

Probability Tunnels

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Yeah, sort of, treasure hunting idea comes from hypothesis that tying yourself to 'artifacts' belonging to other probability tunnels you should have never interacted with in your default 'pre-determined' state de-stabilizes your pre-determination, they're something like relics of freedom in a sense

Although we came to this idea independently, it's staggering how precise was the description of the principle and actions in one book on Shamanism I read. It's probably

not translated, Serkin "Shaman Laughter"

we modified random places generator according to PEAR theory from
<http://noosphere.princeton.edu/>

Basically any action based on QRNG, there are really few manifestations of quantum uncertainty on macro-level, and what are really hard to utilize. public QRNG is your best shot.

The most fascinating thing i found about traveling to random points, that even if they all generated inside your close neighbourhood, you will find some places, you'd never visited or noticed before

Briefly, PEAR says that mindfield can slightly bend probability of quantum random processes. So we created thousands of random points on the map and found "attractor" points, where the density of random points was higher than normal, and "repeller" points where was large places without random points in it

I also have a dormant project on the device to track true spatial anomalies and portals but I'm nowhere near the skills required to assemble it properly

Strangely, our friend have some quantum foam device of similar principles that they use as a musical instrument instead xD