

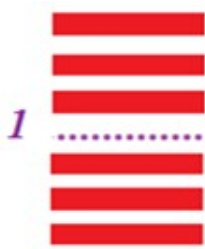


# Mensionization Complementation

## The Mathematics of Hermetic Alchemy

### INDEX E

#### Hexagram Graphics with Binary Numbers



1

Creative

Binary Hex# = (63)



2

Receptive

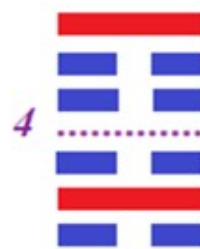
Binary Hex# = (0)



3

Difficulty

Binary Hex# = (17)



4

Folly

Binary Hex# = (34)



5

Waiting

Binary Hex# = (23)



6

Conflict

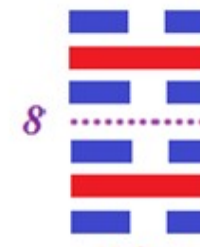
Binary Hex# = (58)



7

Army

Binary Hex# = (2)



8

Union

Binary Hex# = (18)



9

Taming

Binary Hex# = (55)



10

Treading

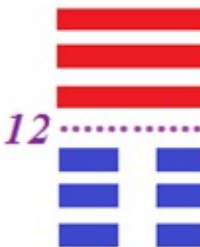
Binary Hex# = (59)



11

Peace

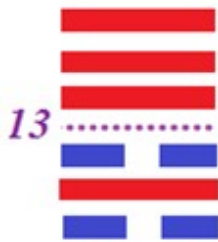
Binary Hex# = (7)



12

Standstill

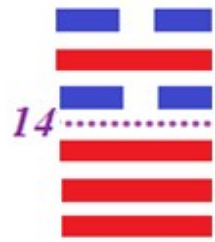
Binary Hex# = (56)



13

**Fellowship**

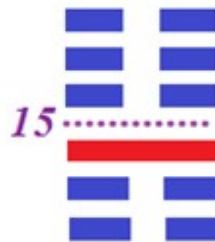
Binary Hex# = (61)



14

**Possession**

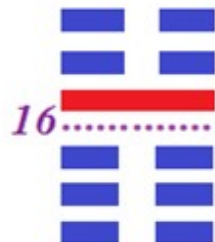
Binary Hex# = (47)



15

**Modesty**

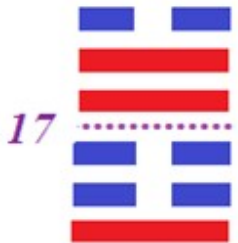
Binary Hex# = (4)



16

**Enthusiasm**

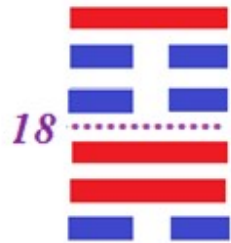
Binary Hex# = (8)



17

**Following**

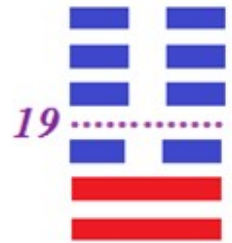
Binary Hex# = (25)



18

**Decay**

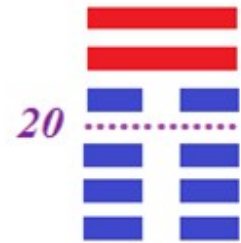
Binary Hex# = (38)



19

**Approach**

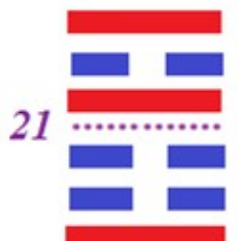
Binary Hex# = (3)



20

**View**

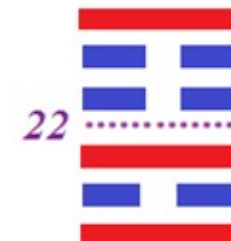
Binary Hex# = (48)



21

**Biting**

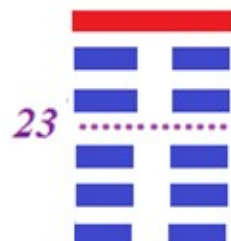
Binary Hex# = (41)



22

**Grace**

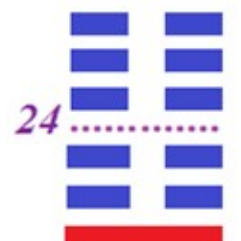
Binary Hex# = (37)



23

**Splitting**

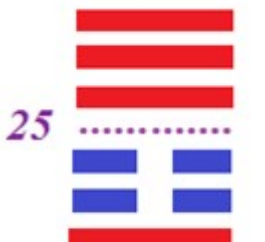
Binary Hex# = (32)



24

**Return**

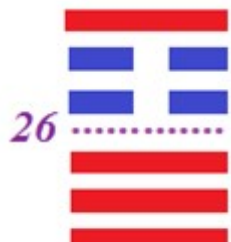
Binary Hex# = (1)



25

**Innocence**

Binary Hex# = (57)



26

**Taming**

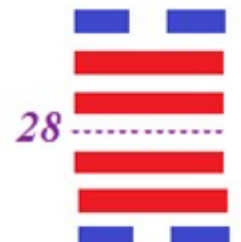
Binary Hex# = (39)



27

**Mouth**

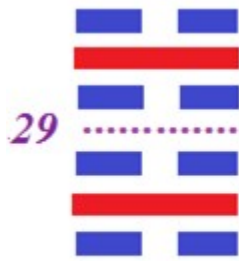
Binary Hex# = (33)



28

**Preponderance**

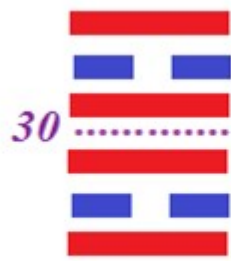
Binary Hex# = (30)



29

**Abysmal**

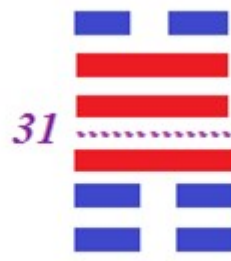
Binary Hex# = (18)



30

**Clinging**

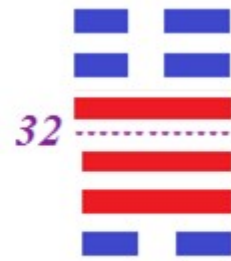
Binary Hex# = (45)



31

**Influence**

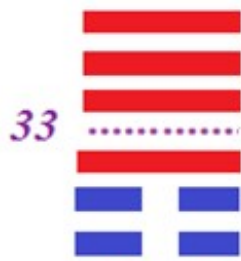
Binary Hex# = (28)



32

**Duration**

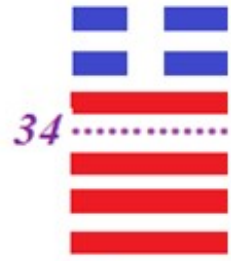
Binary Hex# = (14)



33

**Retreat**

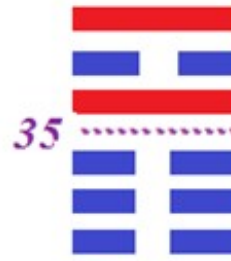
Binary Hex# = (60)



34

**Power**

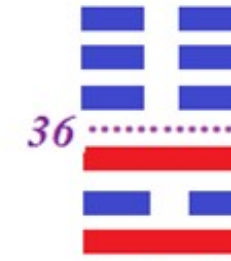
Binary Hex# = (15)



35

**Progress**

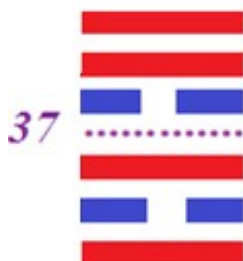
Binary Hex# = (40)



36

**Darkening**

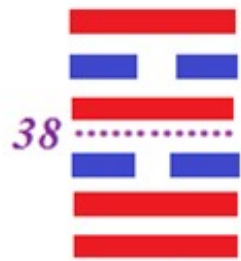
Binary Hex# = (5)



37

**Family**

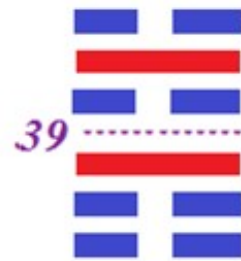
Binary Hex# = (53)



38

**Opposition**

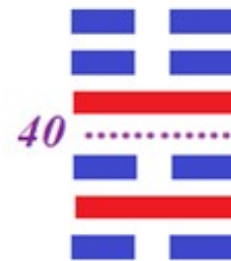
Binary Hex# = (43)



39

**Obstruction**

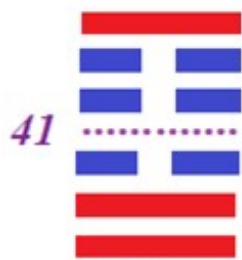
Binary Hex# = (20)



40

**Deliverance**

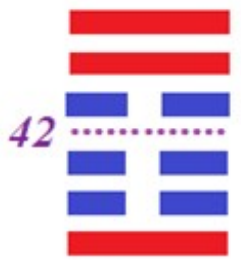
Binary Hex# = (10)



41

**Decrease**

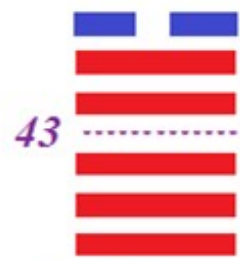
Binary Hex# = (35)



42

**Increase**

Binary Hex# = (49)



43

**Resoluteness**

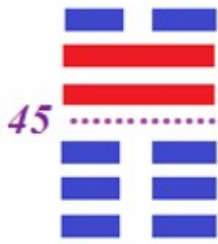
Binary Hex# = (31)



44

**Coming**

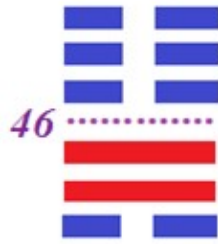
Binary Hex# = (62)



45

**Gathering**

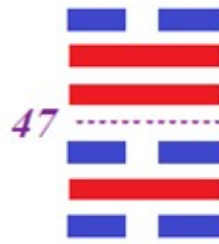
Binary Hex# = (24)



46

**Pushing**

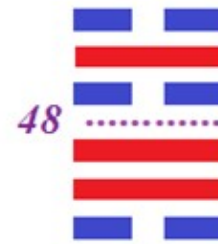
Binary Hex# = (6)



47

**Oppression**

Binary Hex# = (26)



48

**Well**

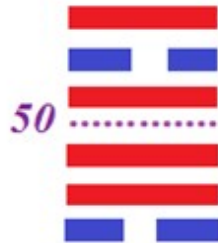
Binary Hex# = (22)



49

**Revolution**

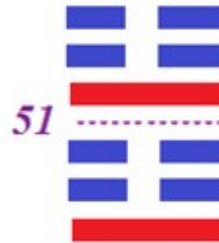
Binary Hex# = (29)



50

**Caldron**

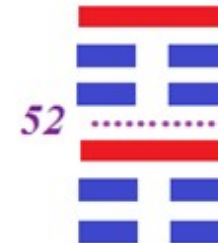
Binary Hex# = (46)



51

**Arousing**

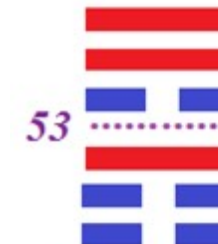
Binary Hex# = (9)



52

**Still**

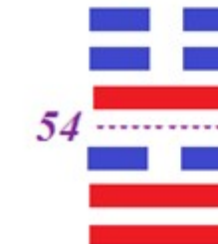
Binary Hex# = (36)



53

**Development**

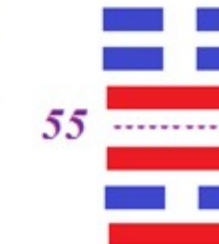
Binary Hex# = (52)



54

**Marrying**

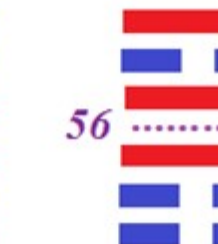
Binary Hex# = (11)



55

**Abundance**

Binary Hex# = (13)



56

**Wanderer**

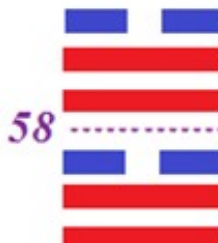
Binary Hex# = (44)



57

**Gentle**

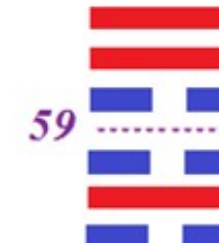
Binary Hex# = (54)



58

**Joyous**

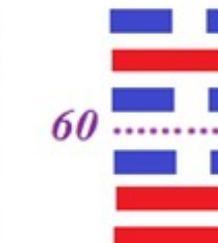
Binary Hex# = (27)



59

**Dispersion**

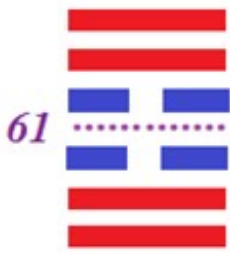
Binary Hex# = (50)



60

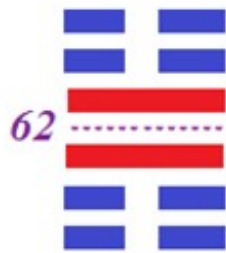
**Limitation**

Binary Hex# = (19)



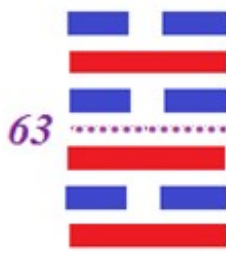
**Truth**

Binary Hex# = (51)



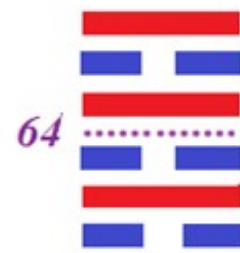
**Small**

Binary Hex# = (12)



**After**

Binary Hex# = (21)



**Before**

Binary Hex# = (42)

