SUPER PROPULSION
Hypersonic Flight

**WARP DRIVE * IMPLOSION ACCELERATION * GRAVITY FIELD PRODUCTION
RAPID CARGO * ASTEROID MINING * SPACE TOURISM**

Long before the climate crisis took hold, scientists dreamed of a day when high-speed transportation systems based on renewable energy would become the rule — rather than the exception — for air, land and water travel. Thanks to HyperSonic Propulsion Systems, that day will soon come. "These airplanes we have today are no more than a perfection of a child's toy made of paper. In my opinion, we should search for a completely different flying machine, based on other flying principles. I imagine a future aircraft, which will take off vertically, fly as usual, and land vertically. This flying machine should have no moving parts." – Henri Coanda

At HyperSonic we vision a world of super sonic flight based on the principles of "implosion" not explosion, 'unconventional' rather than conventional, the geometry of torus space/time, fluidic mechanics, gravity control and extension, superconductive materials and changes on a quantum level. Over the last 100 years their have been mainly forgotten highly successful developments in alternative flight technologies. We focus on areas of the Biefield-Brown effect and Maxwellian quaternion math indicating an intimate connection between electro-magnetics and gravity.

We are developing technologies of "super flight" propulsion and concentrating on the following methods:

KOWSKY-FROST PROPULSION EFFECT   *   TOROIDAL DRIVE / FLUIDIC TORUS (M-DRIVE)

PODKLETNOV DISK   *   PHASED DISPLACEMENT DRIVE MARK II

HERRINGBONE PLATE / WARP COIL   *   HHO HYPERSONIC DRAG REDUCTION

Obviously these emerging technologies will replace rockets and jet engines. Applied advanced space time physics will enable interstellar flights, routine missions to the astroid belt for mining of precious metals, establishment of galactic communities as well as effective, cheaper aviation on planet Earth, including rapid cargo delivery and much faster speeds for civil flights.

What is the field effect?
It produces a field around the device that causes an interaction with the local gravity field, or directly produces a gravity field. When this field points down, things get heavier. When it points up, they get lighter. It's as simple as that. The Kowsky-Frost device is a field-effect generator. It creates a "bubble" of energy around the device that has a lower energy density than the local vacuum, and since the energy density of the local vacuum is what gives matter inertial properties, that is affected as well. So the device carries with it it's own inertial reference. Turn at 1000 MPH, you don't feel the force. Let's call this one the "warp drive", as with severe local curvature or energy density changes, the velocity of light changes as well, and it is possible (in theory for now) to generate a field that allows a craft to move at 1000 times the speed of light.

The craft needs both systems. One for operation near the ground, and one for many miles or kilometers above it. Why is this? There is a sharp demarcation between the space on either side of the "bubble", and if you turned on the warp drive taking off it would shred the runway!

The first thing we will build will be the hydraulic drive that Viktor worked on. For energy, we will need to either build a field effect device or mechanical force generator that does this as well. If you produce an implosive vortex of gravity and drop mass inside that vortex it can't help but spin. If you take Viktor Schauberger's Herringbone and wrap it around a cylinder, it will produce torque instead of thrust.

Development Capital Required
We intend to set up a machine shop and lab to be able to experiment with various prototypes and to test their efficiency., beginning with a "knock your socks off" demo of the Kowsky-Frost. Early seed investors can gain equity into all techniques.

Hypersonic Propulsions
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The Hyper Propulsion Age of Flight has Began