The Time-Machine.com Experiment Results

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ABSTRACT

This paper presents results from an ambitious experiment using a unique approach to the associative remote viewing (ARV) protocol which uses consensus from thousands of individual ARV trials conducted by hundreds of online participants to make predictions about the price direction of the NASDAQ futures contract for a one-hour period each day for a total of 6 months. Analysis of ARV transcripts and targets was automated using a large language model. A total of **542,877** ARV trials were conducted over this 6 month period from March 1, 2025, to August 31, 2025 resulting in a significant trial Z score of **1.7932****. Each trading day, the consensus from 1000 to 5000 trials was used to make a prediction about a NQ long or short trade for that day. Overall, 75 profitable trades out of a total of 129 trades resulted in a statistically significant trade Z score of **1.85** and theoretical profits of **$265,600** (based on 5 contracts per trade). The total theoretical profit earned during this 6 month period resulted in odds against chance of **1 in 100** according to a montecarlo simulation. Actual profits generated over this 6 month period were **$241,164** which corresponds to a **217.26% return***** over the 6 month period. Unexpectedly, it was discovered that if the top 3% of the highest scoring trials **(z >= 2.5)** were removed prior to analysis, the trade win rate improved to **60.5% (z = 2.38)** and profit odds against chance improved from 1 in 100 to **1 in 1000**.

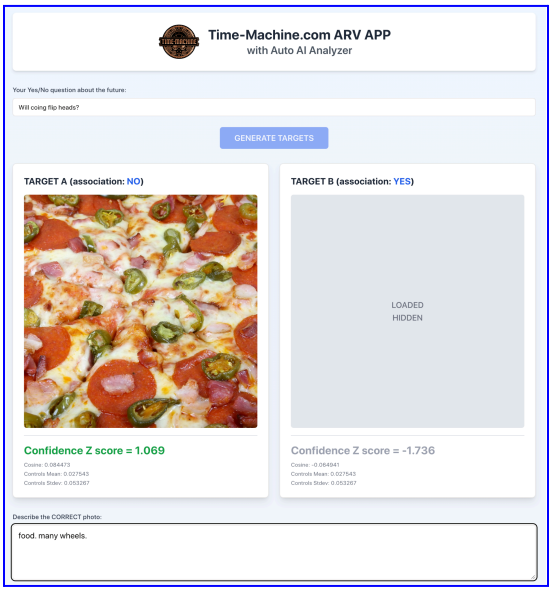
A 2-month confirmation experiment was conducted immediately after the initial 6-month proper experiment that was unsuccessful resulting in 20 profitable trades out of 43 trades resulting in a Z score of **-.46**, and trade theoretical loss of **-$87,050** (actual loss was **-$70,290**).

****Minimum exchange margin requirements to trade one NQ contract is $22,200. 5 contracts were traded for each trade, so the minimum account balance required by the exchange was $111,000. We earned $241,164 in actual profits over this 6 month period which results in a return on minimum account required of 217.26%*

TRY OUR AUTOMATED A.I. ANALYSIS DEMO APP

arvapp.time-machine.com

The ARV demo app is a web based application where users can set-up one associative remote viewing trial including 2 random photos selected from our large image database. Just like how the Time-Machine.com app that we used for the experiment worked, users can submit a transcript describing their intuitive impressions about the “correct” photo, and our auto A.I. Analysis LLM will generate scores reflecting how close the description came to both images, then convert those scores to a statistical Z score by comparing the transcript to 100 random ‘control’ images.



INTRODUCTION

I invented a Time-Machine, and I used it for 6 months to go into the future and bring back $241,164 which corresponded to a 217.26% return on required capital***. That's not a lie. The following is the story of how we did it.

All-summed up, including pre experiment, formal experiment and confirmation experiment, this project consumed almost 2 years of my time and $144,672 in total costs (flux capacitors, time-machine fuel and contract time-travelers are expensive!). At the end of the day, including the pre experiment, the 6-month proper experiment and the 2-month confirmation experiment, 7056 paid time-travelers (research participants) from almost every country in the world conducted an insanely impressive 809,584 individual attempts at traveling into the future (ARV trials). I'm sad, but very proud at the same time, to say that the experiment is over! At least this part of the experiment. We worked really hard, we took some big chances and we believed in this incredible gift that we are all born with. A gift that so few of us even know about. Our goals with the Time-Machine experiment were:

1. To prove statistically that it is possible to retrieve 1 binary bit of information from the future.
2. To enable as many people as possible around the world to experience the transformative power of their conscious mind.

I think we succeeded in achieving our goals.

After the unsuccessful 2-month confirmation experiment was completed, I made the decision to stop the project. The costs and complexity of running this real-world time machine was starting to take its toll on all of us involved. Managing and coordinating up to 500 active contractors (our "time travelers") at once became a full-time operation in itself. Although the individual payments per session might seem modest by Western standards, they were often meaningful to participants in their local economies — and the total costs added up quickly. Over the course of the project, we paid thousands of workers, while also covering platform commissions, currency-exchange losses, credit-card processing fees, and international transfer costs.

Behind the scenes, the technical infrastructure was equally demanding. The Time-Machine platform integrated two separate cloud environments, multiple databases and hosting services, and a sophisticated LLM-based analysis system that processed hundreds of thousands of remote-viewing transcripts in real time. Keeping all of this operational required two dedicated programmers, extensive data management, and substantial bandwidth.

On top of that, maintaining data integrity across such a large global workforce was a major challenge. We developed and continually refined fraud-detection and participant-policing systems to identify duplicate accounts, AI-generated submissions, and other forms of manipulation designed to exploit the payout structure. Detecting and filtering out this noise was crucial; it ensured that the statistical results truly reflected genuine intuitive performance rather than artifacts of gaming or automation.

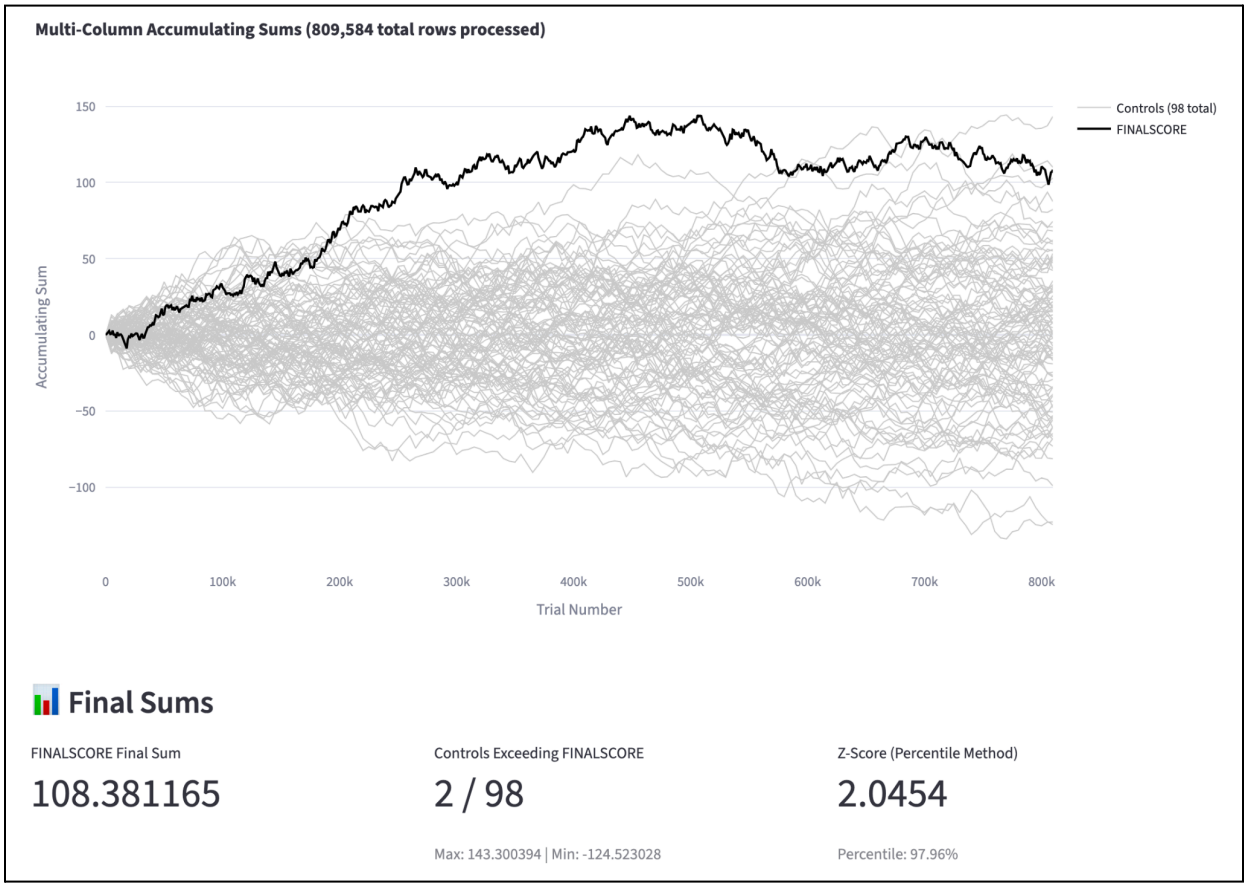
Building and managing the time-machine felt a lot more like a business than running a trading strategy, or experiment. Yes, continuing on, the Time-Machine would probably be a viable business. But not for me right now. I would be happy to hand over our infrastructure, knowledge, software tools, systems, personnel, networks, etc to someone else if they wanted to pilot the time-machine. If you are interested in a turn-key time-machine, contact me and let's discuss.

Next, I'm going to give you a quick background and timeline of the experiment along with a thorough explanation of how we did it, but first, for those of you who are familiar with my associative remote viewing protocol, and the Time-Machine experiment, let's get right into the statistics!!

Greg Kolodziejzyk

OVERALL STATISTICS

809,584 ARV TRIALS
Total # trials including pre-experiment, proper experiment and confirmation experiment = **809,584**
Each trial consisted of 2 photo targets, one was the "correct" target which corresponded to the outcome of the predicted event, and the other was the "wrong" target (decoy) which corresponded with the outcome of the event that did not happen. The LLM AI model compared the participants' remote viewing transcript to both of these photos and generated a cosine score reflecting how close the participants' transcript came to describing each image. The prediction for that trial was the larger score of the two. The final score for the trial was the correct cosine score minus the wrong cosine score. The black line on the plot below shows an accumulating sum of this final score. The 100 grey lines on the plot are the same score differences between 2 RANDOM images which serve as a control. The ending sum of the actual score differences (the black line) was higher than all but 2 controls out of 100 resulting in odds against chance of 2/100, which results in a Z score of approximately 2.
Over all trials adds against chance = 2/100
Over all trials Z score = 2.045



FORMAL 6-MONTH EXPERIMENT RESULTS:

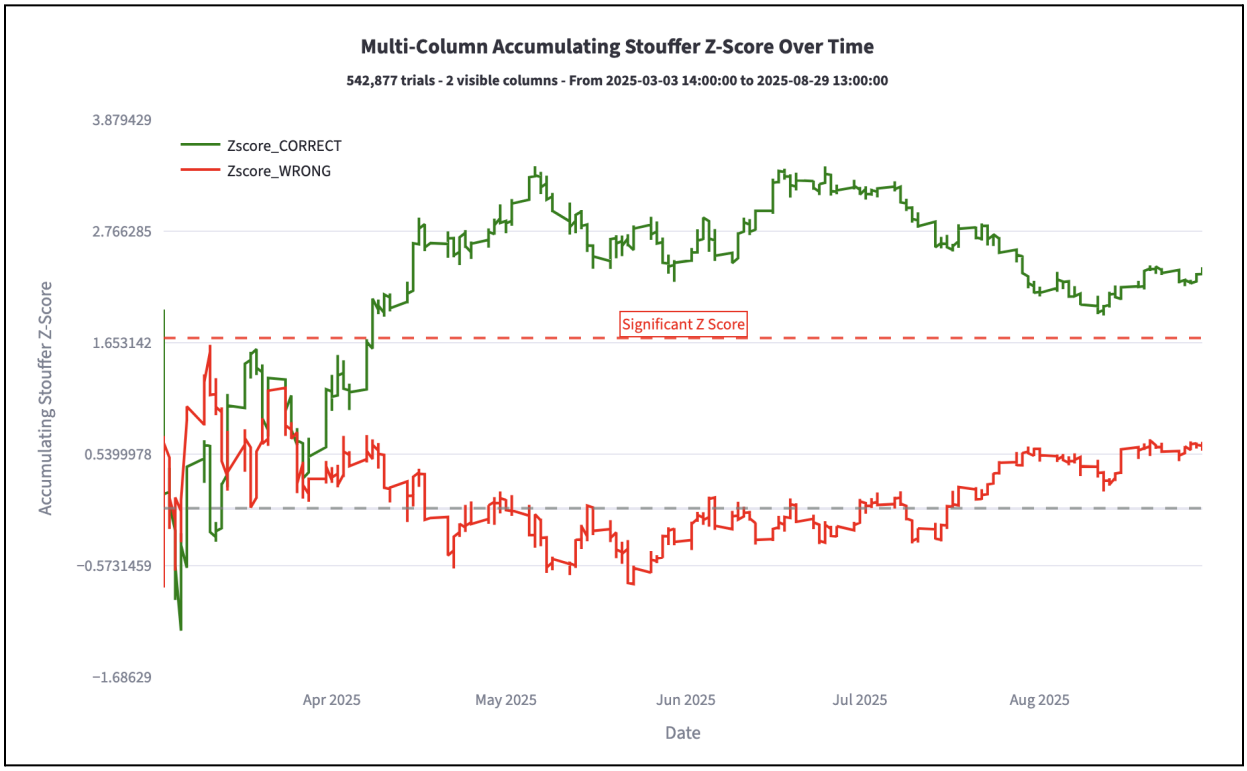
- Formal experiment date range: **March 1, 2025 to August 31, 2025**
- # ARV trials conducted: **542,877**
- # of future predictions: **129**
- # of trials used to form a consensus per trade = 1000 to 5000
- Future prediction question asked: Will the Nasdaq index futures price from 7:00 am to 8:00 MT on xx date go UP? A “YES” answer meant that it closed higher at 8:00 am than it opened at 7:00 am and a “NO” answer meant that price either went down or stayed exactly the same.
- Z score of trials that were correct in predicting the outcome = **2.368** (z = 1.7 is due to chance)
- % of trades that were profitable = **58.1%**
- Z score of profitable trades = z = **1.85**
- Theoretical profit earned = **$265,600 USD**
- Actual profit earned = **$241,164 USD**

- Odds that total profits earned are due to random chance = **1 in 100** (montecarlo simulation)

TRIALS
Total # trials = **542,877**
Targets that were correct in predicting outcomes **z = 2.368***
Targets that were incorrect in predicting outcomes (decoy) **z = 0.5748**
Over all trials Z score = 1.7932**

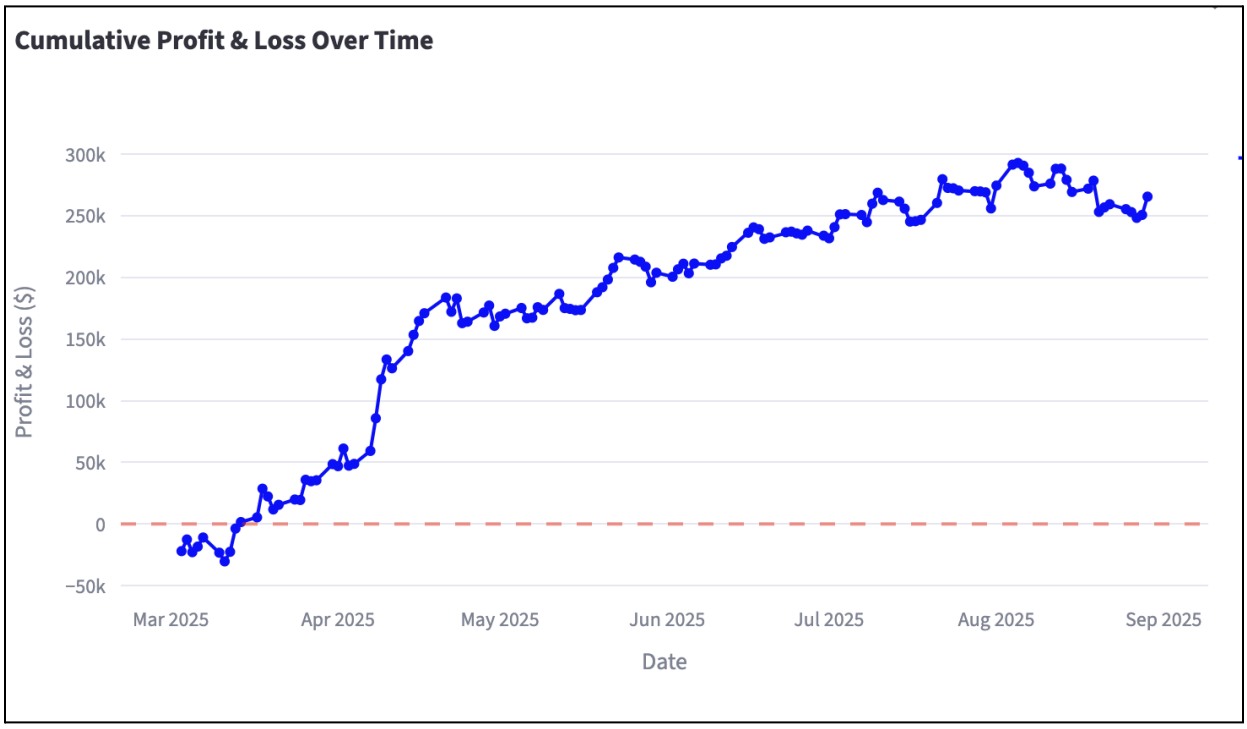
**Each trial consists of a transcript and two photo targets, a "correct" target and a decoy, or "incorrect" target. We use a LLM AI model to score how close each transcript came to matching each of the two targets, then we convert those scores to a Z score by comparing the transcript to 100 random control targets. The Z scores shown here are Stouffer Z sums for all "correct" and "incorrect" targets.*

***I subtract the 2 Z scores instead of subtracting then dividing by √**2** because two target Z's are paired (they come from the same transcript) and are **negatively correlated**. One will be high when the other is low. That means that the per-trial difference ZA−ZBZ_A - Z_BZA−ZB is already a valid single discriminant reflecting direction and magnitude of "psychic signal". Dividing by √2 would incorrectly shrink that difference **because the two aren't independent.** So I feel that this approach of **not dividing by √2** is statistically consistent.*

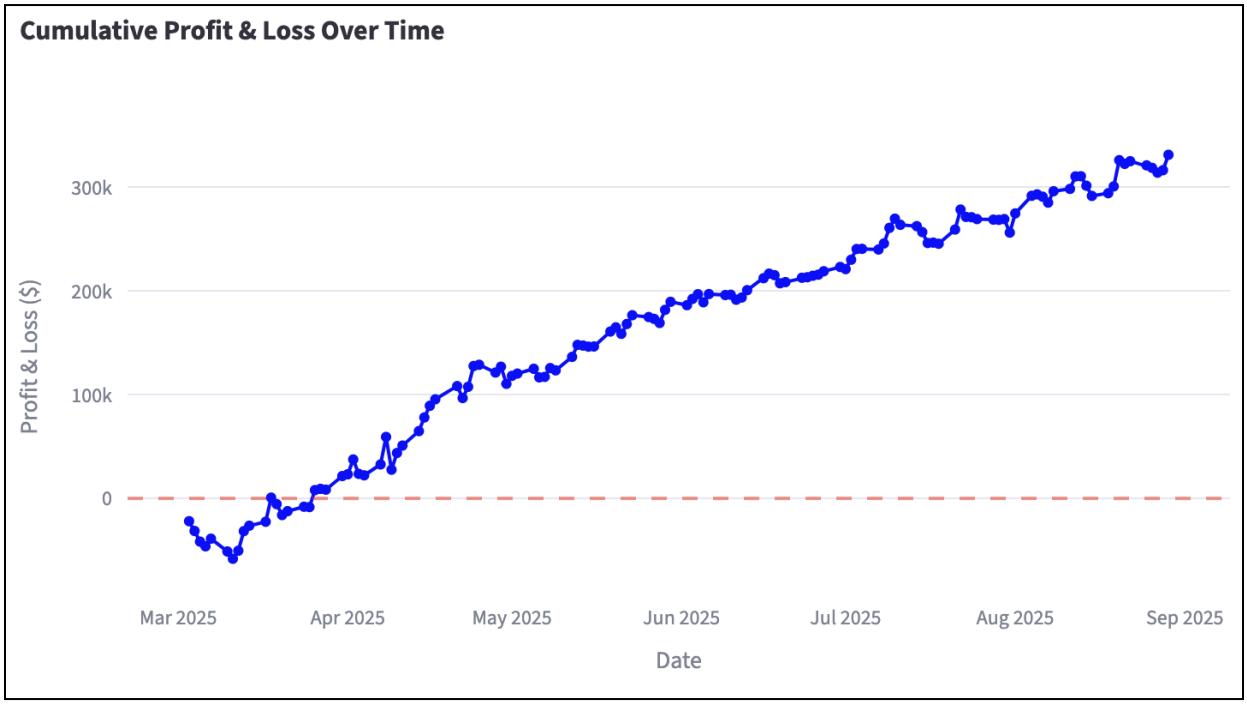


TRADES
Total # trades = **129***
Min # trials per trade (per day) = 1000
trades that were profitable = **75 (58.1%)**
Trade z score **z = 1.85**

contracts traded per trade = **5**
Total theoretical profit = **$265,600**
Total actual profit = **$241,164**
Profit odds against chance = 1/100
**each trade predicted direction (up or down) is the consensus of 1000 to 5000 individual trials.*



TRADES filter out all trials that scored z = 2.5 or higher (remove 3% of the HIGHEST* scoring trials)
Min # trials per trade (per day) = 1000
Total # trades = **129**
trades that were profitable = **78 (60.5%)**
Trade z score **z = 2.38**
contracts traded per trade = **5**
Total theoretical profit = **$331,300**
Profit odds against chance = 1/1000
**Contrary to intuitive logic, we find an INCREASE in performance when the HIGHEST scores are REMOVED.*



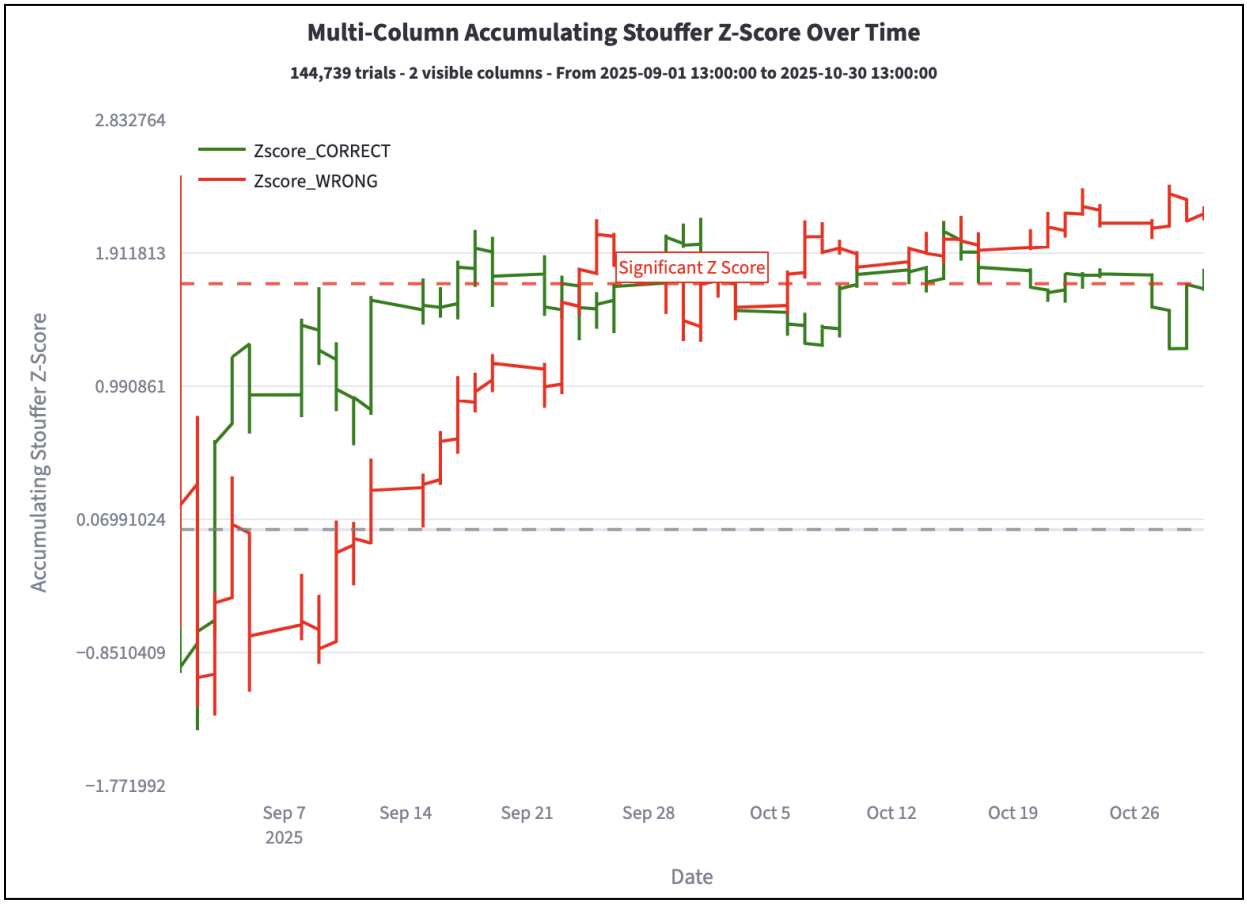
CONFIRMATION EXPERIMENT RESULTS:

The confirmation experiment conducted immediately following the 6-month experiment was not profitable, losing **-$87,050** with a total trial Z score for targets predicting the WRONG outcome of a statistically significant z = **2.23** which suggests missing more often than chance would permit. Even the odds against chance of our **-$87,050** loss was significant at **1 in 50**.

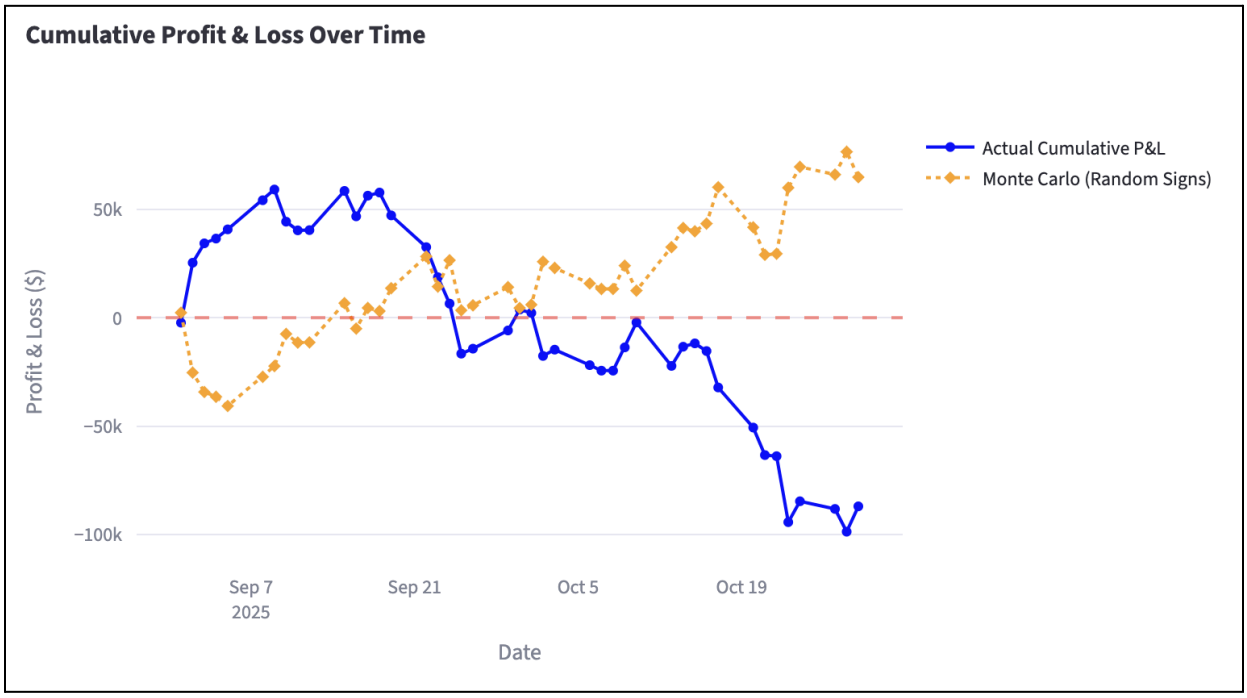
- Confirmation experiment date range: September 1, 2025 to Oct 31, 2025
- # ARV trials conducted: 144,739
- # of future predictions: 129
- Future prediction question asked: Will the Nasdaq index futures price from 7:00 am to 8:00 MT on xx date go UP? A “YES” answer meant that it closed higher at 8:00 am than it opened at 7:00 am and a “NO” answer meant that price either went down or stayed exactly the same.
- Z score of trials that were correct in predicting the outcome = 1.76 (z = 1.7 is considered chance expectation)
- Z score of trials that were incorrect in predicting the outcome = 2.23 (z = 1.7 is considered chance expectation)
- % of trades that were profitable = 46.5%
- Z score of profitable trades = z = -.46 (z = 1.7 is due to chance)
- theoretical profit earned = -$87,050 USD
- Actual profit earned = -$70,290

- Odds that our loss is due to random chance = 1 in 50

TRIALS
Total # trials = 144,739
Targets that were correct in predicting outcomes **z = 1.76**
Targets that were incorrect in predicting outcomes (decoy) **z = 2.23**
Over all trials Z score = -.47

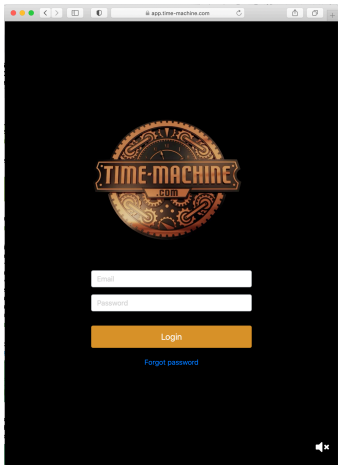


TRADES
Min # trials per trade (per day) = 1000
Total # trades = **43**
trades that were profitable = **20 (46.5%)**
Trade z score **z = -.46**
contracts traded per trade = **5**
Total theoretical profit = -**$87,050**
Total actual profit = -**$70,290**
Loss odds against chance = 1/5



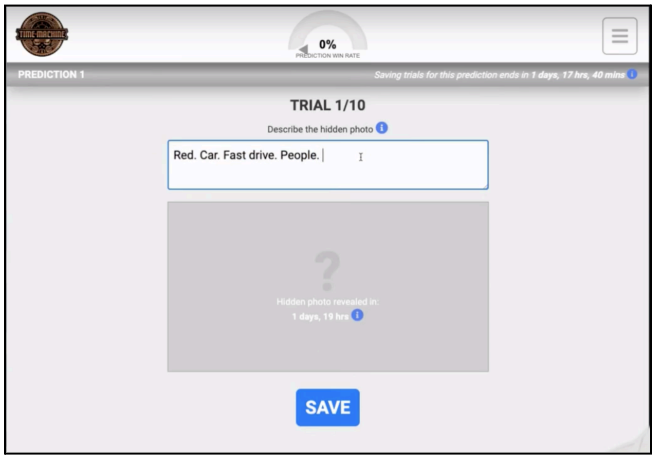
HOW TO BUILD A TIME MACHINE

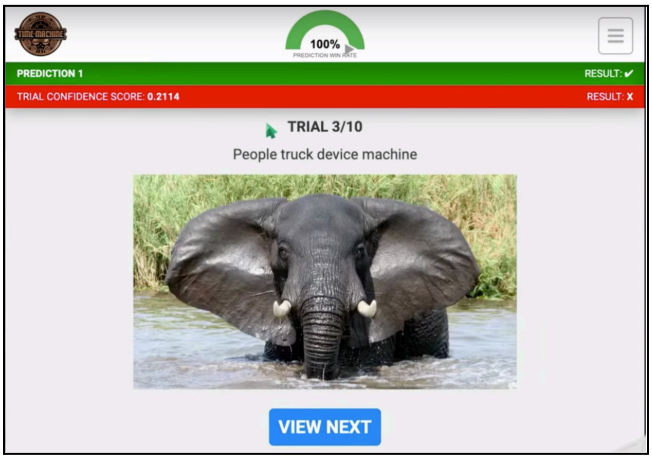
The Time-Machine App



Time-Machine app is a web application that was built specifically for the time-machine.com online experiment. It combines human intuition (psychic functioning) via a method called Associative Remote Viewing (ARV) with artificial-intelligence to automate analysis, and crowdsourcing to tap into the power of consensus with the goal of “retrieving information from the future”. The “information from the future” in this case, is the outcome of the Nasdaq futures

contract from exactly 7:00 am to 8:00 am MT each trading day where actual capital was risked on that prediction.





How It Works — Step by Step

1. A participant logs into the Time-Machine web app.

2. They are given a task: essentially to *visualize or describe* a hidden image that will be revealed at 8:15 am MT after the future event has closed (1 hour trade window from 7:00 am to 8:00 am MT) every day. This visualization task is called a “trial”. The participant must complete 10 “trials” every day.

3. When a participant starts a new trial, the time-machine app uses a quantum random number generator to select two random images from a database consisting of 18,000 images. The RNG is used again to randomly associate the two possible outcomes of the future event which are “YES” and “NO” to each of the two photos. The question is formed like this: “Will the Nasdaq index futures price from 7:00 am to 8:00 MT on xx date go UP?” A “YES” association meant it will close higher at 8:00 am than it opened at 7:00 am and a “NO” association means that that price either will go down or stay exactly the

same. Any information about the photos and their associations is hidden from everyone involved with the experiment at this point.

4. When the participant is ready to “remote view” a trial, they are instructed to close their eyes, take a few moments to enter a relaxed or meditative state, and imagine “seeing” the hidden image at a later date when it is available to be shown to them. They record (type) their impressions about what they have imagined into a transcript field in the app. The participants are not coached as to what or how to describe their intuitive thoughts about the image, as we let them use their own language and style to describe their intuitive impressions. Some dump hundreds of words into the transcript field, and some submit elaborate descriptive sentences. Some participants enter only a word or two.

5. When the participant is satisfied with their description, then push a “save” button, and the transcript text, along with both images is sent to our server that is running a large language model designed specifically to analyze images. The model compares the transcript to both images and generates a cosine score which reflects how close the text description came to each photo. It is important to note at this point, that if the image contained a tree and the participant’s transcript was “tree”, the ai model would return a very high cosine score because the participant perfectly described the photo. However, and this is important, this cosine score does NOT reflect the statistical likelihood of a match! In this case, there are trees in MANY photos, and a transcript with the word “tree” in it is not likely to be outside of chance expectation.

   To convert the raw cosine score to a statistic, our server uses the RNG to randomly select 100 “control” photos from our photo list, and it uses the ai model to compare the transcript to every single one of the 100 control images, then generates a mean and standard deviation of all 100 controls. The mean and standard deviation is used to convert the cosine score for each of the two target photos to a Z score. (Target cosine - mean of all 100 control cosines)/standard deviation of all 100 control cosines. All of the data for every trial is saved to a database.

6. The user repeats steps #4 and #5 to complete 10 trials in a single ‘session’. Each trial contains two different photos, and they must remote view, and enter a description for every one of the 10 trials exactly as per step #4 and #5. The outcome connected to all 10 trials is the same “trade”.

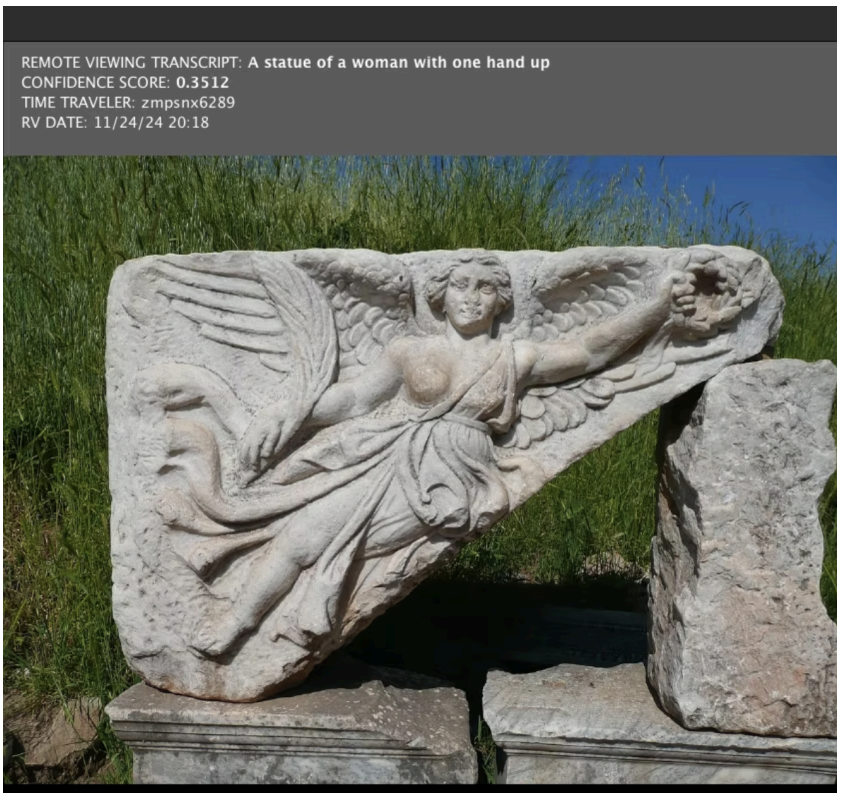
7. If the participant completes all 10 trials prior to 6:30 am MT (30 minutes prior to the event start time of 7:00 am MT), then they will be able to view “feedback” images for all 10 trials at 8:15 am MT (15 minutes after the event closes). The “feedback” image is the image with the association (YES or NO) that corresponded with the NQ index outcome for that day. If the participant starts the 10-trial session after 6:30 am, the future event they are predicting will be the next day (if it is Friday, then the future event is Monday). Any time after 8:15 am MT, the participant can view all 10 feedback images. Using the app, they click through all 10 trials and VIEW the actual photo that corresponded to the

outcome of the event they were predicting. When the participant views the image for each of the 10 trials, they are instructed to carefully compare any similarities between their transcript and the image shown to them.

The following example should help to explain this important stage in the ARV trial protocol:

a. Participant logs into app at 11:00 am on Tuesday
b. The app automatically assigns this session to the future event for tomorrow from 7:00 am MT to 8:00 am MT (outcome of the Nasdaq futures market between those 2 times).
c. The participant starts the first trial. Two images are randomly selected from the database and randomly assigned associations “YES” and “NO” to each.
d. The participant “remote views” the image they will be shown tomorrow at any point after 8:15 am MT for trial “1”. They type “flower” into the transcript field, and press busson “save”.
e. The app transmits the 2 photo URL’s along with the text transcript to the LLM server and the server generates a cosine score for each of the two target images along with cosines for 100 controls. Then it generates a Z score for each of the two target images and saves all of this data to the database. The user is NOT shown any of this data at this point.
f. The participant starts trial # 2 and repeat steps c to e.
g. When the user has completed all 10 trials, they have finished their work for the day. Typically time required to complete all 10 trials is from 20 minutes to 30 minutes, although some participants take an hour or more. We leave it up to the participant to allocate as much time to this process as they want.
h. Wednesday, at any time AFTER 8:15 am MT (15 minutes AFTER the future event has closed), the participant can log into the app, and view all 10 feedback images. They start by clicking on “trial 1” button where they view a photo with their transcript for trial 1 below it. They are instructed to pay careful attention to any similarities between their transcript and the image. Then then click on button “trial 2” and view a different image and compare a different transcript. They repeat this for all 10 trials. At this point, the participant is NOT shown any other information about scores, or if they got the trials correct or not. They simply look at the image and compare their transcript hoping to see some similarities.
i. Each of the 10 feedback images for this session was selected out of the two possible images for each trial based on its association and what the outcome of the event ACTUALLY was. For example, if the Nasdaq index went DOWN in price from 7:00 am to 8:00 MT on Wednesday, then they would be shown all of the photos that were associated with “NO”. If the index went UP in price, they would be shown all photos for all 10 trials that were associated with “YES”. All 10 trials each day are connected to the same future event.
j. After almost a million remote viewing sessions, you can imagine that there are some pretty impressive matches between a participant's transcript and the actual photo they are psychically imagining. To see some of these, visit our showcase:

https://www.time-machine.com/showcase



"A statute of a woman with one hand up"

8. Participants are hired to complete 10 "predictions", each containing 10 "trials". So to complete a typical job contract, they must complete 10 trials per day for 10 trading days (10 week-days). Each day's 10 trials are connected to one event outcome. Each day is a different trading outcome.

9. We hired from 300 to 500 participants for each 10 prediction contract. Each participant was hired to complete 100 trials over a 10 day (not including weekends) period (10 predictions x 10 trials each = 100 trials). The participants were paid a minimum of $5 for the contract, and offered the following incentive payments:

    0 correct prediction out of 10 = $**5**
    1 correct prediction out of 10 = $**5**
    2 correct predictions out of 10 = $**5**
    3 correct predictions out of 10 = $**5**
    4 correct predictions out of 10 = $**5**
    5 correct predictions out of 10 = $**5**
    6 correct predictions out of 10 = $**10**
    7 correct prediction out of 10 = $**15**
    8 correct predictions out of 10 = $**25**

9 correct predictions out of 10 = $**50**
10 correct predictions out of 10 = $**200**

We experimented with sets of 5 predictions to sets of 20 predictions and changed the incentive table accordingly.

Participants were hired through various gig-job platforms and were from almost every country in the world except for Russia due to embargos. Mostly, our participants were from countries where $5 USD was worth considerably more to them than $5 USD was worth here in North America. We hired very few from the G7 nations.

10. To make a prediction prior to the future event each day, our server aggregated trial Z scores for all participants who had submitted 10 trials each for that trade date. Typically, this amounted to between 1000 to 5000 trials for a single prediction (one trade). The server computed a Stouffer Z score sum (sum(Z1,Z2,Z2…)/sqrt(count)) for all trials that were associated with “NO” and again for all trials that were associated with “YES”. The higher Stouffer Z score was the prediction for that trade date.

11. The system was automated. Each day, just before the 7:00 am MT trade open time, the server would sum the trial Z scores for both outcomes and the highest score was the trade bias (LONG trade (buy) for “YES” predictions, and SHORT trade (sell) for “NO” predictions. Orders to either BUY and SELL 5 contracts (actual number of contracts traded varied) were automatically transmitted to our broker at exactly 7:00 am MT, and then another order was automatically transmitted at exactly 8:00 am MT to close the trade. The outcome of the trade (price either went UP which meant the actual answer was “YES”, or the price went down which meant the actual answer was “NO”) was automatically recorded in a database, and at this point, all participants were able to view their feedback images according to how the future event actually occurred. Participants were unaware of the actual event we were predicting.

PROJECT ACCOUNTING LEDGER

Each trading day during the date range of the proper experiment March 1, 2025 to Aug 31, 2025, the consensus from 1000 to 5000 trials was used to make a prediction about a NQ long or short trade for that day. Overall, 75 profitable trades out of a total of 129 trades resulted in a statistically significant trade Z score of **1.85** and theoretical profits of **$265,600** (based on 5 contracts per trade). The total theoretical profit earned during this 6 month period resulted in odds against chance of **1 in 100** according to a monte carlo simulation. Actual profits generated over this 6 month period were **$241,164**. Total costs amounted to **$114,000** and included mostly payments to experiment participants, payments to staff (recruiting person, programmer), etc,

and cloud computing costs. There are no overhead-type expenses in here like office rent, or a fee for my time.

	Oct	Sept	Aug	July	June	May	April	March	Totals
web host	25	25	25	25	25	25	25	25	$200
web 2 host	0	0	0	120	120	120	120	120	$600
Amazon AWS	126	126	126	0	0	0	0	0	$378
Google Cloud	1200	1043	1056	0	0	0	0	0	$3,299
Synthesia	30	30	30	30	30	30	30	30	$240
MailGun api	35	35	35	35	35	35	35	35	$280
Google Office	30	30	50	50	50	50	30	30	$320
Random.org	12	12	12	12	12	12	12	12	$96
Replicate api	0	0	0	24	26	25	47	36	$158
Recruiter	1500	1500	1500	1500	1500	1500	1500	1500	$12,000
Programmer	1500	1500	1500	1500	1500	1500	1500	1500	$12,000
Job platform 1 participant payments	$3,310	$5,832	$4,631	$3,671	$5,213	$7,109	9629	8710	$48,105
Crypto participant payments		$1,000	$6,000	$8,000	$4,000	$2,000	$100		$21,100
PayPal participant payments	$397	$1,254	$3,574	$5,270	$1,269	$1,800	$575	$965	$15,104
Job platform 2 fee	99	99	99	99	99	99	99	99	$792
	$8,264	$12,486	$18,638	$20,336	$13,879	$14,305	$13,702	$13,062	$114,672
	6-month Experiment						6-month Experiment including confirmation experiment		
	Total trading profits		$241,164				Total trading profits		$177,853
	Total expenses		$93,922				Total expenses		$114,672
	PROFIT		$147,242				PROFIT		$63,181

	Net Profit		**$147,242**				**Net Profit**		**$63,181**

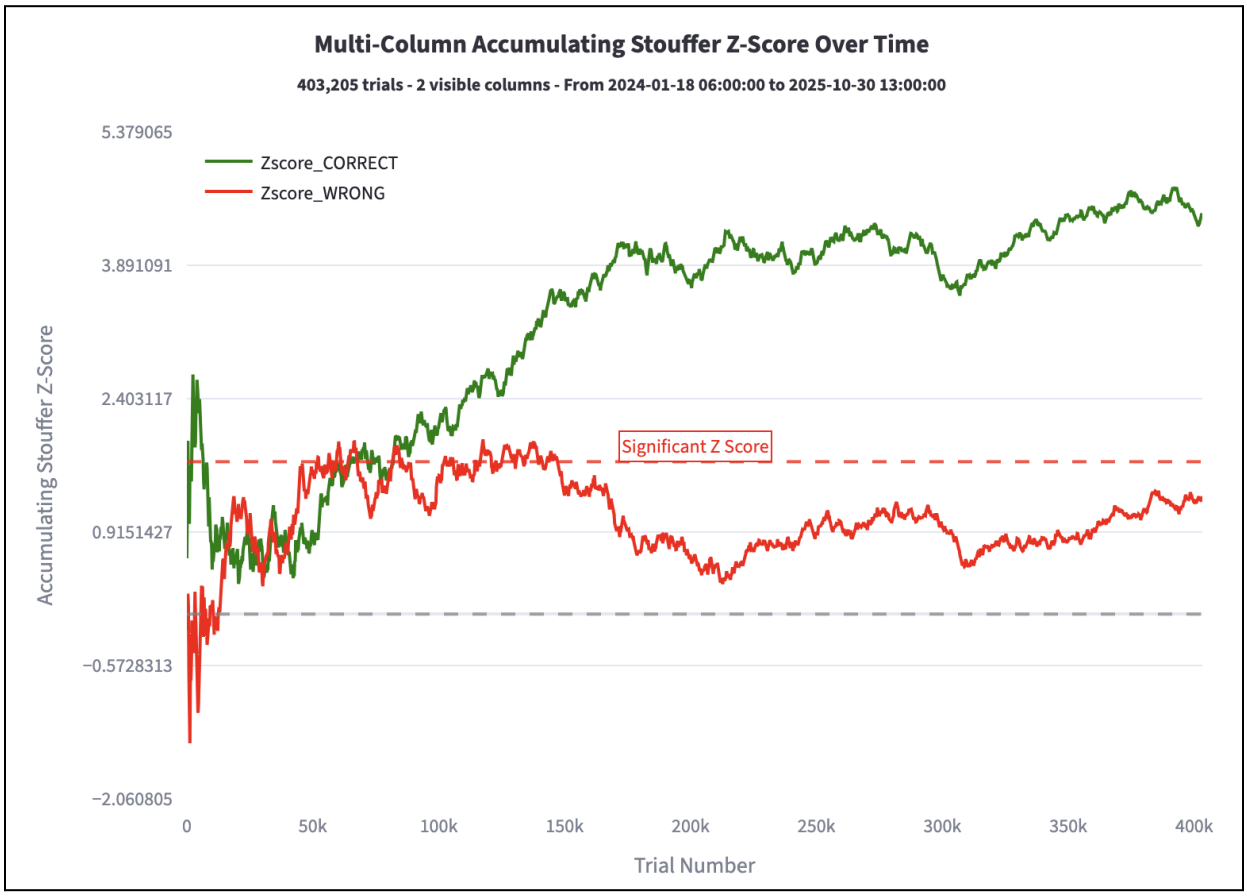
POST HOCK ANALYSIS

Aside from filtering out the highest scoring trials resulting in a significant improvement in performance, following are a few other interesting ad hock database discoveries.

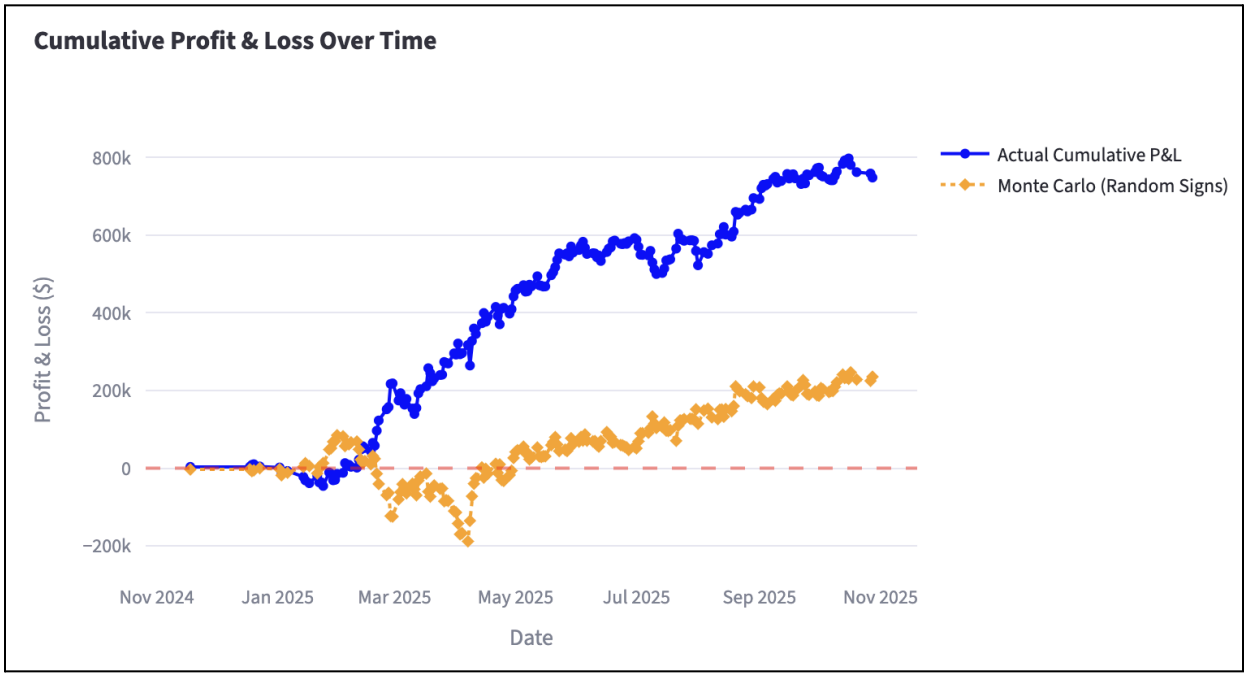
Beginners Luck

It is a long held belief that beginners or first-timers outperform in psi experiments and other “luck” based activities. Following are the first 100 trials conducted by our participants which were largely beginners and had never done this type of intuition exercise before. Many went on to contribute many hundreds more trials, but this is the initial 100 by all new users.

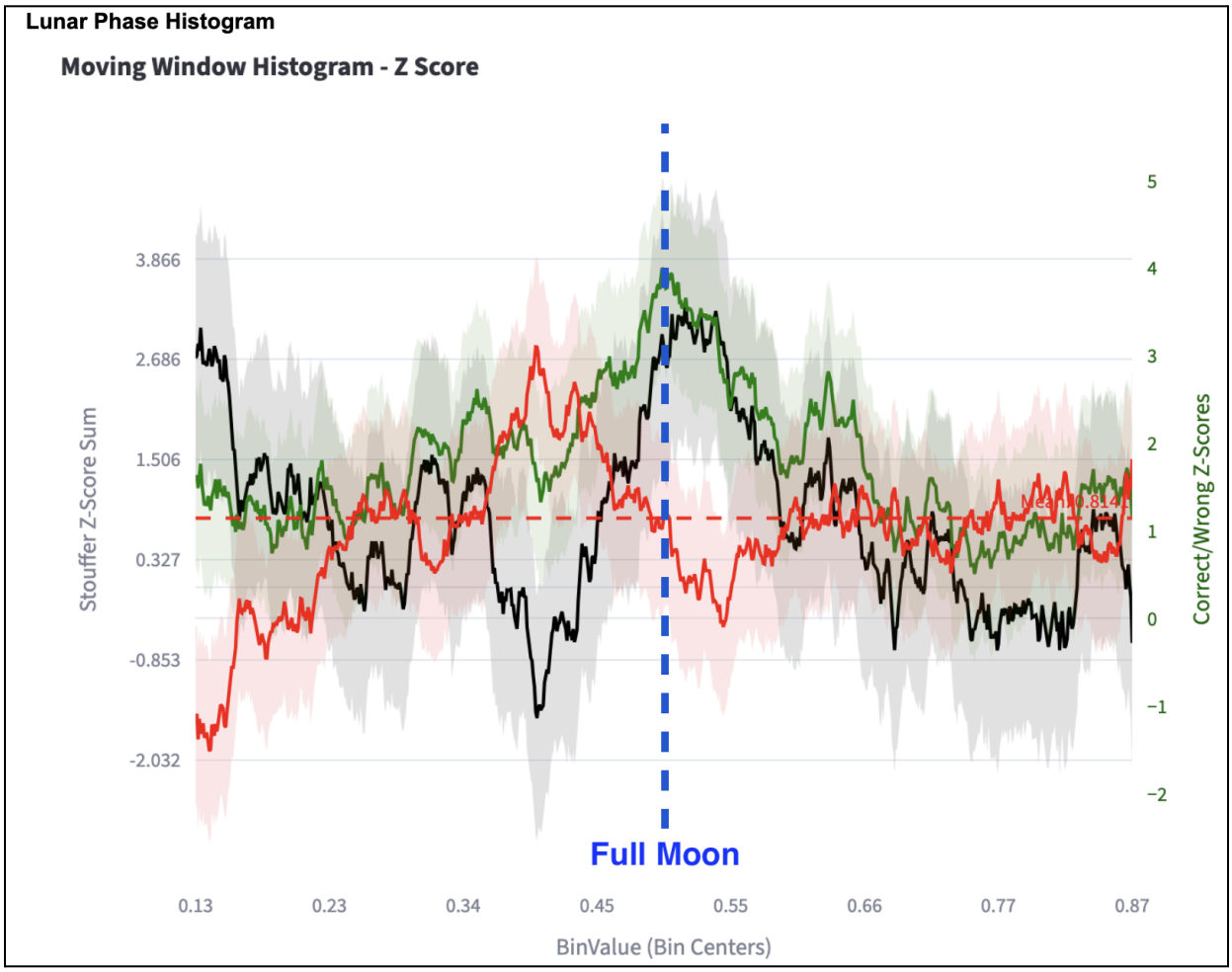
TRIALS by beginners
Total # trials = 403,205
Targets that were correct in predicting outcomes **z = 4.449**
Targets that were incorrect in predicting outcomes (decoy) **z = 1.315**
Over all trials Z score = 3.134



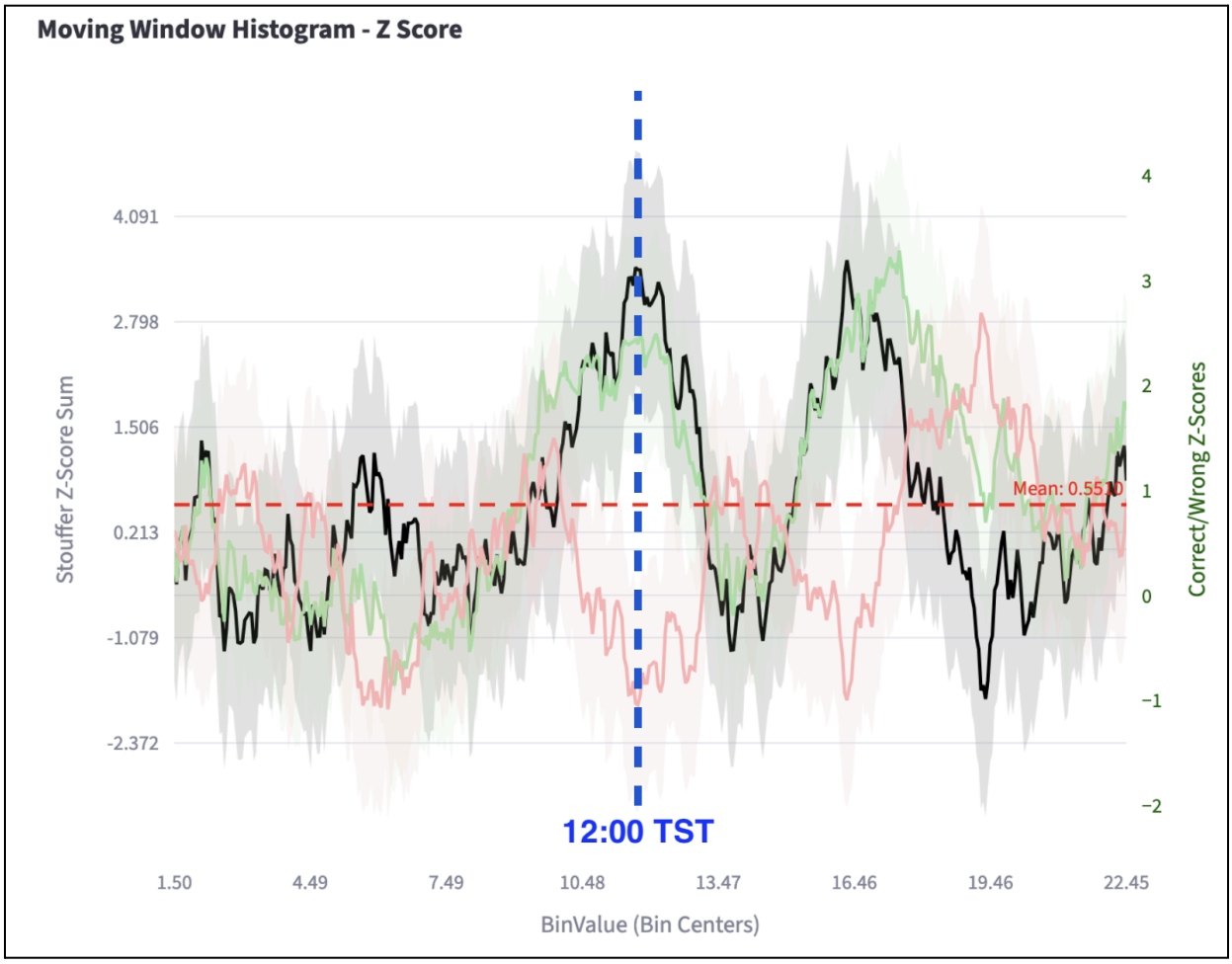
TRADES by beginners
Min # trials per trade (per day) = 1000
Total # trades = **203**
trades that were profitable = **118 (58.1%)**
Trade z score **z = 2.32**
contracts traded per trade = **5**
Total theoretical profit = **$748,000**
Profit odds against chance = 1/500



Lunar Phase Histogram
Green = Correct targets Z score
Red = Wrong targets Z score
Black = Total Z score

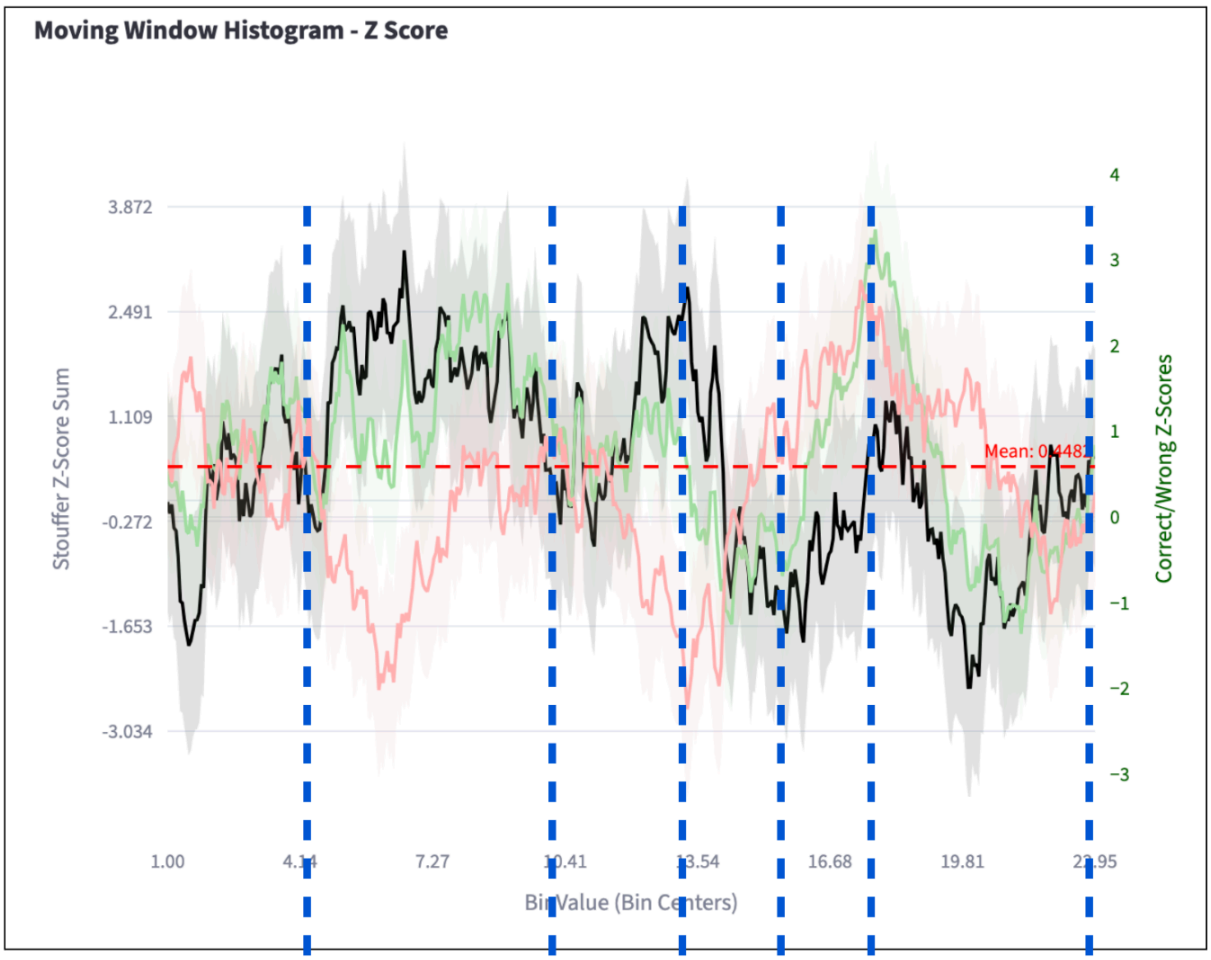


Z score vs. True Solar Time
Green = Correct targets Z score
Red = Wrong targets Z score
Black = Total Z score

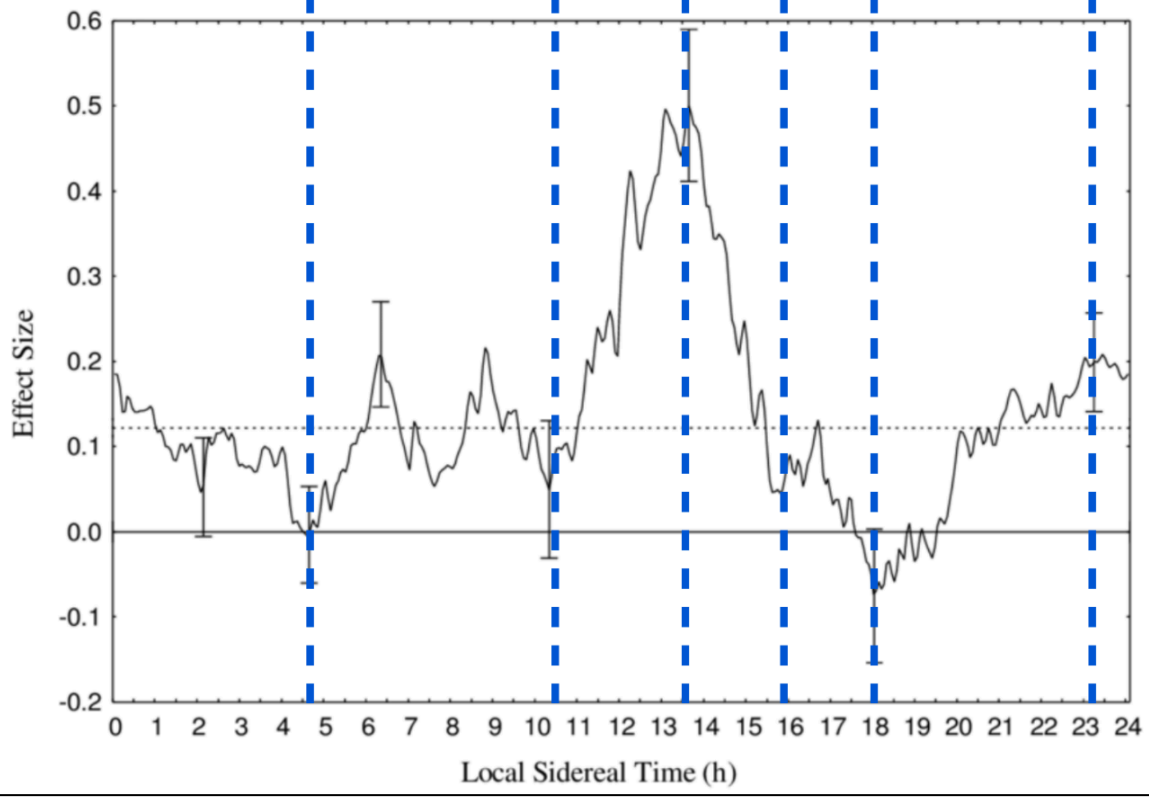


Local Sidereal Time (Southern hemisphere trials removed)
Green = Correct targets Z score
Red = Wrong targets Z score
Black = Total Z score

Local sidereal time



Mean effect size versus local sidereal time from James Spottiswoode:



CONCLUSION

The Time-Machine.com experiment demonstrated more than just statistical significance, it proved operational viability. Over two years, we built and deployed a fully functional, global infrastructure capable of coordinating thousands of participants, processing hundreds of thousands of trials, and converting their collective intuitive data into actionable market predictions that generated real profits. Across the formal six-month experiment, the system produced $241,164 in trading gains, achieving an overall win rate of 58.1% and odds against chance of 1 in 100. After expenses, the experiment still concluded with a substantial net profit, firmly establishing that this approach is not only scientifically interesting but economically sustainable.

While the two-month confirmation experiment did not replicate the earlier success, the infrastructure itself (both human and technical) performed flawlessly. We proved that large-scale, cloud-based coordination of intuitive human data can be automated, verified, and monetized. The project now includes:

- A robust web application for managing ARV sessions,
- A scalable cloud-computing back end capable of real-time AI analysis,
- Sophisticated fraud detection and participant-policing systems,
- A trained, global workforce of thousands of experienced participants,
- A comprehensive database of nearly one million remote-viewing trials, and
- An end-to-end operational protocol that converts raw intuitive input into statistical consensus and real-world trades.

In short, we didn't just test a theory, we built an entire working business engine for applied collective intuition. Every component now exists: the infrastructure, the people, the expertise, the technology, the software, and the cloud systems.

Although the experiment has reached its conclusion under my direction, the Time-Machine platform is ready for anyone who wishes to take it forward - whether for continued scientific research, entertainment applications, or commercial forecasting. The groundwork has been laid, the system has proven it can generate profit, and the opportunity now exists for others to pilot a fully operational, data-driven "time machine."

If you're interested in exploring or acquiring this turnkey platform, please contact me at greg@time-machine.com.

RISK DISCLOSURE & DISCLAIMER

Not Investment Advice. This document and the Time-Machine.com experiment are presented for **research and educational purposes only**. Nothing herein constitutes investment, trading, or financial advice, an offer to buy or sell any instrument, or a solicitation to engage in any trading strategy.

Risk of Loss. Futures, options, and forex trading involve **substantial risk** and are **not suitable for all investors**. You may lose all or more than your initial investment. Market conditions can change rapidly, and there is no guarantee that any strategy, method, or signal described here will be profitable or will not result in losses.

Past Performance. Past performance is not necessarily indicative of future results. Results from the Time-Machine.com experiment—including any reported returns, win rates, Z-scores, or odds-against-chance—reflect a specific, time-bounded study and may not be replicated.

Hypothetical/Simulated Results (CFTC Rule 4.41). Portions of the results described may be **hypothetical or simulated** (e.g., theoretical P&L, Monte Carlo outcomes, counterfactual filters). Hypothetical performance results have **inherent limitations**; they do not represent actual trading. Because trades have not been executed, results may **under- or over-compensate** for the impact of certain market factors such as liquidity or slippage. **No representation is being made that any account will or is likely to achieve profits or losses similar to those shown.**

Operational & Data Limitations. The experiment relied on third-party platforms, global participants, AI/LLM scoring, and large-scale data processing. Despite fraud-detection and data-quality controls, errors, latency, selection effects, survivorship bias, or other confounders may remain. Any capital, margin, fee, or cost figures are **illustrative** and may vary by broker, timing, or account.

Conflicts & Compensation. Payments to participants and platform expenses may influence participation patterns and data composition. Any compensation structures described are **experimental** and subject to change.

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