disappearance before, Picard was visible since E7 without interruption, he does not appear again
- 16 (1x04 E3, E12) Number of persons visible at the same time exceeds 5
- 17 (1x04 E9) Data was recognisable since E3 without interruption, he does not appear again, La Forge appears again through disappearance before and starting to speak
- 18 (1x04 E13) Data is named and has the helm
- 19 (1x04 E14) Picard, Riker and Troi appear again through disappearance shortly before

1x05 The Last Outpost

E3: 00:02 { *P.Al, *P.Pi, *P.Wo, *P.Pi, *P.En, M6, *P.Al, M6, *P.Pi, *P.Wo, *P.Ri }/ E9: 00:23 { P.Pi+ }/ E11: 00:25 { *P.Wo }/ E12: 00:26 { *P.Ya, *P.Pi, *P.Al }/ E13: 00:37 { *P.Ri }/ E14: 00:39 { *P.Pi, *P.Wo, *P.Pi, *P.Da, *P.LF, *P.Pi, *P.Da, *P.Al, *P.Ri, *P.LF, *P.Wo, *P.Ya, M6 }/ E15: 01:06 { *P.En, *P.Pi, *P.Ri, *P.LF, P.Wo- }

1x06 Where No One Has Gone Before

E4: 00:01 { *P.Al }/ E5: 00:03 { *P.Pi }/ E6: 00:09 { *P.Al, *P.Wo, *P.Al }/ E7: 00:19 { *P.LF, *P.Al, *P.Pi }/ E8: 00:23 { P.Ri-, *P.Ri }/ E9: 00:26 { P.Wo-, *P.Ri }/ E11: 00:35 { *P.Wo, P.Wo- }/ E12: 00:39 { *P.Pi }/ E13: 00:40 { *P.Ri, *P.Da }/ E14: 00:41 { *P.Al, *P.Da, *P.Wo }/ E15: 00:47 { P.Wo-, *P.Pi, *P.Al, P.Al+ }

1x07 Lonely Among Us

E4: 00:01 { *P.Al }/ E5: 00:02 { *P.Pi }/ E6: 00:03 { *P.Al }/ E7: 00:14 { *P.Ya, *P.Ri, *P.Pi, *P.Wo, *P.Al, *P.Ya, *P.Ri, *P.Pi, *P.Al, *P.Ya, *P.Pi, *P.Ri, *P.Al }/ E8: 00:51 { P.Al-, *P.Wo, P.Wo+ }/ E9: 00:54 { *P.Ya, *P.Ri, *P.Pi }/ E10: 00:56 { *P.Wo, P.Wo+ }/ E12: 00:58 { *P.Al }/ E13: 01:00 { *P.Wo }/ E14: 01:02 { *P.Pi, *P.Ya, *P.Ri, *P.Pi, *P.Al, P.Al-, *P.Ya, *P.Pi, *P.Ri }/ E15: 01:10 { P.Al+ }

1x08 Justice

E3: 00:03 { *P.Al, *P.Pi, *P.Ya, *P.Pi, *P.En, *P.Ri, *P.Al, *P.Ri }/ E9: 00:29 { *P.BeC, M1, *P.Tr }/ E11: 00:31 { P.Ri+ }/ E12: 00:32 { *P.BeC, *P.Pi }/ E13: 00:34 { P.Tr- }/ E14: 00:35 { *P.Tr, *P.BeC, *P.Pi, *P.Tr, *P.Al, *P.BeC, P.Al-, *P.WeC, *P.Al, P.BeC-, *P.Ri, *P.Da }/ E15: 00:55 { P.Ri+ }

1x09 The Battle

E3: 00:04 { *P.Wo, *P.Pi, *P.Al, M5, *P.Wo, *P.Pi, *P.Wo, *P.Ya, *P.Al, M1 }/ E9: 00:28 { *P.BeC, *P.Pi }/ E11: 00:47 { P.Pi- }/ E12: 00:56 { *P.BeC, *P.Pi }/ E13: 00:57 { P.Pi- }/ E14: 01:00 { *P.BeC, M6, *P.Pi, *P.Wo, *P.Al, *P.BeC, *P.Pi, M6 }/ E15: 01:29 { P.Pi-, *P.BeC }

1x10 Hide And Q

E1: 00:02 { *P.Al, *P.Pi, *P.Tr, *P.BW, P.Tr+ }/ E2: 00:13 { *P.Ya, *P.Al }/ E3: 00:21 { M1 }/ E9: 00:21 { *P.BeC, M4 }/ E12: 00:27 { *P.BW, *P.Pi, *P.BeC, *P.Ya, *P.Pi, *P.Al, *P.BeC }/ E13: 00:40 { *P.LF }/ E14: 00:41 { *P.Pi, *P.LF, *P.Da, M13, *P.Ya, *P.Pi, M1, *P.Ri }/ E15: 00:52 { M14 }

1x11 Haven

E4: 00:02 { *P.Al }/ E5: 00:03 { *P.Pi, *P.En, *P.Da }/ E6: 00:20 { *P.Al }/ E7: 00:21 { *P.Pi, *P.Al }/ E8: 00:23 { P.Pi- }/ E9: 00:25 { *P.Ya, *P.Pi, *P.En }/ E11: 00:29 { *P.Da, *P.LF }/ E12: 00:32 { P.En+ }/ E13: 00:35 { *P.Da, P.En- }/ E14: 00:38 { *P.Pi, *P.Da }/ E15: 00:51 { *P.En, P.Ri+ }

1x12 The Big Goodbye

E4: 00:01 { *P.Al }/E5: 00:03 { *P.Ri, *P.LF, *P.Da, *P.Wo, *P.Ri, *P.Ya, *P.Pi }/E6: 00:26 { P.Ri-, *P.Tr }/E7: 00:27 { *P.Pi, *P.Tr }/E8: 00:29 { P.Tr+, *P.Pi, *P.Tr, *P.Pi }/E9: 00:45 { *P.Ya, *P.Tr, *P.Pi }/E11: 00:49 { P.Pi- }/E12: 00:50 { *P.Tr, *P.Pi }/E13: 00:53 { P.Pi- }/E14: 00:57 { *P.Tr, *P.Wo, *P.Pi }/E15: 01:00 { P.Pi- }

1x13 Datalore

E3: 00:03 { *P.Al, *P.Pi, *P.Da, *P.Ya, *P.Ri, *P.Al, M1 }/E9: 00:25 { *P.LF, *P.WeC, *P.Ri, *P.Pi, *P.Ya, *P.Ri }/E11: 00:33 { *P.Da }/E12: 00:34 { P.Da-, *P.Pi }/E13: 00:39 { P.Da+, *P.Da, M1, *P.WeC }/E14: 00:50 { P.Da-, *P.WeC, *P.Da, *P.WeC, *P.BW, *P.Da, *P.BW, *P.WeC, *P.BeC, *P.Da, *P.WeC, *P.Da }/E15: 01:19 { P.Da+ }

1x14 Angel One

E3: 00:05 { *P.Al, *P.Pi, *P.Al }/E4: 00:12 { P.Al- }/E5: 00:17 { *P.Ya, *P.Pi, *P.LF }/E6: 00:23 { *P.Al }/E7: 00:24 { *P.Pi, *P.LF, *P.Da, *P.Al }/E8: 00:32 { P.Al-, M10 }/E9: 00:40 { *P.Ya, *P.LF, *P.Tr }/E12: 00:39 { P.Al-, *P.Ya, *P.Al }/E13: 00:41 { *P.Ri }/E14: 00:45 { *P.Al }/E15: 00:48 { M14 }

1x15 11001001

E3: 00:03 { *P.Al, *P.Pi, *P.Al, *P.Ya, *P.Al, M1 }/E9: 00:32 { Al+, M11, *P.Pi, *P.Al, M1, *P.Al, *P.LF, *P.Ri }/E11: 00:52 { *P.Da }/E12: 00:56 { *P.Pi, *P.Al }/E13: 01:01 { *P.LF, *P.Ri, *P.Da, *P.LF, *P.Ri }/E14: 01:14 { *P.Pi, *P.Ri }/E15: 01:17 { P.Ri+, P.Al+ }

1x16 Too Short A Season

E3: 00:01 { *P.Al, *P.Pi, *P.Al, *P.Pi, *P.Al, *P.Pi, *P.Da }/E9: 00:26 { *P.WeC, M2, *P.Al }/E11: 00:33 { M6, P.WeC- }/E12: 00:38 { *P.Pi }/E13: 00:41 { P.WeC-, *P.Da, *P.WeC }/E14: 00:59 { *P.Al, *P.BW, *P.Al, *P.Pi, *P.Al, M13, *P.Al, *P.Pi, *P.WeC, P.WeC+ }/E15: 01:27 { P.WeC- }

1x17 When The Bough Breaks

E5: 00:01 { *P.Ya }/E6: 00:01 { M1 }/E7: 00:05 { *P.Pi, *P.Ri, *P.Da, *P.En }/E8: 00:09 { P.En-, *P.Da }/E9: 00:11 { P.Da-, *P.Ri }/E11: 00:16 { *P.Da, *P.Ri }/E12: 00:20 { *P.Al }/E13: 00:20 { *P.Da, *P.Ri, *P.Da }/E14: 00:30 { P.Da-, *P.Al, *P.Da, M1, *P.LF, *P.Da, M1, *P.Ri, *P.Ya, *P.BeC, P.Ri-, *P.Tr, *P.Pi, *P.Wo }/E15: 00:56 { P.Da+, M14 }

1x18 Home Soil

E3: 00:02 { *P.Al, *P.Pi, M6, *P.Ya }/E9: 00:16 { *P.LF, *P.Al, *P.Pi }/E11: 00:21 { *P.Da }/E12: 00:22 { *P.Tr }/E13: 00:25 { *P.Ri }/E14: 00:27 { *P.Pi, *P.Ya, *P.Wo, *P.Tr, *P.Ri, *P.Da, *P.Pi, *P.Ya, *P.Tr, *P.Ri }/E15: 00:41 { M12 }

1x19 Coming of Age

E3: 00:02 { *P.A1, *P.Da, *P.A1 } / E9: 00:10 { *P.WeC } / E11: 00:11 { *P.Da } / E12: 00:14 { *P.A1 } / E13: 00:15 { *P.Da, *P.WeC } / E14: 00:28 { P.Da-, *P.BeC, *P.WeC, *P.Da, *P.WeC, *P.Da, P.Da-, *P.BeC, *P.WeC, *P.Da, *P.WeC, *P.Pi, *P.BeC, *P.Ya, *P.Ri, *P.WeC, *P.Wo } / E15: 01:23 { M14 }

1x20 Heart Of Glory

E4: 00:03 { *P.A1, *P.Wo } / E5: 00:08 { *P.Pi, *P.Wo, M2 } / E6: 00:19 { *P.A1 } / E7: 00:20 { *P.Ri, *P.Pi, *P.Ya, *P.Pi, *P.LF, *P.Da, *P.LF, *P.Da } / E8: 00:27 { P.A1-, *P.Pi, *P.Ri, *P.Wo, *P.Pi } / E9: 00:31 { P.Wo-, *P.Ri, *P.Pi } / E11: 00:33 { M6 } / E12: 00:35 { *P.A1 } / E13: 00:36 { *P.LF } / E14: 00:37 { *P.Pi } / E15: 00:38 { M14 }

1x21 The Arsenal Of Freedom

E1: 00:02 { *P.A1, *P.Pi, *P.A1, P.A1-, M6, M1, *P.Pi } / E2: 00:29 { *P.Ri } / E3: 00:31 { *P.Tr, *P.A1, *P.Pi, *P.Da, *P.A1 } / E9: 00:40 { M2, *P.LF } / E11: 00:46 { *P.Da } / E12: 00:47 { P.A1-, *P.Pi } / E13: 00:49 { *P.LF } / E14: 00:50 { *P.A1, *P.Pi, *P.LF, *P.Ri, *P.A1 } / E15: 00:58 { M14 }

1x22 Symbiosis

E4: 00:01 { *P.A1 } / E5: 00:08 { *P.Pi } / E6: 00:08 { *P.A1 } / E7: 00:09 { *P.Pi, *P.En } / E8: 00:16 { M1, *P.Tr, *P.Pi } / E9: 00:25 { *P.BeC, *P.WeC, *P.Pi } / E11: 00:33 { P.En- } / E12: 00:36 { M12, *P.Ya } / E13: 00:39 { *P.Wo } / E14: 00:41 { *P.Ya, *P.A1 } / E15: 00:48 { *P.En }

1x23 Skin Of Evil

E3: 00:03 { *P.A1, *P.Pi, *P.Tr, M1, *P.Da, *P.Pi, *P.Ya, *P.Wo, M6, *P.Ya, *P.Wo, *P.Ya } / E9: 00:41 { P.Ya+ } / E11: 00:42 { *P.Wo } / E12: 00:45 { *P.Ya, *P.A1 } / E13: 00:48 { *P.Wo } / E14: 00:50 { P.A1-, *P.Ya, P.Ya-, *P.Wo } / E15: 00:55 { P.Ya+ }

1x24 We'll Always Have Paris

E4: 00:01 { *P.A1 } / E5: 00:03 { *P.Pi } / E6: 00:10 { *P.A1 } / E7: 00:13 { *P.BW, P.Pi+ } / E8: 00:23 { P.Pi- } / E9: 00:25 { *P.Ya, *P.Pi } / E12: 00:29 { *P.BW, *P.Ya } / E13: 00:30 { P.Pi- } / E14: 00:30 { *P.Pi } / E15: 00:32 { P.Ya+ }

1x25 Conspiracy

E3: 00:03 { *P.A1, *P.Ri, M5, *P.A1, *P.Wo, *P.Tr, *P.Ri, M1 } / E9: 00:18 { *P.LF } / E11: 00:19 { *P.Da, *P.Wo, P.Wo- } / E12: 00:21 { *P.En } / E13: 00:26 { P.Wo- } / E14: 00:28 { M3, *P.Da, *P.LF, *P.Da, *P.LF, *P.Da, P.Da-, *P.Tr, *P.Ri, *P.LF, *P.Da, *P.LF, *P.Tr, *P.Ri } / E15: 01:12 { M14 }

1x26 The Neutral Zone

E4: 00:01 { *P.A1 } / E5: 00:02 { *P.Ri } / E6: 00:03 { *P.A1 } / E7: 00:13 { *P.Pi, *P.Ri, M14, *P.A1 } / E8: 00:13 { M6, M10, *P.Da } / E9: 00:18 { *P.Ya, *P.LF } / E11: 00:20 { *P.Da,

*P.Ri, *P.Wo}/E12: 00:24 {P.Al-}/E13: 00:26 {*P.Wo, *P.Ri}/E14: 00:30 {P.Al-, *P.Pi, *P.Wo, *P.Ri, *P.Pi, *P.Da, *P.Wo, M13, *P.Da, *P.Ri, *P.Da, *P.Ri, M13, *P.Ri, *P.Pi, *P.Wo, *P.Da}/E15: 01:01 {P.Da+}

3x01 Evolution

E1: 00:12 {*P.Al}/E2: 00:31 {*P.Ri}/E3: 00:37 {*P.Wo}/E9: 00:39 {*P.WeC}/E11: 00:42 {P.WeC-}/E12: 00:54 {*P.Pi}/E13: 00:59 {*P.Wo, *P.WeC}/E14: 01:05 {P.WeC+}/E15: 01:16 {M14}

3x02 The Ensigns Of Command

E3: 00:07 {M1}/E9: 00:20 {*P.BeC}/E11: 00:27 {*P.Da}/E12: 00:32 {P.Da-}/E13: 00:36 {*P.Da}/E14: 00:36 {*P.Pi}/E15: 00:52 {P.Da+}

3x03 The Survivors

E3: 00:03 {*P.Pi}/E4: 00:12 {P.Al-}/E5: 00:15 {*P.Pi}/E6: 00:19 {*P.Al}/E7: 00:27 {*P.Ri}/E8: 00:31 {M6}/E9: 00:40 {*P.WeC}/E11: 00:44 {*P.Da}/E12: 00:44 {*P.Pi}/E13: 00:45 {*P.Da, *P.WeC}/E14: 00:47 {P.Al-, *P.Pi}/E15: 01:00 {P.Tr-}

3x04 Who Watches The Watchers

E3: 00:04 {*P.Pi}/E9: 00:20 {*P.LF}/E12: 00:25 {P.LF-}/E13: 00:30 {*P.Ri}/E14: 00:32 {M2}/E15: 00:37 {P.LF+}

3x05 The Bonding

E5: 00:11 {*P.Ri}/E6: 00:14 {*P.Al}/E7: 00:16 {*P.Pi}/E8: 00:33 {M13, P.Al-}/E9: 00:43 {*P.Al}/E10: 00:44 {*P.Da}/E12: 00:45 {P.Al-}/E13: 00:46 {*P.Da}/E14: 00:51 {*P.Tr}/E15: 00:53 {P.Tr-}

3x06 Booby Trap

E1: 00:02 {*P.Al, *P.LF, M5, M7}/E2: 00:24 {-M7}/E3: 00:30 {*P.WSA}/E9: 00:33 {*P.LF}/E11: 00:39 {*P.WSA}/E12: 00:41 {M10, *P.Ya}/E13: 00:46 {*P.WSA}/E14: 00:50 {*P.Ya}/E15: 01:14 {*P.En, P.LF+}

3x07 The Enemy

E4: 00:01 {*P.Al}/E5: 00:14 {*P.LF}/E6: 00:33 {*P.Al}/E7: 00:34 {*P.Ri}/E8: 00:34 {M6}/E9: 00:40 {P.Da-}/E11: 00:46 {M6}/E12: 01:10 {*P.BW}/E13: 01:12 {*P.Ri}/E14: 01:16 {*P.BW}/E15: 01:28 {P.BW-}

3x08 The Price

E1: 00:02 {*P.Al, P.Tr+}/E2: 00:17 {*P.Ya}/E3: 00:18 {*P.Tr}/E9: 00:21 {P.Tr-}/E12: 00:34 {*P.BW}/E13: 00:56 {P.Tr-}/E14: 01:07 {*P.Pi}/E15: 01:11 {P.Tr-}

3x09 The Vengeance Factor

E4: 00:01 { *P.Al } / E5: 00:23 { *P.Da } / E6: 00:26 { M6 } / E7: 00:30 { *P.Ri } / E8: 00:31 { P.Al- } / E9: 00:35 { *P.BeC } / E11: 00:42 { *P.Wo } / E12: 00:43 { P.Al- } / E13: 00:46 { *P.Da } / E14: 00:51 { P.Al-, *P.Al } / E15: 01:18 { P.Wo- }

3x10 The Defector

E4: 00:01 { M10, *P.Wo, *P.Wo } / E5: 00:18 { P.Wo- } / E6: 01:10 { P.Pi- } / E7: 01:12 { *P.Pi, P.Pi+ } / E8: 01:20 { P.Pi-, P.BW+, P.Pi- } / E9: 01:30 { P.Da- } / E11: 01:32 { P.Da+ } / E12: 01:33 { *P.Pi, P.Pi+ } / E13: 01:39 { *P.Wo } / E14: 01:40 { *P.Al, P.Wo+ } / E15: 01:50 { P.Pi- }

3x11 The Hunted

E3: 00:03 { *P.Pi } / E9: 00:22 { *P.WeC, P.Pi+, P.Al+ } / E11: 00:36 { P.WeC- } / E12: 00:38 { *P.Pi } / E13: 00:40 { *P.WeC } / E14: 00:41 { P.WeC+, M13 } / E15: 00:53 { M12, P.WeC- }

3x12 The High Ground

E3: 00:02 { *P.Pi } / E9: 00:09 { P.Pi+ } / E11: 00:10 { P.Pi- } / E12: 00:12 { *P.Al } / E13: 00:12 { P.Pi- } / E14: 00:28 { P.Pi+, M13 } / E15: 00:19 { P.Pi- }

3x13 Deja Q

E4: 00:01 { *P.Al } / E5: 00:04 { *P.Pi } / E6: 00:08 { *P.Al } / E7: 00:13 { *P.Pi } / E8: 00:14 { P.Al- } / E9: 00:16 { *P.Al } / E11: 00:19 { *P.Da } / E12: 00:21 { P.Al- } / E13: 00:23 { *P.Ri } / E14: 00:24 { *P.Al } / E15: 00:40 { P.Al+ }

3x14 A Matter Of Perspective

E1: 00:01 { *P.BW, *P.Wo, *P.Pi } / E2: 01:02 { *P.Ya } / E3: 01:03 { *P.Da, P.Wo+, P.BW+, P.Pi- } / E9: 02:09 { P.Da- } / E10: 02:29 { *P.Wo } / E11: 02:33 { M1 } / E12: 02:34 { *P.Pi } / E13: 02:36 { *P.LF } / E14: 02:38 { *P.Pi } / E15: 02:48 { P.Al+ }

3x15 Yesterday's Enterprise

E3: 00:01 { *P.Wo } / E9: 00:06 { M7 } / E11: 00:13 { *P.Wo } / E12: 00:13 { M2, *P.BW } / E13: 00:18 { M7 } / E14: 00:20 { *P.Ya, P.Wo+, M3 } / E15: 01:27 { -M7 }

3x16 The Offspring

E3: 00:03 { *P.Pi } / E9: 00:13 { *P.LF } / E11: 00:28 { *P.Da } / E12: 00:31 { -M1 } / E13: 00:32 { *P.LF, P.WeC- } / E14: 00:39 { *P.Tr } / E15: 00:43 { M14 }

3x17 Sins Of The Father

E1: 00:01 { *P.Pi } / E2: 00:11 { *P.Ri } / E3: 00:15 { *P.Wo } / E9: 00:21 { P.Wo- } / E10: 00:23 { P.Wo+ } / E11: 00:27 { P.Ri+ } / E12: 00:32 { *P.Al } / E13: 00:35 { *P.Ri } / E14: 00:40 { *P.Pi } / E15: 00:47 { *P.En }

3x18 Allegianc

E5: 00:03 { *P.Pi }/E6: 00:19 { *P.A1 }/E7: 00:44 { *P.Da }/E8: 00:47 { M6 }/E9: 00:48 { *P.En }/E11: 00:51 { *P.Da }/E12: 00:52 { *P.A1 }/E13: 00:53 { *P.Ri }/E14: 00:53 { *P.Pi }/E15: 01:02 { P.Pi- }

3x19 Captain's Holiday

E3: 00:02 { *P.A1 }/E9: 00:22 { *P.WeC }/E11: 00:48 { M6 }/E12: 00:51 { *P.Pi }/E13: 01:04 { P.WeC- }/E14: 01:09 { *P.Pi }/E15: 01:37 { P.Tr- }

3x20 Tin Man

E5: 00:03 { *P.Pi }/E6: 00:10 { M6 }/E7: 00:18 { *P.Da }/E8: 00:19 { M6 }/E9: 00:20 { *P.A1 }/E11: 00:30 { *P.Wo }/E12: 00:33 { *P.Pi }/E13: 00:36 { *P.Ri }/E14: 00:40 { *P.Pi }/E15: 00:49 { P.Ri+ }

3x21 Hollow Pursuits

E1: 00:03 { P.Tr+ }/E2: 00:08 { -M7 }/E3: 00:09 { *P.BW }/E9: 00:18 { *P.LF }/E11: 00:18 { *P.Wo }/E12: 00:37 { P.LF- }/E13: 00:39 { *P.Ri }/E14: 00:48 { *P.Tr }/E15: 01:47 { M14, P.Tr- }

3x22 The Most Toys

E5: 00:02 { *P.Pi }/E6: 00:13 { M1 }/E7: 00:18 { *P.Da }/E8: 00:54 { M1 }/E9: 00:55 { *P.A1 }/E11: 00:58 { *P.WSA }/E12: 01:08 { P.Da- }/E13: 01:10 { *P.WSA }/E14: 01:13 { P.Da- }/E15: 01:51 { M4 }

3x23 Sarek

E3: 00:03 { *P.Pi }/E9: 00:09 { P.A1+ }/E12: 00:14 { *P.BW }/E13: 00:19 { *P.WeC }/E14: 00:20 { *P.BW }/E15: 00:41 { P.Pi- }

3x24 M nage   Troi

E3: 00:03 { *P.Pi }/E9: 00:09 { M7 }/E11: 00:13 { *P.Wo }/E12: 00:18 { *P.A1 }/E13: 00:23 { M7 }/E14: 00:27 { *P.A1 }/E15: 00:39 { P.Ri+ }

3x25 Transfigurations

E5: 00:03 { *P.Pi }/E6: 00:06 { M6 }/E7: 00:13 { P.Pi+ }/E8: 00:36 { P.LF- }/E9: 00:53 { *P.A1 }/E10: 01:01 { *P.WSA, P.LF+ }/E12: 01:10 { P.LF- }/E13: 01:12 { *P.WSA }/E14: 01:15 { *P.A1 }/E15: 01:16 { P.LF+ }

3x26 The Best Of Both Worlds (1)

E3: 00:02 { *P.Pi }/E4: 00:10 { P.A1- }/E5: 00:13 { *P.Ya }/E6: 00:14 { M1 }/E7: 00:15 { *P.Da }/E8: 00:18 { P.A1-, M13 }/E9: 00:24 { *P.Ya }/E11: 00:29 { *P.Da }/E12: 00:32 { *P.Ya }/E13: 00:35 { *P.Ri }/E14: 00:48 { *P.Ya }/E15: (OC) 03:25 { P.WeC- }

4x01 The Best Of Both Worlds (2)

Continuation of 3x26

4x02 Family

E5: 00:04 {*P.Pi}/E6: 00:07 {*P.A1}/E7: 00:17 {*P.Ri}/E8: 00:23 {M1}/E9: 00:26
{M2}/E11: 00:30 {*P.Wo}/E12: 00:30 {*P.En}/E13: 00:33 {*P.Ri}/E14: 00:34
{P.Wo+}/E15: 00:57 {P.Wo-}

4x03 Brothers

E1: 00:02 {*P.Pi}/E2: 00:13 {*P.BeC}/E3: 00:14 {M1}/E9: 00:18 {P.Da-}/E11: 00:21
{*P.Da}/E12: 00:21 {*P.Tr}/E13: 00:29 {*P.Ri}/E14: 00:41 {P.Da-, M3}/E15: 01:49
{P.Da+}

4x04 Suddenly Human

E5: 00:02 {*P.Pi, P.Wo-}/E6: 00:15 {M6}/E7: 00:21 {*P.Pi}/E8: 00:49 {P.Wo+,
P.BW+}/E9: 01:03 {P.Wo-}/E11: 01:05 {*P.Wo}/E12: 01:06 {*P.A1}/E13: 01:07
{*P.WeC}/E14: 01:07 {M13}/E15: 01:09 {M14}

4x05 Remember Me

E3: 00:01 {*P.A1}/E9: 00:02 {*P.BeC, P.Ya+}/E12: 00:30 {P.Ya-}/E13: 00:39
{M1}/E14: 00:39 {*P.Ya, P.BeC-}/E15: 02:02 {*P.En, P.WeC-, M14}

4x06 Legacy

E3: 00:05 {*P.Ri}/E9: 00:14 {P.Wo-}/E11: 00:19 {*P.Da}/E12: 00:21 {*P.Ya}/E13:
00:23 {*P.Ri, P.Da+}/E14: 00:28 {*P.Tr}/E15: 00:48 {P.Da+}

4x07 Reunion

E5: 00:04 {*P.Pi}/E6: 00:14 {M6}/E7: 00:16 {*P.Pi, P.Pi+}/E8: 01:13 {P.Wo+}/E9:
01:26 {*P.Ya}/E11: 01:30 {*P.Wo, P.Wo-, P.Wo-}/E12: 01:37 {*P.Pi}/E13: 01:41
{*P.Wo}/E14: 01:52 {*P.A1}/E15: 02:02 {*P.En}

4x08 Future Imperfect

E5: 00:04 {*P.Pi}/E6: 00:07 {*P.A1}/E7: 00:13 {*P.BW}/E8: 00:24 {P.Ri-}/E9: 00:33
{*P.BeC}/E11: 00:37 {P.Ri+}/E12: 00:40 {*P.Tr}/E13: 00:43 {*P.Ri}/E14: 00:44 {M3,
*P.Pi}/E15: 00:50 {M14, P.Ri+}

4x09 Final Mission

E3: 00:03 {*P.Pi}/E9: 00:17 {*P.WeC}/E11: 00:30 {P.WeC-}/E12: 00:38 {*P.Pi}/E13:
00:39 {*P.WeC}/E14: 00:42 {*P.Pi}/E15: 01:07 {M14}

4x10 The Loss

E1: 00:07 {*P.BW, *P.A1, P.A1-}/E2: 00:33 {P.BW-}/E3: 00:35 {*P.BW}/E9: 00:39
{P.BW-}/E12: 00:42 {M12}/E13: 00:44 {P.BW-}/E14: 00:46 {*P.BW}/E15: 00:53
{P.A1+}

4x11 Data's Day

E3: 00:02 {*P.Da}/E9: 00:10 {*P.WeC}/E11: 00:14 {*P.Da}/E12: 00:19 {*P.A1}/E13:
00:33 {M1}/E14: 00:37 {*P.A1}/E15: 00:38 {M14, P.Da+}

4x12 The Wounded

E5: 00:02 {*P.Pi}/E6: 00:06 {M6}/E7: 00:07 {*P.BW}/E8: 00:11 {M13}/E9: 00:14
{*P.A1}/E12: 00:15 {*P.Da}/E12: 00:15 {*P.Pi}/E13: 00:24 {*P.Wo}/E14: 00:30
{*P.Pi}/E15: 00:33 {P.Pi-, M14}

4x13 Devil's Due

E5: 00:07 {P.BW-}/E6: 00:18 {*P.A1}/E7: 00:20 {*P.BW}/E8: 00:49 {P.BW+}/E9:
00:51 {P.Da-}/E12: 00:54 {*P.BW}/E13: 00:56 {P.BW-}/E14: 00:57 {*P.Pi}/E15:
00:58 {P.Da+}

4x14 Clues

E3: 00:07 {*P.Ri}/E9: 00:12 {*P.LF, P.A1+}/E12: 00:24 {P.A1-}/E13: 00:37 {M1}/E14:
00:38 {*P.BW}/E15: 00:50 {P.BW-}

4x15 First Contact

E5: 00:04 {*P.Wo}/E6: 00:10 {M1}/E7: 00:18 {*P.Ri}/E8: 00:24 {M6}/E9: 00:34
{*P.Ya}/E11: 00:36 {M6}/E12: 00:38 {*P.Ya}/E13: 00:40 {*P.Wo}/E14: 00:42
{*P.Ya}/E15: 01:00 {P.Ri+}

4x16 Galaxy's Child

E3: 00:04 {*P.Pi}/E9: 00:22 {*P.LF}/E10: 00:30 {P.LF+}/E12: 00:36 {*P.A1}/E13:
00:39 {*P.LF}/E14: 00:40 {*P.Pi}/E15: 00:53 {P.LF+}

4x17 Night Terrors

E3: 00:02 {*P.Pi}/E4: 00:15 {P.A1-}/E5: 00:21 {*P.Pi}/E6: 00:24 {*P.A1}/E7: 00:25
{*P.Ri}/E8: 00:32 {P.A1-}/E9: 00:43 {P.Tr-}/E11: 00:57 {*P.Wo}/E12: 01:00
{*P.Tr}/E13: 01:01 {*P.Ri}/E14: 01:03 {*P.Tr}/E15: 01:29 {P.A1+}

4x18 Identity Crisis

E4: 00:01 {M10}/E5: 00:06 {*P.Ya}/E6: 00:10 {M6}/E7: 00:14 {*P.LF}/E8: 01:00
{P.Wo+}/E9: 01:15 {*P.Ya}/E12: 01:20 {*P.BW}/E13: 01:22 {P.BW-}/E14: 01:23
{*P.Pi}/E15: 01:29 {P.A1+}

4x19 The Nth Degree

E1: 00:03 { *P.Wo } / E2: 00:05 { *P.BeC } / E3: 00:12 { *P.Wo } / E9: 00:17 { *P.BeC } / E11: 00:27 { *P.Wo } / E12: 00:31 { *P.AI } / E13: 00:34 { *P.Wo } / E14: 00:34 { *P.AI } / E15: 00:39 { M4 }

4x20 Qpid

E5: 00:04 { *P.Pi } / E6: 00:10 { *P.AI } / E7: 00:16 { P.Pi+ } / E8: 00:25 { M1 } / E9: 00:27 { M7 } / E11: 01:25 { P.Pi- } / E12: 01:27 { *P.Tr } / E13: 01:36 { M6 } / E14: 01:40 { *P.Tr } / E15: 01:41 { P.Tr-, P.Pi- }

4x21 The Drumhead

E5: 00:03 { *P.Pi } / E6: 00:10 { *P.AI } / E7: 00:14 { P.Wo- } / E8: 00:18 { P.En- } / E9: 00:26 { P.Wo- } / E11: 00:29 { *P.Wo } / E12: 00:33 { *P.Tr } / E13: 00:33 { *P.Wo } / E14: 00:35 { *P.Tr } / E15: 00:42 { M14 }

4x22 Half A Life

E3: 00:05 { *P.Tr } / E9: 00:12 { P.Tr- } / E11: 00:22 { P.Pi- } / E12: 00:26 { *P.Pi } / E13: 00:33 { P.Pi- } / E14: 00:36 { *P.Pi } / E15: 00:41 { P.Pi- }

4x23 The Host

E5: 00:02 { *P.BeC } / E6: 00:12 { *P.AI } / E7: 00:15 { *P.WeC } / E8: 00:18 { P.WeC- } / E9: 00:24 { *P.BeC } / E11: 00:32 { *P.Da } / E12: 00:35 { *P.BeC } / E13: 00:41 { *P.Da } / E14: 00:43 { *P.AI } / E15: 00:46 { P.Ya+ }

4x24 The Mind's Eye

E3: 00:04 { *P.AI } / E9: 00:04 { *P.LF } / E10: 00:15 { P.LF+ } / E12: 00:16 { *P.AI } / E13: 00:22 { *P.LF } / E14: 00:25 { *P.AI, M3 } / E15: 00:37 { P.LF+ }

4x25 In Theory

E3: 00:01 { *P.Pi } / E9: 00:49 { P.BW- } / E12: 00:50 { *P.BW } / E13: 00:52 { *P.Wo } / E14: 00:58 { *P.BW } / E15: 01:07 { P.BW- }

4x26 Redemption (1)

E3: 00:03 { *P.Pi } / E9: 00:18 { P.Wo- } / E11: 00:24 { *P.Wo } / E12: 00:27 { *P.Pi } / E13: 00:30 { *P.Wo } / E14: 00:32 { *P.Pi } / E15: 00:48 { M14 }

5x01 Redemption (2)

Continuation of 4x26

5x02 Darmok

E5: 00:03 {*P.Pi}/E6: 00:06 {*P.A1}/E7: 00:14 {*P.Da}/E8: 00:41 {M13}/E9: 00:52
{P.Da-}/E11: 00:53 {*P.Wo}/E12: 00:54 {*P.A1}/E13: 00:57 {*P.Wo}/E14: 01:00
{*P.BW}/E15: 01:03 {P.Da+}

5x03 Ensign Ro

E5: 00:02 {*P.Pi}/E6: 00:03 {*P.A1}/E7: 00:04 {*P.BW}/E8: 00:05 {P.BW+}/E9: 00:10
{*P.A1}/E11: 00:12 {P.Pi-}/E12: 00:15 {*P.Pi}/E13: 00:18 {P.Pi-}/E14: 00:22
{P.Pi+}/E15: 00:24 {P.Pi-}

5x04 Silicon Avatar

E3: 00:01 {*P.A1}/E9: 00:39 {P.Ya+}/E11: 01:09 {*P.Da}/E12: 01:17 {*P.Ya}/E13:
01:21 {*P.Ri}/E14: 01:23 {*P.Ya, P.Ya-}/E15: 01:36 {P.Ri+, P.Ya+}

5x05 Disaster

E3: 00:02 {*P.Pi}/E9: 00:10 {*P.BeC}/E12: 00:11 {M12}/E13: 00:12 {M7}/E14: 00:15
{*P.A1}/E15: 00:16 {P.Ya+}

5x06 The Game

E5: 00:06 {*P.Ri}/E6: 00:15 {P.Ri-}/E7: 00:22 {*P.BW, *P.Ri}/E8: 00:22 {M6}/E9:
00:28 {*P.A1}/E12: 00:29 {*P.BW}/E13: 00:33 {P.Ri}/E14: 00:35 {*P.BW}/E15: 01:10
{P.Ri+}

5x07 Unification (1)

E3: 00:12 {*P.Pi}/E9: 00:17 {*P.LF}/E12: 00:18 {M12}/E13: 00:30 {P.Pi-}/E14: 00:38
{*P.Pi}/E15: 00:47 {M12}

5x08 Unification (2)

Continuation of 5x07

5x09 A Matter of Time

E3: 00:01 {*P.Pi}/E9: 00:13 {M14}/E12: 00:16 {*P.BW, M10}/E13: 00:17
{*P.LF}/E14: 00:18 {*P.Ya}/E15: 00:45 {M14}

5x10 New Ground

E3: 00:01 {*P.Pi}/E9: 00:16 {*P.LF}/E10: 0:21 {P.LF+}/E12: 00:40 {*P.A1}/E13:
00:42 {*P.Da}/E14: 00:49 {*P.A1}/E15: 00:50 {M14}

5x11 Hero Worship

E3: 00:03 {*P.Pi}/E4: 00:10 {P.A1-}/E5: 00:17 {*P.Da}/E6: 00:18 {M1}/E7: 00:18
{*P.Pi}/E8: 00:37 {M6}/E9: 00:42 {P.A1+}/E11: 00:44 {*P.Da}/E12: 00:45

{*P.Al}/E13: 00:46 {*P.Da}/E14: 00:47 {P.Al-}/E15: 01:58 {M14}

5x12 Violations

E3: 00:03 {*P.Pi}/E9: 00:23 {M7}/E11: 00:31 {*P.Wo}/E12: 00:36 {*P.BW}/E13: 00:38 {*P.Wo, P.BW-}/E14: 00:46 {*P.Al}/E15: 01:03 {P.BW-}

5x13 The Masterpiece Society

E4: 00:01 {*P.Al}/E5: 00:02 {*P.Pi}/E6: 00:06 {*P.Al}/E7: 00:14 {*P.Da}/E8: 00:15 {M1}/E9: 00:20 {*P.Al}/E12: 00:21 {*P.BW}/E13: 00:25 {*P.Ri}/E14: 00:25 {P.Ri-}/E15: 00:45 {P.Al+}

5x14 Conundrum

E3: 00:03 {*P.Pi}/E9: 00:28 {P.Tr-}/E12: 00:31 {*P.BW}/E13: 00:33 {P.Tr-}/E14: 00:34 {*P.Tr}/E15: 00:39 {P.Tr-}

5x15 Power Play

E3: 00:03 {*P.Pi}/E4: 00:15 {P.Al-}/E5: 00:16 {*P.Pi}/E6: 00:24 {*P.Al}/E7: 00:26 {*P.Da}/E8: 00:30 {M6, P.Al-}/E9: 00:37 {*P.Al}/E11: 00:39 {*P.Da}/E12: 00:45 {P.Al-}/E13: 00:48 {*P.Ri}/E14: 00:51 {M13}/E15: (OC) 3:35 {M14}

5x16 Ethics

E3: 00:07 {*P.Ya}/E9: 00:09 {*P.LF}/E11: 00:09 {*P.Wo}/E12: 00:16 {*P.Ya}/E13: 00:16 {P.Tr-}/E14: 00:19 {*P.Tr}/E15: 00:21 {P.Tr-}

5x17 The Outcast

E3: 00:03 {*P.Pi}/E4: 00:13 {P.Al-}/E5: 00:16 {*P.Da}/E6: 00:23 {M6}/E7: 00:26 {*P.Da}/E8: 00:26 {M6, P.Al-}/E9: 00:30 {*P.Al}/E11: 00:32 {*P.Da}/E12: 00:35 {*P.Al}/E13: 00:37 {*P.Da}/E14: 00:40 {*P.Al}/E15: (OC) 03:38 {M14}

5x18 Cause And Effect

E1: 00:01 {M1}/E2: 00:05 {*P.Ri}/E3: 00:10 {*P.Da}/E9: 00:14 {*P.LF}/E11: 00:15 {P.En-}/E12: 00:16 {*P.Tr}/E13: 00:20 {*P.Ri}/E14: 00:20 {*P.Al}/E15: 00:28 {*P.En}

5x19 The First Duty

E3: 00:04 {*P.Pi}/E9: 00:15 {*P.WeC}/E11: 00:22 {*P.Wo}/E12: 00:23 {*P.Pi}/E13: 00:27 {*P.Da}/E14: 00:32 {*P.Pi}/E15: 01:03 {P.Pi-}

5x20 Cost Of Living

E3: 00:02 {*P.Wo}/E9: 00:05 {M2}/E12: 00:08 {P.Al-}/E13: 00:13 {*P.Wo}/E14: 00:15 {P.Al-, P.Ya-}/E15: 00:27 {M14}

5x21 The Perfect Mate

E1: 00:01 { *P.Pi } / E2: 00:09 { *P.Ya } / E3: 00:10 { *P.Wo } / E9: 00:18 { M7 } / E12: 00:20 { M12 } / E13: 00:23 { M7 } / E14: 00:24 { *P.A1 } / E15: 00:25 { P.A1+ }

5x22 Imaginary Friend

E3: 00:11 { *P.Tr } / E9: 00:15 { M7 } / E12: 00:25 { *P.BW } / E13: 00:25 { P.BW- } / E14: 00:28 { *P.Tr } / E15: 01:03 { P.BW- }

5x23 I, Borg

E3: 00:03 { *P.Pi } / E9: 00:20 { P.Tr- } / E11: 00:22 { *P.Da } / E12: 00:22 { *P.Pi } / E13: 00:23 { *P.Da } / E14: 00:30 { *P.A1 } / E15: 01:13 { M14 }

5x24 The Next Phase

E3: 00:08 { *P.Pi } / E9: 00:12 { M14 } / E12: 00:16 { *P.BW } / E13: 00:18 { P.BW- } / E14: 00:22 { *P.Pi } / E15: 00:34 { P.BW- }

5x25 The Inner Light

E5: 00:02 { *P.Pi } / E6: 00:14 { *P.A1 } / E7: 00:15 { *P.Pi } / E8: 00:35 { P.A1- } / E9: 00:44 { M2 } / E11: 00:46 { *P.Da } / E12: 00:49 { *P.A1 } / E13: 00:51 { *P.Wo } / E14: 00:53 { *P.A1 } / E15: 00:54 { P.Pi- }

5x26 Time's Arrow (1)

E4: 00:02 { *P.A1 } / E5: 00:03 { *P.Pi } / E6: 00:06 { *P.A1 } / E7: 00:16 { *P.Ya } / E8: 00:18 { M10 } / E9: 00:20 { *P.A1 } / E11: 00:22 { *P.Da } / E12: 00:24 { *P.Pi } / E13: 00:27 { *P.Da } / E14: 00:28 { *P.BW } / E15: 00:42 { M4 }

6x01 Time's Arrow (2)

Continuation of 5x26

6x02 Realm of Fear

E3: 00:03 { *P.Pi } / E4: 00:21 { P.A1- } / E5: 00:23 { *P.Pi } / E6: 00:24 { M6 } / E7: 00:26 { *P.Pi } / E8: 00:29 { P.A1- } / E9: 00:53 { *P.A1 } / E12: 01:58 { P.A1- } / E13: 01:00 { *P.Wo } / E14: 01:05 { P.Wo+ } / E15: 01:20 { *P.En }

6x03 Man of the People

E3: 00:02 { *P.Pi } / E4: 00:09 { P.A1-, *P.Wo } / E5: 00:17 { *P.Da } / E6: 00:20 { M6 } / E7: 00:22 { *P.Ri } / E8: 00:24 { P.A1- } / E9: 00:27 { M2 } / E12: 00:30 { P.A1- } / E13: 00:32 { *P.Da } / E14: 00:33 { *P.Pi } / E15: 00:38 { P.Wo- }

6x04 Relics

E5: 00:07 { *P.Da}/E6: 00:10 { *P.A1}/E7: 00:12 { *P.Ya}/E8: 00:14 {P.A1-}/E9: 00:30
{ *P.A1}/E11: 00:35 {M6}/E12: 00:39 { *P.Pi}/E13: 00:42 { *P.Da}/E14: 00:45
{ *P.A1}/E15: 00:54 {P.A1+}

6x05 Schisms

E5: 00:02 { *P.Pi}/E6: 00:13 {P.Pi-}/E7: 00:16 { *P.Ri}/E8: 00:23 {P.Ri-}/E9: 00:29
{ *P.Ya}/E12: 00:39 { *P.BW}/E13: 00:47 {M5}/E14: 00:50 {P.Ri-}/E15: 01:19 {M14}

6x06 True Q

E3: 00:02 { *P.Pi}/E9: 00:11 {P.A1+}/E12: 00:12 {P.A1-}/E13: 00:31 {P.En-}/E14:
00:33 { *P.BeC}/E15: 00:34 { *P.En}

6x07 Rascals

E3: 00:03 { *P.Pi}/E9: 00:11 {P.Pi+}/E12: 00:14 { *P.BW, M10}/E13: 00:47
{ *P.Wo}/E14: 00:50 { *P.Tr}/E15: 01:03 {P.Tr-}

6x08 A Fistful of Datas

E3: 00:03 { *P.Pi}/E9: 00:08 { *P.LF}/E12: 00:13 {M12}/E13: 00:53 {M1}/E14: 00:57
{ *P.Pi}/E15: 01:04 {P.Da+}

6x09 The Quality of Life

E1: 00:01 { *P.A1}/E2: 00:07 { *P.BeC}/E3: 00:11 { *P.Wo}/E9: 00:15 { *P.LF}/E11:
00:21 { *P.Wo}/E12: 00:23 { *P.BeC}/E13: 00:30 { *P.Ri, P.Ri+}/E14: 00:32 { *P.Ya,
*P.LF}/E15: 00:32 {P.LF+}

6x10 Chain of Command (1)

E5: 00:03 { *P.Pi}/E6: 00:07 { *P.A1}/E7: 00:11 {M14, *P.BW}/E8: 00:16 {M1}/E9:
00:19 { *P.Ya}/E12: 00:21 { *P.BW}/E13: 00:23 { *P.Ri}/E14: 00:26 { *P.Pi}/E15: 00:30
{M14}

6x11 Chain of Command (2)

Continuation of 6x10

6x12 Ship in a Bottle

E3: 00:02 { *P.Ya}/E9: 00:02 {M14}/E11: 00:03 { *P.Da}/E12: 00:06 { *P.A1}/E13:
00:09 { *P.Da}/E14: 00:11 { *P.A1}/E15: 00:15 {M4}

6x13 Aquiel

E3: 00:02 { *P.Pi}/E9: 00:11 {P.A1+}/E12: 00:13 {P.A1-}/E13: 00:18 { *P.LF}/E14:
00:19 { *P.BeC}/E15: (OC) 03:39 {M4, M14}

6x14 Face of the Enemy

E3: 00:03 { *P.BW }/E9: 01:24 { P.Tr- }/E12: (OC) 03:19 { *P.BW }/E13: 03:23
{ M1 }/E14: 03:25 { *P.BW }/E15: 03:32 { M14 }

6x15 Tapestry

E5: 00:02 { *P.Bec }/E6: 00:09 { *P.A1 }/E7: 00:12 { *P.BeC }/E8: 00:20 { P.Pi- }/E9: 00:23
{ *P.BeC }/E11: 00:26 { M6 }/E12: 00:30 { *P.BeC }/E13: 00:30 { P.Pi- }/E14: 00:35
{ *P.BeC }/E15: 00:36 { P.Pi- }

6x16 Birthright (1)

E3: 00:03 { *P.Pi }/E4: 00:14 { P.A1- }/E5: 00:17 { *P.BeC }/E6: 00:17 { M1 }/E7: 00:19
{ *P.BeC }/E8: 00:21 { M5 }/E9: 00:24 { *P.A1 }/E11: 00:27 { *P.Wo }/E12: 00:27
{ *P.BeC }/E13: 00:32 { M5 }/E14: 00:33 { *P.A1 }/E15: 00:35 { M14 }

6x17 Birthright (2)

Continuation of 6x16

6x18 Starship Mine

E3: 00:02 { *P.Pi }/E9: 00:17 { *P.BeC }/E11: 00:30 { *P.Wo }/E12: 00:32 { *P.Pi }/E13:
00:42 { M1 }/E14: 00:42 { *P.BeC }/E15: 00:49 { P.A1+ }

6x19 Lessons

E3: 00:07 { *P.Da }/E9: 01:13 { M7 }/E11: 01:15 { P.Pi- }/E12: 01:17 { *P.Pi }/E13: 01:29
{ M1 }/E14: 01:29 { *P.Pi }/E15: 01:42 { -M1 }

6x20 The Chase

E5: 00:03 { *P.Pi }/E6: 00:19 { M6 }/E7: 00:24 { *P.Pi }/E8: 00:37 { M1 }/E9: 00:51
{ *P.A1 }/E12: 01:40 { M10 }/E13: 02:25 { *P.Ri }/E14: 02:30 { *P.Pi }/E15: 02:46 { P.A1+ }

6x21 Frame of Mind

E5: 00:02 { *P.Ri }/E6: 00:15 { P.Ri- }/E7: 00:28 { *P.Da }/E8: 01:30 { P.Ri- }/E9: 02:04
{ *P.BeC }/E12: 02:07 { M12 }/E13: 02:10 { *P.Ri }/E14: 02:11 { P.Ri- }/E15: 02:16
{ P.Ri+ }

6x22 Suspicions

E3: 00:03 { *P.A1 }/E9: 00:07 { *P.BeC }/E10: 00:27 { -M1 }/E12: 00:30 { *P.BeC }/E13:
00:32 { M1 }/E14: 00:32 { *P.BW }/E15: 00:40 { P.LF+ }

6x23 Rightful Heir

E5: 00:07 { *P.Da } / E6: 00:07 { M1 } / E7: 00:08 { *P.Ri } / E8: 00:18 { M6 } / E9: 00:19 { *P.Ya } / E11: 00:25 { *P.Da } / E12: 00:31 { *P.BW } / E13: 00:33 { *P.Ri } / E14: 00:47 { P.Wo+ } / E15: 00:59 { P.Wo- }

6x24 Second Chances

E5: 00:02 { *P.Pi } / E6: 00:06 { *P.Al } / E7: 00:11 { *P.Da } / E8: 00:15 { P.Al- } / E9: 00:19 { *P.BeC } / E11: 00:21 { *P.Wo } / E12: 00:23 { *P.Al } / E13: 00:27 { M7 } / E14: 00:55 { *P.Al } / E15: 00:57 { P.Ri+ }

6x25 Timescape

E5: 00:01 { *P.Ri } / E6: 00:03 { M6 } / E7: 00:13 { *P.Ri } / E8: 00:20 { P.Ri- } / E9: 00:22 { *P.Al } / E11: 00:27 { *P.Wo } / E12: 00:29 { *P.BeC } / E13: 00:32 { *P.Ri } / E14: 00:34 { *P.BeC } / E15: 00:36 { P.Da+ }

6x26 Descent (1)

E3: 00:02 { *P.Da } / E9: 00:23 { P.BW- } / E12: 00:35 { *P.BW } / E13: 00:27 { *P.Da } / E14: 00:28 { P.BW+ } / E15: 00:40 { P.BW- }

Appendix B ST:TNG Season 1 after (OC)

Proved like in Appendices F-I.

1x03 The Naked Now

*P.Al, *P.Pi, *P.Al, P.Pi-, M1, *P.Pi, *P.Al, { *P.BeC, *P.Tr, M6²⁰ }, *P.Pi, *P.BeC, M6, *P.Pi, *P.BeC, { *P.Pi, *P.Tr }, P.Al-, *P.BeC, *P.Tr, *P.Pi, M6, *P.Al, { *P.LF, *P.Ri, *P.BeC, *P.Da, M6 }, *P.BeC, *P.Da, P.Da+

E1: *P.Al, *P.Pi, *P.Al, P.Pi-??

E3: *P.Al, *P.Pi, *P.Al, P.Pi-, M1, *P.Pi, *P.Al, { *P.BeC??, *P.Tr, M6 }

E4: *P.Al / E5: *P.Pi / E6: *P.Al, P.Pi-, M1 / E7: *P.Pi, *P.Al, { *P.BeC, *P.Tr, M6?? }

E5: *P.Al??

Additions to table 4:

E9: M6

E3: *P.Al, *P.Pi, *P.Al, P.Pi-, M1, *P.Pi, *P.Al / E9: { *P.BeC, *P.Tr, M6 }, *P.Pi, *P.BeC, M6, *P.Pi, *P.BeC, { *P.Pi, *P.Tr } / E12: P.Al-, *P.BeC, *P.Tr, *P.Pi / E13: M6 / E14: *P.Al, { *P.LF, *P.Ri, *P.BeC, *P.Da, M6 }, *P.BeC, *P.Da / E15: P.Da+

1x04 Code Of Honor

{ M1, *P.Tr, *P.Da }, *P.Al²¹, *P.Pi, *P.Lu, P.Lu+, M10, *P.Ya, P.Lu+, M10, *P.Da, M10, *P.Pi, *P.Lu, *P.Al, P.Lu-

20 Tricorders are scanning units

21 The standing persons at the beginning are blurred and not clearly visible. As soon as the sight gets clear again there are more than five persons visible.

E1:

P.Lu = P.BW

E1: {M1, *P.Tr, *P.Da}, *P.Al, *P.Pi, *P.BW, P.BW+, M10??

P.Lu = P.Tr

E1: {M1, *P.Tr, *P.Da}, *P.Al, *P.Pi, *P.Tr, P.Tr+, M10??

E3:

P.Lu = P.BW

E3: {M1, *P.Tr, *P.Da}, *P.Al, *P.Pi, *P.BW, P.BW+ /E4: M10 /E5: *P.Ya, P.BW+??

P.Lu = P.Wo

E3: {M1, *P.Tr, *P.Da}, *P.Al, *P.Pi, *P.Wo, P.Wo+ /E4: M10 /E5: *P.Ya, P.Wo+??

P.Lu = P.Al

E3: {M1, *P.Tr, *P.Da}, *P.Al, *P.Pi, *P.Al /E9: P.Al+ /E12: M10, *P.Ya, P.Al+??

P.Lu = P.Pi

E3: {M1, *P.Tr, *P.Da}, *P.Al, *P.Pi, *P.Pi /E9: P.Pi+ /E12: M10, *P.Ya, P.Pi+, M10 /E13: *P.Da, M10??

P.Lu = P.Ya

E3: {M1, *P.Tr, *P.Da}, *P.Al, *P.Pi, *P.Ya /E9: P.Ya+ /E12: M10, *P.Ya, P.Ya+??

E4: {M1??, *P.Tr, *P.Da}

E5: {M1??, *P.Tr, *P.Da}

Additions to table 4:

E14: M10

P.Lu = P.Pi

E3: {M1, *P.Tr, *P.Da}, *P.Al, *P.Pi, *P.Pi /E9: P.Pi+ /E12: M10, *P.Ya, P.Pi+, M10 /E13: *P.Da /E14: M10, *P.Pi, *P.Lu, *P.Al /E15: P.Pi-

1x05 The Last Outpost

{*P.Al, *P.Fe}, *P.Al, M1, *P.Pi, *P.Wo, *P.Ya, *P.Ri, *P.Pi, M2, *P.Ya, M2, P.En-, *P.Pi, *P.Tr, *P.LF, *P.Da, *P.Tr, *P.Ri, *P.Al, P.Al-, *P.LF, *P.Pi, *P.Ri, P.En-, M1, *P.LF, *P.Pi, *P.Tr, P.Tr-

E1: {*P.Al, *P.Fe}, *P.Al, M1, *P.Pi, *P.Wo /E2: *P.Ya, *P.Ri /E3: *P.Pi /E9: M2, *P.Ya, M2 /E11: P.En- /E12: *P.Pi, *P.Tr /E13: *P.LF, *P.Da /E14: *P.Tr, *P.Ri, *P.Al, P.Al-, *P.LF, *P.Pi, *P.Ri, P.En-??

E3: {*P.Al, *P.Fe}, *P.Al, M1, *P.Pi, *P.Wo, *P.Ya, *P.Ri, *P.Pi /E9: M2, *P.Ya, M2 /E11: P.En- /E12: *P.Pi, *P.Tr /E13: *P.LF, *P.Da /E14: *P.Tr, *P.Ri, *P.Al, P.Al-, *P.LF, *P.Pi, *P.Ri, P.En-??

E4: {*P.Al, *P.Fe}, *P.Al, M1??

E5: {*P.Al??, *P.Fe}

Additions to table 4:

E14: P.En-

E3: {*P.Al, *P.Fe}, *P.Al, M1, *P.Pi, *P.Wo, *P.Ya, *P.Ri, *P.Pi /E9: M2, *P.Ya, M2 /E11: P.En- /E12: *P.Pi, *P.Tr /E13: *P.LF, *P.Da /E14: *P.Tr, *P.Ri, *P.Al, P.Al-, *P.LF, *P.Pi, *P.Ri, **P.En-**, M1, *P.LF, *P.Pi, *P.Tr /E15: P.Tr-

1x06 Where No One Has Gone Before

E3: (OC) 05:28 {*P.En}/E9: 05:43 {*P.WeC}/E11: 05:45 {*P.Wo}/E12: 06:04 {*P.En}/E13: 06:06 {P.Wo-}/E14: 06:10 {*P.Al}/E15: 06:24 {*P.En}

1x07 Lonely Among Us

E5: (OC) 05:57 {*P.Wo, P.Wo-}/E6: 05:58 {M1}/E7: 05:59 {*P.BeC}/E8: 06:02 {M6}/E9: 06:13 {P.Wo-}/E11: 06:21 {*P.Wo}/E12: 06:40 {*P.BeC}/E13: 06:43 {*P.LF}/E14: 06:57 {*P.Pi}/E15: 07:56 {P.Wo-}

1x08 Justice

*P.Al, *P.Pi, *P.Al, *P.Ya, *P.WeC, M5, *P.Al, {*P.Tr, *P.Ya, *P.Wo, *P.WeC, *P.Ri}, *P.Al, {*P.Tr, *P.Ya, *P.Wo, *P.WeC, *P.Ri, M5}, *P.Al, {*P.Tr, *P.Ri, M5}, P.Ri-, *P.Tr, *P.Al, P.Ri+

E1: *P.Al, *P.Pi, *P.Al /E2: *P.Ya, *P.WeC, M5, *P.Al, {*P.Tr??, *P.Ya, *P.Wo, *P.WeC, *P.Ri}

E3: *P.Al, *P.Pi, *P.Al, *P.Ya /E9: *P.WeC, M5??

E4: *P.Al /E5: *P.Pi /E6: *P.Al /E7: *P.Ya, *P.WeC /E8: M5 /E9: *P.Al, {*P.Tr, *P.Ya, *P.Wo??, *P.WeC, *P.Ri}

E5: *P.Al??

Additions to table 4:

E11: *P.Tr, *P.Ya

E13: *P.Tr, *P.Ya

E4: *P.Al /E5: *P.Pi /E6: *P.Al /E7: *P.Ya, *P.WeC /E8: M5 /E9: *P.Al /E11: {*P.Tr, *P.Ya, *P.Wo, *P.WeC, *P.Ri} /E12: *P.Al /E13: {*P.Tr, *P.Ya, *P.Wo, *P.WeC, *P.Ri, M5}, *P.Al, {*P.Tr, *P.Ri, M5} /E14: P.Ri-, *P.Tr, *P.Al /E15: P.Ri+

1x09 The Battle

E3: (OC) 05:26 {*P.Wo}/E9: 05:27 {*P.BeC}/E11: 05:27 {M6}/E12: 05:28 {*P.Pi}/E13: 05:34 {*P.Wo}/E14: 05:38 {*P.Pi}/E15: 05:40 {P.Pi-}

1x10 Hide And Q

E3: (OC) 04:07 {*P.Pi}/E9: 04:10 {M2}/E12: 04:13 {M12}/E13: 04:13 {P.Pi-}/E14: 04:16 {*P.Pi}/E15: 04:27 {P.Ri+}

1x11 Haven

*P.Al, {*P.Tr, *P.Ri}, *P.Pi, M13, *P.Al, *P.Mi, *P.Ri, *P.Tr, *P.Mi, *P.Pi, *P.Tr, P.Tr-

E1: *P.Al, {*P.Tr, *P.Ri??}
E3: *P.Al, {*P.Tr, *P.Ri}, *P.Pi, M13??
E4: *P.Al, {*P.Tr??, *P.Ri}
E5: *P.Al??

Additions to table 4:

E9: M13

P.Mi = P.Wo

E3: *P.Al, {*P.Tr, *P.Ri}, *P.Pi /E9: M13, *P.Al /E11: *P.Wo, *P.Ri /E12:
*P.Tr /E13: *P.Wo /E14: *P.Pi, *P.Tr /E15: P.Tr-

1x12 The Big Goodbye

E3: (OC) 05:40 {*P.Pi}/E9: 05:43 {P.Pi+}/E12: 05:47 {M10}/E13: 05:58
{*P.WSA}/E14: 05:58 {*P.Al}/E15: 05:59 {P.WSA-}

1x13 Datalore

*P.Al, *P.Ri, *P.Da, P.Al+, {*P.Da, *P.Ya, *P.Ri, *P.LF, *P.Wo}, M6, *P.LF, *P.Ya, M6,
*P.Al, *P.Ri, *P.LF, *P.Al, {*P.Da, *P.Ri}, *P.Ya, *P.Al, *P.Da, *P.LF, {*P.Da, *P.Ri,
*P.Ya}, *P.Da, *P.LF, *P.Al+

E1: *P.Al /E2: *P.Ri /E3: *P.Da /E9: P.Al+, {*P.Da??, *P.Ya, *P.Ri, *P.LF, *P.Wo}
E3: *P.Al, *P.Ri, *P.Da /E9: P.Al+, {*P.Da??, *P.Ya, *P.Ri, *P.LF, *P.Wo}
E4: *P.Al /E5: *P.Ri, *P.Da, P.Al+??
E5: *P.Al??

Additions to table 4:

E11: *P.Ya

E3: *P.Al, *P.Ri, *P.Da /E9: P.Al+ /E11: {*P.Da, *P.Ya, *P.Ri, *P.LF, *P.Wo}, M6,
*P.LF, *P.Ya, M6 /E12: *P.Al /E13: *P.Ri, *P.LF /E14: *P.Al, {*P.Da, *P.Ri}, *P.Ya,
*P.Al, *P.Da, *P.LF, {*P.Da, *P.Ri, *P.Ya}, *P.Da, *P.LF /E15: *P.Al+

1x14 Angel One

E3: (OC) 04:23 {*P.Al}/E9: 04:31 {*P.WeC}/E12: 04:32 {*P.BW}/E13: 04:34
{*P.Ri}/E14: 04:38 {*P.Tr}/E15: 05:02 {*P.En}

1x15 11001001

E3: (OC) 07:03 {*P.Ri}/E9: 07:08 {*P.BeC}/E12: 07:19 {P.Ya-}/E13: 07:22
{*P.Ri}/E14: 07:24 {*P.Al}/E15: 07:54 {P.Ya+}

1x16 Too Short A Season

E3: (OC) 04:54 {*P.Al}/E9: 04:55 {*P.LF}/E11: 04:59 {*P.Da}/E12: 05:03
{*P.Al}/E13: 05:04 {*P.WeC}/E14: 05:05 {*P.Pi}/E15: 05:36 {P.WeC-}

1x17 When The Bough Breaks

E3: (OC) 04:58 { *P.Pi } / E9: 05:22 { *P.LF } / E12: 05:24 { *P.BW } / E13: 05:25 { *P.Wo } / E14: 05:27 { *P.Pi } / E15: 05:34 { *P.En }

1x18 Home Soil

*P.Al, { *P.P1, *P.P2 }, { *P.Ri, *P.Tr, *P.LF, *P.Ya, *P.Da }, *P.P3, *P.Ya, { *P.Ri, *P.Tr, *P.LF, *P.Ya, *P.Da }, *P.P1, *P.P3, M13, *P.P3, { *P.Ri, *P.Tr, *P.LF, *P.Ya, *P.Da }, *P.Al, *P.Tr, *P.Ya, *P.LF, *P.Da, *P.P3, *P.P1, *P.P2, *P.Al, *P.P2, *P.Al, *P.P3, *P.P2, *P.Da, *P.P2, P.Da+

P.P1 = P.currentevent, P.P2 = P.currentevent

E1: *P.Al, { *P.currentevent, *P.currentevent }, { *P.Ri??, *P.Tr, *P.LF, *P.Ya, *P.Da }

E3: *P.Al, { *P.currentevent, *P.currentevent }, { *P.Ri, *P.Tr, *P.LF??, *P.Ya, *P.Da }

E4: *P.Al, { *P.currentevent, *P.currentevent }, { *P.Ri??, *P.Tr, *P.LF, *P.Ya, *P.Da }

E5: *P.Al??

P.P1 = P.nextevent, P.P2 = P.nextevent

E1: *P.Al / E2: { *P.nextevent, *P.nextevent }, { *P.Ri, *P.Tr??, *P.LF, *P.Ya, *P.Da }

E3: *P.Al / E9: { *P.nextevent, *P.nextevent }, { *P.Ri, *P.Tr, *P.LF, *P.Ya, *P.Da?? }

E4: *P.Al / E5: { *P.nextevent, *P.nextevent }, { *P.Ri, *P.Tr??, *P.LF, *P.Ya, *P.Da }

E5: *P.Al??

Additions to table 4:

E11: *P.Tr, *P.Ya

E13: *P.Tr, *P.Ya

P.P1 = P.WeC, P.P2 = P.WeC, P.P3 = P.BW

E3: *P.Al / E9: { *P.WeC, *P.WeC } / E11: { *P.Ri, *P.Tr, *P.LF, *P.Ya, *P.Da } / E12: *P.BW, *P.Ya / E13: { *P.Ri, *P.Tr, *P.LF, *P.Ya, *P.Da }, *P.WeC / E14: *P.BW, M13, *P.BW, { *P.Ri, *P.Tr, *P.LF, *P.Ya, *P.Da }, *P.Al, *P.Tr, *P.Ya, *P.LF, *P.Da, *P.BW, *P.P1, *P.WeC, *P.Al, *P.WeC, *P.Al, *P.BW, *P.WeC, *P.Da, *P.WeC / E15: P.Da+

1x19 Coming of Age

E3: (OC) 03:57 { *P.Al } / E9: 04:01 { *P.WeC } / E12: 04:12 { *P.BW } / E13: 04:13 { *P.WeC } / E14: 04:15 { *P.BW } / E15: 04:18 { P.Pi- }

1x20 Heart Of Glory

E3: (OC) 05:01 { *P.Wo } / E9: 05:10 { P.Wo- } / E11: 05:14 { *P.Da } / E12: 05:30 { M12 } / E13: 05:31 { *P.Ri } / E14: 05:48 { *P.Al } / E15: 06:01 { *P.En }

1x21 The Arsenal Of Freedom

*P.Al, *P.Pi, M14, P.Al-, P.Al+, { *P.Da, *P.Ri, *P.Ya }, M6, M2, *P.Ri, { *P.Pi, *P.Wo, *P.Tr }, *P.Ri, *P.Pi, { *P.Da, *P.Ri, *P.Ya, M2, M6, M14 }

E1: *P.Al, *P.Pi, M14??

E3: *P.Al, *P.Pi /E9: M14 /E12: P.Al-, P.Al+??
E4: *P.Al /E5: *P.Pi, M14, P.Al-??
E5: *P.Al??

Additions to table 4:
E13: P.Al+, *P.Ya
E15: M2, M6

E3: *P.Al, *P.Pi /E9: M14 /E12: P.Al- /E13: P.Al+, {*P.Da, *P.Ri, *P.Ya},
M6 /E14: M2, *P.Ri, {*P.Pi, *P.Wo, *P.Tr}, *P.Ri, *P.Pi /E15: {*P.Da, *P.Ri, *P.Ya,
M2, M6, M14}

1x22 Symbiosis

E4: (OC) 05:57 {*P.Wo}/E5: 06:08 {*P.Da}/E6: 06:09 {M6}/E7: 06:10 {*P.Da}/E8:
06:20 {P.Al-}/E9: 06:24 {M14}/E12: 06:32 {*P.BW}/E13: 06:32 {*P.Ri}/E14: 06:34
{*P.Pi}/E15: 06:41 {M12}

1x23 Skin Of Evil

*P.Al, *P.Al-, *P.Pi, *P.Al, P.Al-, *P.Ly, *P.Al, *P.Ly, M14, *P.En, *P.En-, *P.Al, *P.Ly,
*P.Pi, *P.LF, *P.Pi, M14

P.Ly = P.currentevent

E1: *P.Al, *P.Al-, *P.Pi, *P.Al, P.Al-, *P.currentevent, *P.Al, *P.currentevent, M14??
E3: *P.Al /E4: *P.Al- /E5: *P.Pi /E6: *P.Al, P.Al-??
E4: *P.Al, *P.Al- /E5: *P.Pi /E6: *P.Al, P.Al-??
E5: *P.Al??

P.Ly = P.nextevent

E1: *P.Al, *P.Al-, *P.Pi, *P.Al, P.Al- /E2: *P.nextevent, *P.Al, *P.nextevent, M14??
E3: *P.Al /E4: *P.Al- /E5: *P.Pi /E6: *P.Al, P.Al-??
E4: *P.Al, *P.Al- /E5: *P.Pi /E6: *P.Al, P.Al-??
E5: *P.Al??

Additions to table 4:
E6: P.Al-

P.Ly = P.Wo

E3: *P.Al /E4: *P.Al- /E5: *P.Pi /E6: *P.Al, P.Al-, *P.Wo, *P.Al, *P.Wo /E7: M14,
*P.En /E8: *P.En- /E9: *P.Al /E11: *P.Wo /E12: *P.Pi /E13: *P.LF /E14: *P.Pi
/E15: M14

1x24 We'll Always Have Paris

E3: (OC) 05:26 {*P.Al}/E9: 05:26 {*P.LF}/E12: 05:33 {*P.BW}/E13: 05:35
{*P.Da}/E14: 05:36 {P.BW+}/E15: 05:46 {P.BW-}

1x25 Conspiracy

E3: (OC) 05:47 {*P.Al, M1}/E9: 05:50 {*P.LF}/E11: 05:51 {*P.Da}/E12: 05:53

{*P.A1}/E13: 05:54 {*P.Da}/E14: 05:55 {*P.A1}/E15: 06:04 {M14}

1x26 The Neutral Zone

E3: (OC) 05:03 {*P.A1}/E9: 05:06 {*P.BeC}/E12: 05:12 {*P.BW}/E13: 05:16 {*P.Da}/E14: 05:21 {*P.BW}/E15: 05:46 {M14}

Appendix C Mr. Bean

„Mr. Bean“ = P.WeC

„The other person“ = P.Ya

„Teddy“ = P.Da

1x01 Mr. Bean

E3: (OC) 00:35 {*P.A1}/E9: 00:44 {*P.WeC}/E11: 00:51 {P.WeC-}/E12: 00:59 {*P.Ya, P.Ya-}/E13: 01:07 {*P.WeC}/E14: 01:12 {*P.A1}/E15: 01:25 {-M1²²}

1x02 The Return of MB

E3: (OC) 00:35 {*P.A1}/E9: 00:37 {*P.WeC, *P.Ya}/E11: 00:49 {P.WeC-}/E12: 01:03 {P.Ya-}/E13: 01:11 {P.WeC-}/E14: 01:36 {*P.A1}/E15: 01:41 {P.Ya+}

1x03 The Curse of MB

E3: (OC) 00:35 {*P.A1}/E9: 00:42 {*P.WeC}/E11: 00:43 {P.WeC-}/E12: 00:52 {*P.BW}/E13: 01:00 {*P.WeC}/E14: 01:03 {*P.Ya}/E15: 01:50 {P.WeC-}

1x04 MB Goes to Town

E3: (OC) 00:35 {*P.A1}/E9: 00:43 {*P.WeC}/E11: 00:49 {P.WeC-}/E12: 01:16 {*P.BW}/E13: 01:20 {M1}/E14: 01:21 {*P.Ya}/E15: 01:44 {-M1}

1x05 The Trouble with MB

E3: (OC) 00:37 {*P.BW}/E9: 00:40 {*P.WeC}/E11: 00:43 {*P.Da}/E12: 00:49 {*P.Ya}/E13: 00:54 {M7}/E14: 01:14 {*P.BW}/E15: 01:17 {M14}

1x06 MB Rides Again

E3: (OC) 00:35 {*P.A1}/E9: 00:39 {*P.WeC}/E11: 01:33 {P.WeC-}/E12: 01:48 {*P.Ya}/E13: 02:07 {P.WeC-}/E14: 02:09 {P.Ya-}/E15: 02:42 {P.WeC-}

1x07 Merry Christmas, MB

E3: (OC) 00:46 {*P.A1}/E9: 01:01 {*P.WeC}/E12: 01:06 {P.Ya-}/E13: 01:10 {*P.WeC}/E14: 01:20 {*P.BW}/E15: 01:35 {P.Ya+}

1x08 MB in Room 426

22 A door gets locked

E3: (OC) 00:40 { *P.Al}/E9: 00:47 { *P.WeC}/E11: 01:05 {P.WeC-}/E12: 01:19
{ *P.Ya}/E13: 01:19 { *P.WeC}/E14: 01:33 { *P.Ya}/E15: 01:51 {P.WeC-}

1x09 Do-It-Yourself MB

E3: (OC) 00:40 { *P.Da}/E9: 00:45 { *P.WeC}/E11: 00:52 {P.Da+}/E12: 01:01
{ *P.Al}/E13: 01:18 { *P.WeC}/E14: 01:36 { *P.Ya}/E15: 02:13 {P.WeC-}

1x10 Mind the Baby, MB

E3: (OC) 00:38 {M5}/E9: 00:39 { *P.WeC}/E11: 01:05 {P.WeC-}/E12: 01:19
{ *P.Al}/E13: 01:29 { *P.WeC}/E14: 01:34 { *P.Al}/E15: 02:37 {P.WeC-}

1x11 Back to School MB

E3: (OC) 00:37 { *P.Al}/E9: 00:48 { *P.WeC}/E12: 00:56 { *P.BW}/E13: 01:09
{ *P.WeC}/E14: 01:13 { *P.BW}/E15: 02:03 {-M1}

1x12 Tee Off, MB

E1: (OC) 00:36 {M7, *P.WSA}/E2: 00:43 { *P.Ya}/E3: 00:44 { *P.BW}/E9: 01:01
{ *P.WeC}/E11: 01:02 {P.WeC-}/E12: 01:10 { *P.BW}/E13: 01:16 { *P.WSA}/E14:
01:25 { *P.Ya}/E15: 01:27 {P.WeC-}

1x13 Goodnight MB

E3: (OC) 00:36 { *P.Al}/E9: 01:02 { *P.WeC}/E10: 01:16 {-M1}/E12: 01:25 { *P.Ya,
P.Ya-}/E13: 01:29 { *P.WeC}/E14: 01:32 { *P.Al}/E15: 01:35 { *P.En}

1x14 Hair by MB of London

E3: (OC) 00:37 { *P.Al}/E9: 00:49 { *P.WeC}/E12: 00:55 { *P.BW}/E13: 01:07
{ *P.WeC}/E14: 01:09 {P.WeC+}/E15: 02:17 {P.WeC-}

Appendix D Superbook

„Chris“ = P.Da

„Joy“ = P.Da

„Ruffles“ = P.Pi

„Professor“ = P.Wo

„Phoebe“ = P.En

Short forms like *P.Da, P.Da+, P.Da- are shortened to Da, Da+, Da-.

	E1	E2	E3	E9	E10	E11	E12	E13	E14	E15
1			Al	Ya+	Wo+		M12	Wo	Wo+	Wo-
2			Al	Da-		Da	Da-	Wo	Pi	Pi-
3			Al	Wo-		Da	Al	Da+	Al	Pi-
4			Al	Da-	-M1		Da-	Wo	Da-	M12
5	Al	Da-	Da	Da-		Wo	Ya	Da	Ya	Wo-
6			Al	Da-		Wo	Al	Da	Al	Ya+
7			Al	Da-		Wo	Pi	Wo	Al	Pi-
8			Al	Wo-	Da	Da+	Ya	Da	Da-	M12
9			Al	Pi+	Da	Pi-	Pi	Pi-	Al	Pi-
10	Al-	Ya	Da	Da-		Da	M12	Wo	Al	Wo-
11			Al	Da-		Da+	Pi	Da	Da-	Da+
12			Al	M11		Da+	Al	Da	Pi	M4
13			Al	Wo-		Da	Pi	Da	Pi	Da+
14			Al	M2		Da+	Ya	Da+	Pi	En
15			Al	Da-		Da	Da-	Da	Al	Da+
16			Al	Ya+		Da	Ya	Da	Pi	En
17			Al	Pi+		Da	Pi	Da	Pi+	Pi-
18			Al	Pi+		Da	Pi+	Wo	Pi+	Da+
19			Al	Da-	Da		Da-	Da	Da-	Da+
20			Al	Wo-		Da	Al	Wo	Ya	Da+
21			Al	Wo-	Wo+		En	Da	Al	Da+
22			Al	Da-		Da	M12	Da	M13	En
23			Al	Al+		Da+	Da-	Da	Da-	Da+
24			Al	Da-		Da	Da-	Da+	Da-	En
25			Al	Da-		Da+	Da-	Da+	Pi+	Da+
26			Al	Da-		Da	Al	Da	Pi	En

Table 7: The pattern for Superbook.

Appendix E Bible stories for kids

„God“ = P.Ya (1x01, 1x08, 1x09, 1x16, 1x24)

„Jesus“ = P.Ya (1x11, 1x12, 1x15, 1x18, 1x18, 1x23, 1x25, 1x26, 1x27)

dicile 1 of jesus = P.Tr (1x11, 1x18)

dicile 2 of jesus = P.BW (1x11, 1x18)

„philistines“ =P.Wo (1x07)

„Father“ = P.Wo (1x06, 1x10, 1x13, 1x14, 1x17, 1x20, 1x21, 1x22)

children = P.Da

man with a disability = P.LF (1x14, 1x23)

an appearing woman = P.BW (1x01, 1x02, 1x04, 1x16, 1x19, 1x25, 1x26, 1x27)

1x01 Noah & The Ark

E3: 00:11 { *P.Al } / E9: 00:13 { M11 } / E12: 00:22 { *P.BW } / E13: 00:25 { P.BW- } / E14: 00:27 { *P.Ya, P.BW+ } / E15: 00:34 { P.BW- }

1x02 Birth Of Jesus

E3: 00:03 { *P.Al } / E4: 00:05 { M10 } / E5: 00:12 { *P.BW } / E6: 00:20 { M1 } / E7: 00:20 { *P.BW } / E8: 00:26 { P.BW+ } / E9: 00:29 { *P.Ya } / E11: 00:37 { *P.Wo } / E12: 00:37 { *P.BW } / E13: 00:39 { *P.Wo } / E14: 00:44 { *P.BW } / E15: 01:22 { P.Wo- }

1x03 Daniel In The Lions Den

E3: 00:11 { *P.Al, P.Wo+ } / E9: 00:38 { P.Wo- } / E11: 00:41 { *P.Wo } / E12: 00:41 { *P.Ya } / E13: 00:45 { *P.Wo } / E14: 00:50 { *P.Ya } / E15: 01:16 { P.BW- }

1x04 The Story Of Moses

E3: 00:11 { *P.Al, *P.Da, P.Pi- } / E9: 00:23 { P.Pi+, P.Wo-, *P.Pi } / E11: 00:31 { *P.Da } / E12: 00:34 { P.Da-, *P.BW } / E13: 00:53 { *P.Da } / E14: 00:55 { *P.BW } / E15: 01:08 { P.BW- }

1x05 Samson The Strong

E3: 00:12 { *P.Al } / E9: 00:29 { P.Wo- } / E10: 00:33 { *P.Da } / E12: 00:41 { M12, *P.Ya, *P.Al } / E13: 00:43 { *P.Da } / E14: 00:45 { *P.Ya } / E15: 00:47 { P.Da+ }

1x06 Good Samaritan

E3: 00:03 { *P.Al } / E9: 00:20 { *P.Da } / E11: 00:20 { *P.Wo } / E12: 00:21 { *P.Ya } / E13: 00:21 { *P.Wo } / E14: 00:23 { *P.Ya, P.Al- } / E15: 00:40 { P.Al+ }

1x07 David And Goliath

E3: 00:12 { *P.Al } / E9: 00:18 { M2 } / E11: 00:20 { *P.Da } / E12: 00:28 { M2 } / E13: 00:46 { *P.Wo } / E14: 00:47 { P.Wo+ } / E15: 01:33 { M14 }

1x08 Story Of Solomon

E3: 00:11 { *P.Al } / E9: 00:19 { P.Ya+ } / E10: 01:41 { *P.Da } / E12: 01:50 { P.Da- } / E13: 01:52 { P.Da+ } / E14: 01:57 { *P.Ya } / E15: 02:09 { P.Al+ }

1x09 Story of Abharaham & Sarah

E4: 00:03 { *P.Al, M10 } / E5: 00:09 { *P.BW } / E6: 00:12 { M1, *P.Wo } / E7: 00:14 { P.Wo- } / E8: 00:18 { P.BW+ } / E9: 00:20 { *P.Ya } / E12: 00:20 { *P.BW } / E13: 00:22

{P.BW-}/E14: 00:30 {P.BW+}/E15: 00:40 {M12}

1x10 The House Build upon Sand

E3: 00:03 {*P.Wo}/E9: 00:21 {P.Da-}/E11: 00:24 {*P.Da}/E12: 00:26 {*P.A1}/E13: 00:28 {*P.Wo}/E14: 00:33 {*P.Ya}/E15: 00:41 {M14}

1x11 Jesus Walks On Water

E3: 00:03 {*P.A1}/E9: 00:06 {P.A1+}/E12: 00:09 {M12}/E13: 00:22 {M5}/E14: 00:26 {*P.Tr}/E15: 00:43 {M14}

1x12 Raising Lazarus

E3: 00:03 {*P.A1}/E9: 00:23 {P.Da-, P.Ya+}/E12: 00:44 {P.Ya-}/E13: 01:20 {*P.Da}/E14: 01:21 {P.Da-}/E15: 01:25 {M14}

1x13 The Prodigal Son

E3: 00:03 {*P.Da}/E9: 00:10 {P.Da-}/E10: 00:11 {*P.Da}/E11: 00:21 {P.Da+}/E12: 00:29 {*P.A1}/E13: 00:30 {*P.Wo}/E14: 00:40 {P.Da-}/E15: 01:01 {P.Ya+}

1x14 The Rich Man & The Beggar

E3: 00:03 {*P.A1}/E9: 00:23 {*P.LF}/E11: 00:29 {*P.Wo}/E12: 00:42 {*P.A1}/E13: 00:45 {*P.Da}/E14: 00:49 {*P.Ya}/E15: 00:52 {P.Da+}

1x15 Healing Leprosy

E3: 00:03 {*P.A1}/E9: 00:35 {P.Ya+, P.A1+}/E12: 00:43 {P.A1-}/E13: 00:44 {*P.Wo}/E14: 00:46 {*P.Ya}/E15: 00:49 {P.Ya+}

1x16 Story of Cain & Abel

E3: 00:00 {*P.A1}/E4: 00:01 {M10}/E5: 00:04 {*P.BW}/E6: 00:14 {*P.A1}/E7: 00:18 {*P.Ya}/E8: 00:58 {P.BW+}/E9: 01:10 {*P.A1, *P.Ri, P.Ya+}/E11: 01:28 {P.Ri+}/E12: 01:34 {*P.Ya, *P.A1}/E13: 01:44 {*P.Ri}/E14: 01:47 {P.Ri-}/E15: 01:58 {P.Ya+}

1x17 The Unmerciful Servant

E3: 00:03 {*P.Da}/E9: 00:31 {P.Da-}/E11: 00:36 {*P.Da}/E12: 00:37 {P.Da-}/E13: 00:39 {*P.Wo}/E14: 00:40 {P.Da-}/E15: 00:55 {M4}

1x18 Jesus Feeds

E4: 00:04 {*P.A1}/E5: 00:05 {*P.Ya}/E6: 00:06 {*P.A1}/E7: 00:08 {*P.Ya}/E8: 00:12 {P.BW+, P.Tr+}/E9: 00:17 {*P.Ya}/E11: 00:19 {*P.Wo, P.Wo-}/E12: 00:19 {*P.BW}/E13: 00:19 {*P.Wo}/E14: 00:21 {P.BW+, P.Wo+}/E15: 00:26 {P.A1+}

1x19 Jesus Turns Water Into Wine

E5: 00:03 {*P.Ya}/E6: 00:06 {*P.A1}/E7: 00:08 {*P.Ya, *P.Pi, P.Pi+}/E8: 00:37
{P.BW+}/E9: 01:02 {*P.Ya}/E12: 01:14 {*P.BW}/E13: 01:20 {*P.Da}/E14: 01:22
{*P.A1}/E15: 01:25 {-M7}

1x20 The Unfruitful Tree

E3: 00:03 {*P.A1}/E9: 00:18 {P.A1+}/E12: 00:20 {P.A1-}/E13: 00:23 {*P.Da}/E14:
00:40 {*P.Ya}/E15: 01:21 {M12}

1x21 The Parable Talents

E3: 00:03 {*P.A1}/E9: 00:19 {P.Da-}/E11: 00:25 {*P.Wo}/E12: 00:47 {*P.A1}/E13:
00:49 {P.Da+}/E14: 00:50 {*P.Ya}/E15: 01:33 {*P.A1}

1x22 The Foolish Virgins

E3: 00:03 {*P.Da}/E9: 00:34 {P.Da-}/E10: 00:36 {*P.Da}/E12: 00:40 {P.Wo-}/E12:
00:42 {P.Da-}/E13: 00:46 {*P.Da}/E14: 00:48 {*P.Ya}/E15: 00:49 {P.Da+}

1x23 Healing Blindmen

E4: 00:02 {*P.A1}/E5: 00:03 {*P.Ya}/E6: 00:06 {*P.A1}/E7: 00:08 {*P.LF}/E8: 00:09
{P.LF-}/E9: 00:19 {*P.Ya}/E10: 00:38 {P.LF+}/E12: 01:01 {*P.A1}/E13: 01:02
{*P.LF}/E14: 01:04 {*P.Ya}/E15: 01:06 {P.LF+}

1x24 Jonah & The Whale

E3: 00:09 {*P.A1}/E9: 00:12 {P.A1+}/E10: 00:16 {*P.Wo, P.Wo+}/E12: 00:18
{P.A1-}/E13: 00:31 {*P.Wo}/E14: 00:32 {*P.A1}/E15: 00:44 {M12}

1x25 Healing A Bent Woman

E3: 00:03 {*P.A1}/E9: 00:08 {P.BW-}/E12: 00:18 {*P.BW}/E13: 00:20 {P.BW-}/E14:
00:22 {M13}/E15: 00:26 {P.BW-}

1x26 Raising Kings Daughter

E3: 00:03 {*P.A1}/E9: 00:14 {P.Ya+}/E11: 00:27 {*P.Da}/E12: 00:33 {*P.BW}/E13:
00:36 {*P.Da}/E14: 00:37 {P.Da-}/E15: 01:01 {P.Ya+}

1x27 Raising a Widow's Son

E3: 00:03 {*P.A1}/E9: 00:10 {P.A1+}/E12: 00:21 {*P.BW}/E13: 00:24 {*P.Da}/E14:
00:25 {P.BW+}/E15: 00:26 {P.BW-}

Appendix F Proof that the number 3 is part of P.Ya

First of all, the number 3 is a main part of the pattern that was already proved with a 99.99999% certainty. Nevertheless this will be proved here a second time explicitly.

First will be proved that the number 3 is a part of a person at all.

The first appearances for 7x25, ST:TNG are:

*P.3, M1, *P.Ya, *P.Wo, *P.Tr, P.Tr+, *P.Wo, M5, P.Wo+

First 3 identical black stripes are visible. Then a door opens and a yellow grid becomes visible, before P.Wo and P.Tr appear. They start to talk to each other:

TROI: That was an incredible programme [P.Tr+].

WORF: I am glad you approve. I have always found the Black Sea at night to be a most stimulating experience [P.Wo+].

Source: www.chakoteya.net/nextgen/277.htm

P.Tr+ only appears at E1 and E8. By assuming that the number 3 and the colour yellow are not part of a person the pattern can start at E1, but doesn't fit with P.Wo+:

E1: *~~P.3~~, M1, *~~P.Ya~~, *P.Wo, *P.Tr, P.Tr+, *P.Wo, M5, P.Wo+??

Therefore P.Tr+ must appear at E8. Because *P.Wo and *P.Tr don't cause the pattern to move on after reached E6, the pattern must have already reached E7 when *P.Wo, *P.Tr, P.Tr+ is reached. Therefore the pattern must start at E5 and all three appearances must cause the next event:

E5: *P.3 /E6: M1 /E7: *P.Ya, *P.Wo, *P.Tr /E8: P.Tr+, *P.Wo, M5, P.Wo+

otherwise:

E5: *P.3 /E6: M1, *~~P.Ya~~, *P.Wo, *P.Tr, P.Tr+??

E4: *~~P.3~~, M1??

Therefore the number 3 must be part of a person. The Number 3 can be a part of any person except P.Al, P.Tr, P.WeC and P.WSA that don't appear at E5.

To show that the number 3 is part of P.Ya another episode will be chosen. The first appearances for 2x05, ST:TNG are:

*P.Al, *P.Pi, *P.Al, *P.Ri, *P.Da, *P.Ri, *P.WeC, *P.Pi, M1, *P.Ri, *P.Pi, *P.Ri, *P.Al, *P.3, P.3+, M11, *P.Ri, P.3+, *P.Ri, *P.Pi, *P.Al, *P.Ri, *P.Pi, *P.Ri, *P.Pi, *P.Ri, P.3-, *P.Ri, *P.3, *P.Pi, M14

Captain's log, Stardate 42477.2. The Enterprise has been diverted to the Ramatis star system. It seems that both sides of a bitter planetary conflict have petitioned Starfleet to transport to their world a mediator they have mutually selected. Our orders are transportation only, no interference.

RIKER: Reduce to half impulse.

WESLEY: Reducing velocity to one half impulse.

(Picard has a holographic representation of a solar system over his desk, with some very erratic orbits in it)

PICARD Come. Ah, Number One. Look at this. Ever since we left the Lima Sierra system, I

have been puzzling over how the third planet could maintain such an orbit [P.3+], when it is theoretically impossible [M11]. But consider this.
 RIKER: There's no degeneration. [P.3+]
 PICARD: Exactly.
 RIKER: Why?
 PICARD: Why? I haven't a clue.
 RIKER: Perhaps this facsimile lacks the proper mass.
 PICARD: Perhaps, but if this is an accurate representation, it could explain what happened in that system.
 RIKER: Perhaps.
 PICARD: Well, not a matter of great moment [P.3-], just a knot I had to untie. So, what do you want to see me about?
 RIKER: We've arrived at Ramatis Three.
 PICARD: Oh well, time to leave.

Source: www.chakoteya.net/nextgen/132.htm

First the starship Enterprise becomes visible before there is some conversation. The third planet of a solar system is mentioned, that is marked by a yellow line. It is mentioned that this third planet is able to maintain an orbit, when it is theoretically impossible without degeneration as advantage for the person P.3. That Picard hasn't a clue about this is an appearance of *P.AI as lack of knowledge without P.Pi-, because no one had a clue about this as it was already evaluated that it is theoretically impossible. Then it is mentioned that this planet, that defies the laws of physics, is not anymore special at all as P.3-. To defy the laws of physics for its own advantage is also an unbelievable attainment for this solely planet as M11. At the end of this part P.Pi stands up is in a hurry as M14.

2x05 starts with *P.AI, therefore the pattern can start at E1, E3 and E4. The pattern can start at all of these starting points, E9 will always be reached at the third appearance of P.AI:

*P.AI,	*P.Pi,	*P.AI,	*P.Ri,	*P.Da,	*P.Ri,	*P.WeC,	*P.Pi,	M1,	*P.Ri,	*P.Pi,	*P.Ri,	*P.AI
E1			E2	E3			E9					
E3							E9					
E4	E5	E6	E7					E8				E9

The remaining appearances are:

*P.3, P.3+, M11, *P.Ri, P.3+, *P.Ri, *P.Pi, *P.AI, *P.Ri, *P.Pi, *P.Ri, *P.Pi, *P.Ri, P.3-, *P.Ri, *P.3, *P.Pi, M14

Because E9 is already reached, P.3 can only be positively affected at the current or one of the immediately following events as for E9: P.AI+, P.Pi+, P.Ya+; E10: P.LF+, P.Wo+; E11: P.Da+, P.Ri+; E12: P.En+ as possible persons.

Below is shown that only P.AI and P.Ya does fit. Because the person P.AI was already excluded in 7x25, the number 3 must be a part of P.Ya.

P.3 = P.AI

E9: *P.AI, *P.AI, P.AI+, M11, *P.Ri, P.AI+, *P.Ri, *P.Pi, *P.AI, *P.Ri, *P.Pi, *P.Ri, *P.Pi, *P.Ri /E12: P.AI- /E13: *P.Ri /E14: *P.AI, *P.Pi /E15: M14

P.3 = P.Pi

E9: *P.Al, *P.Pi, P.Pi+, M11, *P.Ri, P.Pi+, *P.Ri, *P.Pi, *P.Al, *P.Ri, *P.Pi, *P.Ri, *P.Pi, *P.Ri /E11: P.Pi-, *P.Ri /E12: *P.Pi, *P.Pi, M14??

P.3 = P.Ya

E9: *P.Al, *P.Ya, P.Ya+, M11, *P.Ri, P.Ya+, *P.Ri, *P.Pi, *P.Al, *P.Ri, *P.Pi, *P.Ri, *P.Pi, *P.Ri /E12: P.Ya- /E13: *P.Ri /E14: *P.Ya, *P.Pi /E15: M14

P.3 = P.LF

E9: *P.Al, *P.LF /E10: P.LF+, M11??

P.3 = P.Wo

E9: *P.Al /E10: *P.Wo, P.Wo+, M11??

P.3 = P.Da

E9: *P.Al /E11: *P.Da, P.Da+, M11??

P.3 = P.Ri

E9: *P.Al, *P.Ri /E11: P.Ri+, M11??

P.3 = P.En

E9: *P.Al, *P.En /E12: P.En+, M11??

Appendix G Proof that Superbook appears as P.Ya

The first appearances for 1x01, Superbook are:

{*P.Al, M5}, *P.Pr, P.Pr+, {*P.SB, P.SB+}, {P.Pr+, *P.SB}, {P.SB-, M12}, *P.Pr, P.Pr+, *P.Pr, P.Pr+, {P.Pr-, *P.Al}

Once upon a time, not so very long ago, in a house just down the street and around the corner, I was waiting to be discovered. To many people, I looked like just another book. Not even the famous professor Peeper realized that I was Superbook, that I had supernatural power [***P.SB, P.SB+**], could unlock the hidden mysteries of history. Oh, how I could have helped him with his studies [**P.Pr+, *P.SB**]. But alas, I was just gathering dust, waiting [**P.SB-, M12**]. Then, one day, the professor [***P.Pr**] had a brilliant idea [**P.Pr+**].

PROFESSOR: I had a brilliant idea, but what in the world was it? [**P.Pr-, *P.Al**]

Source: www.dailymotion.com/video/x152uej_superbook-how-it-all-began_shortfilms

The episode starts with a house, green trees and a pond as M5 becoming visible. {} means that the green tree and the pond became visible at the same time. Then the professor becomes visible and it is stated that he is famous. A simple voice that appear without a name or a person doesn't count as person until a name or a person is assigned to this voice as in 1x01 „that I was superbook“ for the story teller voice as appearance of P.SB as the Bible. For Bibles it is not common to have supernatural power or to perform miracles, therefore this counts as P.SB+ for „that I was Superbook, that I had supernatural power“. Then the professor is positively affected by the presence of P.SB. Then it is described that this isn't happening and P.SB is only gathering dust as M12 and P.SB-. In comparison, the sentence „I was waiting to be discovered“ describes a condition, not a temporary interruption of any kind of behaviour. The story teller voice hadn't identified himself as any person at this time too. At the end, the professor forgot accidentally a brilliant idea as P.Pr- and a lack of knowledge as *P.Al at the same time.

The pattern starts with *P.Al and M5 at the same time. Therefore the pattern can only start at E1 or E3. E4 and E5 don't contain *P.Al and M5 at the same time. For E1 as starting point the persons P.BeC, P.Ri and P.Ya can cause E2. None of this person can be affected positively at E2 or E3:

P.Pr = P.BeC

E1: { *P.Al, M5 } /E2: *P.BeC, P.BeC+??

P.Pr = P.Ri

E1: { *P.Al, M5 } /E2: *P.Ri, P.Ri+??

P.Pr = P.Ya

E1: { *P.Al, M5 } /E2: *P.Ya, P.Ya+??

Therefore P.Pr+ and P.SB+ must appear at E1 for E1 as starting point. Thus, P.Pr and P.SB must be a combination out of P.BW and P.Tr that are the only persons that are affected positively at E1. Still the pattern doesn't fit:

P.Pr = P.BW, P.SB = P.BW

E1: { *P.Al, M5 }, *P.BW, P.BW+, { *P.BW, P.BW+ }, { P.BW+, *P.BW } /E2: { P.BW-, M12?? }

P.Pr = P.BW, P.SB = P.Tr

E1: { *P.Al, M5 }, *P.BW, P.BW+, { *P.Tr, P.Tr+ }, { P.BW+, *P.Tr }, { P.Tr-??, M12?? }

P.Pr = P.Tr, P.SB = P.BW

E1: { *P.Al, M5 }, *P.Tr, P.Tr+, { *P.BW, P.BW+ }, { P.Tr+, *P.BW } /E2: { P.BW-, M12?? }

P.Pr = P.Tr, P.SB = P.Tr

E1: { *P.Al, M5 }, *P.Tr, P.Tr+, { *P.Tr, P.Tr+ }, { P.Tr+, *P.Tr }, { P.Tr-??, M12?? }

Therefore the pattern doesn't fit for any person for P.Pr and P.SB with E1 as starting point and the pattern can only start at E3.

M12 can only appear at E12 and E15. E15 can only be reached with:

E3: { *P.Al, M5 } /E9: *P.Pr /E12: P.Pr+ /E13: { *P.SB, P.SB+ } /E14: { P.Pr+, *P.SB } /E15: { P.SB-, M12 }

Only P.BeC, P.LF and P.WeC can cause E9 through appearance as P.Pr, but are not affected positively at E12. Therefore M12 can only appear at E12. Thus, P.SB can only be P.Al, P.Da, P.LF or P.Ya because { P.SB-, M12 } at E12. P.Pr can not be P.BeC, P.Da, P.En, P.Ri, P.Tr, P.WeC and P.WSA because:

P.Pr = P.BeC

E3: { *P.Al, M5 } /E9: *P.BeC, P.BeC+??

P.Pr = P.Da

E3: { *P.Al, M5 }, *P.Da, P.Da+??

P.Pr = P.En

E3: { *P.Al, M5 }, *P.En, P.En+??

P.Pr = P.Ri

E3: { *P.Al, M5 }, *P.Ri, P.Ri+??

P.Pr = P.Tr

E3: { *P.Al, M5 }, *P.Tr, P.Tr+??

P.Pr = P.WeC

E3: { *P.Al, M5 } /E9: *P.WeC, P.WeC+??

P.Pr = P.WSA

E3: { *P.Al, M5 }, *P.WSA, P.WSA+??

Therefore P.SB can only be P.AI, P.Da, P.LF or P.Ya and P.Pr can only be P.AI, P.BW, P.LF, P.Pi, P.Wo or P.Ya. Below is shown that only P.Pr = P.Wo and P.SB = P.Ya does fit.

P.Pr = P.AI, P.SB = P.AI

E3: { *P.AI, M5 }, *P.AI /E9: P.AI+, { *P.AI, P.AI+ }, { P.AI+, *P.AI } /E12: { P.AI-, M12 }, *P.AI, P.AI+??

P.Pr = P.AI, P.SB = P.Da

E3: { *P.AI, M5 }, *P.AI /E9: P.AI+ /E11: { *P.Da, P.Da+ }, { P.AI+??, *P.Da }

P.Pr = P.AI, P.SB = P.LF

E3: { *P.AI, M5 }, *P.AI /E9: P.AI+ /E10: { *P.LF, P.LF+ }, { P.AI+??, *P.LF }

P.Pr = P.AI, P.SB = P.Ya

E3: { *P.AI, M5 }, *P.AI /E9: P.AI+, { *P.Ya, P.Ya+ }, { P.AI+, *P.Ya } /E12: { P.Ya-, M12 }, *P.AI, P.AI+??

P.Pr = P.BW, P.SB = P.AI

E3: { *P.AI, M5 }, *P.BW, P.BW+ /E9: { *P.AI, P.AI+ }, { P.BW+??, *P.AI }

P.Pr = P.BW, P.SB = P.Da

E3: { *P.AI, M5 }, *P.BW, P.BW+, { *P.Da, P.Da+?? }

P.Pr = P.BW, P.SB = P.LF

E3: { *P.AI, M5 }, *P.BW, P.BW+ /E9: { *P.LF, P.LF+?? }

P.Pr = P.BW, P.SB = P.Ya

E3: { *P.AI, M5 }, *P.BW, P.BW+ /E9: { *P.Ya, P.Ya+ }, { P.BW+??, *P.Ya }

P.Pr = P.Wo, P.SB = P.AI

E3: { *P.AI, M5 }, *P.Wo, P.Wo+ /E9: { *P.AI, P.AI+ } /E10: { P.Wo+, *P.AI?? }

P.Pr = P.Wo, P.SB = P.Da

E3: { *P.AI, M5 }, *P.Wo, P.Wo+, { *P.Da, P.Da+?? }

P.Pr = P.Wo, P.SB = P.LF

E3: { *P.AI, M5 }, *P.Wo, P.Wo+ /E9: { *P.LF, P.LF+?? }

P.Pr = P.Wo, P.SB = P.Ya

E3: { *P.AI, M5 }, *P.Wo, P.Wo+ /E9: { *P.Ya, P.Ya+ } /E10: { P.Wo+, *P.Ya } /E12: { P.Ya-, M12 } /E13: *P.Wo /E14: P.Wo+, *P.Wo, P.Wo+ /E15: { P.Wo-, *P.AI }

P.Pr = P.LF, P.SB = P.AI

E3: { *P.AI, M5 } /E9: *P.LF /E10: P.LF+ /E12: { *P.AI, P.AI+?? }

P.Pr = P.LF, P.SB = P.Da

E3: { *P.AI, M5 } /E9: *P.LF /E10: P.LF+ /E11: { *P.Da, P.Da+ }, { P.LF+??, *P.Da }

P.Pr = P.LF, P.SB = P.LF

E3: { *P.AI, M5 } /E9: *P.LF /E10: P.LF+, { *P.LF, P.LF+ }, { P.LF+, *P.LF } /E12: { P.LF-, M12 } /E13: *P.LF, P.LF+??

P.Pr = P.LF, P.SB = P.Ya

E3: { *P.AI, M5 } /E9: *P.LF /E10: P.LF+, { *P.Ya, P.Ya+?? }

P.Pr = P.Pi, P.SB = P.AI

E3: { *P.AI, M5 }, *P.Pi /E9: P.Pi+, { *P.AI, P.AI+ }, { P.Pi+, *P.AI } /E12: { P.AI-, M12 }, *P.Pi, P.Pi+, *P.Pi, P.Pi+ /E13: { P.Pi-, *P.AI?? }

P.Pr = P.Pi, P.SB = P.Da

E3: { *P.AI, M5 }, *P.Pi /E9: P.Pi+ /E11: { *P.Da, P.Da+ } /E12: { P.Pi+, *P.Da?? }

P.Pr = P.Pi, P.SB = P.LF

E3: { *P.Al, M5 }, *P.Pi /E9: P.Pi+ /E10: { *P.LF, P.LF+ } /E12: { P.Pi+, *P.LF?? }

P.Pr = P.Pi, P.SB = P.Ya

E3: { *P.Al, M5 }, *P.Pi /E9: P.Pi+, { *P.Ya, P.Ya+ }, { P.Pi+, *P.Ya } /E12: { P.Ya-, M12 }, *P.Pi, P.Pi+, *P.Pi, P.Pi+ /E13: { P.Pi-, *P.Al?? }

P.Pr = P.Ya, P.SB = P.Al

E3: { *P.Al, M5 }, *P.Ya /E9: P.Ya+, { *P.Al, P.Al+ }, { P.Ya+, *P.Al } /E12: { P.Ya-, M12 }, *P.Ya, P.Ya+??

P.Pr = P.Ya, P.SB = P.Da

E3: { *P.Al, M5 }, *P.Ya /E9: P.Ya+ /E11: { *P.Da, P.Da+ }, { P.Ya+??, *P.Da }

P.Pr = P.Ya, P.SB = P.LF

E3: { *P.Al, M5 }, *P.Ya /E9: P.Ya+ /E10: { *P.LF, P.LF+ }, { P.Ya+??, *P.LF }

P.Pr = P.Ya, P.SB = P.Ya

E3: { *P.Al, M5 }, *P.Ya /E9: P.Ya+, { *P.Ya, P.Ya+ }, { P.Ya+, *P.Ya } /E12: { P.Ya-, M12 }, *P.Ya, P.Ya+??

Appendix H Proof that Jesus appears as P.Ya

The first appearances for 1x11, BSFK (Bible stories for kids) are:

*P.Al, *P.Je, { P.Al+, P.Je+ }, *P.Je, { P.Je-, M12 }, *P.Go

After feeding the five thousand people [P.Al+, P.Je+], Jesus wanted to be alone [P.Je-, M12] so that he can pray and spend some time with God.

Source: www.youtube.com/watch?v=APtSzjVWWfQ&list=PLHdnx5IMyVZ751ZmeuJ9RLJeulCSKaTel

1x11, BSFK starts with green grass and Jesus becomes visible. The pattern is tested for a triune God on the supposition that there is a triune God that wants to be known. Therefore performing miracles does count as P.Je+, for having the chance to show other persons a godlike origin. Therefore to stop doing miracles will count as P.Je-, for not being distinguishable from the other persons anymore. Also as P.Je- will count, when people really didn't wanted to hear what Jesus wanted to tell them, like: „Jesus, with Judae waiting to capture you at any cost do you need to go there again?“ for 1x12, BSFK E12 as P.Je-. P.Je+ therefore appears when people finally started to listen, like: „As Jesus was going from town to town, more people began to hear about the things that he was doing. People would walk great distances to be able to see Jesus.“ for 1x15, BSFK E9 as P.Je+.

To satisfy the hunger of 5000 people counts as P.Al+ for having positively affected a lot of people by performing a miracle as P.Je+. Then he wanted to be alone as temporary interruption and being not longer distinguishable from the other persons around him as P.Je-.

P.Al+ can only appear at E9 and E15. E15 can't be reached that early, therefore { P.Al+, P.Je+ } must appear at E9. Thus, P.Je can only be P.Al, P.Pi or P.Ya that are positively affected there. For all these persons M12 has to appear at E12:

P.Je = P.Al

E3: *P.Al, *P.Al /E9: { P.Al+, P.Al+ }, *P.Al /E12: { P.Al-, M12 }

P.Je = P.Pi

E3: *P.A1, *P.Pi /E9: {P.A1+, P.Pi+}, *P.Pi /E11: {P.Pi-, M12??}

P.Je = P.Ya

E3: *P.A1, *P.Ya /E9: {P.A1+, P.Ya+}, *P.Ya /E12: {P.Ya-, M12}

Therefore only P.A1 and P.Ya remain for P.Je.

The first appearances for 1x23, BSFK are:

*P.A1, *P.Je, *P.Ja, *P.B1, {P.B1-, P.B2-, *P.B1, *P.B2}, *P.B2, *P.B1, *P.Je, *P.B2, P.Je+, *P.Je, P.Je+, {*P.B1, *P.B2}, {P.B1+, P.B2+}, {P.B1+, *P.Je}, *P.B2, P.B2+, *P.Je, {*P.A1, P.Je-}, *P.B1, *P.Je, {P.B1+, P.B2+, *P.Je}, *P.B2, P.Je+

When Jesus [***P.Je**] had left the house of the ruler Jairus [***P.Ja**], there followed him two blind men [**P.B1-, P.B2-, *P.B1, *P.B2**].

Blind man 1: Thou, Son of David, have mercy upon us. Give us our sight.

Jesus: Do you believe me that I have power to cure you and give you sight.?

Blind man 2: Yes my Lord. [**P.Je+**]

Then he touched their eyes, and said to them;

Jesus: According to your faith, so be it unto you. [**P.Je+**]

They slowly opened their eyes and were able to see. [**P.B1+, P.B2+**]

Blind man 1: Oh! our saviour, I am able to see you. [**P.B1+, *P.Je**]

Blind Man 2: What a miracle? I am able to see. [**P.B2+**]

Jesus: Do not tell this to any one what I had done.

Saying so, Jesus left the place.

[**P.Je-**]

Blind man 1: You know Jesus [***P.Je**] cured us from blindness. [**P.B1+, P.B2+, *P.Je**]

Blind man 2: He is my lord, I glorified him [**P.Je+**] he is the one who gave me vision by grace.

Source: www.youtube.com/watch?v=8pOLdHPKINK&list=PLHdnx5IMyVZ751ZmeuJ9RLJeuCSKaTel

First a green house appears. The colour green remains visible for the whole episode and therefore doesn't appear newly again. The blind man 2 finally believing in Jesus words and the miracle counting both as P.Je+. Jesus told them strictly not to tell this to anyone, but standing right after that in front of a lot of people by intentionally ignoring what Jesus asked them for, as appearance of *P.A1 and P.Je-. Blind man 1 states that all the people already know that Jesus cured their blindness. P.B1 and P.B2 aren't able to see instantly, after Jesus spoke the words that caused the miracle. Therefore, with this gap, the miracle counts as „P.Je+, {*P.B1, *P.B2}, {P.B1+, P.B2+}“, not as „{P.Je+, *P.B1, *P.B2, P.B1+, P.B2+}“. Broadly speaking, appearances and affected person are only linked together, if there are no further appearances therebetween.

{P.B1-, P.B2-, *P.B1, *P.B2} can't appear after E13. By assuming that the named person Jairus P.Ja causes a new event:

P.Je = P.A1

E3: *P.A1, *P.A1 /E9: *P.Ja /E12: *P.B1 /E13: {P.B1-, P.B2-, *P.B1, *P.B2}

P.Je = P.Ya

E3: *P.A1, *P.Ya /E9: *P.Ja /E12: *P.B1 /E13: {P.B1-, P.B2-, *P.B1, *P.B2}

Therefore the possible persons for {P.B1-, P.B2-, *P.B1, *P.B2} for P.B1 and P.B2 are:

E1: P.Al, P.WeC
 E3: P.Pi
 E4: P.Al
 E5 and E7: P.BW, P.Wo
 E8: P.LF, P.Ri, P.Pi
 E9: P.Tr
 E11 and E13: P.WeC, P.Wo
 E12: P.Al, P.Ya

with the possible combinations for P.B1/P.B2:

E1: P.Al/P.Al, P.Al/P.WeC, P.WeC/P.Al, P.WeC/P.WeC
 E3: P.Pi/P.Pi
 E4: P.Al/P.Al
 E5 and E7: P.BW/P.BW, P.BW/P.Wo, P.Wo/P.BW, P.Wo/P.Wo
 E8: P.LF/P.LF, P.LF/P.Ri, P.LF/P.Pi, P.Ri/P.LF, P.Ri/P.Ri, P.Ri/P.Pi, P.Pi/P.LF, P.Pi/P.Ri, P.Pi/P.Pi
 E9: P.Tr/P.Tr
 E11 and E13: P.WeC/P.WeC, P.WeC/P.Wo, P.Wo/P.WeC, P.Wo/P.Wo
 E12: P.Al/P.Al, P.Al/P.Ya, P.Ya/P.Al, P.Ya/P.Ya

For the first appearances:

*P.Al, *P.Je, *P.Ja, *P.B1, {P.B1-, P.B2-, *P.B1, *P.B2}

the person P.B1 appears right before {P.B1-, P.B2-, *P.B1, *P.B2}. When the first appearance of *P.B1 is reached, this appearance can cause a new event or not. {P.B1-, P.B2-, *P.B1, *P.B2} can also cause a new event or not. If no appearance causes a new event, only the combinations for P.B1/P.B2 needed to be checked for the current event. If one appearance causes a new event, only the combinations for P.B1/P.B2 needed to be checked for the next event. For these cases only the combinations for P.B1/P.B2 needed to be checked for the current and next event, not all 13 persons. If E1 is the current event as *P.B1 is reached, only „P.Al/P.Al, P.Al/P.WeC, P.WeC/P.Al, P.WeC/P.WeC“ for P.B1/P.B2 needed to be checked. If E4 is the current event as *P.B1 is reached, only „P.Al/P.Al“ and „P.BW/P.BW, P.BW/P.Wo, P.Wo/P.BW, P.Wo/P.Wo“ for P.B1/P.B2 needed to be checked and so on. That both appearances, *P.B1 and {P.B1-, P.B2-, *P.B1, *P.B2}, cause a new event only happens in these cases that needed to checked too:

E2: P.Tr/P.Tr
 E3: P.WeC/P.WeC, P.WeC/P.Wo
 E6: P.LF/P.LF, P.LF/P.Ri, P.LF/P.Pi, P.Ri/P.LF, P.Ri/P.Ri, P.Ri/P.Pi, P.Pi/P.LF, P.Pi/P.Ri, P.Pi/P.Pi

P.Je can appear as P.Al or P.Ya as shown in 1x11, BSFK. The named person Jairus P.Ja can appear as any person. P.Ja can cause a new event or not. For the case that P.Ja causes a new event, P.newevent is used, if not, P.currentevent is used.

Below is shown that only the combination P.Je = P.Ya, P.B1 = P.LF, P.B2 = P.LF, P.Ja = P.nextevent = P.Al or P.Tr with E4 as start point does fit. That both blind men appear as P.LF is not a surprise. P.LF appeared in ST:TNG also as a blind man.

P.Je = P.Al, P.Ja = P.currentevent

E1: *P.Al, *P.Al, *P.currentevent ...

...P.B1 = P.Al, P.B2 = Al

... E1: *P.Al, {P.Al-, P.Al-, *P.Al, *P.Al}, *P.Al, *P.Al, *P.Al, *P.Al, P.Al+??

...P.B1 = P.Al, P.B2 = WeC

... E1: *P.Al, {P.Al-, P.WeC -, *P.Al, *P.WeC }, *P.WeC , *P.Al, *P.Al, *P.WeC, P.Al+??

...P.B1 = P.WeC, P.B2 = Al

... E1: *P.WeC, {P.WeC-, P.Al-, *P.WeC, *P.Al}, *P.Al, *P.WeC, *P.Al, *P.Al, P.Al+??

...P.B1 = P.WeC, P.B2 = WeC

... E1: *P.WeC, {P.WeC-, P.WeC-, *P.WeC, *P.WeC}, *P.WeC, *P.WeC, *P.WeC, *P.WeC, P.Al+??

E3: *P.Al, *P.Al, *P.currentevent ...

...P.B1 = P.Pi, P.B2 = Pi

... E3: *P.Pi, {P.Pi-, P.Pi-, *P.Pi, *P.Pi}, *P.Pi, *P.Pi, *P.Al, *P.Pi /E9: P.Al+, *P.Al, P.Al+, {*P.Pi, *P.Pi}, {P.Pi+, P.Pi+}, {P.Pi+, *P.Al}, *P.Pi, P.Pi+, *P.Al /E12: {*P.Al, P.Al-}, *P.Pi, *P.Al, {P.Pi+, P.Pi+, *P.Al}, *P.Pi, P.Al+??

...P.B1 = P.Al, P.B2 = Al

... E3: *P.Al /E4: {P.Al-, P.Al-, *P.Al, *P.Al}, *P.Al, *P.Al, *P.Al, *P.Al, P.Al+??

...P.B1 = P.Tr, P.B2 = Tr

... E3: *P.Tr /E9: {P.Tr-, P.Tr-, *P.Tr, *P.Tr}, *P.Tr, *P.Tr, *P.Al, *P.Tr, P.Al+, *P.Al, P.Al+, {*P.Tr, *P.Tr}, {P.Tr+, P.Tr+}??

...P.B1 = P.WeC, P.B2 = WeC

... E9: *P.WeC /E11: {P.WeC-, P.WeC-, *P.WeC, *P.WeC}, *P.WeC, *P.WeC /E12: *P.Al /E13: *P.WeC, P.Al+?

...P.B1 = P.WeC, P.B2 = Wo

... E9: *P.WeC /E11: {P.WeC-, P.Wo-, *P.WeC, *P.Wo}, *P.Wo, *P.WeC /E12: *P.Al /E13: *P.Wo, P.Al+??

E4: *P.Al, *P.Al, *P.currentevent ...

...P.B1 = P.Al, P.B2 = Al

... E4: *P.Al, {P.Al-, P.Al-, *P.Al, *P.Al}, *P.Al, *P.Al, *P.Al, *P.Al, P.Al+??

...P.B1 = P.BW, P.B2 = BW

... E5: *P.BW, {P.BW-, P.BW-, *P.BW, *P.BW}, *P.BW, *P.BW, *P.Al, *P.BW, P.Al+??

...P.B1 = P.BW, P.B2 = Wo

... E5: *P.BW, {P.BW-, P.Wo -, *P.BW, *P.Wo }, *P.Wo , *P.BW, *P.Al, *P.Wo, P.Al+??

...P.B1 = P.Wo, P.B2 = BW

... E4: *P.Wo /E5: {P.Wo-, P.BW-, *P.Wo, *P.BW}, *P.BW, *P.Wo, *P.Al, *P.BW, P.Al+??

...P.B1 = P.Wo, P.B2 = Wo

... E4: *P.Wo /E5: {P.Wo-, P.Wo-, *P.Wo, *P.Wo}, *P.Wo, *P.Wo, *P.Wo, *P.Wo, P.Al+??

P.Je = P.Al, P.Ja = P.nextevent

E1: *P.Al, *P.Al /E2: *P.nextevent ...

...**P.B1 = P.Pi, P.B2 = Pi**

... E3: *P.Pi, {P.Pi-, P.Pi-, *P.Pi, *P.Pi}, *P.Pi, *P.Pi, *P.Al, *P.Pi /E9: P.Al+, *P.Al, P.Al+, {*P.Pi, *P.Pi}, {P.Pi+, P.Pi+}, {P.Pi+, *P.Al}, *P.Pi, P.Pi+, *P.Al /E12: {*P.Al, P.Al-}, *P.Pi, *P.Al, {P.Pi+, P.Pi+, *P.Al}, *P.Pi, P.Al+??

...**P.B1 = P.Tr, P.B2 = Tr**

... E3: *P.Tr /E9: {P.Tr-, P.Tr-, *P.Tr, *P.Tr}, *P.Tr, *P.Tr, *P.Al, *P.Tr, P.Al+, *P.Al, P.Al+, {*P.Tr, *P.Tr}, {P.Tr+, P.Tr+}??

E3: *P.Al, *P.Al /E9: *P.nextevent ...

...**P.B1 = P.Tr, P.B2 = Tr**

... E9: *P.Tr, {P.Tr-, P.Tr-, *P.Tr, *P.Tr}, *P.Tr, *P.Tr, *P.Al, *P.Tr, P.Al+, *P.Al, P.Al+, {*P.Tr, *P.Tr}, {P.Tr+, P.Tr+}??

...**P.B1 = P.WeC, P.B2 = WeC**

... E11: *P.WeC, {P.WeC-, P.WeC-, *P.WeC, *P.WeC}, *P.WeC, *P.WeC /E12:

*P.Al /E13: *P.WeC, P.Al+?

...**P.B1 = P.WeC, P.B2 = Wo**

... E11: *P.WeC, {P.WeC-, P.Wo-, *P.WeC, *P.Wo}, *P.Wo, *P.WeC /E12:

*P.Al /E13: *P.Wo, P.Al+??

...**P.B1 = P.Wo, P.B2 = WeC**

... E11: *P.Wo, {P.Wo-, P.WeC-, *P.Wo, *P.WeC}, *P.WeC, *P.Wo /E12: *P.Al /E13:

*P.WeC, P.Al+??

...**P.B1 = P.Wo, P.B2 = Wo**

... E11: *P.Wo, {P.Wo-, P.Wo-, *P.Wo, *P.Wo}, *P.Wo, *P.Wo /E12: *P.Al /E13:

*P.Wo, P.Al+??

...**P.B1 = P.Al, P.B2 = Al**

... E9: *P.Al /E12: {P.Al-, P.Al-, *P.Al, *P.Al}, *P.Al, *P.Al, *P.Al, *P.Al, P.Al+??

...**P.B1 = P.Al, P.B2 = Ya**

... E9: *P.Al /E12: {P.Al-, P.Ya-, *P.Al, *P.Ya}, *P.Ya, *P.Al, *P.Al, *P.Ya, P.Al+??

...**P.B1 = P.Ya, P.B2 = Al**

... E9: *P.Ya /E12: {P.Ya-, P.Al-, *P.Ya, *P.Al}, *P.Al, *P.Ya, *P.Al, *P.Al, P.Al+??

...**P.B1 = P.Ya, P.B2 = Ya**

... E9: *P.Ya /E12: {P.Ya-, P.Ya-, *P.Ya, *P.Ya}, *P.Ya, *P.Ya, *P.Al, *P.Ya, P.Al+??

E4: *P.Al, *P.Al /E5: *P.nextevent ...

...**P.B1 = P.BW, P.B2 = BW**

... E5: *P.BW, {P.BW-, P.BW-, *P.BW, *P.BW}, *P.BW, *P.BW, *P.Al, *P.BW, P.Al+??

...**P.B1 = P.BW, P.B2 = Wo**

... E5: *P.BW, {P.BW-, P.Wo-, *P.BW, *P.Wo}, *P.Wo, *P.BW, *P.Al, *P.Wo, P.Al+??

...**P.B1 = P.Wo, P.B2 = BW**

... E5: *P.Wo, {P.Wo-, P.BW-, *P.Wo, *P.BW}, *P.BW, *P.Wo, *P.Al, *P.BW, P.Al+??

...**P.B1 = P.Wo, P.B2 = Wo**

... E5: *P.Wo, {P.Wo-, P.Wo-, *P.Wo, *P.Wo}, *P.Wo, *P.Wo, *P.Wo, *P.Wo, P.Al+??

P.Je = P.Ya, P.Ja = P.currentevent

E1: *P.Al /E2: *P.Ya, *P.currentevent ...

...**P.B1 = P.Pi, P.B2 = Pi**

... /E3: *P.Pi, {P.Pi-, P.Pi-, *P.Pi, *P.Pi}, *P.Pi, *P.Pi, *P.Ya, *P.Pi /E9: P.Ya+, *P.Ya, P.Ya+, {*P.Pi, *P.Pi}, {P.Pi+, P.Pi+}, {P.Pi+, *P.Ya}, *P.Pi, P.Pi+, *P.Ya /E12: { *P.Al, P.Ya-}, *P.Pi, *P.Ya, {P.Pi+, P.Pi+, *P.Ya}, *P.Pi, P.Ya+??

...P.B1 = P.Tr, P.B2 = Tr

... E3: *P.Tr /E9: {P.Tr-, P.Tr-, *P.Tr, *P.Tr}, *P.Tr, *P.Tr, *P.Ya, *P.Tr, P.Ya+, *P.Ya, P.Ya+, {*P.Tr, *P.Tr}, {P.Tr+, P.Tr+}??

E3: *P.Al, *P.Ya, *P.currentevent ...

...P.B1 = P.Pi, P.B2 = Pi

... E3: *P.Pi, {P.Pi-, P.Pi-, *P.Pi, *P.Pi}, *P.Pi, *P.Pi, *P.Ya, *P.Pi /E9: P.Ya+, *P.Ya, P.Ya+, {*P.Pi, *P.Pi}, {P.Pi+, P.Pi+}, {P.Pi+, *P.Je}, *P.Pi, P.Pi+, *P.Je /E12: { *P.Al, P.Ya-}, *P.Pi, *P.Ya, {P.Pi+, P.Pi+, *P.Ya}, *P.Pi, P.Ya+??

...P.B1 = P.Al, P.B2 = Al

... E3: *P.Al /E4: {P.Al-, P.Al-, *P.Al, *P.Al}, *P.Al, *P.Al, *P.Ya, *P.Al, P.Ya+??

...P.B1 = P.Tr, P.B2 = Tr

... E3: *P.Tr /E9: {P.Tr-, P.Tr-, *P.Tr, *P.Tr}, *P.Tr, *P.Tr, *P.Ya, *P.Tr, P.Ya+, *P.Ya, P.Ya+, {*P.Tr, *P.Tr}, {P.Tr+, P.Tr+}??

...P.B1 = P.WeC, P.B2 = WeC

... E9: *P.WeC /E11: {P.WeC-, P.WeC-, *P.WeC, *P.WeC}, *P.WeC, *P.WeC /E12: *P.Ya /E13: *P.WeC, P.Ya+?

...P.B1 = P.WeC, P.B2 = Wo

... E9: *P.WeC /E11: {P.WeC-, P.Wo-, *P.WeC, *P.Wo}, *P.Wo, *P.WeC /E12: *P.Ya /E13: *P.Wo, P.Ya+??

E4: *P.Al /E5: *P.Ya, *P.currentevent ...

...P.B1 = P.BW, P.B2 = BW

... E5: *P.BW, {P.BW-, P.BW-, *P.BW, *P.BW}, *P.BW, *P.BW, *P.Ya, *P.BW, P.Ya+??

...P.B1 = P.BW, P.B2 = Wo

... E5: *P.BW, {P.BW-, P.Wo -, *P.BW, *P.Wo }, *P.Wo , *P.BW, *P.Ya, *P.Wo, P.Ya+??

...P.B1 = P.Wo, P.B2 = BW

... E5: *P.Wo /E5: {P.Wo-, P.BW-, *P.Wo, *P.BW}, *P.BW, *P.Wo, *P.Ya, *P.BW, P.Ya+??

...P.B1 = P.Wo, P.B2 = Wo

... E5: *P.Wo /E5: {P.Wo-, P.Wo-, *P.Wo, *P.Wo}, *P.Wo, *P.Wo, *P.Wo, *P.Wo, P.Ya+??

P.Je = P.Ya, P.Ja = P.nextevent

E1: *P.Al /E2: *P.Ya /E3: *P.nextevent ...

...P.B1 = P.Pi, P.B2 = Pi

... E3: *P.Pi, {P.Pi-, P.Pi-, *P.Pi, *P.Pi}, *P.Pi, *P.Pi, *P.Ya, *P.Pi /E9: P.Ya+, *P.Ya, P.Ya+, {*P.Pi, *P.Pi}, {P.Pi+, P.Pi+}, {P.Pi+, *P.Je}, *P.Pi, P.Pi+, *P.Je /E12: { *P.Al, P.Ya-}, *P.Pi, *P.Ya, {P.Pi+, P.Pi+, *P.Ya}, *P.Pi, P.Ya+??

...P.B1 = P.Al, P.B2 = Al

... E3: *P.Al /E4: {P.Al-, P.Al-, *P.Al, *P.Al}, *P.Al, *P.Al, *P.Ya, *P.Al, P.Ya+??

...P.B1 = P.WeC, P.B2 = WeC

... E9: *P.WeC /E11: {P.WeC-, P.WeC-, *P.WeC, *P.WeC}, *P.WeC, *P.WeC /E12: *P.Ya /E13: *P.WeC, P.Ya+?

...P.B1 = P.WeC, P.B2 = Wo

... E9: *P.WeC /E11: {P.WeC-, P.Wo-, *P.WeC, *P.Wo}, *P.Wo, *P.WeC /E12: *P.Ya /E13: *P.Wo, P.Ya+??

E3: *P.Al, *P.Ya /E9: *P.nextevent ...

...P.B1 = P.Tr, P.B2 = Tr

... E9: *P.Tr, {P.Tr-, P.Tr-, *P.Tr, *P.Tr}, *P.Tr, *P.Tr, *P.Ya, *P.Tr, P.Ya+, *P.Ya, P.Ya+, {*P.Tr, *P.Tr}, {P.Tr+, P.Tr+}??

...P.B1 = P.WeC, P.B2 = WeC

... E11: *P.WeC, {P.WeC-, P.WeC-, *P.WeC, *P.WeC}, *P.WeC, *P.WeC /E12:

*P.Ya /E13: *P.WeC, P.Ya+?

...P.B1 = P.WeC, P.B2 = Wo

... E11: *P.WeC, {P.WeC-, P.Wo-, *P.WeC, *P.Wo}, *P.Wo, *P.WeC /E12:

*P.Ya /E13: *P.Wo, P.Ya+??

...P.B1 = P.Wo, P.B2 = WeC

... E11: *P.Wo, {P.Wo-, P.WeC-, *P.Wo, *P.WeC}, *P.WeC, *P.Wo /E12: *P.Ya /E13:

*P.WeC, P.Ya+??

...P.B1 = P.Wo, P.B2 = Wo

... E11: *P.Wo, {P.Wo-, P.Wo-, *P.Wo, *P.Wo}, *P.Wo, *P.Wo /E12: *P.Ya /E13:

*P.Wo, P.Ya+??

...P.B1 = P.Ya, P.B2 = Ya

... E9: *P.Ya /E12: {P.Ya-, P.Ya-, *P.Ya, *P.Ya}, *P.Ya, *P.Ya, *P.Ya, *P.Ya, P.Ya+??

...P.B1 = P.Al, P.B2 = Al

... E9: *P.Al /E12: {P.Al-, P.Al-, *P.Al, *P.Al}, *P.Al, *P.Al, *P.Ya, *P.Al, P.Ya+??

...P.B1 = P.Al, P.B2 = Ya

... E9: *P.Al /E12: {P.Al-, P.Ya-, *P.Al, *P.Ya}, *P.Ya, *P.Al, *P.Ya, *P.Ya, P.Ya+??

...P.B1 = P.Ya, P.B2 = Al

... E9: *P.Ya /E12: {P.Ya-, P.Al-, *P.Ya, *P.Al}, *P.Al, *P.Ya, *P.Ya, *P.Al, P.Ya+??

...P.B1 = P.Ya, P.B2 = Ya

... E9: *P.Ya /E12: {P.Ya-, P.Ya-, *P.Ya, *P.Ya}, *P.Ya, *P.Ya, *P.Ya, *P.Ya, P.Ya+??

E4: *P.Al /E5: *P.Ya /E6: *P.nextevent ...

...P.B1 = P.BW, P.B2 = BW

... E7: *P.BW, {P.BW-, P.BW-, *P.BW, *P.BW}, *P.BW, *P.BW, *P.Ya, *P.BW, P.Ya+??

...P.B1 = P.BW, P.B2 = Wo

... E7: *P.BW, {P.BW-, P.Wo-, *P.BW, *P.Wo}, *P.Wo, *P.BW, *P.Ya, *P.Wo, P.Ya+??

...P.B1 = P.Wo, P.B2 = BW

... E7: *P.Wo, {P.Wo-, P.BW-, *P.Wo, *P.BW}, *P.BW, *P.Wo, *P.Ya, *P.BW, P.Ya+??

...P.B1 = P.Wo, P.B2 = Wo

... E7: *P.Wo, {P.Wo-, P.Wo-, *P.Wo, *P.Wo}, *P.Wo, *P.Wo, *P.Wo, *P.Wo, P.Ya+??

...P.B1 = P.LF, P.B2 = LF

... E7: *P.LF /E8: {P.LF-, P.LF-, *P.LF, *P.LF}, *P.LF, *P.LF /E9: *P.Ya, *P.LF, P.Ya+, *P.Ya, P.Ya+, {*P.LF, *P.LF} /E10: {P.LF+, P.LF+}, {P.LF+, *P.Ya}, *P.LF, P.LF+, *P.Ya /E12: {*P.Al, P.Ya-} /E13: *P.LF /E14: *P.Ya /E15: {P.LF+, P.LF+, *P.Ya}, *P.LF, P.Ya+

...P.B1 = P.LF, P.B2 = Ri

... E7: *P.LF /E8: {P.LF-, P.Ri-, *P.LF, *P.Ri}, *P.Ri, *P.LF /E9: *P.Ya, *P.Ri, P.Ya+, *P.Ya, P.Ya+, {*P.LF, *P.Ri} /E10: {P.LF+, P.Ri+}??

...P.B1 = P.LF, P.B2 = Pi

... E7: *P.LF /E8: {P.LF-, P.Pi-, *P.LF, *P.Pi}, *P.Pi, *P.LF /E9: *P.Ya, *P.Pi, P.Ya+,

*P.Ya, P.Ya+, { *P.LF, *P.Pi } /E10: {P.LF+, P.Pi+??}
...P.B1 = P.Ri, P.B2 = LF
 ... E7: *P.Ri /E8: {P.Ri-, P.LF-, *P.Ri, *P.LF}, *P.LF, *P.Ri /E9: *P.Ya, *P.LF, P.Ya+,
 *P.Ya, P.Ya+, { *P.Ri, *P.LF } /E11: {P.Ri+, P.LF+??}
...P.B1 = P.Ri, P.B2 = Ri
 ... E7: *P.Ri /E8: {P.Ri-, P.Ri-, *P.Ri, *P.Ri}, *P.Ri, *P.Ri /E9: *P.Ya, *P.Ri, P.Ya+,
 *P.Ya, P.Ya+, { *P.Ri, *P.Ri } /E11: {P.Ri+, P.Ri+}, {P.Ri+, *P.Ya??}
...P.B1 = P.Ri, P.B2 = Pi
 ... E7: *P.Ri /E8: {P.Ri-, P.Pi-, *P.Ri, *P.Pi}, *P.Pi, *P.Ri /E9: *P.Ya, *P.Pi, P.Ya+,
 *P.Ya, P.Ya+, { *P.Ri, *P.Pi } /E11: {P.Ri+, P.Pi+??}
...P.B1 = P.Pi, P.B2 = LF
 ... E7: *P.Pi /E8: {P.Pi-, P.LF-, *P.Pi, *P.LF}, *P.LF, *P.Pi /E9: *P.Ya, *P.LF, P.Ya+,
 *P.Ya, P.Ya+, { *P.Pi, *P.LF }, {P.Pi+, P.LF+??}
...P.B1 = P.Pi, P.B2 = Ri
 ... E7: *P.Pi /E8: {P.Pi-, P.Ri-, *P.Pi, *P.Ri}, *P.Ri, *P.Pi /E9: *P.Ya, *P.Ri, P.Ya+,
 *P.Ya, P.Ya+, { *P.Pi, *P.Ri }, {P.Pi+, P.Ri+??}
...P.B1 = P.Pi, P.B2 = Pi
 ... E7: *P.Pi /E8: {P.Pi-, P.Pi-, *P.Pi, *P.Pi}, *P.Pi, *P.Pi /E9: *P.Ya, *P.Pi, P.Ya+,
 *P.Ya, P.Ya+, { *P.Pi, *P.Pi }, {P.Pi+, P.Pi+}, {P.Pi+, *P.Ya}, *P.Pi, P.Pi+, *P.Ya /E12:
 { *P.Al, P.Ya- }, *P.Pi, *P.Ya, {P.Pi+, P.Pi+, *P.Ya}, *P.Pi, P.Ya+??

Appendix I Proof that God appears as P.Ya

In BSFK God appears at the beginning of 1x01, 1x08, 1x09, 1x16 and 1x24. Through 1x01, 1x09 and 1x16 will be shown that God appears as P.Ya.

The first appearances for 1x01, BSFK are:

P.Al, { *P.Go, M11, P.Go+ }, { *P.Ad, *P.Ev }, *P.Ad, *P.Ev, {P.Ad-, P.Ev-}, {P.Ad+, *P.Go}, {P.Ad+, P.Ev+, *P.Go}, {P.Ad-, P.Ev-}, P.Go+

At the beginning of time, when God first created the world and all in it, everything was perfect. God was satisfied [***P.Go, M11, P.Go+**] [***P.Ad, *P.Ev**] with his work. But all that changed when Adam [***P.Ad**] and Eve [***P.Ev**] sinned [**P.Ad-, P.Ev-**]. Even then God forgave him [**P.Ad+, *P.Go**], so they could continue to live on earth and enjoy the blessings of God [**P.Ad+, P.Ev+, *P.Go**]. But that didn't erase sin. [**P.Ad-, P.Ev-**]
 However, there was one man that loved God [**P.Go+**] and was righteous.

Source: www.youtube.com/watch?v=kfPmjOkKm7A&list=PLHdnx5IMyVZ751ZmeuJ9RLJeuLCSKaTel

First green trees are visible. Then it is mentioned that God created time, an absolute perfect world and that God was satisfied with all this as { *P.Go, M11, P.Go+ }, before Adam and Eve appeared together.

M11 can only appear at E9. Therefore P.Go can only be P.Al, P.Pi or P.Ya that are positively affected there. {P.Ad+, P.Ev+, *P.Go} can appear at the earliest at E9, because for M11 E9 must already be reached and at the latest at E15:

E3: *P.Al /E9: { *P.Go, M11, P.Go+ } /E12: { *P.Ad, *P.Ev }, *P.Ad, *P.Ev /E13: {P.Ad-, P.Ev-} /E14: {P.Ad+, *P.Go} /E15: {P.Ad+, P.Ev+, *P.Go}

Because *P.Ad, *P.Ev will not cause a new event, when the current event already includes {*P.Ad, *P.Ev}. Therefore P.Ad and P.Ev can't be P.Tr, because there is no P.Tr+ for E9 to E15 for {P.Ad+, P.Ev+, *P.Go} that has to appear at the earliest at E9 and at the latest at E15.

P.Ev can't be P.Al, because E9 will never be conserved and E15 never be reached for {P.Ad+, P.Ev+, *P.Go}:

P.Ad = P.currentevent, P.Ev = P.Al

E3: *P.Al /E9: {*P.Go, M11, P.Go+}, {*P.currentevent, *P.Al}, *P.currentevent, *P.Al
E12: {P.currentevent-, P.Al-} /E13: {P.currentevent+, *P.Go}, {P.currentevent+, P.Al+??, *P.Go}

P.Ad = P.nextevent, P.Ev = P.Al

E3: *P.Al /E9: {*P.Go, M11, P.Go+} /E12: {*P.nextevent, *P.Al}, *P.nextevent, *P.Al
E13: {P.nextevent-, P.Al-??} /E14: {P.nextevent+, *P.Go} /E15: {P.nextevent+, P.Al+, *P.Go}

Therefore {P.Ad+, P.Ev+, *P.Go} can't appear for P.Ev = P.Al at E9 or E15, but must appear between E9 and E15. Because there is no P.Al+ between E9 and E15, where {P.Ad+, P.Ev+, *P.Go} must appear, P.Ev can't be P.Al.

P.Ad and P.Ev can only be one combination out of P.Pi and P.Ri:

P.Go = P.Al

P.Ad = P.Pi, P.Ev = P.Pi

E3: *P.Al /E9: {*P.Al, M11, P.Al+}, {*P.Pi, *P.Pi}, *P.Pi, *P.Pi /E11: {P.Pi-, P.Pi-} /E12: {P.Pi+, *P.Al}, {P.Pi+, P.Pi+, *P.Al} /E13: {P.Pi-, P.Pi-}, P.Al+??

P.Ad = P.Pi, P.Ev = P.Ri

E3: *P.Al /E9: {*P.Al, M11, P.Al+}, {*P.Pi, *P.Ri}, *P.Pi, *P.Ri /E11: {P.Pi-, P.Ri-??}

P.Ad = P.Ri, P.Ev = P.Pi

E3: *P.Al /E9: {*P.Al, M11, P.Al+}, {*P.Ri, *P.Pi}, *P.Ri, *P.Pi, {P.Ri-??, P.Pi-}

P.Ad = P.Ri, P.Ev = P.Ri

E3: *P.Al /E9: {*P.Al, M11, P.Al+}, {*P.Ri, *P.Ri}, *P.Ri, *P.Ri, {P.Ri-??, P.Ri-??}

P.Go = P.Pi

P.Ad = P.Pi, P.Ev = P.Pi

E3: *P.Al /E9: {*P.Pi, M11, P.Pi+}, {*P.Pi, *P.Pi}, *P.Pi, *P.Pi /E11: {P.Pi-, P.Pi-} /E12: {P.Pi+, *P.Pi}, {P.Pi+, P.Pi+, *P.Pi} /E13: {P.Pi-, P.Pi-} /E14: P.Pi+

P.Ad = P.Pi, P.Ev = P.Ri

E3: *P.Al /E9: {*P.Pi, M11, P.Pi+}, {*P.Pi, *P.Ri}, *P.Pi, *P.Ri /E11: {P.Pi-, P.Ri-??}

P.Ad = P.Ri, P.Ev = P.Pi

E3: *P.Al /E9: {*P.Pi, M11, P.Pi+}, {*P.Ri, *P.Pi}, *P.Ri, *P.Pi, {P.Ri-??, P.Pi-}

P.Ad = P.Ri, P.Ev = P.Ri

E3: *P.Al /E9: {*P.Pi, M11, P.Pi+}, {*P.Ri, *P.Ri}, *P.Ri, *P.Ri, {P.Ri-??, P.Ri-??}

P.Go = P.Ya

P.Ad = P.Pi, P.Ev = P.Pi

E3: *P.Al /E9: {*P.Ya, M11, P.Ya+}, {*P.Pi, *P.Pi}, *P.Pi, *P.Pi /E11: {P.Pi-, P.Pi-} /E12: {P.Pi+, *P.Ya}, {P.Pi+, P.Pi+, *P.Ya} /E13: {P.Pi-, P.Pi-}, P.Ya+??

P.Ad = P.Pi, P.Ev = P.Ri

E3: *P.Al /E9: {*P.Ya, M11, P.Ya+}, {*P.Pi, *P.Ri}, *P.Pi, *P.Ri /E11: {P.Pi-, P.Ri-??}

P.Ad = P.Ri, P.Ev = P.Pi

E3: *P.Al /E9: {*P.Ya, M11, P.Ya+}, {*P.Ri, *P.Pi}, *P.Ri, *P.Pi, {P.Ri-??, P.Pi-}

P.Ad = P.Ri, P.Ev = P.Ri

E3: *P.Al /E9: {*P.Ya, M11, P.Ya+}, {*P.Ri, *P.Ri}, *P.Ri, *P.Ri, {P.Ri-??, P.Ri-??}

It was shown that P.Go must be P.Al, P.Pi or P.Ya, that P.Ev can't be P.Al or P.Tr and that the only combination out of P.Pi and P.Ri for P.Ad and P.Ev is P.Ad = P.Pi, P.Ev = P.Pi and P.Go = P.Pi.

The first appearances for 1x16, BSFK are:

*P.Al, M10, *P.Ad, *P.Ev, {P.Ad-, P.Ev-, *P.Go}

A long time ago [M10], just after Adam and Eve had to leave the Garden of Eden, they were very sad about disobeying God [P.Ad-, P.Ev-, *P.Go].

Source: www.youtube.com/watch?v=PvRPGAX7nbs&list=PLHdnx5IMyVZ751ZmeuJ9RLJeulCSKaTel

First green trees are visible. Then it is mentioned that Adam and Eve were sad about disobeying God. Therefore that counts as „{P.Ad-, P.Ev-, *P.Go}“, not as „{P.Ad-, P.Ev-}, *P.Go“, because the sadness refers directly to their relationship to God.

M10 can only appear at E4, E8 and E12. E8 and E12 can't be reached that early, therefore M10 must appear at E4. M10 refers to a point in time like „similar in technological development to mid-twentieth century Earth“ for 1x14 ST:TNG, unlike M13. M13 refers to a duration of time like „finally gained peace after decades of civil war“ for 1x16 ST:TNG.

{P.Ad-, P.Ev-, *P.Go} can only appear at E4, E5, E6 or E7. For E4 only P.Al can be affected negatively. Through 1x01 was shown that P.Ev can't be P.Al, therefore {P.Ad-, P.Ev-, *P.Go} can't appear at E4. {P.Ad-, P.Ev-, *P.Go} can only appear at E7 when:

E4: *P.Al, M10 /E5: *P.Ad /E6: *P.Ev /E7: {P.Ad-, P.Ev-, *P.Go}

The only persons that can cause E6 through appearance are P.Al and P.Tr. Through 1x01 was shown that P.Ev can't appear as P.Al and P.Tr, therefore {P.Ad-, P.Ev-, *P.Go} can't appear at E7.

{P.Ad-, P.Ev-, *P.Go} can only appear at E6 if P.Ad and P.Ev are any combination out of P.Pi and P.Ri that are affected there negatively. Through 1x01 was shown that P.Ad = P.Pi, P.Ev = P.Pi and P.Go = P.Pi is the only possible combination out of P.Pi and P.Ri. P.Pi doesn't appear at E6 for {P.Pi-, P.Pi-, *P.Pi}, therefore {P.Ad-, P.Ev-, *P.Go} can't appear at E6.

Therefore {P.Ad-, P.Ev-, *P.Go} can only appear at E5. Through 1x01 was shown that P.Go can only appear as P.Al, P.Pi or P.Ya. P.Al doesn't appear at E5, therefore P.Go can only be P.Pi or P.Ya.

The first appearances for 1x09, BSFK are:

*P.A1, M10, *P.Ab, {*P.Sa, M1}, *P.Sa, {P.Ab-, P.Sa-}, *P.Go, {*P.Ab, P.Ab+}, *P.Go, *P.Ab, P.Ab-, {P.Ab+, *P.Go}, M12

Long ago [M10] in the land of Canaan there lived a man named Abraham. He lived with his wife Sarai. They were childless [P.Ab-, P.Sa-]. One day the lord [*P.Go] came to talk to Abraham [*P.Ab, P.Ab+].

God: [*P.Go] Abraham [*P.Ab], get out of your country and out of your father's house [P.Ab-] and go to the land that I will show you. I will make you a great nation. I will bless you always. And I'll make you a great person. You will be always be blessed [P.Ab+, *P.Go].
Then God disappeared [M12].

Source: www.youtube.com/watch?v=Jd32EFK-LAA&list=PLHdnx5IMyVZ751ZmeuJ9RLJeulCSKaTel

First green trees are visible. Then Abraham and his wife Sarai appearing. That one day God came to talk to Abraham counts as {*P.Ab, P.Ab+}, only a few persons in the Old Testament were chosen for this purpose. It does count as {*P.Ab, P.Ab+}, not as {*P.Ab, P.Ab+, *P.Go}, because God was still on the way at this moment and Abraham only determined to talk to God later. The light that shows the presence of God appears afterwards as *P.Go, who starts to speak. That God disappeared counts as M12. God continued to talk to Abraham later.

M10 can only appear at E4, E8 and E12. E8 and E12 can't be reached that early, therefore M10 must appear at E4.

*P.Ab must cause E5, because M1 as the colour black/red next to each other only fits with E6:

E4: *P.A1, M10 /E5: *P.Ab /E6: {*P.Sa, M1}, *P.Sa

There is no person that appears and is affected negatively at E6. Therefore {P.Ab-, P.Sa-} must cause E7.

E4: *P.A1, M10 /E5: *P.Ab /E6: {*P.Sa, M1}, *P.Sa /E7: {P.Ab-, P.Sa-}

The only person that appears at E6 and is affected negatively at E7 is P.Wo as P.Sa = P.Wo. Only P.BW and P.Wo are affected negatively at E7. Only P.BW can cause E5 when E4 is the current event as P.Ab = P.BW. The remaining appearances are therefore

E4: *P.A1, M10 /E5: *P.BW /E6: {*P.Wo, M1}, *P.Wo /E7: {P.BW-, P.Wo-}, *P.Go, {*P.BW, P.BW+}, *P.Go, *P.BW, P.BW-, {P.BW+, *P.Go}, M12

Below is shown that only P.Go = P.Ya does fit.

P.Go = P.Pi

E4: *P.A1, M10 /E5: *P.BW /E6: {*P.Wo, M1}, *P.Wo /E7: {P.BW-, P.Wo-}, *P.Pi /E8: {*P.BW, P.BW+}, *P.Pi, *P.BW /E9: P.BW-, {P.BW+??, *P.Pi}

P.Go = P.Ya

E4: *P.A1, M10 /E5: *P.BW /E6: {*P.Wo, M1}, *P.Wo /E7: {P.BW-, P.Wo-}, *P.Ya, /E8: {*P.BW, P.BW+} /E9: *P.Ya /E12: *P.BW /E13: P.BW- /E14: {P.BW+, *P.Ya} /E15: M12