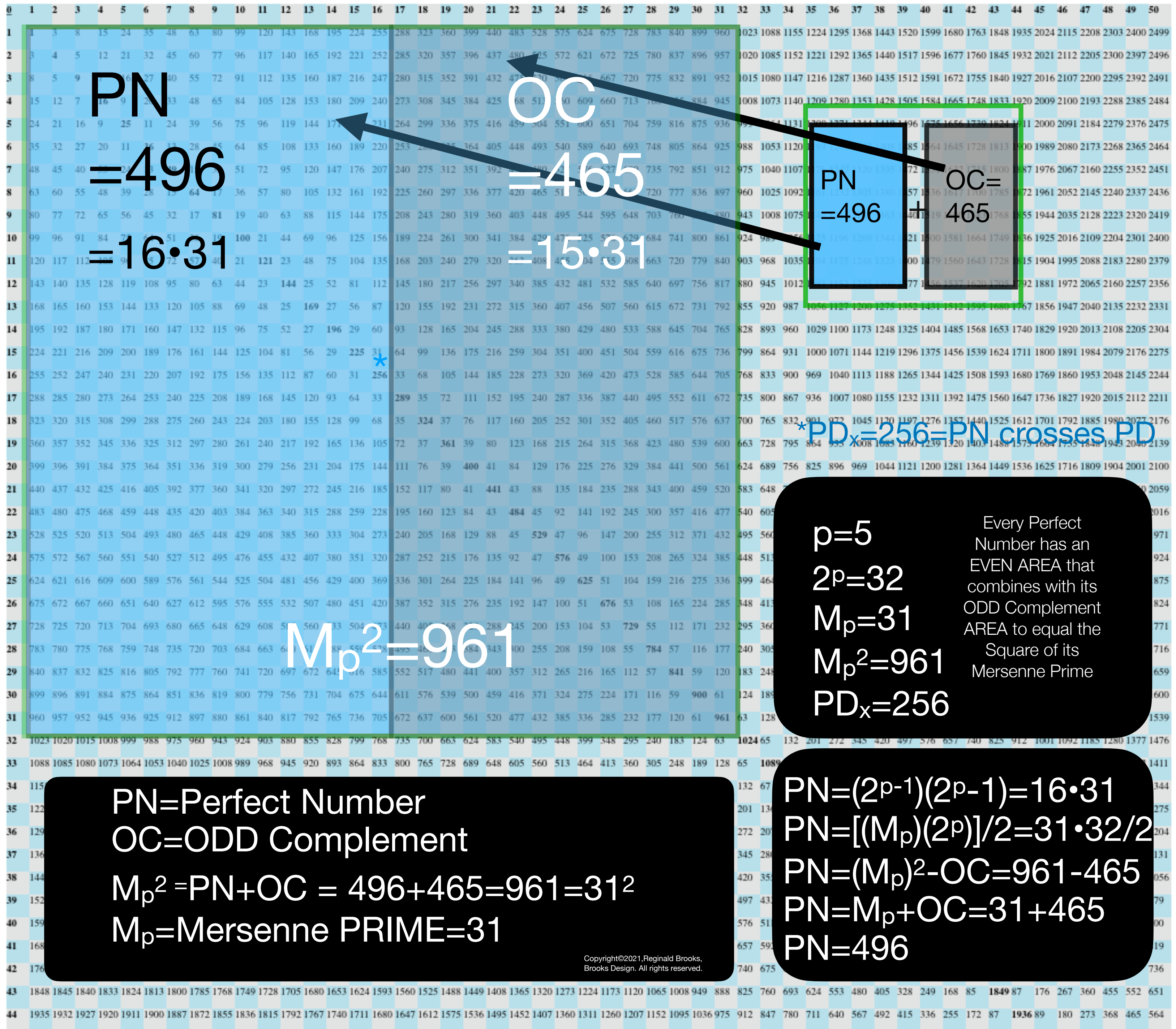


**BBS-ISL Matrix: 50x50**

*All numbers are related – even the ones that are "not."* ©2017, Reginald Brooks, Brooks Design. All rights reserved. Zoom-OUT to shrink. Searchable.



**PN**  
**=496**  
**=16•31**

**OC**  
**=465**  
**=15•31**

**PN**  
**=496**

**OC**  
**=465**

**\*PD<sub>x</sub>=256=PN crosses PD**

**PN=Perfect Number**  
**OC=ODD Complement**  
**M<sub>p</sub><sup>2</sup> = PN+OC = 496+465=961=31<sup>2</sup>**  
**M<sub>p</sub>=Mersenne PRIME=31**

**p=5**  
**2<sup>p</sup>=32**  
**M<sub>p</sub>=31**  
**M<sub>p</sub><sup>2</sup>=961**  
**PD<sub>x</sub>=256**  
Every Perfect Number has an EVEN AREA that combines with its ODD Complement AREA to equal the Square of its Mersenne Prime

**PN=(2<sup>p</sup>-1)(2<sup>p</sup>-1)=16•31**  
**PN=[(M<sub>p</sub>)(2<sup>p</sup>)]/2=31•32/2**  
**PN=(M<sub>p</sub>)<sup>2</sup>-OC=961-465**  
**PN=M<sub>p</sub>+OC=31+465**  
**PN=496**

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Every Perfect Number has an EVEN AREA that combines with its Odd Complement AREA to equal the Square of its Mersenne Prime

## Comments

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Sheet 1