< Code-speculations >
A work in progress
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An attempt to understand Besslers numbers, hints, and pointers.
"Let`s go crazy" and see what we may find, while trying to spot a pattern!?

Some of the following suggestions will be farfetched, and some of it will almost prove itself to be just what Bessler was thinking when he wrote down the clues.
NB ! You will need to have some knowledge of Besslers drawings and writings,
as I will take knowledge of some references for granted.

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First we start with the apologia accompanying writing, where he substituted the biblical letters with roman numerals, as pointed out by **John Collins**. Adding the value of the letters making up roman numbers, we get 1717. He then writes that it is taken from Math. XV. vs. 16.

He then writes 1716. - - 1717.

Why 1716 when 1717 is year of publishing ?
This is Besslers way to tell us there is something to learn!

What he may be saying here is:

Do you still not understand that I sometimes use letters to point to numbers trough roman numerals, and that you must add the individual numbers to check if the clue match one or more "checksums" , if so, then its real.

Roman numeral substitute and adding smaller fragments of bigger numbers is real because the checksum is the year of publication! (se John Collins site http://www.free-energy.co.uk)

Then what about Mat. **XV**   and   v**16** ?
1+7+1+6 = 15 (Mathew) and **1+7+1+7 = 16** (verse)
On top of that he uses dots (puncture marks), so we can be assured that **1716. = 15. and 1717. = 16.**

We can then further speculate that we add : **1+5+1+6 and get 13**, his name-transformation-number.

This basically describes how he encode/decode special information.

I believe he was 100% sure that nobody could decode his clues from the published books alone, but the publications would give an opportunity to point to the involved principles if necessary, by presenting his personal version of MT. Because nobody was intended to see MT before the wheel was sold, in a court-room (if someone stole his idea) or to finally get approval after his death, when the personal MT would be found. Thus keeping the secret safe, because the published books alone would not really give anything away, but just show how to decode MT.

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So to decode MT we would first need to establish some **rules** or **checksums**, to find the control-number for decoding, or rather check what information will fulfill the "checksums". And as he showed us, (ref.1716 above) that we must look for things that look "wrong".

First we can see that the last drawing that has Besslers handwritten numbering is **MT 104** (1+0+4 = **5**) I take note of number **5** then.

Then the most obvious drawings that has something special in the drawing itself is :
MT 10, MT 96, MT 113 and MT 141
I can mention that these added, adds up to 360, and thus closing a circle ?

MT 10 has the obvious error : 1 arm/weight is "missing", and it thus has only **15** arms.
This is only in the original MT, (not the unoriginal one on Bessler-wiki, where this is corrected)
So we then get pointed to **15**, which I will note down as a pointer. Also 10+15=25

We may also establish something more curious about Bessler and the number **10:**
The **10**[th] number in the alphabet is **J** which through **13** can be transformed to **W**.
W (VV) Can be replaced by **55**, which we again (as he showed us) should add up, **5+5 = 10**
Creating a circle or perpetual loop..

So far we have established 5, 10, 15 as "pointers"

MT 96 (9+6 = **15**) has a big **"NB i",** wich I read as Nota Bene : Information :
The drawing itself can be viewed as a BIG X, X = **10**
15+10 = 25 And we have established 5, 10, 15 & 25

MT 113 (1+1+3 = **5**) is also missing a weigh/arm, and has **25** arms/weights.
He clearly want us to count parts. (not the wheel and frame etc.)
I once again take note of the number **25**. **And we still have established 5, 10, 15, & 25**

5+10+15+25 = 55=VV=W
5+1+1+5+2+5 = 19, 1+9 = 10 = V+V=W
V+VV+VVV+VVVVV=VV (13 Vs)
W= Alphabet nr : 23 2+3=5
W transposed by 13 is J = 10
5+10 = 15
V*V=25
So all the checksum number can be deduced from a simple W

Now we should be prepared to look at MT 141.

MT 141 (1+4+1 = **5**) Why 5, and not 6 you say ??

On the **"toy-page"** we apply the game in a different way, really, and play with numbers or rather number of parts. (All important MT drawings should be pointed out from here.)

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We start with **5** toys in total and **1** (the 6th toy) are drawn but not numbered/counted.
Meaning that we also should dismiss 1 in the MT checksum number.

The "Jacobs ladder", right figure has something looking like latin numerals stacked on top of eachother : 1+2+1+2+1+2+1+2+1+2 = **15** and the same "stack" has **10** "dots".
This gives a checksum of 10+15 = **25** so we are on the right track.

The left figure, the stork-bill has totally **25** joints, meaning that the drawing already has the correct checksum, so we just have to count lever-arms, which adds up to **18 !!**

Then also 42 - 24 = 18 This is the difference between the erroneous numbering on the lock on the two Merseburg wheel drawings. (numbering on the locks 42 … 24)

I think it points directly to MT 18, and its spring-function, and probably should work in company with principles from MT 10 & 15.

3 is established in his books/writings, Saturn, Mars, Jupiter, 3 Kingdoms, Sulphur, Salt & Mercury etc.. and 141 is only dividable by 3. **18 x 3 = 54 is also the very last drawing with handwriting in the first part. And I think that he means that:**

> *All things belong to one of 3 kingdoms.*
> *Saturn Mars and Jupiter (MT 10,15 and 18) are ready to join in any battle.*

Bessler playing with his name :
Does it match the suggested pointers, checksums and MTs ?

Johann Ernst Elias Orffyre**us** = **25** Letters, and confirms checksum **25**
*Remember he added the two first names, and transposed it to Orffye**us** for some reason.*

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J = **10**
E = **5**
E = **5**
0 = **15**
(Alphabet numbers)

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"Applying the albam code to J.E.E.B does indeed give W.R.R.O"
(ref. John Collins)

W = 5+5= **10**
R   = **18**
R   = **18**
0   = **15**
(Alphabet)

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Then a look at number 11 :

By transpose **5** / roman **V** (alphabet nr 22) through Bessler 13-letter transpose system,
we get **alphabet nr. 11. MT 11** (and should keep some important clue/guidance)
By the way 55/5 (W/V) = 11

I believe that **MT 11** (as his text suggest important info.), show that you will need a inner
interconnected curved system (like **MT 10**) and an outer "straight" system (like **MT 15**)
But the hardest clue to find is that you also need a spring system (like **MT 18**).

Thanks to hints here and there in the www.besslerwheel.com/forum

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