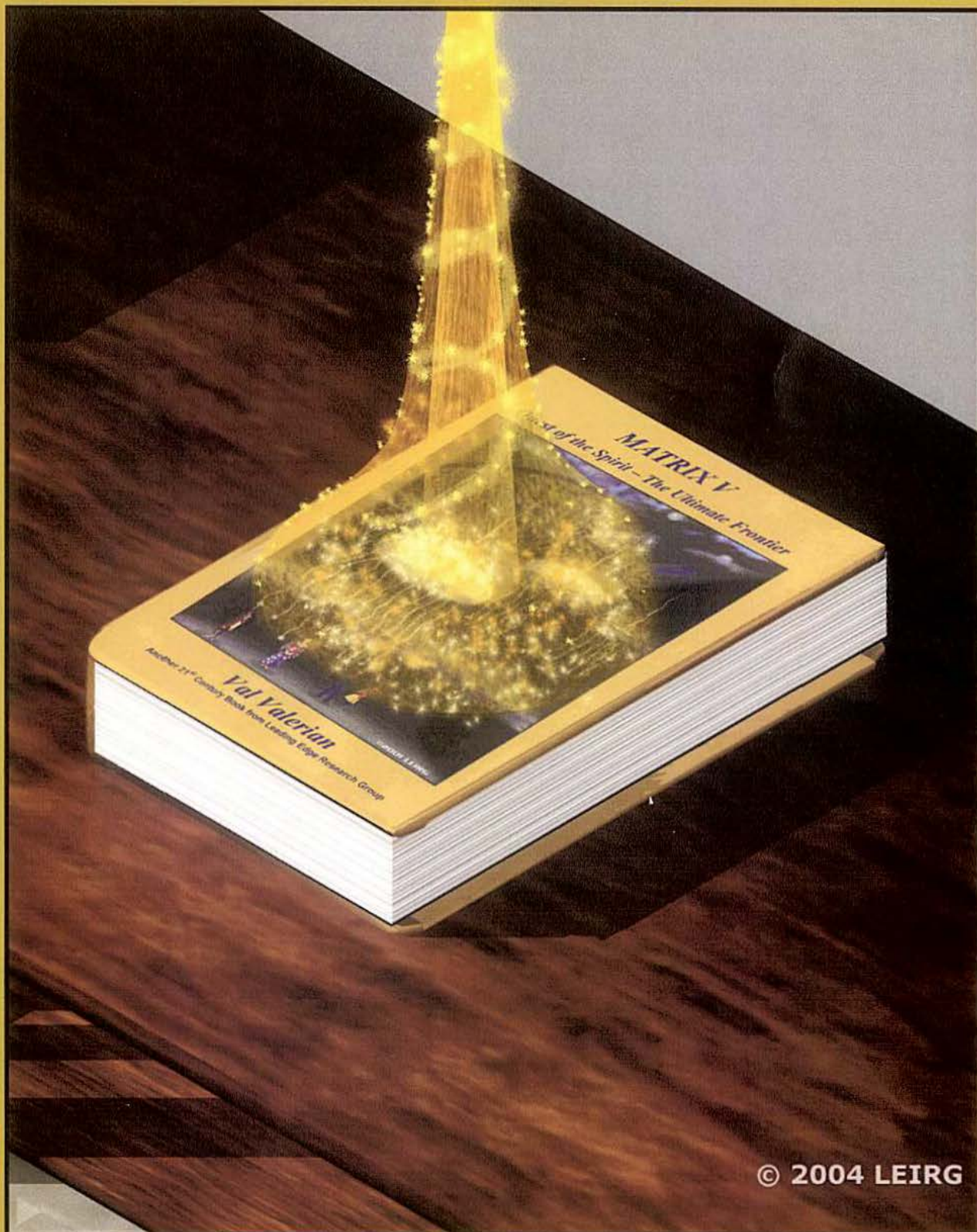


MATRIX V - VOLUME II

The Graduation Key



Val Valerian

Another 21st Century Book from Leading Edge Research Group

Matrix V- Volume Two

The Graduation Key

*Information for Very Advanced, Dominant
and Final 3rd Density Incarnations
(From the Perspective of a Final 3rd Density Incarnation)*

GOLD EDITION

May 2004

Edited By

Val Valerian

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Matrix V Gold Edition
Information for Very Advanced, Dominant
and Final 3rd Density Incarnations
(From the Perspective of a Final 3rd Density Incarnation)

Volume Two
The Graduation Key

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Author's Introduction to The Graduation Key

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Note: Complete understanding of this second volume of Matrix V Gold Edition is not possible without the background in *Matrix V Gold Edition (Volume 1, Quest of the Spirit – The Ultimate Frontier)*. The material is presented to Matrix V Gold Edition readers, assuming that the material in the *Quest for the Spirit* and the in-depth Q&A have been read, comprehended and internally integrated. Those who are reading this volume who have not read the prerequisite first volume are doing themselves a disservice.

When I finished *Matrix V Gold Edition: Quest of the Spirit – The Ultimate Frontier*, I told Val that I had nothing else to add. I meant it ... at the time. While M5G *Quest of the Spirit* contains all the keys that one needs to spiral out of the Game, I had no idea, at that time, that it also contained the seed for the *Graduation Key*. The *Graduation Key* is not an individual key. All of the *individual* keys remain within *Matrix V Gold Edition Quest of the Spirit*. There are no more to add to that, even though you may find minor keys that assist your personal development within your individual experiences. The *Graduation Key* is a whole different event. Refer to the Volume II segment on that Key for more.

Upon composing the 'Check Back on May 5' blurb for the M5 site, I figured many would think that a platinum edition of M5 would be forthcoming. No, there will be no more editions of that classic. There will also be no further editions of Volume II. This is it. EndGame is progressing rapidly.

With the suppression of true 'free speech', the rapidly increasing lists of what you 'can' or 'cannot' do, along with other sequentializing transformations of Earth, our galaxy Game board is being taken from us. At work the other day, I mentioned an actress who played the characters of 'Witchiepoo' in *HR Pufnstuf* and 'Mammy Yokum' in the film musical, *Lil Abner*. One sequentialized incarnate actually said to me, "you can't say 'mammy' anymore". Of course I repeated 'mammy' several times after it, much to the unease of the sequentialized! No, Awakened Finals never conform to the sequential form.

The sequentialized: those incarnations who are rapidly surrendering their simultaneous natures to conform to the sequential, BORING, everybody-the-same path are really doing the work of the true sequentials of both polarities. This has been the format throughout the Game: those in charge make rules that they expect those who follow to enforce. The difference in EndGame is that the alien technologies, especially in areas of communications and transportation, make it instantaneous to dictate, impose and enforce. During the pre-EndGame days, one could get lost in the wilderness or move to various unique areas for experiences. This is almost impossible today. I went from mid-Western America to China to find American fast foods and styles. That's part of sequentializing and cultural dominance.

In the film, *The Gods Must Be Crazy*, the idealized Bushman village is presented as it probably was at one time. In the dvd version of both that film and its sequel, one of the extras included records how totally untrue that image is today. They have even introduced a computer to the village and showed the flim on it. Foreign tourists visit the tribe and more changes occur. The Bushman village has been absorbed just like the Borg assimilate other planets. The Borg on Earth today are the United States and Britain. Behind the visible Borg

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is the alien sequential hand(s). Segments in both *Matrix V Gold Edition* and this Volume II have much to say on that topic.

Fortunately, the huge bulk of our simultaneous incarnations are existing in the Game before EndGame on Earth. Nevertheless, ALL simultaneous Higher Selves have several incarnations during the period known as Earth EndGame. These experiences are a crossover of simultaneous and sequential paths. This will have a bearing on your personal reviews once you have graduated.

While the Game's rules are being adhered to, there are those Higher Selves that are constantly searching for loopholes and expansion rules. These don't want the Game to end, so addicted they are to sequential path life. This is a mark of their spiritual immaturity and the strength of the polarities, especially the Dark and power over others. Since Higher Selves do not have Dark power over other Higher Selves in higher densities, the ability to experience it during the Game, in both sequential and simultaneous paths, is like a drug for them. It is an addiction loop that they will need to break in order to progress.

Nevertheless, this galaxy Game WILL end. Eventually the reptilians, the Sirians, the Pleiadians and many, many more 3rd density Game pieces will just be memories of a previous era. This is good and try to think, if you can, of the immense volume of experiences to share. All of this will be found vital for higher path endeavors and experiences.

When the Earther simultaneous path Higher Selves have all departed and the Earth Planetary Spirit has Advanced, the Graduation Key will no longer be required and will dissipate. The Graduation Key serves specific purposes and Higher Selves like to create for specific purposes.

Enjoy *Matrix V Gold Edition Vol II - The Graduation Key*. There are segments in this book that are intended for those of you who have understood the materials in M5G and wanted more. These Vol II only segments will never be on the M5G site. If you have not read and comprehended M5G, you will not be ready for Vol II. As I progress as an Awakened Final, I am sharing more of what I discover. I am not the same as I was when the Matrix V was first being created. That's how spiritual progression works. You will understand this best with your Higher Self's Awakened Final Incarnation. Keep your observational eyes on the collapse of simultaneous Earth. It was good while it lasted, but it has become stale. It's time to graduate!

The Author (Matrix 5 Project - 3rd density Earth)

May 2004

Comments on the Matrix 5 Gold Vol II Artwork

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There are 4 new graphics for *Matrix V Gold Edition - Vol II: The Graduation Key*. Remember that the graphics are representations and these have some visual features that are for illustration purposes. Refer to the segment in Vol II, *The Graduation Key*, for the full interpretation of this event.

The first picture is the cover artwork. The gold aura, around copies of Matrix V Gold Edition, does envelope the whole book and swirls in a clockwise movement at the cover to form the inverted tornado look with a thread of gold energy spiraling out from the book. The actual thread is not as wide as shown in the graphic, but you get a better appreciation of what it looks like by seeing it expanded. How the energy is activated appears in The Graduation Key segment.

The second and third pictures (see page 4-B) depict gold threads moving to form the double helix section of the Graduation Key. Just as with the cover art of M5G, where it is not possible to show 1500+ incarnational streams moving from each Higher Self, so it is that the illustration of hundreds of gold thread energies moving from Earth to create the double helix would also be impossible.

The gold thread energies are coming from copies of Matrix V Gold Edition that have been activated all over Earth. It took 9 months for numerically sufficient copies to be in place around Earth, in the locations necessary, to cause the double helix energy to be activated. In your mind, visualize thin, gold energy threads moving from land masses all over Earth. The double helix energy forms just above Earth's atmosphere and proceeds up the gold wire at a 50 degree angle away from Earth.

The second picture also shows the Gold Wire that was created, as the first part of the Graduation Key, in March 2003. The initial Gold Wire energy was a solid gold color. Once the double helix was added to complete the Key, the Gold Wire took on a shimmering/glittering effect. The double helix energy is not as brilliant or wide as depicted in the artwork. The Gold Wire is the central part. The double helix winds around the Gold Wire without touching it.

While the graphic depicts the Gold Wire/double helix forming over northern Europe, the Graduation Key is fixed in astral space at that 50 degree angle. The 3rd density Earth continues to spin around it. Both northern and southern hemispheres will pass through the Gold Wire as Earth rotates. The Gold Wire extends a bit through Earth's opposite side, ending shortly after it exits in the lower left of the picture.

The second picture is a closer view of Earth. The third illustration pulls farther back and shows the left hand end of the Gold Wire. Note again that gold threads of energy are moving from land masses all over Earth. The gold threads of energy move from the books into the area above the atmosphere. They do not penetrate Earth itself. The Gold Wire piercing Earth also demonstrates the use of the Graduation Key by the Earth Planetary Spirit.

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The fourth picture (see page 6-B) is the galactic view of the Key, which is most impressive when I see it from that point. The grayish cloud in the upper right is the last part of the Graduation Key graphic to be shown. This is where the Earther simultaneous path Higher Selves reside. At this galactic distance, the Gold Wire appears as a thin, but bright, gold line that can be seen from any point in our galaxy Game.

The grey cloud is not rigid, but vapor-like which indicates a different density from the astral, which it is. The Graduation Key proceeds from its origins in the 3rd density, through the 4th density and into the density where our Higher Selves reside. This is a MAJOR event for our EndGame. It happened when it did because it was time. The Graduation Key is now complete. What will follow is Graduation. The graphics are excellent for those who cannot view the Graduation Key via their current incarnation or who want a 3rd density representation of the Key.

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**Matrix 5 18x24 Visual Graphics**

Editor Note: The cover illustrations from both Matrix V volumes are available as 18x24 laminated wall posters. These laminated wall posters were inevitable developments. The covers of the Matrix V Gold Edition volumes are amazing as is, but they look fantastic blown up to 18x24. The original huge graphic files were used, so quality is simply "unearthly", also suitable for framing or mounting. Stunning graphics with stunning results! Excellent wall posters for meditation, or even attach to your ceiling for an AM 'wake-up'.

Prices include printing, laminating, packing and shipping.

MATRIX 5 GOLD VOL.1: "HIGHER SELF"

MATRIX 5 GOLD VOL.2: "GRADUATION KEY"

MATRIX 5 GOLD VOL.2: "GALAXY"

(US Orders) 18 x 24 laminated color print \$US 37 each, *Priority* Postpaid

(Mexico/Canada) 18 x 24 laminated color print \$US 43 each, *Airmail* Postpaid

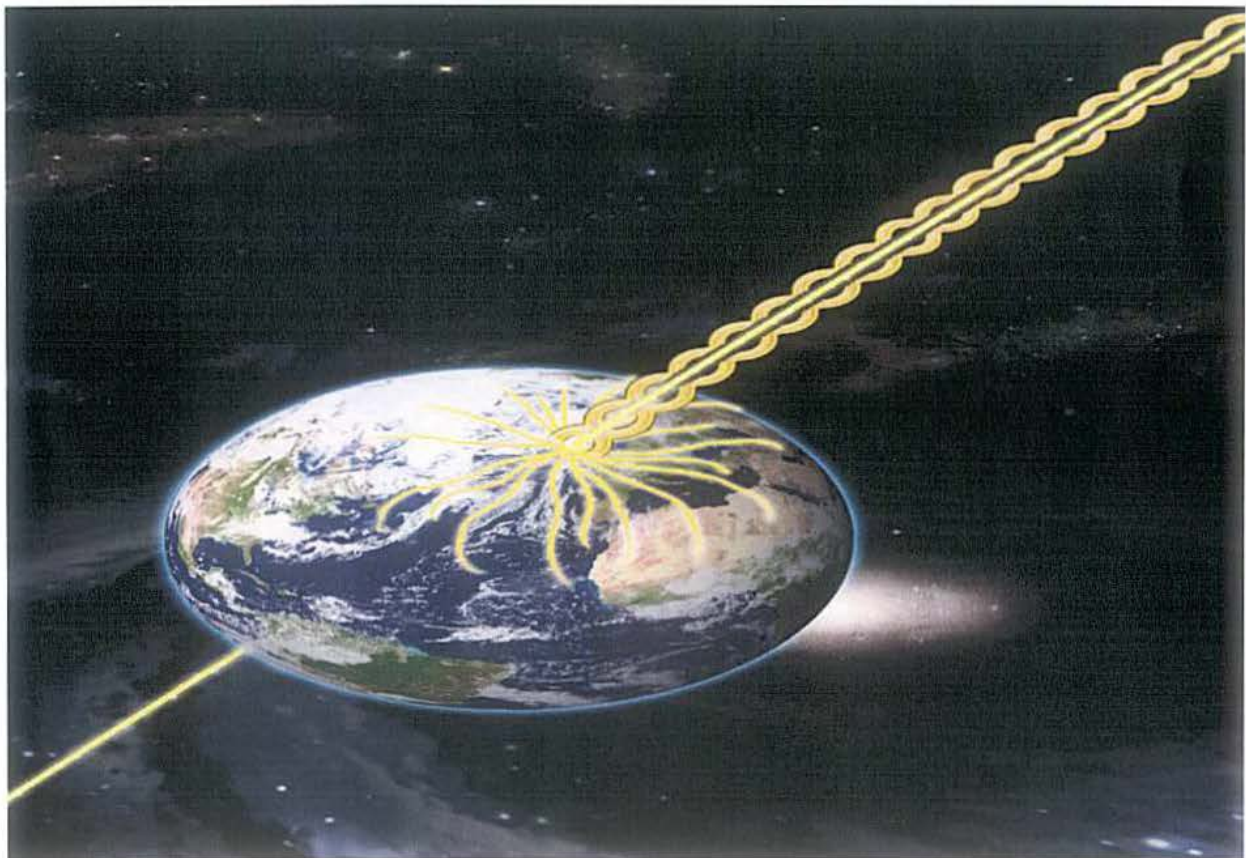
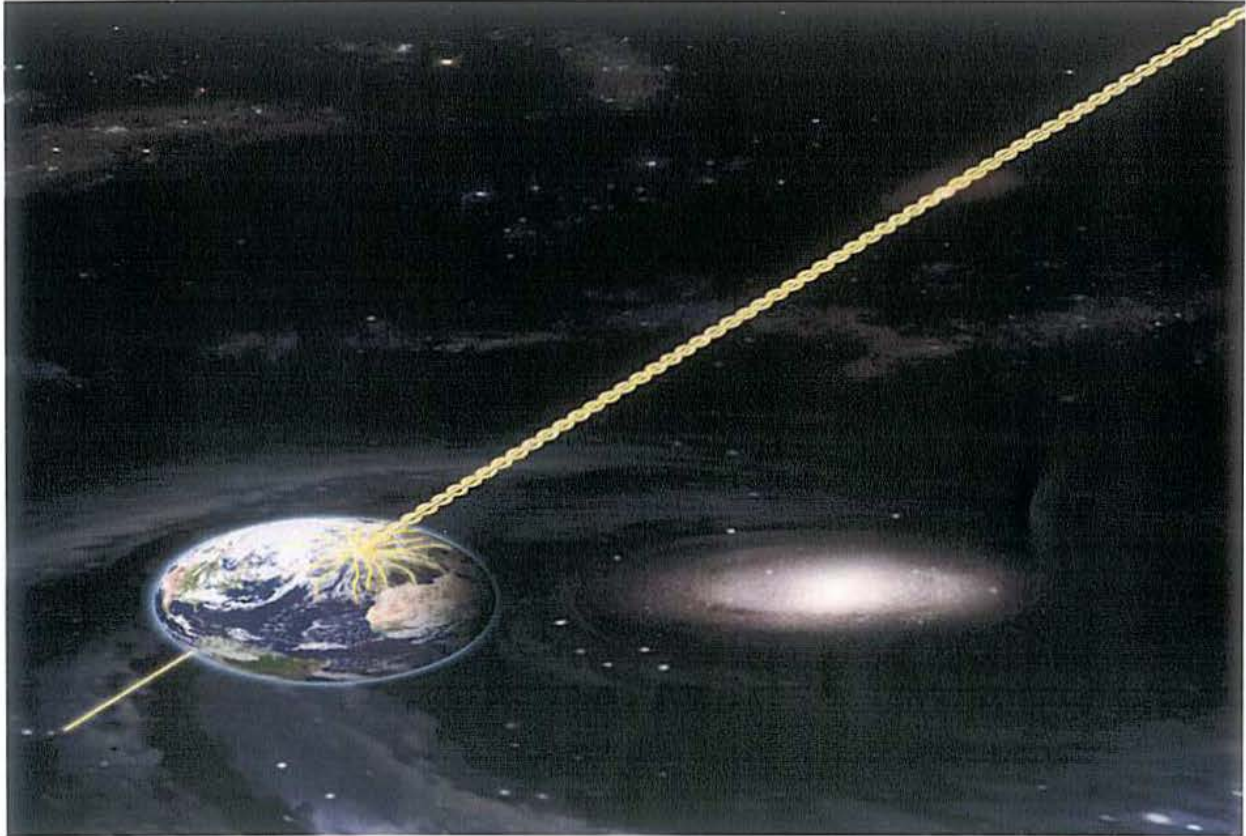
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Leading Edge International Research Group  
P.O. Box 2370  
Yelm, WA 98597  
USA



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**The Nature of the Graduation Key**

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In Matrix V Gold Edition, I state that within that book, the reader has all the keys necessary to spiral out of the Game. This will not change. On an individual basis, you have the necessary knowledge components to move on after reading M5G. For those who desire more than what Matrix V Gold Edition contains, this M5G Vol. II is for you.

**Matrix V Gold Edition and Astral Events**

10 March 2003

Today I received my copy of *Matrix V Gold Edition*. When I held the book in its printed form, I was told that "the cycle has been completed". What originated from my Higher Self, with the input of some other Higher Selves along the way, has manifested fully in higher densities. I will share some of which I saw when I sat down with the book.

There was a flash of (what appeared to me) fireworks in the Library area of Focus 27. I have never seen that up there before and it caught me by surprise. The whole Library building itself took on a different look of flashing lights around its frame. A lot of people are there, lined up to get *Matrix V Gold Edition*. I knew, when the Second Edition came out, that there would be a demand for it. However the activity around the *Gold Edition* makes that of the Second Edition pale in comparison now that ALL the keys necessary are contained within. Whenever one copy is "taken", another appears in its place. .

When one moves to the *Gold Edition* on display in the Library, they touch it and move on. While they are able to take an astral copy of M5 Gold, what I see them doing is absorbing the book in the most efficient way, by rote. They touch it and the entire book, in all its aspects, is absorbed into the person and transmitted to their Higher Self. It is really neat to watch this happen. It's a gold pulse moving through them up their energy stream into their Higher Self. This is the way of communication in higher densities in the optimum mode. As soon as one absorbs the Matrix V Gold Edition rote, they move on or fade from the Library and the next person takes a turn. A few choose to not only take the M5 Gold rote, but also take a 'printed' version with them. Some value a copy they can also hold for a while.

After this, I was taken beyond Earth where I saw (what looks like) a gold wire (an understatement) through the center of the planet. This object is so huge that when you move beyond this galaxy, you can still see it in the distance, like a beacon. It is as long as maybe 50% of the galaxy is wide. It is on an angle of 50 degrees with the top angling to my right as I look at Earth and the bottom is to my left of the south pole. It is not thick. If anything, I would have to say that it is a firm, gold wire or rope. I am told that it is to assist with the final spiral out of the Game and will be used as a guide for Final Incarnations in combination with the Nexus of Time when each simultaneously incarnating Higher Self departs the Game. This is visible to all simultaneous path Higher Selves and all Awakened Final Incarnations. Other Very Advanced incarnations may be given an opportunity to view it, if they are ready. The Gold Wire cannot be used by anyone short of the graduated Higher Self after that Higher Self's Final Incarnation has completed the Summoning via the Nexus of Time. For more on those topics, you must read *Matrix V Gold Edition*.



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### **The Graduation Key**

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There is MUCH joy (another understatement) with the Higher Selves that this final element to spiral out of the Game has appeared. It signals EndGame for the simultaneous path Higher Selves. It is the light at the end of the tunnel. The long awaited keys to simultaneous graduation are contained in M5 Gold. It is being read all around the world now as copies are being delivered. These keys have allowed this Gold Wire to manifest. The rest is up to each of you especially through your own Final Incarnation in whatever time shim exists. You are taking part in THE Wild Card, something that was planned eons ago.

#### **Later Information on Progression of this Phenomenon**

29 May 2003: I've told you about the Gold Wire that is on about a 50 degree angle through Earth and the new (as of a couple weeks ago) activity around the upper right visible end of it. This is the forest (the whole), so to say. I've been shown a closer look (I don't know why I didn't do this myself except that I've been so amazed at the greater picture). There are *threads* of gold energy that are moving energy into this Wire. When I followed the energy back to the source, I discovered that these gold threads are emanating from copies of M5 Gold that are scattered all over the world as well as from the astral copies of M5 Gold. M5 Gold is pulsing with its own unique energies. I also note this wasn't an occurrence with the Second Edition. It wasn't time for it then. These individual threads make up the trees that create the forest. With each M5 Gold that is received, a new thread is added from that location. The gold energy, moving from the book, is fluid and relaxed, not stiff, but it is moving away from the book which seems to be a self-generating energy source connected to certain Higher Selves. I find this quite amazing when looking at it. I have a few thoughts on this that I keep to myself because I find them personally beyond amazing. I can't say what the purpose of this is at this time, however. It does have to do with EndGame for the simultaneous incarnates and is considered a *galactic* event. Staggering!

31 Aug 2003: During sleep last night, I remember being at the gray, swirling matter at the upper part of the gold wire going through Earth. I heard the word "EndGame" being used and that this gray vortex being part of it. I saw an earthenware pitcher being drawn into it and was told the energy was "no longer needed in that form" and it was being "recycled" into its basic energy component. I stepped into the gray vortex for a bit and it had no effect on me and when I came out of it, I was told it wouldn't. It was interesting watching several items being sucked into it....and then I woke up.

06 Jan 2004: There is definitely more activity going on at the gold bar/wire/whatever you want to call it that is on an angle through Earth. It's been a quite while since I checked on it. I just did and the wire itself has a glittering effect on it while a double helix of gold energy is spiraling up/away from Earth. I have NO idea what it means, but it's significant that activity has increased significantly since the last time I checked. Of course this has to do with EndGame, but any more I don't know at this time. Very neat to look at, though.



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## *MATRIX V Gold Edition- Volume 2*

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### **The Graduation Key**

Special M5G Vol II Segment, 25 March 2004

Before you read the rest of this major segment, be sure that you have read the Volume II segment of March 10, 2003 – Matrix V Gold Edition and Astral Events – plus the Vol. II exclusive segment immediately following – Later Information on Progression of this Phenomenon. Once you have done so, continue reading this segment.

The Gold Wire was created when I held my copy of *Matrix V Gold Edition, Quest of the Spirit*. The Gold Wire is the central part of *The Graduation Key*; however, the Key was only partially in place at that time. Although I was given the rote about this event, it was not to fully open until one year later, March 12, 2004.

I was on the phone discussing the beautiful artwork created for Volume II when the rote opened and I was flooded with information about the Gold Wire, the grey swirling matter and the double helix energy. The event creating the Gold Wire was complete with my receiving of the physical copy of M5G. The connection of my touch (spirit) with the completed material (hidden key) caused the Gold Wire to manifest. This was the next phase of the simultaneous path movement from Earth – EndGame scenario.

While I found the Gold Wire fascinating to see, I moved on with my experiences here and didn't think more about the Gold Wire until the sleep experience of August 31, 2003. Conscious awareness of the grey swirling matter was the second part of the Graduation Key.

This second part represents the area where the Earther simultaneous path Higher Selves reside during the Game. The Gold Wire ends within that area. This information was not to be released on the M5 site or elsewhere at this time. After that day, I again returned to my own daily life without thinking more about the revelation.

In early January 2004, I was sitting in a chair at home, just thinking about nothing in particular when my attention was suddenly taken to the Gold Wire. I did so and was amazed at how it had changed. The Gold Wire had taken on a glittering effect. It shimmers now, as opposed to just being a solid gold energy. But more importantly, I saw a double helix of moving, glittering gold energy. The double helix slowly moves around the Gold Wire without clinging to it. The helix is moving away from Earth, proceeds up the Gold Wire and into the grey matter. What is causing the helix?

Moving closer to Earth, from an out of body space view, I can see hundreds of thin, gold threads moving from all over Earth's land masses. These fine threads have created the double helix energy. One gold thread of energy is being emitted by each Matrix V Gold Edition that has been read. This does not occur from copies at the printer or copies in bookstores.

Now this is really a neat event: When someone gets a copy of M5G and reads it, it is their spirit energy that creates the gold thread by activating a hidden key in the combined M5G book itself. This thread cannot be started any other way. This is consciously done by each of your Higher Selves who know well of the M5 project. This is part of your participation in the creation of the Graduation Key! Something else to point out is that a certain specific number of copies of Matrix V Gold Edition had to be in place to form the double helix. This is why my copy alone did not form the helix. It was formed in January of 2004 when the necessary components to the global helix were all in place.



*MATRIX V Gold Edition- Volume 2*  
*The Graduation Key*

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This individual gold thread cannot be activated if a sequential incarnate reads M5G (and they do have some copies of it) or if someone flips through it and doesn't read it. Those for whom M5G was written for have the strongest threads and you are ALL over this planet.

Many mid-Advanced incarnates have read Matrix V Gold Edition too. They may enjoy parts of it and not others, but by reading it, their Higher Selves have also assisted in the double helix activation by also initiating threads from their books. There is no simultaneous incarnation on Earth, who reads M5G, who will not activate the gold tread connecting to the double helix. You are ALL part of the Graduation Key!

The helix structure contains the unique signature of the Earth simultaneous path Higher Selves. This is why any other type of key will not operate as the Graduation Key. Any other formation, other than this specific one, will not function in this 'lock'.

Recently (late March 04), I moved close to the Key paying attention to the double helix energy. At this closer range, I could see that there is a distinct vibration moving from the Key. It is emitting its own sound, which is the result of the subtle vibration. If a tree falls in the forest, does it make a sound? Only if one is on the receiving end of the vibrations caused by the tree's fall is the correct answer. If no one is there, the tree still produces vibrations from the event.

The Key's vibration would not be there if it served no purpose. It is fair to say that the vibration will facilitate the Earth path Higher Selves' graduation from 'here' to 'there'. The best way I can describe the vibration to you is that the sound is steady in intensity, not wavering, and pleasant with an undercurrent of faint wind chimes. It is gentle and not booming. It is like two different, but harmonious, items blended together and that would go along with the double helix formation.

If sequentials, who come to be aware of the Graduation Key, attempt to duplicate the structure in order to change the rules of this galaxy Game, they will fail. All galaxy Game participants, previous to entry into their chosen galaxy Game, agreed to the rules which they full understood. That certain ones may desire to alter these rules, while in the Game, will only serve to retard their own progression. This will be realized by those, such as the Orion queen, in time. However by then, we Earth path simultaneous will be long departed from the Game.

Someone may wonder what if their copy of M5G is destroyed. It won't matter to the energy. The gold thread from your book is not a physical, 3rd density creation. Once the thread is created by the energy of your Higher Self via shim's incarnation holding the physical copy of M5G, the astral counterpart is created. It is the astral counterpart that is generating the gold thread. The physical book contains what the simultaneous Earth path reader needs to initiate the process.

This brings up the copy(s) of Matrix V Gold Edition on focus level 27. The Library copy is mentioned in M5G as the source for others who desire one on that level. These as well form their threads to the helix. There are Awakened Final Incarnations and Dominants, from other Earth 'time' periods who have accessed the full materials here. This has frequently been accomplished due to their having incarnations in EndGame who have come in contact with M5G and the vibration of it has resounded from that Higher Self.



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If you have the clairvoyant ability to do so, when you look at your already-read copy of Matrix V Gold Edition, you can see the gold aura around the book. This energy moves in a clockwise motion to form an inverted tornado-ish energy that creates the thread. This is illustrated on the cover of this book. Read the artwork segment for more on the Vol. II illustrations. These individual, swirling gold threads join up all over Earth to form the double helix energy which is the third part of the Graduation Key.

The graphics in Vol. II do well to illustrate this to the reader. If you held a physical key in your hand, the base of the key 'corresponds' to the Earth portion of the artwork. The long part of the physical key is represented by the Gold Wire with the double helix of energy. The lock opening configuration of a standard key is shown by the motion of the thread-created double helix which is in motion around the Gold Wire. The lock that the key must open is the grey area that the Gold Wire/double helix penetrates. This is *where the Summoning occurs within each of your Higher Selves by use of your Higher Self's Nexus of Time*. These topics are already covered in M5G segments. Your Awakened Final Incarnation will complete this graduation function. The combination of the individual gold threads, the double helix and the Gold Wire form the Graduation Key.

Knowledge of this key is not required by Earther simultaneous path incarnates in order to spiral out of the Game. This is NOT an individual key. It IS a *group functioning key* created by the Earth simultaneous path Higher Selves. On one level, you could compare it to part of the graduation ceremonies from Earth schools.

This does *not* mean that 'we all progress at the same time', which is a *sequential* concept. Awakened Finals exist in ALL 'time periods'. With the Graduation Key now complete and in place, they can depart their experiences when it is their time. It remains very individualistic. The Graduation Key is a major assist to all simultaneous path Higher Selves. *Among other things, it is a beacon to all Awakened Finals showing the direct route to where your Higher Self resides during the Game. Another function of the Graduation Key is to assist the Finals with the Summoning.*

While the Graduation Key is unique to Earther simultaneous incarnates, if one astrally moves beyond our galaxy Game, the Graduation Key is visible as a very thin, gold line moving from where Earth is located, at a 50 degree angle to where the simultaneous path Higher Selves reside. The Key also serves notice to all other galaxy Game Higher Selves that our EndGame is here and we will be departing the Game. It is also a signal that a new simultaneous path planet is being readied and the Game will continue.

One other item of note: You notice on the illustration that the Gold Wire *penetrates* Earth. This allows the Earth Planetary Spirit to also use the Gold Key energy in *shim's nature path graduation*. The *symbiotic relationship* of the nature and the simultaneous path Higher Selves is undergoing a final stage. The Planetary Spirit does *not* move up the Key as we do, but *we are assisting that spirit to graduate to shim's next level and higher path*. Earth is preparing to depart the 3rd density Game as described in other M5G segments.

Now that this Key is complete, it is also *multi-dimensional*. This brings up some harder to grasp concepts that are *not* necessary to understand at this time. These will be made clear to you AFTER graduation. *It is important to concentrate on your current incarnation and experiences in this dimension and not be side-tracked.* However, if you have that burning desire for more AND your Higher Self finds it necessary to know, you can research the Library. If you cannot, then it is a curiosity of the moment and stimulated by our naturally

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inquisitive natures. This is also part of EndGame – the desire to know more and expand beyond this Game. All comes when necessary, so have faith in YOUR Higher Self.

Now you are aware of the Graduation Key and much of its purpose. This is a lot to consider and evaluate. This must be done individually. If it is too much for you, just push it aside for now. Volume II has taken the Matrix V project to a higher level. Just as M5G is for a limited audience on Earth during EndGame, so is Volume II. Meanwhile, enjoy your experiences during EndGame.



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## Higher Knowledge Material Segments

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Complete understanding of this second volume of Matrix V Gold Edition is not possible without the background in *Matrix V Gold Edition* (Volume 1, *Quest of the Spirit – The Ultimate Frontier*. They are presented to Matrix V Gold Edition readers, assuming that the material in the *Quest for the Spirit* and the in-depth Q&A have been read, comprehended and internally integrated. The following are segments written after *Quest of the Spirit*, plus new segments written during the formation of *The Graduation Key*. Enjoy!

### The First Experiential Loop - Part II

3/7/2003

Part I of this segment appears ONLY in *Matrix V Gold Edition*. This bonus segment will be particularly important to those who have the Gold Edition since this builds on the original segment.

After a Higher Self tires of, what Bob Monroe referred to as his original "home", the Higher Self breaks the experiential loop concerning the original "home" experience and looks for something more. This can involve considerable wandering and searching. Remember that all decisions are made solely by each Higher Self. No one tells them what they have to do.

A young Higher Self will eventually encounter the 3rd density Game scenarios played in various galaxies. More about this is contained in M5 Gold. The Higher Self can examine all the various forms of the 3rd density Game and, if so desiring, will choose one that shim would like to 'play' in.

Without exception, *the Game is started on the sequential path*. This is where the Higher Self can gain *basic experiences in 3rd density*. The sequential Higher Selves cluster together in huge groups *depending on which piece they play in the Game*. The reptilian Higher Selves are hanging together, for example. They are so close together that, if you were to look at these Higher Selves, *they would look like a huge sheet of small bubble wrap laid out flat*. Remember that each sequential incarnation has one Higher Self. That's a LOT of Higher Selves.

They chose one of the *sequential groups* because *the group hanging together is similar to the group activities of Monroe's original "home"*. The reptilians are the green pieces on the Game board. The Pleiadians are the yellow pieces. The Sirians are the brown pieces and so on. These are only 'tags' I am giving them for this segment to illustrate the *differences in sequential participants*. Due to the single incarnation at a time and the grouping together, they progress extremely slowly as a unit. This illustrates that groups slow you down when you limit your progression to theirs.

This goes on for billions of years. Then, just as with the original "home" scenario that Monroe described, certain Higher Selves *became bored with the routine and tediously slow experiential loops of the sequential path*. 'There HAS to be something more', they think. This is when several of the group Higher Selves break off from their groups and this includes ALL sequential groups. These Higher Selves search for *more*. *This is when they discover the simultaneous path*.



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When the simultaneous path was opened in the Game, it *coincided* with the Orion/Sirian genetic scientists' experiments on Earth and the splitting of Ancient Earthers into two genders. This was the opening for the simultaneous experience. Refer to M5 Gold for more information on this. More restless Higher Selves left the overly crowded sequential clusters and moved to the simultaneous area. These became a new piece in the Game, the gold piece, for example, however their numbers are extremely small compared to the astronomically high numbers of sequential Higher Selves.

Those Higher Selves who choose to remain in the slow, sequential path *know* about the simultaneous path *but have not yet overcome their fears of operating independently and breaking the experiential loops of the sequential path*. Safety in numbers is their motto. We will get there on our own time. This is a valid approach *for them*. For Higher Selves who want *more*, they move to the simultaneous path. The move from sequential to simultaneous is permanent, but it doesn't keep the occasional sequential from attempting to try an influence a former 'team' member to try and return even though it is impossible.

This usually occurs with contactees and their alien visitors telling them 'how they were once one of them'. This does not enhance the contactee but rather *adds a new experiential loop to their simultaneous experiences*. 'Misery loves company' applies to these Higher Selves acting to derail a former team member. Instead of encouraging them to Advance, they attempt to slow them down. *This is also another factor in the Game*. For more on these topics, read Matrix V Gold Edition. Questions to me, that can be answered by reading M5 Gold, will not be answered in Q&A.

### **Experiential Loops & The Eyes**

3/27/03

When attempting to use *reason* on local warmongers, who, for the most part, seem to be reasonable in most other areas, I notice that their eyes take on a dull sheen. I mention this in the segment on Experiential Loops: Warmongering/Patriotism. In *Matrix V Gold Edition*, I talk about the look of minion eyes - dull/flat. Minion eyes are always flat compared to a Higher Self incarnation. The dullness I see in the warmongers is accompanied by an almost audible (to me) slamming of the mental door. This seems to be connected to a major experiential loop and the dullness is a result of the body suppressing the spirit since the spirit has yet to break that experiential loop.

Yesterday, when I went for a massage therapy session, I noticed that my Aquarian massage therapist was alternating between body and spirit control in the matters of warmongering. He began in the body mode. I gave some Balanced reason to him and he began to waiver. His spirit briefly took control, but it was definitely a see-saw battle for who would be in control of his opinions. I did stop and changed the subject when I realized he couldn't handle any more at the time. In his case, I don't believe his spirit is strong enough to break the loop yet, but I may have assisted by giving him some things to think about.

Obviously if you, who are reading this, are still caught up in the warmongering loop, your mind has most likely closed down for segments like this. If you have broken that loop, and desire to see for yourself the effect I mention here, try it with a warmonger who claims to be a friend of yours and watch the eyes. Depending on your observational/oratory skills, you could get some interesting results. If they seem to agree with you but still throw in the warmongering perspective, they are going through their own internal conflicts and that is how it is being shown to you.



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I suggest that *once you notice that their mind has closed down to reason*, that you drop the subject. When the body takes control, they can become rabid if pushed too far. That's part of the DNA protective controls. Remember, *observe and test*, but it *isn't* necessary to do more, and don't try to 'save' them unless you are a Lightsider and *want the experiences that come with it*. In that case, you really aren't ready for the *fullness* of M5. EndGame is presenting many varied observational experiences for those of a level to make the most of them.

### **Zodiacal Vibrations & The Game**

3/11/2003

Everyone knows about the 12 signs of the zodiac and most know what their incarnational sign is. The influence of the zodiac, under various names in other solar systems, is a galaxy wide, 3rd density wide phenomenon. In our solar system, we use the planets orbiting our sun as well as the vibrational influences of other stars and asteroids of significance to where we are here. In other solar systems, they use the vibrational planets of their systems in a similar manner. I found it interesting that, in the Meier materials, that Semjase of Erra in the Taygeta system of the Pleiades said that she is an Aquarius. The planetary configurations are very different than ours, yet the vibration of Aquarius (although a different word in her language) is the same. The vibration of any one sign is modified by the planet, sun or asteroid that it emanates through. This, in turn, does affect the vibrational system set up in each person by the birth horoscope they have.

While we are in the Game, *we will experience all 12 signs of the zodiac in unique combinations in the hundreds and hundreds of incarnations we have.* Each sign vibration has its *own* 'feel' and purpose. The unique combination of planets and signs that they are in, at your time of birth, make the individual incarnation that you 'are' at this time. This is *never* the same twice for your Higher Self's incarnational path. The planetary bodies are generating their own frequency, as does Earth. *This is ONE of the purposes of the Nature Spirit realms working with the Higher Self paths.* The 12 vibrations emanate through the physical bodies of the Nature Spirit planetary/solar Higher Selves.

Outside of the 3rd density, the vibrations *do not exist separately* but rather *as a whole*. There are no 'Aquarian' or 'Sagittarian' Higher Selves. *The vibrations manifest as a unit rather than as 12 individual signs.* After completing the Game *in each of the 12 signs*, your Higher Self will be able to use the zodiac vibrations with mastery. This is something that couldn't be done *before* the Game experiences. There is a definite need for this mastery, but you will have to wait until your Higher Self makes it known to you. Read *Matrix V Gold Edition* for more higher knowledge.

### **What To Do During EndGame - Emotional Fire**

3/21/2003

EndGame is in full swing. You are *in* the Game. What should you do? You should do whatever you feel you must. Almost everyone will play some part in EndGame's dramas depending on where your current incarnation is and the experiences that your Higher Self requires. There is NO wrong or right position to be in. If you are of a mind to be goose stepping with Adolph von Bush, then that's what *you* should do. If you are of a mind to be at anti-war rallies, then that's what *you* should do. If you just want to sit back and watch, then that's what *you* should do. Requiring *everyone else* to do what *you* are doing means



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you haven't Advanced enough for spirit to override body ID. This, however, is the vast majority of the planet. If anyone pontificates that their position is the 'right' or 'only position', they haven't understood individuality. What's right for one can be wrong for the other.

While, in general, it is very polaric to be either for or against America's empire building and desire to rule the world, you would not be here if your Higher Self did not want SOME kind of experiences from it. I find it particularly interesting to say things and watch the reactions of those who believe their polarity can change the Game. The Game cannot be altered. All the 'siege healing' in America for Adolph von Bush won't change the Game's direction. All the protesting of wars won't change the Game's direction. Remember that the Game's direction was pre-set before the Game began. You are just a player in the Game for the experiences. Until you can grasp that concept, you can't see the forest for the trees.

I was asked if the Game is in a state of imbalance because the Dark forces in America, and Britain and Israel are on the move, 'will the Light polarity be increased'? In Matrix 5 I wrote that *this sector of the galaxy is Dark polarity*. Consider that, when asking questions of that nature. *If the Orion Empire does fulfill its intended return to Earth, the Light polarity will all but disappear here.*

With my observations, I am giving you *perspectives* of a Final Incarnation on the Game. I can point out the Dark and Light *players* and their *intentions*. At the same time, I say that these players must fulfill their *roles* in the Game. While you *can't change that*, you can still *have fun with them*, especially if you can tap into your Emotional Fire (see *Matrix V Gold Edition* for that topic). The passion that you can reach will allow you to gain the most *from the Game without getting swept up in the Game*. It allows getting passionate over something without the passion controlling you. When I use it with someone who is body ID'd, they say, 'why are you so angry, so this or so that?' It *appears* that way to them because this is how they 'react' when passion rules them rather than the reverse. Painting with Emotional Fire is something that an Awakened Final will practice with, because *it is a necessary element in higher densities*.

**The Game: Political 'Correctness'**

3/24/2003

Political 'correctness', BOTH Dark and Light, is a *feature* of the Game today, especially in western countries. The Dark side of political 'correctness' includes *patriotism*, *conservative (stagnant) opinions* and *religious devotion* (giving away of your power to external 'deities'). They like to call themselves 'religious right' and 'conservative right', playing on the Dark side of 'correctness'. The Light side of political 'correctness' includes redundant '*hate crimes*', '*assisting the undeserving*' (denial of experiences), '*unconditional*' love (fantasy beLIEf) and *religious devotion* (giving away of your power to external 'deities'). Both polarities claim to 'speak for their deity'. They need to learn to speak for themselves.

The Dark side demands patriotism. This shows today in the Iraq invasion. Adolph von Bush launched this war not for America but for *other* motives. Bush is not 'for' America. Bush is using America. This *appointed* president is playing the people for fools and this country has shown *there are many fools, minions and fascists in residence*. Dark loves to deceive the public into believing 'love of country' and 'obedience to government' are the same thing. They are not. Using this Dark twist puts people on the defensive. Dark *knows* this and that is *why* they use it. *Dark adherents believe whatever they are told by the government*. They



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have not *spiritually Advanced enough* to realize when they are being taken for a sleigh ride with a jackass and no snow! The Dark side has a lot of hate within and *if they cannot control you, they hate you*. This is their experience.

The Light side, in the US, is especially hung up on the foolish '*hate crimes*' bullshit. A crime is a crime. It is *not* a crime to harbor negative *thoughts* for anyone or any group. *Forcing conformity is part of the sequential reasoning*. Denying individuality, even if it conflicts with what you believe, is sequential conformity. It is ok think what you will as long as you respect the other's right to do what they want *as long as they don't force you to do it*.

Coupled to this is the very bullshitty '*unconditional love*' myth. I have written about this deception in M5. *It is balanced with Darksider 'unconditional hate'*. One cannot exist without the other. By creating and perpetuating the 'unconditional love' idea, these people have allowed the opposite, 'unconditional hate', to flourish.

BOTH polarities are in the state of *imbalance*. That's the *nature* of the Game. *The only way to eliminate the polarities comes from blending both of them into one*. THAT is the root fear of the polarities. The idea of liberalism is *change*. The idea of conservatism is *stagnation*. The *vibration of change IS spiritual*. This should not be confused with Lightsider '*liberalism*', which is not the same thing. Neither polarity is correct, BUT *each polarity has elements that are correct when blended with the opposite*.

Until you are able to reach Balance, *you will and must participate in the polarities, both Dark and Light with all the consequences they bring*. Despite each side's pontificating, they are BOTH incorrect. You will be able to appreciate this once you have reached Balance where individuality is paramount and embraced by all. Meanwhile, the Game continues. EndGame is here.

### Experiential Loops: Warmongering/Patriotism

3/25/2003

I have written about experiential loops in *Matrix 5 Gold Edition* and the need to overcome about 95% of the body's DNA command structure in experiencing these loops. *The full set of command structure loops are in effect in your lowest incarnational levels. They are necessary for you to have experiences in the 3rd density*. Once you have had the necessary experiences and *recognize them as loops of repetition*, your spirit matures and you begin to tire of the loops and *break them*. How long it takes to break the loop *depends on if it is a minor or a major loop for you and the experiences your Higher Self requires in relation to them*.

*Sexuality* consists of several major and minor loops. *Religion* has several major and minor loops as well. They are discussed in M5. The third major group involves *polarities*. Well over 80% of your structured DNA commands are rooted in the sexual/religious/polarity areas. *These take the longest to break and are the most difficult*. For more on them, read *Matrix 5 Gold Edition*.

Patriotism/warmongering are sub-loops of the Dark polarity area. They are usually very strong in Low and Mid levels. Blind or semi-blind obedience to government and equating 'government' with 'country' are *parts* of that loop. These loops usually can and do extend through mid-Advanced levels. They are tough loops to break and *to see them for what they really are*. They can be among the final loops broken by some Very Advanced levels. These



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loops involve denying the Universal Laws and seek the *conformity* that the sequential aliens crave. For examples: hate France, bomb/kill/destroy/hate Iraq, hate muslims, hate anyone who disagrees and so on. These are all Dark features.

Duty should be to country, *if you desire*, and not to government. If your government does not try to follow the Universal Laws, *you should note that and act accordingly*. I don't think you'll find any government that really tries to do this since *the Universal Laws are contrary to the Game*. Once the patriotic/warmongering/blind obedience loops are broken by YOU, *you will look with wide eyes how you have been deceived/used by them*. People who are still heavily involved in these loops will not want to hear the logic/reason of those who have broken these loops. I notice that when I try to say something to someone about this, their eyes go blank and I can hear the mental door slam shut. I drop the subject then. It is not *their time* to break the loop.

Another loop series that often replaces the patriotic/warmongering set is the exact opposite of the Lightside, the old 'unconditional love' bullshit, the '*turn-the-other-cheek*' nonsense. This just encourages the Dark counter loop. 'Beat me, use me and I won't say a word against you' is just as limiting as the Dark loop of patriotism/warmongering. BUT you will *experience BOTH* in your journey to the graduation from the Game. You must break both loops by your Awakened Final Incarnation in order to depart the Game, and you will. The Light loop is more common in low/mid-Advanced levels. Both loop polarities feed the other. Only by *blending both of them* will you be able to move *beyond them*. We are in EndGame now and you see how strong these loops are. They make for great *observations* by those who have successfully *broken* them.

### **Warmongering/Patriotic Loops, Experiences & Balance**

4/2/2003

With the major, and related minor, warmongering/patriotic experiential loops in full control of America during EndGame, this has become a *major observational experience* for the Very Advanced and higher incarnates who have *broken* these loops. Experiential loops are not only *mental mindsets*, but *are also tied into emotional responses*. Hence when those who are *controlled by the experiences* brought on by the warmongering/patriotic loops view *those who have broken these loops* (and those who seek to overtly challenge this segment of the Game), the warmongers love to tag such responses as 'traitor', 'seditious' and 'anti-American' on those who disagree. Of course they are all *nonsense labels*. The self-deception suffered by the warmonger/patriotic types *tolerates no individuality* and seeks to *suppress freedom of expression*, all the while using 'freedom' as a catchword. It is a lie. This is an Orion command as well as sequential in nature - conformity.

While those who actively protest (and more) the invasion of Iraq seem to have broken their warmongering/patriotic loops, they are actually fulfilling their part in the Game by challenging the opposite polarity. Remember that the Game needs *both* polarities to function properly and *both polarities have their own experiences*. From my position as an Awakened Final, I can see the fallacies in *both* sides and their antics. For one, being anti-warmongering is not 'anti-American'. It IS an anti-government position. That's two different things. By using terms that the warmongers love, they try to put the other side on the defensive. Nothing works better than trying to shift blame from your position to the other. *This keeps you from having to defend something*, in this case warmongering/patriotism, *that is defenseless when it comes to forcing one's perceived national will on another country*.



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The other polarity believes that their marching, protesting, etc will stop what Adolph von Bush & henchmen are doing. Nope. Von Bush & henchmen are *marching to orders set by others*. They are the *visible* icons of Dark, but the *true* pullers-of-strings are *IN* the Dark. However, the Higher Selves of the protesters are gathering *experiences* and that's the bottom line of the Game for all Higher Selves.

The warmongers/patriotic loop followers use the old tactic of 'support the troops'. This is also bullshit. A good question to ask them is 'support the troops to what extent'? It isn't like the Vietnam fiasco where you had drafted men doing the killing. Here you have volunteers who want to be there. Using this flawed logic of 'support the troops', the Iraqi people should be supporting THEIR troops. Yet the American propaganda machine (equal to the German WWII machine in lies) would have us believe that the invasion is good and the Iraqis should support the invaders. My favorite response is 'if the US was being invaded, would you support the invading country and welcome them?'

Interestingly, Graham Norton, British comedian and talk show host, is in New York City this week (March 31-April 4 on BBC America). On Monday night, he addressed his audience in Britain and said how 'amazing' it is that an 8 hour flight from London and there is a whole other war here in the US....and they are 'winning' over here. He continued saying that here it isn't a 'war' but a 'liberation'. How interesting that the Iraqis greet a liberation by going in the street and firing guns at anyone who isn't Iraqi. BBC America news is far more realistic than American propaganda mill news.

I do NOT support the troops, the fascist government or those who support the invasion. This was *their choice* and *I will not validate their choice as being the 'right thing'*. It is not. At the same time, you will not see me in the street protesting or writing letters to editors. *THAT experience is behind me* too. What I do here is give my *observations* and that's just what they are.

It takes tremendous amounts of *spiritual will* to break experiential loops. *You cannot do so before your Higher Self has had sufficient experiences in each of the loops*. When that happens, you will find the spiritual strength to break the loops. Remembering the Laws of the Universe and what I've written in *Matrix 5 Gold Edition* about the nature of Balance will assist you in understanding what the Balance positions are like. *Forced conformity, uniformity and suppression of individuality are all contrary to Balance*. It does not take courage to 'go along with the crowd'. *THAT* is too easy and the Smooth Road. It does take courage to *break* from the crowd and *follow your own path* - the Rocky Road. It's going to get FAR more 'interesting'. EndGame is here.

**Manipulating the Minions & More**

4/4/2003

Minions, as well as Low and Mid level incarnates, respond very well to *visual and verbal stimulation*. In the anti-invasion areas of the world, the 'horrors of war' are freely shown to *reinforce their position*, such as 'dead children', 'civilians in panic' and other 'American war crimes'. In the pro-invasion areas of the world, you hear/see anything except that. Instead delusions of 'liberation', 'freedom' and other bullshit, flag-waving is employed.



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If/when the United States is invaded, the positions would be completely reversed. In that case, everything that the American government bitches about Iraq would become suddenly 'legitimate' because the shoe is now on the other foot.

ALL of this, BOTH sides, are part of the Game. They are *polarity expressions* that are so *needed by the Game and for the experiences*. The Dark polarity is represented by the American/British governments, FOX News and other *fascist* elements. The Light polarity can be seen on David Icke's site, in France/Russia and most of the rest of the world's media. Dark believes that 'might makes right'. BOTH polarities are caught up in *experiential loops*. They are using *emotional appeals* to attempt to bolster *their 'sides'*. The Dark is in violation of the Laws of the Universe in this case, but then the Game doesn't give a flying fuck for the Laws of the Universe. That's what happens when you have polarities instead of Balance. Polarities also expect *conformity to their positions* and will use various means to force their positions. Both polarities are also controlled BY their *emotions*. That is significant and indicates *body ID control*. Remember, though, that these *experiences* are required by Higher Selves in LESS than Very Advanced stages. Another note is that both polarities are taking their positions SO seriously that they have no sense of humor. These, and others, are observations you will make in your Final Incarnation.

Those who are still caught up in their experiential loops on this event are very quick to point out what the OTHER side is saying/not conforming to, *but have blinders on when you turn the same tables around on their polarity*. Example: "Babies killed by Americans are shown in their media to control the minions." is a Dark polarity whine. To this one, I said that's exactly why they are NOT shown in this country *because it weakens the Dark line*. The Dark is all about *flag waving, conformity and no dissent*. The Light polarity is all about *flag burning, conformity and no dissent*. What we have in EndGame is a *multi-ringed circus of polarity shows*. Depending on where you are in your progression, you will either be in the circus or observing the entertainments or even a mixture of both.

**Wild Card: Orion Empire Positioning**

4/7/2003

A small article in today's newspaper (Apr 6,03) has the headline: "Discovery of six moons gives Jupiter 58". From that article:

"Honolulu - Six more moons have been found orbiting Jupiter, pushing to 58 the total number of known natural satellites of the solar system's largest planet. The moons are tiny, perhaps just a mile or so across, and orbit Jupiter at a distance of tens of millions of miles. They were found as part of an ongoing search using the world's two largest digital cameras at telescopes in Hawaii."

There are a couple of flags that should go up with readers of Matrix 5 materials. First is that the moons are "tiny, perhaps just a mile or so across". Refer to *Matrix V Gold Edition* for my report about the Orion and Sirian Empires' use of asteroids and 'moon's' as disguised ships. These 'moons' orbit Jupiter at a distance of "tens of millions of miles". Alien fleets have been known to be hanging around Jupiter for a while. While they may appear to be 'natural' satellites, they are not, with only a few exceptions. This is how the Orion/Sirian Empires operate when infiltrating a system.

What we have here is an *increasing presence*, in this solar system, of Orion/Sirian Empire ships as part of the Alien Wild Card that, if fully played, will bring our system back into the



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Orion Empire, as described in *Matrix V Gold Edition*. I expect that more 'moons' will be discovered around Jupiter, meanwhile Mars' moons have move to another point in our system as well. Keep you observational skills sharp to see what may develop next.

### **Sequential Incarnates on Earth**

4/20/2003

To grasp this segment, you would need to *read* and *understand* the materials in *Matrix V Gold Edition*. In today's Sunday paper (April 20,03) and on the Internet, an article appears about a 13 year old college senior who "was solving math problems at 14 months and correcting adults' grammar by 2 - the same age he decided to become a vegetarian". This is just one story in a string that has appeared for a number of years now. The 'prodigy' children, the 'children of the blue ray' and other pedestal placing phrases are used for these exceptions to the apparent rule. The vegetarian decision is one that is commonly associated with Pleiadians.

*There has always been a limited alien presence on Earth*, both of Orion/Sirian Empires, usually in world/business leadership positions, and other alien groups with Pleiadian being prominent because they can pass for standard Earther human. The Orion reptilians use their shape-shifting abilities to deceive Earthers of their true natures. The humanoids who look very much like Earthers do mix with Earther societies in their missions of studying the Earther situation. I personally know a woman whose father was an alien planted here when he was an infant within an Earther family. He regularly met with his home world people throughout his life. I've seen his picture and you wouldn't know that he wasn't one of us. I have also heard some amazing stories surrounding this family. This is just ONE example of sequentials dabbling on Earth in this manner.

*Sequential aliens* are born, according to their place in the Game, with *memories/abilities intact from past lives*. *Simultaneous incarnates* are born with *blocks*, although, with time, they may easily develop talents (that *other of their incarnations have tediously learned*) to certain extents *depending on what that Higher Self requires in this incarnation*. A simultaneous incarnation does NOT incarnate solving math problems as a baby. *Sequential incarnates* definitely can do so. Refer back to M5 Gold for more information on the sequential/simultaneous situations. *Birth memory* is one key discussed in M5.

During EndGame, the aliens, both 'good' and 'bad' are attempting to alter Earth to a purely sequential planet and to push out the simultaneous from the Game. The simultaneously incarnating Higher Selves will not be around for much longer, but *certain Wild Cards will come into play to deny the sequential aliens their greed for Earth*.

The use of 'code terms', especially things like 'children of the blue ray' is meant to alert other sequential aliens on Earth as to that *program*. It also *identifies certain children as sequential in progression*. Simultaneously incarnating should *not* react badly to this, but should just be *aware of another facet* in the Game. However, many simultaneous of a below very-Advanced levels, especially Lightsiders, are *envious* of these people and beLIEve that 'these are more Advanced' because of their 'talents'. This is *not* true. This is also another *sequential dead end* presented to the Earth simultaneous to *try and throw a monkey wrench in your path...another rock in the rocky road of those who fall for this ploy*. For simultaneously incarnating Higher Selves, the key generation is what is known as the 'Baby Boomers' born 1946-1965.



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Sequential aliens *do* procreate on Earth and introduce other sequentials that way. Nevertheless, they are *still* alien to Earth. *Simultaneous Higher Selves do not incarnate in alien bodies (no matter how Earther human looking) of alien parents living on Earth.* The whole concepts of the 'blue ray' children and 'aliens living on Earth and passing as human', is quite Advanced. The material here, and more so in *Matrix V Gold Edition*, should be looked as important revelations *in your move to spiral out of the Game and dramatically increase your awareness.* You need to be more aware to appreciate the Game for what it is and to *Advance to your next level of progression.*

**Polarity/Game Manipulation**

4/22/2003

The polarities will do anything they can to ensure that it remains a 2 sided situation here on Earth. Those in of the Dark, anti-change (hence anti-Laws of the Universe) will love to put all kinds of caveats to what people *think of* as 'freedoms' in order to enhance *their position* through *threats* if not *overt violence.*

One popular ditty used by the Dark side is that 'freedom of speech has consequences'. This is a direct threat to those who do not tow the party line. This type of false 'freedom' exists all over the planet in *every* form of government. ANYONE can say ANYTHING at least once but there are *consequences* because it is anti-Game and anti-polarity. The Chinese who want Falun Gong were 'free' to engage in it *until* the government said 'no'. They had their 'freedom' of speech *until* they went public with it. In the US, under Adolph von Bush, if you are brazen enough to express yourself *against the fascist, Dark agenda*, you are labeled 'traitor', 'un-American' and threatened with a loss of livelihood, as per certain Hollywood types as well as others. If TRUE 'freedom of speech' existed in the US, anyone could express their opinion on *anything* without fear of retribution. The Laws of the Universe include tolerance. You may not agree, but people's *opinions*, IF there was true freedom of speech, would not 'endanger' them in any way. The *desire for a single mindset* is sequential in nature and very un-simultaneous. This is a major lesson for all simultaneous incarnates to learn.

Dark is far more likely to use this 'freedom has (negative) consequences' oxymoron than Light because a Dark *trait* is *threat/control*. They try to *intimidate* others from speaking their minds. It is one thing to disagree with protesters, but another thing to be violent to them.

Throughout history, protests on *significant* matters has never succeeded *unless it served the Game*. Peace protesters are permitted, on occasion, as an illusion of 'freedom', except that the Game will ONLY allow these protests to occur without interrupting their plans . They have no real effect except to *allow segments of a population to vent*. If a group of protesters crosses some invisible 'line', the Dark will descend on them with fury, as has been shown many times. Some protests are indeed *Game originated* - part of the Game intended to *increase factionalism*. The hate that Darksiders have for Lightsider protests IS *part of the Game and goes to feed the lower astral Dark entities*. Dark rules the majority of the American public and this majority willingly embraces the Dark *but wants it to have Light clothing - wolf in sheep's suit*.

I know people who 'think' they are 'quite Advanced', but have very active warmongering/patriotic loops. They will also be quick to quote that '*freedom of speech*' has *consequences*. They are, of course, *experiencing* what their Higher Selves require at this



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time. BUT until they are able to break these massive, Dark experiential loops, they will be far from a Very Advanced attitude. This is neither 'good' nor 'bad'. *Just the way it is.*

**The Filtering Effects of Experiential Loops**

4/22/2003

In *Matrix V Gold Edition*, I explain about experiential loops and how we must progress beyond them to spiral out of the Game. There are major and minor loops and these are discussed in the book. Each loop, whether major or minor, installs sets of *filters* to deceive the spirit into *believing* what really is *not true*. These *filters* are part of the body's DNA *control mechanisms*. Dismantling these filters is what is involved with breaking the loops. They can be dismantled in one motion or, more likely, in *stages*.

The warmongering/patriotic loops in America are reinforced by using code words like 'freedom' and 'god'. If you watch the news, you should be able to observe how much Adolph von Bush is using both those words liberally peppered throughout his lectures. These are two of the 'code words' that *react* with Americans *who have these filters still in place* and *minions who always have them in place*. For those few people who have succeeded in breaking the warmongering/patriotic loops, you can view these activities with clear eyes and spot the 'code word's meant to reinforce the loops existing in others.

These filters have 'code words' all over the world in all languages, but 'liberation' is a popular one. Wars of 'liberation' were popular in the 20th century as were terms like 'democratic' and 'people's'. These and other 'code words' are meant to reinforce the filters that exist. *They are all built on lies based in idealism* and a *mutated wisp* of the Universal Laws. In almost all cases, they are really 'code words' for *Empire building* and *control of those who do not tow the party (Game) line*.

I was talking to someone last night who points out how Dark Iraq and North Korea are. Due to his filters/loops of warmongering/patriotism being strongly in place (with comments like the Fox Channel news is the best <pure fascist in presentation>), he is incapable, at this time of seeing the greater Darkness of Adolph von Bush whose every 4th word is 'freedom' and 'god'. Yes, overt dictatorships ARE Dark, but even Darker are those wolves in sheep's clothing who claim to be 'good' when they are even Darker than the overt dictatorships because they rule in deception!

It is impossible to completely understand this position as long as you are *body controlled* and *in these loops*. Yes, you are having these experiences *because* your Higher Self *requires* them. Yes, you will eventually break these loops and will be able to see the manipulations clearly. So, those of you who are still in that Low/Mid levels of experience, make the most of it, but you are not yet ready for the *fullness* of Matrix 5. This is neither 'good' nor 'bad'. *It's just what it is*. Meanwhile, for those of you who have succeeded in breaking these powerful, body ID patriotic/warmongering loops, you will see MUCH more of the Game's manipulations. Observe, note and let the flag wavers pass you by. You are preparing for far more important adventures. Don't hesitate to share your *observations* with like-minded Very Advanced incarnates. Let the 'kids' play. We were there at one time too.



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**Experiential Loops and Polarities**

4/28/2003

For those who have read *Matrix V Gold Edition*, you are familiar with the term experiential loops. You must be familiar with the M5 materials to grasp the fullness of this additional information.

Your Higher Self requires experiences in *both* Dark and Light polarities. Experiential loops are structured in both Dark and Light. The DNA commands, that the aliens placed in Earther humans, are extremely restrictive to freedom of expression with a heavy expression of Dark (war, physical and monetary slavery, debt systems, etc) since this is a Dark sector of the galaxy. Each experiential loop that you have to overcome, from Lowest Incarnation through Awakened Final Incarnation is expressed in *both* Dark and Light streams. You **MUST** *experience/master* the Dark in order to be able to break the Dark sector of the loop. You **MUST** *experience/master* the Light in order to be able to break the Light sector of the loop. If you've only broken one polarity, you have only disabled half of the loop.

It takes many incarnations to break experiential loops. The major loops, such as religion, warmongering/patriotic and societal conformity (living for others), have so many experiences and variations, that you will not be likely to completely break ALL elements of ALL of them until your Awakened Final Incarnation. In order to reach Balance, you must *immerse* yourself in both Dark and Light, for unless you do, you will not be able to *appreciate* them for *what they are* or *know how to blend* them into Balance. When you've reached Balance, you can be surrounded by the mud of both polarities and remain free of the mud.

I went to a convention near New York City this past Saturday. It featured science fiction and horror themes. I was amazed that it was primarily a Dark convention. They were proud of their Dark affiliation and I do admire them for that. What I don't admire is when the Dark appears in sheep's clothing since it is purposely deceptive (like Adolph von Bush & henchmen/women). However this convention's Darksiders were boldly declaring their path. I saw t-shirts/stickers with "Pro-Death" on them that made me chuckle. A man, dressed all in black, had a black collar around his neck with a chain on it being yanked by a woman who he obediently followed (true Orion mode). Several people had reptilian face paints. One artist there was painting half of attendees faces with green, reptilian scales and even including a yellow, reptilian contact lens as part of the effect. Death, gore and fangs were all over BUT the participants were not menacing in demeanor. I saw one 12 year old wearing a jacket that had printed on the back, "I laughed with Lucifer at Satan's Carousel".

While the actors that I wanted to see are not Darksiders, such as Virginia Hey (Zhaan of *Farscape* who is a major Lightsider), I found it refreshing to be around people who offer no excuses for who they are. Lightsiders could never appreciate these people and are always trying to 'save' them. Balance *does* appreciate this since this is *integrated*, along with Light, to form Balance.

These people, with a simultaneous Higher Self, will eventually move beyond the Dark experiential loop. They may have begun as a Light polarity or may move to a Light polarity. Likewise the Lightsider who decides he's had enough of the constant goodie-2 shoes life and wants more, thus moving to Dark. Both are part of the same experiential loops.



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When you break a loop, you stop engaging in either side's *exclusive* activities. That's the break. What you are actually doing is *blending* the polarities which causes the loop to cease to exist *for you*. Until you can blend both polarities of the group, you can't break it. If 'guilt' nags at you, that is the *Light segment* of your loop. This is very destructive and something that really takes a LONG time to break. If you are driven by causing unnecessary pain to others or greed at others' expense, that is Dark's pull.

When you've broken an experiential loop, that *doesn't* make you 'neutra'l on the matter. That would be an *absence of feeling* and VERY flawed *from the Higher Self's position*. You are here NOT to 'remove yourself from the experiences emotions', but to 'gain from them' and 'rework them into Balance'. It is much easier to run away from these experiences than to face them and deal with them. This information in this segment is something that must be handled *over your whole incarnational span*, and not just a few incarnations. ALL will become clear to you in your Awakened Final Incarnation.

### Minion Talk

4/30/2003

One segment I have written had *minion moves/body talk* as its topic. Now for a little about *minion speech*. An increasingly popular term that minions use to each other, to enhance the ape movements (ape memory is in the genetic human structure due to the alien geneticists), is calling each other "dog". I've been observing it on tv and in some film. This term has its origin with minions associated with the canine Nature Spirit path. Read *Matrix V Gold Edition* for more on the *minion hoards incarnated on Earth* at this time.

Of course, once a term or motion starts within certain groups, other minions *being very group oriented*, will *mimic* this. It doesn't matter what Nature realm incarnations they have also had, *they identify with others generally based on look*, hence *human physical*. This doesn't mean that everyone who speaks/acts with these mannerisms is a minion, however *most are*. Some Low level incarnates will act this way due to a *desire to conform to the group they are with*. A mid-Advanced level is not likely to want to identify as "dog", no matter what others do. Very Advanced levels and higher will eagerly *observe* these strange goings-on. Look to the *eyes* for clues if they are minions or something else.

Strangely, in the film *Scooby-Doo*, now showing on cable, lower astral beings who take control of Earther human bodies, after forcing the Higher Self spirit out, speak in minion talk after the possession. Actually there are several interesting observations in that film, despite its silly ending/main villain. One other note I will share on that film is that the prime villain considers the spirit of the *dog* as "pure".

If I run into anyone who uses the minionese term, "dog", to me, I'll try to find a biscuit or bone for them to munch on. AND...it's going to get even stranger. There is more and more for (especially) Awakened Final Incarnations and also Very Advanced incarnations to observe.



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**Personal Event: The Last Moments of Life**

5/3/2003

Almost everyone has heard that one's whole life passes "before their eyes" in the final moments before physical death. Some of those whose time was not up, but had a near death event, have reported the same experience.

Since time does not exist and the illusion called 'time' is not linear, when one approaches the last moments of life, the energy stream of that incarnation *compresses* prior to the *spirit exiting the body*. The spirit, indeed, does see *all the events of that incarnation's life, from the perspective of his/her Higher Self*, because of the compression moving up the incarnational stream toward the Higher Self. That this happens SO rapidly just gives you a bare glimpse of the ability/power of your Higher Self because *in a blink of an eye*, you get to see your *whole incarnational life up to that point*. At the moments before death, everything you have done in that incarnation will be visible *as the spirit moves beyond the bounds of the Game and the limits of the deception 'linear time'*. This happens to all simultaneous Higher Selves upon the death of an incarnation.

With near death experiences when this does happen, that person's Higher Self allowed this event to manifest *so that the incarnation could report it to fellow incarnates as well as consider the relevance of it in their own path*. This is meant to be a clue to those incarnations Advanced enough to explore their *true natures*. However the clue *by itself* is rarely enough to stimulate the spirit to overcome any significant experiential loops. It does add a restless, 'there-must-be-more' attitude to their life. BUT add *that knowledge* to the reading of *Matrix V Gold Edition* and it's a whole different story, as more keys are available to help you spiral out of the Game.

In order to understand this segment in its fullness, you must read and understand the materials in *Matrix V Gold Edition*. *This information is critical to all Higher Selves on the simultaneous path*. M5 can be accessed via the Library on Monroe focus level 27 and, on Earth at this time via Leading Edge Publications.

**Reentry Station and the 'Light Trap'**

5/12/2003

It has come to my attention that one of the Monroe Institute participants has been writing about an astral encounter he had with what he calls a "Reentry Station" run by an "Entry Director".

The first thing that Matrix 5 readers should have a red flag raised is with the term "Reentry Station". If it is 'reentry', then it is sequential in path. Simultaneous incarnations DO NOT 'reentry'! ONLY sequential path Higher Selves engage in that activity.

The second red flag for M5 readers is that an 'Entry Director' appears to be in charge. This being is another external controller. External beings love to try and confuse/manipulate Advanced incarnates especially when they cling to the Lightsider philosophy.

The 'reentry device' is described of as bell shaped. The bell shape, when viewed from the Earth perspective, IS the Light Trap that is described in *Matrix II*. This Entry Director talks about the incarnations losing their memory. The Light Trap is set to lure spirits who have



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just died so that they can be placed into incarnations of the trap beings' choosing to do what they want you to do. Memory repression is part of this effect. This is not the same as the Higher Self's participation on the simultaneous path. Read *Matrix V Gold Edition* for more details on these.

This whole concept also feeds the *false* linear time scenario since incarnations are said to be waiting for incarnation. That is sequential in path. Also, the purpose of the Game is never mentioned. There is talk of bands around Earth, as in Monroe's materials, but no mention of what thoughts create on alien planets. No 'bands' on their worlds despite some being heavily populated. On Earth, the bands do not interfere with alien sequentials remembering their past incarnations because the Higher Self's path choice is what determines whether the band effect will work or not. When, in the future, Monroe reports that these bands are no longer around Earth, it is because Earth has completed its function as the world for simultaneous incarnates. The bands are gone because the purpose for them is gone. They are not negative by-products as Monroe would like us to believe. They are part of the Game's structure in regard to simultaneous incarnations.

*Disinformation* comes from the *astral* as well as the physical. There are those on the 4th density working to keep simultaneous incarnates *asleep* or *distracted*. While Monroe only gave limited explanations of these bands, *he didn't go a step further by making the Game connection*. He dealt heavily with "former" government types after all. Mid-Advanced levels, *especially* Lightsiders, make great 'marks' for those wanting to manipulate simultaneous path Earthers. When they go poking around the astral, you never know what opportunistic being will try to use them. This is part of THEIR learning *experiences*. As long as a 'reincarnation' belief, a sequential phenomena, is adhered to by a simultaneous incarnation, that one dabbles in a *dead end road*. The proper training *before* playing on the astral is essential. If your philosophy is Light polarity, they will have a field day with you just by glowing and appearing with wings, for example. The astral is no place for the naive.

### New Age Guilt

5/16/2003

One chapter in an autobiography that I am reading talks about 'New Age Guilt'. The actor accurately tags the Lightsider penchant for masochism with this phrase. Guilt is part of the Light polarity. In New Age Guilt, the belief is that you are responsible for everything that happens to you and everyone you interact with. This is a mixed bag of truth and lie and dirty laundry like this needs to be washed. It is a warped look at the path your Higher Self desires for experiences in each incarnation.

Read *Matrix V Gold Edition* for information on *paths* and *polarities*. I've heard many people say that we have nobody to blame for our situations but ourselves. This is not to be taken at face value. Remember, the Light polarity *loves* to suffer and heap blame on *themselves*.

The path your Higher Self chose (for shim's incarnation reading this segment) is loaded with situations where experiences needed will be met. You *will* find yourself in situations, both positive and negative, that allow you to *experience* and *grow* with the *goals* of breaking your many major and minor experiential loops. *Your experiential loops are the keys to your experiences.*



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This does not mean that everyone who interacts with you and all situations you engage in are of your making. There are situations of *random chance* that can prove enlightening to you, *depending on your stage of Advancement*. For example, when I was in Mexico, I was followed by 2 teens attempting to sell me drugs. I kept walking away and saying 'no'. After a couple 'no' responses, they had the gall to say, "what's wrong with you?"! This was several years before I knew anything about Monroe. For me, this was a *random event*. If I was a druggie, this could well have been a *loop related event*.

Another example: When you work with other people in an office or other setting, you can work with good people as well as with minions, assholes, cunts and other riff-raff. YOU are *not* responsible for them being there. They are NOT 'reflections of you' as the Lightsiders love to say *in their quest to make everyone feel guilty*. It is different situation if you choose to associate with people outside of work *on your own time*. THEN you are dealing with a *personal level* and these people must be looked at *differently*. I am certainly not responsible for the homophobes, Orion dominating Earther cunts, minions or other pieces of shit on the rocky road *that* I see in life. As is said, *shit happens*. *That's part of living on this simultaneous planet when you are surrounded by people far from the level of Advancement you are in*. *A great part of the conflicts come from Low levels clashing with Mid levels who look down on Advanced levels who unfairly demand that Very Advanced and Awakened Finals cater to their every wish*. This is part of the simultaneous path.

No 'guilt' should ever be felt *for the way things are*. Anyone who tells you that you are responsible for all the shit you find when you are traveling the Rocky Road is *spiritually unaware*, wallowing in Light and 'one of the pieces of shit' you need to walk *around and beyond*. They will eventually get over it *when they Advance* on their path. They are *dependent oriented people* and seek to *attach themselves to others* to become *psychic vampires* and *drain your energies*. Tell them to 'fuck off'. Of course if you do, they will almost always open a torrent of Lightsider guilt wailing and moaning which will conclude with labeling you as 'Dark'. That's considered one of the nuclear weapons in the Lightsider verbal arsenal. *If they call you that, smile and realize that you have made progress and are headed to yin-yang balance because you are resisting conforming*. Good for you! For lots more on this topic, you must read *Matrix V Gold Edition*.

### **Conflicts of Mid-Advanced Levels of Progression**

5/20/2003

Probably the greatest *conflicts between body and spirit* are experienced during mid-Advanced levels of progression. The desire for the spirit to break more and significant experiential loops clashes with the body's DNA command structure to obey the Game. This moves into high gear *when certain key experiential loops are threatened with being overridden by the spirit*.

While the unease with organized religion tends to occur in low-Advanced levels, the experiential loops dealing with this are *able to adapt to non-traditional religions* such as wicca, new age beliefs, alien worship or science-as-god. This is because *there is still the compulsion to give away your power to an external deity or two*.

During the latter stages of mid-Advanced levels, the spirit begins to realize that there is something wrong with *all* religion, organized or not. This begins the conflicts between body and spirit on this matter. How will this turn out? The spirit will win, but it is a rough,



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maturing process. The eventual success of spirit will take the incarnation into Very Advanced stages.

There are many experiential loops that become tedious and restraining to an incarnation in mid-Advanced levels. Religion is but one area. Others include, but are not limited to, sexuality, family/breeding situations, society demands, polaric adherence and other situations where you give away your power.

Reclaiming your power begins in the latter stages of mid-Advanced levels, when unease with the experiential loops turns into action to break them. This increases during Very Advanced stages and concludes with your Final Incarnation.

*Critical junctures* and *forks-in-your-path* are presented to your incarnations as *experiences for you to choose* and you **MUST choose**. You *cannot* have it both ways. Smooth and rocky road paths appear. Your choice of them determines the speed of your Advancement. You can choose to fall back or stagnate (smooth road) or to confront the obstacles (rocky road). Each road has its own sets of consequences, but the *choice of direction* is yours alone.

The key is to *trust in your Higher Self*, not in your friends, family, government or society. They are all *agents* OF the Game *when* they attempt to pull you backward. Conform - Do as we say. This is Game mantra. In order to be free and graduate the Game, you must risk being daring and alone, for only in being daring can you break your experiential loops. For more on this topic, you must read *Matrix V Gold Edition*.

**Emotional Fire III: The Final Key**

5/27/2003

In *Matrix V Gold Edition*, you must refer to the segments, *Emotional Fire* and *Emotional Fire II* to understand this segment in full. I speak about track 14 of the cd I recommend in *Emotional Fire II*. I have been continuing to decode the other tracks of that cd over the past few weeks and find numerous amazing keys in the music. I will share some of that here.

Track 1 could be renamed 'Emotional Fire'. The grandeur of Higher Selves engaging in creation is contained within. Gold light is used with flare and freely in their projects. There is indescribable lights and sounds that accompany the scale of the creative movements within this track. The track is not complete, but it gives those ready some significant glimpses into creation via Emotional Fire. I found it breathtaking.

Tracks 2 & 3 has segments of Higher Selves in communication with each other. This is even more evident in Track 13 when the roles of communication flow with enthusiasm by Higher Selves sharing what they have discovered in their experiences. There is nothing dispassionate when Higher Selves, especially 3rd density graduates and those nearing graduating, communicate. They **DO** have so much to share because each Higher Self has chosen paths unique to what *shim* desires to learn from the 3rd density experiences, both sequential and, more importantly, simultaneous paths.

In *Emotional Fire II*, I discuss the significance of the **Nexus of Time** in relation to Track 14. When the Awakened Final Incarnation, after the incarnation is concluded, returns to the Higher Self and is ready to move on, Track 14 accurately contains the emotion and blaze of energy that is involved in the recall of that Higher Self's other simultaneous incarnations



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(over 1600 simultaneous in my case). There is an energy pulse that the Final uses to activate the **Nexus of Time**. This Emotional Fire tone/color sequence instantly tells the spiritual extensions of that Higher Self that it is time to 'return'. This time coincides with the plan of that Higher Self. Remember, *your* Higher Self (you ) sets your incarnations' times of death/departure (for those incarnations on the astral gaining other experiences after body death).

This pulse is the **Final Key** that the Awakened Final Incarnation transmits and, when received, each incarnation instantly remembers who they are. The masks of physical incarnation and the Game no longer bind them. They have completed 3rd density and the Awakened Final has spiraled out of the Game. It's time to be whole again and process the information gained over millennia of incarnational experiences in the 3rd density. It is time to move to the next level for new and *far* more expansive experiences of different kinds. It is a time of *much* joy for that Higher Self.

This segment will be of limited use for those who have not yet read or *grasped* Matrix V Gold Edition. Even if you are not able to grasp all of the material, due to *your* incarnational level, *your other more Advanced incarnations will benefit tremendously*. This is EndGame. This segment is extremely important to every Final Incarnation first of all as well as to each Very Advanced.

### **Body Dreams & The Spirit**

6/6/2003

When you have astral experiences while sleeping, those are spirit-self events which are active participation dreams. You can also have *dreams that review events* in your life. One type of dream to discuss here is dreams the physical body has.

Our physical bodies are alive, each cell is alive, and it functions as a unit. Your Higher Self extends himself into your physical body thus giving it life. Without the animating spirit, a newborn is stillborn. Read more on related segments in *Matrix V Gold Edition*. Your body does have dreams and, occasionally, you will remember them. You are an *observer* in these dreams. There is something for you to learn from them about your physical. Your body reveals itself in the dream as how you look in the physical. However, when you view this dream while sleeping, you are watching what *seems* to be yourself.

Physical body dreams center around *buildings* or *houses*. The houses *represent* physical bodies. A dream with you *inside a house or building* indicates *events surrounding your physical 'self' and not your spiritual self*.

When I have astral activities, I am in control of what I'm doing and act pretty much like I do while awake. I am not intimidated at all on the astral. An Awakened Final Incarnation never is. The dream I had the other night was a body dream. I saw myself inside a house. The front door was open several inches and it was totally dark outside. *Something* was trying to get in. I watched what looked like me run up to the door and try to close it. The door would not close which caused the me I was watching to start to fear (body mode) what was trying to enter. It was difficult, but that 'me', with his hands on the door trying to close it, finally was able to say "help", but it was difficult. As soon as the plea for help was said, I (the real me) closed the door by projecting gold light to surround the body 'me's' hands at the door. With my intercession, the door closed immediately.



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I found this an interesting dream. I know that <I> would not be in such fear. Actually I would have probably gone outside and kicked some astral ass with gold light. I have since come to understand that the body has now learned that I am in control of the necessary segments of my physical in order to spiral out of the Game. The physical needed to know that. It was required that it ask me for assistance, thereby coming to an understanding who is in control, not some external, imaginary or alien deity, but a being who is the Alpha and Omega of the Higher Self's incarnation, the Awakened Final Incarnation, the only 'power', so to say, that counts for it.

*When the physical body has numerous experiential loops intact, it will not recognize this.* In a Very Advanced stage, the incarnation engages in a clash of wills with the physical. All safe-guards are active in these internal battles. The spirit does eventually win and the necessary experiential loops are ended. This is an interesting time for the incarnating spirit, especially the Awakened Final Incarnation.

Although there are relatively *very* few Final Incarnations on Earth today when compared to the total Earth population, there are some good points for others, who *Matrix V Gold Edition* was also written for. Consider what was written here when you try to analyze your dream.

**'Life is Sacred' & Body ID**

6/13/2003

'Life is sacred', *they* say. 'All human life is sacred', *they* say. What is the origin of that body ID'd line of thinking? We've heard that from Lightsiders. It's one of their mantras. Actually there is nothing 'sacred' about life. Life is a vehicle for a Higher Self to participate in the Game, nothing more and nothing less. Even Higher Selves don't consider themselves 'sacred', so what's up with that phrase?

The origin is back when the Orion/Sirian Empires were on Earth and created the humans of today from the Ancient Earthers. The genetic scientists, after MANY experiments, created the DNA commands that *they* thought would serve *their* purpose best with the newly formed slaves. Experiential loops are discussed in *Matrix V Gold Edition*. There are many of these loops, both major and minor. A big part of the Game is for the Higher Selves to overcome/break the vast majority of these loops in order to graduate from the 3rd density Game. The 'life is sacred' is one of these loops. It exists to attempt to keep us from knowing who we really are.

Why did they fix that as one of the DNA loops? Because Earther humans were created by their 'gods' to work the planet for them AND to serve as food when required. Since Earther humans are property for the aliens, they became like the royal preserve and were to be considered reserved for the Orion/Sirian Empires. Hence 'sacred' for the aliens' purposes. The 'we created the Earther humans' is the main line of argument that the Orions use in galactic councils. The idea is that if you tamper with the Orion properties, you defy their property and ruler ship, just like when someone killed a deer in the royal forest and had to suffer the consequences for it. Then you hear that 'god' will punish you...it's a sin. Translation: the alien overlord will get you for disobeying.

The 'life is sacred' mantra that you hear is the reminder, although unknowingly as to why, to reinforce that experiential loop. You are 'god's' creation and you owe your existence to deity. Bullshit! Yet, despite this, Earthers will war and kill and violate this loop. The



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American governments have been great ones to talk about 'freedom' and 'liberty', yet won't hesitate to kill thousands to force their narrow beliefs on the world.

The alien 'god' has always been contrary. For example: you shall not kill (fuck the 'thou' crap) and yet this alien in the next breath tells his lackeys to kill whole tribal nations. Contrary? More like psychotic. This is demonstrated in the religious texts of the world. Yet, the fools believe this manure!

One thing to remember is that this experiential loop is not part of the non-Earthers, hence sequential, experience. The Orion and Sirian Empires wouldn't hesitate to kill for whatever reason.

You can hear the television news whine about dead children and dead women (although that's an Orion female superiority thing), but rarely, if ever about dead men (another Orion female superiority thing). Actually dead ANYTHING is just another experience. People died, were killed, blown up or otherwise eliminated....so what! Higher Selves are not limited to numbers of incarnations. There are Higher Selves who also demand the experience of this type of death AND this type of action as the one who causes them. The wailing and moaning is because the body ID'd and controlled know that they have only one life AS that persona. It really doesn't matter what the body wants. It is a convenience of the Higher Self who animates that physical. Without the Higher Self, there would be no animation of the shell. When the Higher Self departs the shell, it dies, but ALL the experiences gained in that shell will live forever because OF the Higher Self.

If these people who cry 'all life is sacred' actually believed it, there would be no wars, because 'no changeling ever harmed another changeling' as the Founders said in Deep Space Nine. Translating that to Earth, it should be 'no Earther ever harmed another Earther because we are all sacred'. Yeah, that's going to happen!

IF you are taken back by this segment, it's because your body's experiential loops are reacting to what you're reading and attempting to override your spirit. If your spirit is not Advanced enough, you will side with the body. I've mentioned to people locally that at some time we may have to walk over the dead bodies. GASP! How can you say such a thing. THAT is a body ID reaction - fear of body death, even in speculation that it may come to pass.

There are more thought strands connected with this concept. Some are in *Matrix V Gold Edition* and more that you will discover when you are ready. This is an interesting topic for me but one that causes most on Earth to be in various stages of fear. Think about what I've written here and see where it may take you.

**Personal Teachers**

6/17/2003

Matrix V Gold Edition was written for certain levels of Very Advanced incarnates, as I wrote in the book. It is not written for nor expected to be understood by lower Advanced levels. Despite this being plainly written, it hasn't stopped people from thinking that it doesn't apply to them. These are people who do need personal teachers. These are people who are so entry level that they ask 'how do I find a teacher'! If you have to ask me that, you are definitely not ready for M5. These people are almost always Lightsiders as well.



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Questions that I will answer deal with the materials in Matrix V Gold Edition. They do not deal with your personal experiences, such as 'why can't I get out of my body', 'why does this happen to me' or 'how do I do this'. Personal experiences require personal teachers and, as I've been saying, I am not that person.

Any reader of M5 who asks/insists on getting answers to personal development has demonstrated that they either do not understand M5 or could care less. These people also risk getting their email address blocked by me. There are lots of personal teachers out there, especially on the mid-Advanced levels. They are Lightsiders and Darkside, but your path will put you in touch with both polarities in order to move beyond them. I have had 2 major Lightside teachers and 2 major Darkside teachers. The Darkside don't come out and announce that, though, they appear as wolves in sheep's clothing. They appear as Lightsiders. This is almost always the nature of Dark. They bring vastly different experiences and perspectives.

From where I am today, I will not teach anyone at these levels. You can't skip high school to get to college. So far, I have only met 2 M5 readers and they are both in the Very Advanced stages. It was a pleasure to meet them (both men) who were interested in sharing experiences rather than just taking from me and I had them over to spend a weekend with me. Mid-Advanced level teachers are those who instruct for money or for barter and they have to set their fees. Very Advanced levels, if they want to have the company of similar others, will do so based on what each other has to offer. These are beyond mid-Advanced novice stages. Higher Selves share experiences and knowledge with each other. This is the way of higher levels. This is the way of Very Advanced and, especially, Awakened Final Incarnations (who know that their next stage is as Game graduate).

Keep this segment in mind when writing to me. If you have a valid question concerning Matrix V Gold Edition, that's one thing. If you want to tell me something, you may, but don't expect an evaluation of your experience. THAT is for your personal teacher. If I decide to meet any other M5 readers, it is because you are not an information leech, but have things to share. Being an information leech is fine on the low-Advanced through mid-Advanced levels. That is part of the growing process. However, there comes a time when you must move beyond leechcraft and into shareware. You will know when. Meanwhile, continue to do develop on your path at your pace. Don't try to force Advancement. It cannot be forced, but must be earned.

**Body ID Loops: Youth & Superficial 'Beauty'**

6/19/2003

The latest fad diet is the Atkins. I know someone who went on this die-et and went from 300 to 150 pounds. He also lost several of his teeth. He looked terrible after losing that weight. Some people commented that he looked like he had AIDS. Well, since then, he's regained all the weight he lost, but not the teeth.

Dieting is a body ID loop. It runs hand in hand with the youth/superficial beauty loops. Body ID loops are based on the fear of aging which is a step away from the root fear: death. As I've said in *Matrix V Gold Edition*, the body has only one incarnation. You will only have one incarnation as Bimbette Jenkins or Ben (the breeder) O'Hara. Once they are dead, they will never be back. The body *knows* this and it tries to keep the spirit from awakening to the fact that, in the spiritual sense, it doesn't matter. There are a seemingly infinite supply of bodies available to any Higher Self, so shim pays that line of thought no attention.



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The drive, especially in western countries and Japan, is centered on the illusionary refusal to grow old. In pre-EndGame centuries, growing old gracefully meant something. Today, that is something most refuse to do. Dye your hair, surgical enhancements, toxic injections, make-up, facial colorings - ALL of these are illusions and body generated with fear as the basis.

Why do most people fear being who they are? I have talked with women who say that they would never have a video phone in their home because they don't want to be seen as they really are! People who cannot leave their home without extensive mirror and clothing work. The illusions build on top of other illusions. All of these also go to trying to keep your spirit from Advancing to subdue the body ID in favor of reality. That is what really trying to cover up 'what you really are' means.

This activity is part of the breeding loops in DNA commands. Breeding is a loop we must experience in Low and in Mid level incarnations as part of our learning/experiencing in the 3rd density. However to Advance, one must move beyond these loops. Even in gay populations, the superficiality of appearance is hyped and while breeding isn't the intent, it is the breeding loop that is feeding these illusions. For more on the gay issues, read *Matrix V Gold Edition*.

Why does the aging actress/comedienne feel she has to look 50 when she's actually in her 70's? She's too shriveled up to breed. She may say she feels 'better about herself' which indicates extreme insecurity and the dependence on the approvals of others. This is the body in control and, yes, it's part of *her* experience. The examples of this, for both males and females, although far more so for females, are countless.

Then you find someone who is not body ID'd. They aren't into formality, the youth game, the diet game or the what-other-people-think game. True to the Game, those on lower levels of Advancement, who live for conformity (sequential path influence), mock those rebels who prefer to strike out on their own. If that happens to you and those immersed IN the Game get after you for non-conformism, then you know you are headed in the right direction. Again, refer to several segments in *Matrix V Gold Edition*.

These body loops are so superficial. Even though you, in Low and Mid levels (as well as, to varying degrees, through mid-Advanced levels), will engage in their activities to varying degrees as part of your experiential path, you will discard them as you Advance. The psychic reader who is dyed/painted up and bejeweled like a Roman whore and the channeler who wears flashy or designer suits are 2 examples of body ID in the mid-Advanced levels. In my shamanic training I was taught that the more opulent and gaudy a person chooses to dress when engaged in the occult arts, the more they were into the Dark side and attempting to blind you with their body sequins. These people are best to use caution with. The more average and unassuming the person who is entrenched in the occult arts, the more you should seek those persons out, IF you can find them. The shaman with huge feathered headdresses, lots of necklaces and fancy garb is not the one to consult with, but the type that is most easily located. These types want to be placed on a pedestal and have you give your power away to them.

In EndGame, the hype for body superficiality is at an all time high. They are more dead ends to try and distract you from your path.



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#### **EndGame, Earth & Higher Selves**

7/5/2003

As I've written in Matrix V Gold Edition, we are in EndGame as simultaneously incarnating Higher Selves. We are rapidly nearing our exit and Advancement to fantastic, new levels and densities. I was asked a question which was very good: What will happen in the Game when we leave and sequential path Higher Selves decide that they want the simultaneous experience?

Just as we, simultaneous path incarnates, are in EndGame, so is Earth's Planetary Spirit also in shim's version of EndGame on the nature path. Once we are gone and Earth is cleansed, Earth will be out of reach of 3rd density Gamers. While Earth is currently THE simultaneous path planet in this galaxy, it is not the final simultaneous path planet nor is it the first simultaneous planet! Yes, there have been others before and there will be many others after Earth.

This IS part of the Game and the progression of it. At one time we were all sequential path Higher Selves. At one time we worked against those on their simultaneous path just as there are aliens now working against us. It's ALL part of the Game! We Advance at our own pace. We also tend to hang around with other Higher Selves who are like-minded. You will most likely discover that when your Higher Self chose the simultaneous path that one, two or several others 'jumped ship' with you.

After our group has gone forward into new and fascinating areas/densities, the Game in 3rd density will continue. Eventually other sequential Higher Selves will get the "itch" and want more. This is their opening to move to a simultaneous path. When this occurs, a new planet will be set aside in a different part of the galaxy for them to develop/play a simultaneous incarnates and gain what they need to graduate the Game. Our group will be LONG gone. Maybe the next simultaneous planet will be in a Light polarity sector of the galaxy while ours is in a Dark sector, as you know from M5.

Just because we are in EndGame here, doesn't mean it is EndGame for the entire 3rd density. Not at all. THAT particular EndGame is very far off on a timeline scale, but then time itself is an illusion. It is OUR EndGame that counts. It is in Matrix V Gold Edition that you will have the keys that are necessary for you to break your experiential loops and exit the Game. These high numbers of keys are not available in any other book currently in 3rd density, although you can get them from the astral copy of M5 in the Library on level 27. I have received emails from several who did indeed get their copy this way.

Your concentration should be on your own path and circumstances surrounding your role in the Game and your progression out of it. Details of previous simultaneous path planets may be of an assist to you after you have graduated and if you seek out that data. However, for now, just know that we are not the alpha simultaneous planet nor are we, by far, the omega simultaneous planet. I will tell you, though, that we are much closer to the alpha than the omega. The knowledge waiting for you WHEN you are ready is astounding. Meanwhile, continue to do what YOU need to do in your current incarnation. The information you gather, while it may not be of use to you now, is being stored in your Higher Self.



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**Nature Spirit Assistance, Ascended Masters & The Game**

7/10/2003

Today I received a question about something I wrote in Matrix V Gold Edition, *page 177*:

"...but then certain spirits have chosen to incarnate here from far higher densities to try and assist Earth at this time due to damaging energies threatening higher densities."

That is from one of the earlier segments I wrote and I can add a little more to that. I am not talking about Higher Self incarnations on the simultaneous path. I am talking about "certain spirits" who are here to assist Earth. By that I mean the Planetary Spirit, not us, the simultaneous. Simultaneously incarnating Higher Selves are being heavily assisted by the Matrix 5 project. We are covered. The Earth Planetary Spirit is being assaulted by other energies that seek to keep shim back from graduating from the 3rd density as well. These "certain spirits" are not in Earther human form. Any more on that topic and you will have to discover it for yourself when you reach the level of need determined by your Higher Self. This is another topic that I have said all I can due to the very Advanced nature of the subject. This also only involves the Nature Path directly and not the Simultaneous Path.

As far as the Lightsider propaganda about incarnating "ascended masters", usually found hanging out in the Tibetan area, those they refer to are Light polarity manipulators. They are primarily around to pull for the white light side just as the Dark "ascended masters" do for their half of the polarity. You must Advance beyond both polarities, as you know from reading Matrix V Gold Edition. *These so-called "ascended masters" are only interested in furthering their polarity's position. There is a lot of propaganda about the Light faction 'masters' which Blavatsky (infamous Lightsider mouthpiece) had a heavy hand in distributing.*

Here is something else for you to consider: *true 'Ascended Masters' would be an accurate term for describing all Higher Selves who have completed the 3rd density Game and have moved on after their Awakened Final Incarnation has completed the final missions of that Higher Self and activated the Nexus of Time for shim's Higher Self. For more on the Nexus of Time, refer to Matrix V Gold Edition.* These are the Masters that move in Balance. These are the ones that the polarity based, pseudo-masters tread lightly around. However, remember that you cannot reach that point until you have successfully departed the Game. The polarity "ascended masters" meanwhile play heavily IN the Game, especially now that we are in EndGame.

**America, Iraq & Incarnational Pathways**

7/16/2003

Using two 20th century examples, when the Germans and the Russians invaded sovereign countries, they set up puppet governments who would obey Berlin or Moscow's edicts. In France, those who resisted this invasion were called 'freedom fighters'. In Afghanistan, those who resisted the invasion were called 'freedom fighters'. Those who sided with the invaders were labeled 'traitors' by those who didn't. The collaborators were despised by those who wanted their country free of external controls. When the invaders were finally driven out, the collaborators were dealt with.



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The same thing applies to Iraq today. The Americans invaded a country and has set up a puppet government. The new Iraqi council, the news reported, is the latest governing body of Iraq but whose decisions may be vetoed by the Americans. That's a puppet government. Over and over the American government has been saying what their Iraqi puppets may and may not do. Compare this to the Vichy government in France that Germany controlled. History repeats itself again with the exception that the Germans were direct in their invasion while the American disguise it as 'freedom', which is bullshit! The only 'freedom' that is involved is America's 'freedom' to persecute anyone or any country who will not kiss Washington's ass.

The news talks about the almost daily attacks on occupation soldiers. The American propaganda machine would like us to believe that these are a few former Iraqi government disgruntles. In actuality, these attacks are just as valid as the French underground and the Afghan rebels. The theme is basic: foreign invaders get out. Today's news reported that when Iraqi bystanders realized that an American vehicle was attacked that they cheered for several minutes. Iraqi freedom fighters have the same popular support that French and Afghans did.

As to the collaborators, here's a different example: The United States is successfully invaded. The invaders set up their own puppet government here and the usual collaborators are kissing ass. Which side would you support: The invaders who have come to 'free' America from an oppressive government or the collaborators who support the new way? Just as you would not like a foreign power coming to your country and telling you how to live like them, the same goes for other countries not wanting you to come over and tell them how to live.

It is very sequential oriented to demand everyone be like you...conform! It is simultaneous oriented to allow others the freedom to live their lives as they will even if it is radically different than your own. It is the variety of experiences needed, the lack of conformity, that Earth was chosen as a simultaneous incarnating planet. The desire for everyone to 'be like us' is an alien influence on Earth (BOTH polarities). This sets up more problems for those on the simultaneous path since it attempts to deny us the variety of experiences and, therefore, deny us OUR Game experiences.

America has become, according to Game dictates, an extremely conformist-forcing nation. Be like us, do like us, obey like us as they wave the material comforts that could not be available on a world-wide scale. It's one deception after another coming out of Washington. America has been tapped as the preparer of the way for the intended alien return by perverting the role of genders and forcing a sequential path on the world meant to experience the simultaneous path way.

Now there is an anti-invader guerrilla war in Iraq. No surprise there and I expected it to be so. The Afghans are also engaged in their own guerrilla war, but that news is suppressed. This is EndGame which is also a struggle between those on the sequential path who can't keep their claws off those of us on the simultaneous path. The cleansing is coming, but it can't get here fast enough for me! Refer to *Matrix V Gold Edition* for much more on the sequential and the simultaneous paths.



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**Television, Electronic Attacks, Trust & EndGame**

7/17/2003

Questions have been coming to me this week about electronic attacks in the form of ELF waves, television/computer screen vibrations and related sources. Much has been written in *Matrix III* (Vol I & II) about chemical and electronic methods used for control and I would refer those who want a deeper insight on those problems to refer to those volumes.

The Lightside has gone overboard in using scare tactics to keep people from watching television due to subliminals and electronic controls used against the viewer. The Lightside is also paranoid about people learning the truth about the Dark polarity and, therefore, they can become rabid in their propaganda supporting not watching television. I can agree that a day of watching soap operas or ESPN would gain nothing of merit for me, but they are diversions especially for Low and Mid level incarnates. There is nothing wrong with that. Remember, your path is YOUR path and if others don't like what you are doing - tell them to fuck off!

There IS a lot of valuable observations/information to be gleaned from television. For instance, you will learn far more by watching BBC news (usually on a PBS station or BBC America cable) than by watching the American propaganda mills of American news stations (ABC,CBS,NBC and, worst of all, FOX). They are, to varying degrees, mouthpieces of the Game and control-minded organizations. Even so, I will watch one of the big 3 just to see what is being spewed from Washington. I never watch FOX news - too Low level for me.

Some will advocate and brag about watching little or no television. This is their path. While this may be good for them, it is not a bragging point. These people are exposed to far less information and news. These people also have way fewer ways to sharpen their observational skills. The hermit attitude cuts one off from the Game to a great extent and, hence, you have far fewer opportunities to expand and develop your skills in several areas. There has not been an era of instantaneous communication on Earth since Atlantis. This presents huge amounts of direction to learn during EndGame.

While the United States is overwhelmed with polarity controls and Dark politicians/religions, it also is an area where there are many avenues available to assist in your growth. The huge amount of electronic access is a notable avenue. Yes, there is a mine field of traps connected with using the electronic of over 100 television stations available or computer internet and entertainment.

Depending on your personal level of Advancement, you can handle these things with various levels of success. I stress the T-1 capsule should be worn at all times except sleep/shower/sex with another. It should also be placed near the head of your bed when sleeping. I have worn the T-1 ever since it first came out. For information on the T-1, check the back of *Matrix V Gold Edition* or on the Leading Edge site. I DO recommend it. It does work.

The T-1 also works well against other electronic attacks. Example: whenever I hear the steady, electronic tone in one ear, I bring my T-1 up to that ear and the tone instantly fades away. It *does* indeed work! It sets up a barrier that is specifically to inhibit electronic interference.



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I also find strategy computer games extremely beneficial for assisting you in learning how to manage complex scenes/worlds. In one future stage of development, as a graduate of the 3rd density Game and true 'ascended master' of the 3rd density, you will have the opportunity to create systems and use what managerial skills you have in the way of creation. You will learn more of this when it is *your* time. There are many computer games that are of immense assistance in teaching you just how to do this on the small scale of your home computer. Some games allow you to role play both polarities in one game, such as *Warcraft III*. *The Sims* games are also other interactives that allow one to create and develop. I have found these games extremely beneficial. Then there's *Master of Orion III* which is extremely complex but also assists greatly in managing entire planets. As an Awakened Final Incarnation, these games are beneficial to me. Remember, though, that each path is unique. What is good for me now, may not be good for you now. Follow your path.

Finally, there's the omega item on this topic, the ultimate trust: *your* Higher Self. It is the body ID that seeks an external deity and fears death, electronic controls, etc. The spirit does not fear this because the incarnational spirit is an extension of the higher you - your Higher Self! Yes, the incarnational spirit is memory blocked, but the Higher Self isn't and, as you have read in *Matrix V Gold Edition*, will directly interfere to protect the incarnation if shim's path is threatened. The ideal protection is trust in your Higher Self. It can be your Higher Self that urges you to get a T-1, for example. It can also be your Higher Self that wants experiences in electronic controls and may, on occasion, have you 'forget' to wear the T-1 at times just to expose you to that control experience.

Trusting in your Higher Self comes with Advancement and in stages. First you have to come to a realization just who/what the Higher Self is. Again, *Matrix V Gold Edition* covers this in detail. Next, it's one thing to have the intellectual knowledge, but something else to have the practical knowledge. This may not be likely until your Dominant Incarnations who meet within your Higher Self. Full trust in your Higher Self is something that your Awakened Final will gain. Full trust has the ability to rapidly dismiss the polarity horseshit that flies by you every day. Full trust gives you a mental filter that sifts the gold out of the streams of data that you process every day. Remember, though, full trust comes in stages. Meanwhile, EndGame and the Year From Hell continues.

### **Key: Higher Self Pre-Incarnational Assessments**

7/18/2003

Before the simultaneous path Higher Self actually incarnates on Earth, shim does a pre-assessment of the entire time line accessible under the simultaneous window. This includes an extensive search of cultures, technological levels and more to see *when* it will be most advantageous for that Higher Self to incarnate and gain desired experiences. The Higher Self will access *all* Earther cultures in *all* time periods then process this astounding amount of information rather rapidly to see which gender an incarnation should be (among a number of other factors) for the proper experiences needed during that period.

An example would be if the Higher Self wants an incarnation as a female (a true female and not a sequential version common in this time period in America) who will fulfill traditional roles as such. That would eliminate much of America from the 20th century upward since the sequential contamination was extensive and growing at that time. There is still a vast amount of situations to choose from. What other experiences does this Higher Self require



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for this incarnation? Marriage, religious servitude, prostitution, slave, high social standing? Children or none? Get the drift?

The Higher Self will choose what level of incarnation should be in what time period. Levels are scattered throughout the time periods according to that Higher Self's plan and they vary radically with each Higher Self. You may have a mid-Advanced level in Atlantis, a Low level in China in 600 BCE, a Mid level in the Dark Ages, a Dominant incarnation in Egypt during Seti I's rule, a low-Advanced in an Lakota Sioux tribe in 1543, a Low level in the United States in 1922, a Mid level in Thailand in 1621, a Dominant in Nigeria in 863, a Very Advanced in Greece during the Athenian golden era. On and on it goes with the Higher Self processing information and deciding what kind of incarnation will go best where and for what experiences. Where is it most advantageous for the experiences to be body ID driven? When is it most advantageous for the experiences to be spirit-driven.

The ultimate decision for the Higher Self will be where to place shim's Final Incarnation. It is in many respects most difficult in the current, EndGame time period. Should it be in China, Turkey, Brazil, Namibia, Korea? What does that Higher Self want shim's Final to accomplish and in what setting? Will Japan offer what shim needs for shim's Final? How about Peru or Mongolia? Which time period is best for the Final? Mexico in 1300 may be far more favorable than Bulgaria in 1942. All this is processed by the Higher Self before deciding.

This brief segment presents you only with a thread of what the Higher Self considers when entering the Game as a simultaneous player. The amount of processed information can stagger one trying to comprehend this while still incarnated.

This also brings up something else I will share since it has become time to do so. I explained incarnational time/phase variations in *Matrix V Gold Edition* when it comes to the simultaneous incarnation path. The ultimate control of the spirit extension of the Higher Self remains the individual Higher Self operating under the agreed to rules of the Game. The amount of Higher Self presence decides if the incarnation will be Low, Mid or Advanced or any of the sub-levels within each of the major three. The stronger the Higher Self presence, the more Advanced the incarnation. The Final Incarnation, once Awakened, has the greatest amount of Higher Self presence while IN the Game based on the rules of the Game. This is something that I have not released before. This information will not mean as much to you if you have not read *Matrix V Gold Edition* at least once. It is another key that some have been waiting for and one that could not have been globally released in any other time period during the Earth version of the Game. This is something that certain Very Advanced incarnations have been waiting to hear/read while incarnated. With this segment's placement on the M5 site and its simultaneous placement in the copies of M5 in the Library area of the astral, another promise has been kept.

### **Body ID during EndGame: Fad Followers**

7/21/2003

Body ID is at an all-time high during EndGame, especially in America. I watched the new Bravo channel series, *Queer Eye For The Straight Guy*. Talk about body ID and the big bucks needed for the fads such as \$50 cans of liver paste! The idea that it's all about the body is so Low and Mid level experiential loops. Another cable series of body ID rule is *Sex In The City*. More plastic people with of-the-moment fads who believe that more expensive means better. Another is the BBC America series where these 2 women run around telling



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other women what they should/should not be wearing. I've heard them say that you can't wear that outfit because it's "so last year". Women have been far more susceptible to this than men, but men are being dragged into it by women using what certain plastic gay men are slaves to. This is an attempt to force the man to what they want him to be. While there is a very vocal gay group of plastic people, there are many more gays who distance themselves from them. However this is not the message with *Queer Eye* and *Queer As Folk* (the Showtime series) who love pushing the plastic gays probably because they are amusing/entertaining and they also fit the Madison Ave image of spend and fad follow.

In order to have the money to keep up with the fads, you better have a terrific paying job! These types of shows I've mentioned, plus many others, feeds the American Gemini Rising horoscope. A country's Rising Sign sets the attitude of the population of that country. Gemini Rising is shallow and fad following. This is part of why America is such a heavily consumer country. They have managed to translate the change that the spirit needs to evolved to changing one's wardrobe with each whim of Madison Avenue. Getting caught up in the fad of the moment IS body ID. Being so occupied with what others think of what you wear and how you conform to youth imagery IS body ID.

Those who are still dealing with these experiential loops are not spiritually driven, but are interested in being part of a herd. You notice how it is "If you want to be accepted by the in people, you must dress, eat and live as we want you too". If you are living to other people's standards, you are embracing conformity at the cost of individuality. The root to all this youth obsession is the body's fear of death, which WILL come no matter what you do to hide it.

As for me, I like comfortable clothing. I have not worn a suit since 1981 and will never do so again. All those binding clothes! My co-workers back then said, "you look so good in a suit" (herd control/influence attempt). I told them if you like the suit, you can sit it at my chair. If you like me, you'll have me as I like myself. I'm not dressing for anyone but myself and what I feel comfortable in.

Yeah, *Queer Eye* has some good one-liners and *Sex In The City* is entertaining and I enjoy them for that, but you should hear my comments to the conformist demanding instructions they give. And spirit ruled gay men do not follow the fads of the moment. Yes, it's all experience, but *Matrix V Gold Edition* materials are meant for those who are moving beyond the fad and trends of the body. Be yourself...be individual - it is the way of 3rd density Game graduates.

### Problem, Reaction, Solution

7/22/2003

David Icke has been great at pointing out the manipulation caused by 'problem, reaction, solution'. The Game has used this especially in EndGame times to control public will. In Bosnia it was images of locals freeing their towns due to invasion. Dead bodies abundant. In Iraq it was 'they are killing people'. More dead bodies abundant to view. Now it's Liberia which has been in a state of civil war for years. Here a dead body, there a dead body, everywhere a dead body. When it wasn't in the Game's interest to promote it, you rarely, if ever, heard about Liberia. Now, just like in Bosnia and Iraq (and other areas), it's in the Game's interest. Americans are bombarded in print and tv with dead Liberians and "Bodies dumped at US Embassy as people cry for American help" in today's paper. The Game



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demands Americans INSIST on sending troops to Liberia and is trying to deceive Americans into this demand.

Dead bodies and miserable people have been used as control elements forever it seems. It is a body ID reaction to want to 'do something' about dead people. Spiritually Advanced people in Very Advanced to Final incarnations know what the body is and no more. They're dying...so what?! It's only the Game and you are not your body. However in body ID'd persons, they beLIEve that they *are* their bodies. Since Earth is mostly minion occupied today, then throw in Low and Mid level incarnations who are spiritually numb and finally remember Lightsiders in the Advanced levels who beLIEve that all physical life is sacred and you have all the elements needed for 'problem, reaction, solution' control.

Civil wars and internal matters are *not* the world's problems. Stopping ancient conflicts only delay them. They must be resolved within themselves. Let them fight and experience what they will. BOTH sides want to fight. It's their experience and their choice. Interference denies them their experiences. Interference is sequential in nature when it denies experiences.

Of course when you have foreign invasion, that's a different matter. This is why when the Americans invaded Iraq, you have guerilla attacks from various factions who would not get along otherwise. Get rid of the invader and then get back to our internal business is the thought.

Let the Liberians (mostly minions) have their civil war. Let THEM settle their affairs. The same goes for any other area of the world. Except that is not the plan. It runs counter to the sequential plans for Earth and the denial of Earth as a simultaneous planet. Refer to *Matrix V Gold Edition* for more on that. After Liberia, you can count on somewhere else being the next attention grabber for 'problem, solution, reaction'. Where will it be next?

**Astral Entity Frustrations With Matrix V Gold Edition**

7/30/2003

I knew it was bound to happen just because of what the Matrix V Gold Edition materials contain and the purpose of it in EndGame. I knew some people would become easily manipulated by certain astral entities to either oppose, or, better yet, distort the materials I've released and want to lead others down dead end paths.

Luckily, there are many M5 readers who are aware and can see when something like this may occur, as it did today. One M5 reader (thanks to his Higher Self's participation in the project) called my attention to an Australian site that was grossly misrepresenting and distorting the materials from Matrix 5. That site's creator has gone so far as to set himself up as a Final Incarnation who can cure those who bask in his aura. This site would quote from Matrix 5, weave in outright deceptions and try to con people into believing that he was sanctioned by me with "permission granted" on the M5 cover that he had on his site. He was requesting questions and saying that his materials have 'keys' in them.

This person is NOT a Final Incarnation and the only 'keys' he is dispensing come with the locks he is attempting to install (whether consciously or not) on genuine seekers trying to Advance. He is looking for followers to bask in his 'glow'. That alone should be a red flag for M5 readers. He is being manipulated by certain astral groups who are seriously bothered by



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the existence of Matrix V Gold Edition. They will do anything to distract seekers from finding the keys to spiral out. They mix what I release with blatant lies. This site also glorifies drug usage and several other astral traps. They work for the Game. Matrix V Gold Edition works for your independent spiraling out of the Game.

Needless to say, anyone can write whatever they wish, but they may not imply that someone, who hasn't given their approval, has given it. Expect more of this type of deception to pop up on the internet. Unless I personally give my approval, consider it an unsanctioned, opinion. If any Matrix 5 reader locates one of these site, know that it has no authority to speak for the Matrix V Gold Edition project Higher Selves.

In M5, I speak about the Awakened Final Incarnations desire to remain out of the public eye unless there is a very special reason for one to come forward. The M5 project is unique for Earther simultaneous incarnations. There will not be another Awakened Final Incarnation that will suddenly sprout up and lead you astray. So Final Incarnation wannabe's, be happy with where you are and don't try to be what you are not. Matrix V Gold Edition is meant for independent Advancement and knowing and never follower demanding just like religions. Just as I tell you that my materials are my experiences and discoveries and you must find your own, pedistal standers want you to do as they do. For more on these topics, read Matrix V Gold Edition.

### **Self-Reliance, Self-Development and Matrix V Gold Edition**

8/10/2003

I have been receiving a number of really poorly thought out emails from people who refuse to accept responsibility for their own development and are anxious to give away their power to someone else. One person was lazy enough to ask me how to find out about non-fluoride toothpastes. Several others, in their meandering of the internet, drag up all kinds of sites and expect me to go and evaluate them FOR them.

The toothpaste questioner is typical of low-Advanced dabblers who will find little, if any, comfort in the Matrix V Gold Edition materials. If anyone bothers me about this level of inquiry, prepare to be verbally zapped IF I decide to respond at all. Find yourself one of thousands of mid-Advanced level teachers who love to dictate every aspect of your life.

As for the others who seem to thrive on digging up all manner of sites, don't send me their addresses and expect me to comment on them, unless they directly involve/attempt to warp Matrix 5 materials or are monumental in scope. If in doubt, don't ask. Matrix V Gold Edition specifically states that it is written for Dominant, Very Advanced and Final Incarnations - ONLY! There are many reader of M5 that do not fit into those categories. They will learn from reading it, BUT the difference is, they expect someone to tell them if what they discover on their own journey is right, as in 'one path' right.

In the Matrix V Gold Edition, I repeat over and over that you path is unique and individual to your Higher Self in that incarnation. This is difficult for spiritual cement heads to grasp. They fear making their own decisions. They fear not giving away their power. They fear they will make a 'wrong decision'. These people want someone else to tell them what to do and make their decisions for them. There are LOTS of Light and Dark teachers out there who are more than glad to do this for you, BUT this is not the level that I operate on. As long as you look for others to make your decisions, you have significant experiential loops to deal with



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yet. You still have external deities to look to. It's one thing to ask advice in a global, non-me centric sense, but a different thing to ask such as: should I go to the Monroe Institute? Should I read this book? Should I boot my wife/husband/partner out of the house? Should I read this or that site's materials? I am not the Dear Abby of the Final Incarnations. If you want to go to the Institute, go. If you don't want to go, don't. If you want to kick him/her out of your house, do or don't...I don't give a shit! It's YOUR path, not mine!

Matrix V Gold Edition stresses self-reliance and self-development. You must make errors to learn. You must make mistakes to Advance. You must make wrong decisions in order to appreciate the right (for you) decisions. If you never taste the bitter, you can't appreciate the sweet. As I say in M5, these are my experiences, observations and discoveries. You need to make your own and find out what works for you.

Of course when I point this out to people who are looking to give away their power to me (mostly female), they act cuntish and attempt to sow guilt like poison seeds. This has no effect on me other than to block the person's email address permanently. I have no time to waste on this type of person. What also gets me is that when they send me follower-to-be emails and I respond that I am not your personal teacher, they reply that they don't want one, but continue to have a shopping cart of questions relating to their personal development. They think they are going to deceive me...yeah, right.

On occasion, someone does hit me up with personal questions and, when I give my standard reply, they realize what they've done and learn from my reply. THIS type of person is making strides and learning. The guilt throwing harpy has an agenda other than what is presented. I saw that as well when I taught adult evening classes and had cow-eyed females trying to snare my attention.

Your ultimate being to ask is your own Higher Self. One person who wants me to do shamanic work for her husband asked if I could find out "why he has to suffer so much". NO! He has to take that up with his Higher Self. All the 'why' questions pertaining to your individual self you must learn to ask of your Higher Self. You will learn this important lesson by getting burned by other's people trying to tell you how to run your life. THINK before you have questions to ask me. I do answer questions on Matrix 5 materials. Questions beyond that depend on how I value the question and my reply. This is the last time I am addressing this topic. Most people fear acting alone since you have been trained through the years on giving your power away. However you cannot spiral out of the Game until you realize that you hold the answers to all your personal questions and there is no right or wrong, just different experiences.

**Complacency Trap**

8/14/2003

OK, you've read Matrix V Gold Edition and you feel you've broken many experiential loops. You feel pretty good about the progress you've made in this incarnation. You feel pretty secure where you're at. This is when the complacency trap shows itself. The complacency trap lures you into inaction and stagnation. You no longer care what goes on in the world. You figure since you know your time is set and you are in EndGame that nothing else matters, so you chose to ignore what's going on around you and in the world. This is not a good thing. This is neutrality which halts progress and Advancement. This is a state you have to be aware of. You don't want to get yourself caught in this cul-de-sac and if you do, you need to get yourself out of it.



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You are where you are for a reason. You have overcome many experiential loops. What you should be doing is observing how others act at their stages of their path. Watch how the polarities try to manipulate and force their beliefs. Note the interactions of EndGame. Don't discard them. They are vastly different than pre-EndGame. Beware of the overuse of the word 'moot' in regard to Game participants and mechanics. If you had completed all your missions for this incarnation, you would not be here. You do yourself an injustice by disregarding what moves all around you. There is nothing that is 'moot' to people engaged in their path's actions. It doesn't matter that EndGame for the simultaneous incarnates is here. If you cut off considering the players actions, you rob yourself of valuable observational experiences. Tossing 'moot' around attempts to lure others into the complacency trap and remove the interest in observing others' interactions. Knowing this can help you avoid it.

Any who deny that what is going on, during EndGame by saying 'it just doesn't matter', have a high level of smugness and a false sense of superiority. That in itself is an experiential loop. To not want to participate in EndGame actions, because you have overcome those loops, is one thing. To deny the validity of experiences for those still struggling with their loops is another. It is pompous and arrogant. It is a loop that becomes active in Mid level incarnations and is not broken before some time in the Very Advanced stages.

I find it enjoyable to question people in their experiential loops with lots of 'whys'. Why do you do this? Why do you think this? and so on. I know where their heads are at, but I want to see if they know why they are there. It's very easy to stump these people and, when they feel the verbal closing-in, they back off quickly and don't want to talk about it. This is the loop's defense mechanism. It knows that you are aiming for the spirit, who isn't ready yet, so walls are thrown up. You can be labeled as a troublemaker, weird, non-conformist, rabble rouser or similar anti-Game icon. This is good because you learn from watching/interacting with them. Cataloging actions and responses is an invaluable part of your observational skill development. The word 'moot' should be reserved for POST-Game discussions. It is invalid while EndGame is still in process. As long as you're still here, it is not 'moot'!

The complacency trap will lure you into inaction/neutrality/stagnation until you are able to recognize it AND break it. It is something you need to be aware of. It is something only YOU can break, just like the other many experiential loops in your body ID.

**Aliens/Wild Cards, Hard Decisions/Questions  
in EndGame and Matrix V Gold Edition**

8/17/2003

The Orion Empire intends to return to Earth with a massive display of power. What do you think that you will do? One or more alien groups come to Earth to say they want to save Earthers from either the Orion Empire or a natural disaster of massive proportions. What do you think that you will do? These are just a few of the Wild Cards possible to play during EndGame. Refer to Matrix V Gold Edition for more on that.

Those who have read Matrix V Gold Edition have the information needed to understand where the aliens are coming from. They know why Earth has been 'quarantened' which is in itself laughable since the aliens have been coming and going from here since before the



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Ancient Earthers were split into genders. They know the significant differences between alien incarnating Higher Selves and Earther incarnating Higher Selves. They know some of the major Game intents of BOTH Light and Dark polarity aliens and how they BOTH seek to deceive Earthers. Matrix V Gold Edition readers know these answers plus much more related to both the aliens and why we are here on Earth. Matrix V Gold Edition gives you the answers to the most asked questions that Earthers have had for ages.

You readers now have the vital information that you need to assist you in making the hard decisions that will be required during EndGame. For example, IF an alien group should arrive with their ark to 'save us'. Will you go with them or remain here? IF the Orion Empire succeeds in their intention to overtly rule Earth, how will this change your outlook on the galaxy, the Earth and your Higher Self's path for this current incarnation? IF you know that a meteor or other global cataclysm will hit the Earth in 3 days, what will you do?

Of course your current level of spiritual Advancement and the number of experiential loops that still ensnare you come into consideration. You cannot alter 1 event in your Higher Self's path set by you before you entered this incarnation. Not 1 event in your Higher Self's path can be changed by ANY external sources, including even another Higher Self.

If you have read Matrix V Gold Edition only once, you have not yet gotten everything out of it that will be invaluable to you. M5 opens your understanding in layers according to your level of Advancement. However reading just once is the minimum needed to speed up your spiral out of the Game and the return to your Higher Self. Read it again to reap more of the gold from the Gold Edition.

### **Fear of Bisexuality**

8/20/2003

"You are either gay or straight", the smug woman said, "There is no other choice." I have been hearing this shit for years from people (always het women) so tightly controlled by their experiential loops that they can't even reason properly. The defense mechanism for this loop, like most of the loops, is fear. In Matrix V Gold Edition, I touch on bisexuality in ways not revealed before and I refer you to there for that information.

This polaric denial of bisexuality goes hand in claw with other polarity demands of EndGame, such as "you are either with the US or against the US" from the appointed, reptilian occupant of the White House. If they can keep you from discovering and embracing the rim of the coin, demanding that you choose either heads or tails, they know they are keeping you from spiraling out of the Game.

The Bravo channel show, *Boy Meets Boy*, is an excellent, current example of the fear of bisexuality. Here's a show that started with 15 men all competing for the affection of 1 very cute man. The kicker is that half of the men, the show claims, is het and the object of affection doesn't know that. In one episode, one of the men admits to being bisexual and, when he is not chosen to stay, he comments how it could have been a "good thing" if he would have won and got with the center of attention. Yet, even after saying that, the show labels him "straight". Denial in action. There is NO way that a man who is heterosexual would engage in a show that seeks to impress another man in a romantic way. I would agree that you can mix the show with half gay and half bisexual. Bisexuals are interested in same gender sex as well as opposite gender sex. Notice how clever they think they are by doing this type of cruel show. Using this example, when they do the het versions of this show, half



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of the seekers should be gay or lesbian to fuck with the center of attention. But no, I'm told, that's not fair, but it is 'fair' to do it to a gay man!

When I mentioned it at work today, the woman told me 'straight refers to romance, not to sex'. WHAT!? Is this the latest warp in the fear of bisexuality as a label? She said, "they can have sex with either gender but these men only love a woman". That is the highest level of horseshit that I've heard on the subject and denial in its purist form and a female fantasy. I said the clinical term is bisexual...it refers to sex...if someone is having sex with both genders, even if they prefer one over the other, they are BISEXUAL!

Bisexuality is the transition phase that is part of spiraling out of the Game. Refer to Matrix V Gold Edition for more on that. I find it absolutely amazing that there is such denial and fear of the word and its implications by people who are otherwise intelligent, but such is the control of those damned Orion loops. Geez, EndGame...end already!

### **Emotional Fire and Your Incarnational Moon**

8/25/2003

Painting with emotional fire is critical for your Higher Self to master when shim spirals out of the Game. Emotional Fire is covered in *Matrix V Gold Edition*, so refer to those segments for the basics on that topic.

Your emotional nature is accurately tagged by the sign your Moon is in when you were born. This cannot be told by your Sun sign. Your incarnational Moon sign is in one of four elements: fire, earth, air or water. Fire (Aries, Leo, Sagittarius) and air (Libra, Aquarius, Gemini) Moon signs are compatible. Earth (Capricorn, Taurus, Virgo) and water (Cancer, Scorpio, Pisces) Moon signs are compatible. Your Moon sign describes how you express your emotional self and how you relate to others on an emotional level. This is critical in interpersonal relations on all but superficial levels. If you mix the lunar group, with a fire Moon, you can have a disaster that becomes more likely the closer both people become. Fire and water mixed gets steam. Fire feels drowning in the emotions of water. Water feels burned by the heat of fire. This is a combination for disaster in intimate or very close relationships when both people are in each other's auras.

That one element combo cannot fathom the other element combo is ok. This is part of the Game. This is part of the different experiences that our Higher Selves require. There is nothing wrong with either Moon sign person. An air sign Moon complains about the water sign Moon's emotional displays. The water sign feels the air sign is shallow and emotionally dead. The are both correct...from the standpoints of where their incarnational Moons are at. There is NO error, NO fault. It's just the way you are. It is best for incompatible Moon signs to put space in between them. The more space, the more comfortable each Moon will be. They can make great long distance friends, but would fight if they lived in close quarters together.

Emotional fire is learned by the Higher Selves in hundreds of incarnations in each of the 12 Moon signs and all 4 of the sign elements. The Higher Selves also require other combinations to interact with the Moon sign choice of an incarnation. Air sign Sun and water sign Moon...Air sign Sun and air sign Moon...Earth sign Sun and fire sign Moon...and so on. All these combinations come up with individual personalities and traits.



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If you want emotional compatibility in your life, you must have someone whose Moon is compatible with yours. A disastrous combination: fire Sun, Moon and Rising Sign married a water Sun, Moon and Rising Sign. That was years of misery on both parts. Fire and water made daily steam. Why do people who are SO astrologically incompatible marry? Mars...sex compatibility which is fleeting and temporary and should never be the reason to marry or live together.

It is your water Moon incarnations that give you the most and the best experiences in learning or using emotional fire. The emotions flow freely and easily when the Moon is freest to express itself. Earth Moons are great companions for water Moons because earth can absorb the emotions and it feeds their emotional Moon. Mix an air Moon with an earth Moon and you have a dry desert...nothing grows. Yet a fire Moon does very well with an air Moon since air feeds fire.

Painting with emotional fire is valid when the painter controls the emotions and not the other way around. I can daily see people who allow their emotions control them. They say all kinds of vicious, hurt-intending things to someone they cannot understand or want to control (and the person won't allow themselves to be controlled). I made an observation to one person who launched a victimhood tirade because they couldn't handle what was said to them. This is the emotions controlling the incarnation. This is typical for almost all incarnations and is part of their learning process. Lots of people get hurt by the unnecessary verbal barbs tossed about daily. At my stage, it's better to use one of the Laws of the Universe and withdraw than to be involved in an abusive relationship where emotions control the other person.

With your Final Incarnation's departure from the Game, your Higher Self has all the emotional experience variables shim needs to express a full range of emotional concepts, but these are emotions under the Higher Self's control and not the other way around. It is incomprehensible while still in the Game to fully understand the value of these emotional experiences to your Higher Self. It is this emotional fire that will become critical to you in higher densities. You will know how when YOU are ready, not before.

### **The Herd Mentality and Victimhood/Victimizer**

8/30/2003

One male member of a reality show complains to another about the lack of honesty and excess of treachery of *some* of the female show members. He accurately uses such great descriptive words as "bitches" and "whores". Unfortunately, the man he talks to says (behind the first man's back) that "he has a problem with women".

The herd mentality of body ID oriented females is that if you have *any* problems with one of them, you have problems with the *whole* herd of cows. If the second man wasn't being controlled by his Orion male-subservient EndGame commands, he could have said that the first man has valid problems with these females and they are justified. I've seen it over and over again, at work - on television - out in public, if a man takes issue with almost *anything* a female does/says, they are almost guaranteed to throw in the victimhood chestnut: 'you hate women'. IT'S A CONTROL DEVICE! The problem does not lie with the men who are doing what the simultaneous path, male incarnation is suppose to do. Finger pointing should go to the females for allowing themselves to be retro-manipulated into something unintended for the simultaneous path female, but is very common with *sequential path females*.



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Women, especially in America, have coveted the title of men haters during EndGame. While that is one thing, weak men let them get away with this abuse instead of acknowledging that western females have become sequential in attitude and have embraced the Orion mode while denying the simultaneous path. This is empowering to the Dark polarity and to the alien sequentials. They've actually found a way to seriously interfere in the simultaneous sector of the Game. If a female dumps the Orion 'you hate women' tag on you, don't be defensive. That is what they want as the first step in victimizing.

The herd mentality has offshoots into other victimhood sub-categories. Other observed victimhood persecutors:

- disagree with anyone jewish or what Israel does and it's "you hate jews". This group lives for victimhood because, in their mind, it allows them to victimize others. The Israelis today compare to the British/Spanish/French/Portuguese invaders of the past. The Palestinians are to Israel what the Native Americans were to those western European invaders. Notice how every time that Israel is up to no good that the same old World War II German films are paraded out. The old bait and switch. Don't fall for it.

- disagree with anyone black and you constantly hear that it's "you hate blacks". This is another group that claims it wants to be considered on a non-racial basis but continues to remind everyone OF their race. They get hyper about real or imagined racial terms used on them, but don't hesitate to use racial terms on others. If they don't want to hear "nigger", then they shouldn't toss about "cracker" or "whitey" which they intend to have the same effect that "nigger" has on them. Don't want to see blacks mocked in film/tv? Then expect that other racial groups want the same deference. You reap what you sow. This indicates extreme insecurity and a desire to victimize using the victimhood mode.

There are other body ID groups who, seeing the success of these victimizers, are trying to adapt it as well. Central Americans, South Americans and related Spanish speaking islanders have been trying to use the same herd mentality and victimhood/victimizer mode. Even some whites have attempted this.

Victimhood blames ALL whites for what certain WESTERN European countries did in the past. This is also body ID especially since, as a simultaneous incarnate, you have been part of that group. You are incarnated in ALL Earther races and both genders many times over. Yet you allow yourself to be manipulated by polarity and aliens who want nothing less than you to fail in the Game. Lower astral entities cheer when divisions increases. The lower astral entities support the Dark side and the sequential path. EndGame is a real mess and getting worse daily. EndGame is all about trying to get you so wrapped up in body matters that the spirit makes little or no progress. *Matrix V Gold Edition* is the bane of EndGame and has what you need to spiral out of the Game. The Year From Hell continues. Gain control of who you really are and observe.



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**Final Expectations & Reality**

9/1/2003

Final Incarnations are, by far, the most secretive of all your incarnations. They know A LOT and that's an understatement. Final Incarnations will not go public unless there is a significant purpose for doing so and even then it is with identity blocks. *Matrix V Gold Edition* was the reason necessary for this Final to come forward. It was my project for EndGame. It is not necessary to know me personally. It is, as I say in M5, the materials that count and not who my incarnation is.

Lightsiders have gone to *great* lengths to portray their so-called ascended masters as the Lightside polarity icons embodying optimum Lightside traits. This is the all-giving, all-loving (hence the phony 'unconditional love') and never ruffled genie who dispenses whatever to whomever succeeds in rubbing his lamp. THIS is pure bullshit and fantasy. Yes, there ARE people who try to pass themselves off, in public, as someone like this. They thrive on followers. THAT in itself should be enough of a flag to warn any M5 reader. They encourage a ring of sycophants who act as priests/priestesses who everyone else must go through to possibly fall into the honor of basking in their master/mistresses' light. In my training path, I've had to deal with this type once or twice and always went around the intercepting ring of sycophants to talk to the person that they tried to keep me away from. The most Advanced, that one of these follower-seekers could be, is mid-Advanced. These tend to be full of themselves, heavily into polarity and think they have reached the top of the experience pile. This is a false summit that they will discover on their own.

When Matrix V came out, I had a few people email me to say that they are a "Final" incarnation. I knew that this was not true at all because there is no purpose in making that kind of announcement even to me. If I am to meet another Final Incarnation during EndGame, it will not be in that manner.

Most people who email me expect a version of the Lightside master and become rapidly disenchanted when they discover that is not true. An Awakened Final Incarnation would never act like that. Refer back to *Matrix V Gold Edition* and read what this incarnation is and what Balance is. Just from reading M5, you should be able to tell by my writing style that I am not a polarity icon in any way. If you read segments of M5 that make you uncomfortable....GOOD! This is an effect of the keys on your experiential loops. If you are body ID'd, you are not ready for most of M5. It clashes with what you are commanded to beLIEve in. And, if you ready M5 with joy, what you have been waiting for is now in your hands.

A few people who have communicated with me could not handle that I am not like the Lightsider-like icon they assumed me to be. I paint with emotional fire which usually drives the incompatible Moons away because they can't handle it and they try to blame me for not being what THEY think I should be. In their disappointment, they show their bitterness and mean dispositions. They have revealed their agenda to me.

I have permitted 2 readers to visit with me for a weekend and we had a great time because they are Advanced enough to know what NOT to expect from me. We talked M5 and related, but we also went out and played. Interacting with others who know that I am 'The Author', I *will* test their resolve and see if they can handle it. Very Advanced and another Final would be able to handle it well and not hesitate to play back.



So, if you have fixed ideas as to what box an Awakened Final Incarnation will fit into, throw that box away. You are setting your limitations on an incarnation that has succeeded in breaking boxes and others' expectations. If this makes you uncomfortable, then you should remain with people at your level and proceed at a slower pace. This Final Incarnation is not here to fit your preconceived notions and limitations. Fuck off, you are not ready. Your Final Incarnation is unique. Each Final Incarnation is unique based on the plan of that Higher Self. It's this uniqueness that enhances the loneliness that becomes your companion once you've reached Very Advanced levels. It's a preparation for higher densities and events for you after EndGame.

### **The Start of EndGame, Equality and Polarc Racism**

9/3/2003

**Warning:** If you are at all body-ID oriented, you should definitely not read this segment. It is too Advanced for you to handle!

The first public thread of EndGame and sequential alien tampering with Earth came in the American Declaration of Independence with the phrase: all men are created equal. This just is *not* so unless you are a sequential, alien planet where they *are* all created equal. Those who wrote that declaration were not your average people, but several had very strong ties to the planetary power structure, including Benjamin Franklin who was one of the ringleaders. It was the creation of the idea of the United States' illusion of equality that heralded the beginning of EndGame even though equality written in this document did not exist. That it was publicly acknowledged started the ball rolling. The setup was with the US declaring this while still a slave owning, Native American persecuting political unit. This equality was, and still is, an illusion to move the Earth to a sequential path.

First of all, refer back to *Matrix V Gold Edition* and segments dealing with who created Earthers of today. These are you physical body creators. As written in M5, these genetic scientists created specific races for specific reasons. One of the reasons was *not* equality. The black African race, for example, was created as a manual, heavy work labor force (primarily for mining). Other races were created for other purposes which were further modified by still other alien genetic scientists in ancient history. Equality was never the intent of the creators.

On a simultaneous path planet, as Earth is for this galaxy at this time, the ways of equality are suspended to allow for maximum experiences and freedom of path expression. On sequential path planets in the rest of the galaxy, equality is standard in most respects since the planet progresses as a whole rather than as an individual. Even in the Orion Empire, Mintaka will say the reptilians are equal in stature when compared to any other race or planet. Yes, the females rule, but the males are still Orion reptilians and second only to their females.

Other sequential planets have the males and the females as roughly par in abilities and positions, but then they progress as a unit/planet and individuality is discouraged unless it can be applied to the planet as a whole.

Earth, however, requires individual Advancement. Progressing as a planet is not permitted since it is not simultaneous. The 'no one left behind' attitude moving through American liberal circles is also sequential in idea. IF one wants to progress as one of a group, stay on



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the excruciatingly slow sequential path. The aliens set it up here with different races. The simultaneous path took advantage of that and, hence, Earth became the simultaneous path planet after the last simultaneous path planet's spirits spiraled out of the Game.

The sequential aliens found there was not anything serious that they could do after Earth was marked as simultaneous path planet until EndGame was opened. EndGame signaled the beginning of the spiraling out process after thousands of years of simultaneous, very varied experiences. When 'all men are created equal' became public, it was the signal that the simultaneous Higher Selves were waiting for - the start of the breakdown of individuality and the need to look to spiraling out of the Game as this session was coming to an end. The introduction of alien technologies and equality of genders were major parts of the dismantling of the simultaneous path on Earth. Again, refer back to *Matrix V Gold Edition* for more details.

On Earth, not only are the physical bodies not created equal, the spirits that inhabit these bodies are not equal EXCEPT in the case of minion incarnations. The fact of minion incarnations on Earth existing are also part of EndGame and alien technological interference. Since we, as simultaneous incarnating Higher Selves, do incarnate at different time periods in non-linear progression, our spirits are not equal in the time periods chosen. A Very Advanced living in ancient Greece is not equal to a Low incarnation of another Higher Self living at the same time. This is NEVER an issue among the Higher Selves. This, however, IS an issue among sequential incarnates who envy the simultaneous pathers, but do not have the courage, at this time, to join that path.

The joy of simultaneous incarnations is to be a female with unique female traits and duties that are vastly different than male...to experience the joys of one race and then another different one without the experiences being the same. During EndGame, these joys are rapidly being eliminated by the artificial status of "equality". Notice how much has been taken away under the sequential path guise of 'equality' and how rapidly the planetary rulers are attempting to force a one planet attitude by combining Europe as one to copy the American experiment. There is MUCH more to this than I've covered in this and other M5 segments.

One other point I want to make here is the polarity sides of racism. If you don't like anyone or have prejudices against a race ONLY because that person belongs to the target race, you are a racist and have racist experiences. Dark polarity racism is prejudice/dislike/hatred to those of a race other than yours. Light polarity racism is prejudice/dislike/hatred of the race you currently are incarnated in. Dark polarity racism examples: white hates black, black hates white, yellow hates red, red hates brown and so on. Light polarity racism examples: white hates white, black hates black and so on. This polarity is sadistic/masochistic. Adept Matrix 5 readers can connect the dots. Light polarity racism is most common today with whites prejudiced against their own race and cater to others at their own expense. The Very Advanced and higher know that they are in all races as different times. The Very Advanced do not look down on their race or others and do take people as individuals regardless of race. It is spirit connection to spirit that is most important.

It is important to realize how the polarities are manipulating Earth into a sequential path to eliminate Earth as the simultaneous path planet of this galaxy. Think about these matters and see what conclusions you can draw.



**A Closer Look At Polarity & Racism**

9/4/2003

In the segment I wrote yesterday (9/3), I mention the Light and the Dark versions of the polarity of racism. Darkside polarity is when one race hates/dislikes another different race *only* because of their race. Individuality and the spirit animating a body in that race is of no concern to the Darkside (or Lightside) racist. Darkside racism has existed ever since the alien genetic scientists created the various races from Ancient Earthers. Refer back to *Matrix V Gold Edition* for segments on that topic. The common complaint by the object of this racism is "the color of my skin". This is not true in itself, although it can be the prime identifying factor in some cases. Racial identification is not limited to skin color at all. Physical features/textures, customs and mannerisms are also part of the racial ID. If the color of one's skin was the *sole* factor, European connected whites would never go for a tan. I've seen whites with darker skin than some who identify themselves as black.

There are MANY flaws in identifying/categorizing people by race. Most white Americans have the same color skin as northern Chinese, for example, but yet Asians are considered the yellow race. It's the eyes, people will say and the mannerisms. I find the differences far more interesting and embrace the differences, but if their eyes were like non-Asians, could they pass? Skin color is just an excuse.

In another example, look at the Indians and others near India. Many of them have skin darker than many American blacks, but yet they are not identified as a 'black' race. When the Mormons had their ban on giving the priesthood to blacks, it was African blacks only. If it were JUST skin color, why were Indians not in the same boat as African blacks? Darkside racism is nonsense to the Very Advanced and above. Refer to *Matrix V Gold Edition* to see what I've written about alien racial make-ups. The desire for the whole planet to act like one, be like one with the mannerisms of one is sequential in origin. The removal of differences is part of their plan in altering Earth from a simultaneous planet to a sequential environment. It is very important that you remember that when observing what is going on.

This brings me to the Lightside racism: disdain for your own race and attempts to embrace another at the expense of your own. Using EndGame America, with blacks who had their freedom or those who were freed during the Civil War, many tried to be like the whites at the sacrifice of their own heritage. True, most had lost that heritage, but few were interested in regaining it. They clung to the religion of their masters and were not interested in the religions of their homeland. They tried so hard to fit in. Instead, they were rebuffed, in most cases (there were exceptions but they were few and far between) Southern states, deprived of their slave workforce, found other ways to embarrass and enslave these people. It wasn't until the middle 20th century that the federal government forced changes. Again, a whole other story. Many embraced Lightside racism at the expense of their own race.

This changed rapidly in the 1960's and later as blacks struggled for racial identity. Some substituted one master's religion (christianity/white) for another master's religion (islam/arab) both with the same alien deity. Names were changed to arabic. One would have thought that there would have been a far greater move to adapt non-Arabic, African cultures of their past. There were those who did, but far more chose otherwise. This also heralded a change from Lightside racism to Darkside racism by many blacks which is pretty overt today. If you want more on American racial history, you'll have to do your own



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research. Know, however, that Earther books are tainted and biased in either direction. The best resource is the Library on Monroe level 27.

Meanwhile, much of the overt Darkside racism by many whites has been replaced by a Lightside racism of white disdain. These are many white who revel in anti-white racism, eagerly drop their culture/heritage in favor of adopting American black culture/speech/clothing, etc.

BOTH Dark and Light racism is of the Game. Feelings of racial superiority/inferiority run rampant and one side tends to feed the other. NOWHERE in either racism polarities does the individual spirit come into play. The spirit is ignored. To Dark/Light racists, the body ID is the *only* thing that counts.

Dark racism is a feature of the Low level of incarnation. Mid level incarnations start to vacillate. Light racism is a feature beginning in Mid level incarnations and evident through mid-Advanced incarnational levels. Remember, part of graduating from the Game involves recognizing many of the mechanics of the Game, again, refer back to *Matrix V Gold Edition*. Once you have broken BOTH Darkside and Lightside racist experiential loops, you look to people as their spirit and not their body. Body ID, while necessary for Low and Mid level experiences, will hold you back if you cling to them during Advanced stages, especially in mid-Advanced. You will not be able to navigate beyond the mid-Advanced level if you still are experiencing your Lightside or Darkside racist, body ID attitudes. It is a bit more complex during the Awakened Final Incarnation and there are interesting facets of polaric racism that you will learn when you arrive at that level prior to Game spiraling out.

Coming to grips with spirit rule over body ID rule is a HUGE goal during your stay in the Game. The rewards that will come to you in overcoming massive Game experiential loops are truly awesome. Consider what I've written here. It's your path...you are where YOU are meant to be. Change can only come from within YOU. It cannot be forced.

**Sequential Compliance & Wave Path Incarnations**

9/8/2003

The indignant, insecure-in-self person whines, "Do you think you're better than me?" or "What makes you think you're better than everyone else?". This type of commonly heard complaint is sequential incarnate based. Remember, the sequential path incarnates progress as a planet and not as an individual. In the sequential path incarnations, everyone is expected to sacrifice individuality in favor of planetary group progression. Read more about sequential path incarnations in *Matrix V Gold Edition*.

Notice, though, that you STILL have these kinds of comments made here on Earth among simultaneous incarnates. What gives? There are a few reasons for the existence of this wrong attitude. First of all, a former sequential path Higher Self having Low level incarnations interacting with Mid or Advanced level incarnates. The Low level, with body ID's in full control and subconscious inclinations of 'everyone the same', will react with the 'Do you think you're better than me' phrase which is used on sequential planets when one tries to advance beyond the planet as a whole. This phrase is expected to be a victimhood complaint and to be answered with contrition and a return to the group fold. While that may well hold water on alien planets, it's bullshit on Earth. Sequential path compliance is invalid on Earth for simultaneous path Higher Self incarnations. This type of attitude,



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however, gains support from sequential incarnates (aliens) on Earth who are steering Earth to the sequential path. Again, refer back to Matrix V Gold Edition for more on this.

Another reason for this attitude is minion incarnations. This is because *the Earth Spirit progresses in waves*. ALL Nature Spirit incarnations as trees progress as one unit but differently than fish. ALL Nature Spirit incarnations as sheep progress as one unit but differently than dogs. ALL Nature Spirit incarnations as butterflies progress as one unit and so on, yet butterflies do not progress the same as rocks. This is the *Nature Spirit wave path* bringing to your awareness the third type of Higher Self path in the 3rd density Game. I remember when I was in Sedona, Arizona and was told about a type of grating that was placed on the road to keep livestock off the road. This kept them off until one sheep or cow figured to roll over the grating to get across. When this worked, suddenly all of the herd did this. They advanced in learning as a group. Minion human incarnations retain this wave mentality. Remember minion incarnations are a perversion due to over population and alien manipulation of EndGame Earth. Refer back to Matrix V Gold Edition for more on that. Minion human incarnations will try to impose restrictions on Advancing simultaneous incarnates with the 'you are not part of the herd wave' attitude.

Nature Spirit wave path incarnations make each grouping of plant, animal, rock, etc progress as a unit, similar to the sequential path. Yet each wave progresses independently of the others. All waves exist simultaneously but have vastly different experiences. All of these experiences are processed by the planetary Nature Spirit which is also connected to the Solar Spirit. Nature Spirit wave incarnations interact with sequential and simultaneous paths depending on the planet involved.

The demand for sequential compliance must be learned to be ignored by the Advanced groups. Light polarity adherents, when asked if they "think you're better than everyone else" will always play the role of appeasement and try to ease the indignant lesser incarnate level or minion waver. There is no need to make excuses for what you have earned! All simultaneous Higher Selves have ALL levels of incarnations from Low through Final. At another time period, one has an incarnation that is Low and may feel insecure around those more Advanced. Tough! That's the way the Game and the simultaneous path is. If one doesn't like it, they should have never left the group security of the sequential path. As for the minions, that's their problem as well. Of course if you're a breeder in EndGame, you brought some of this down on yourself for bringing minions into human existence. It's part of your experience and path. More rocks in the Rocky Path as per M5 Gold segment on Smooth vs Rocky roads.

You have earned where you are today with experience and hard work in breaking experiential loops. There is one exception to this that must be considered: those born into wealth/position rather than one who has earned it. There are many aliens on Earth in power positions who never earned it, but were installed or appointed because of the desire to control Earth's descent into sequential vibration. If anyone's claim to position is due to family or other body related ties, it has not been earned. The various 'royal' families, the children of those who started business empires, those who claim to be descended from a line of traditional witches/the pilgrims/royalty, etc. These are first of all body ID and not spirit. Body ID claims are empty on the spiritual levels. Body ID/genealogy are sequential alien requirements.

The person who succeeded despite their body ID has truly progressed. Are they better than those who they left behind - hell, yes! The person who breaks a significant experiential loop



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- better than one who still clings to it? Hell, yes! The person who has Advanced from Low to Mid incarnational level - better than the Low? Hell, yes! Be proud of your achievements. If someone who hasn't been able to break their loop is jealous, that's THEIR problem. Lightsiders try to appease the insecure (and limit their Advancement). Darksidiers lord it over the insecure (and limit their Advancement). Balance just says what it is and goes on with their business without fanfare. Mid is better than Low, Advanced is better than Mid, Very Advanced is better than mid-Advanced. It just is. The good news is that all simultaneous path Higher Selves will experience all levels and graduate and THAT is what really counts.

**German Concentration Camps, Israel & The Game**

9/10/2003

The concentration camps of World War II *had* to exist. I'm not talking so much about the American concentration camps for the Americans of Japanese heritage or the Soviet concentration camps for everyone who disagreed with Moscow. I'm talking about the German concentration camps that held jews, gypsies, gays and an assortment of other groups that Berlin disagreed with. It was also necessary that these people, if they couldn't be worked to death, be mass murdered.

It is nonsense for those who say the death camps never existed. I've been to Auschwitz and Birkinau in Poland and the vibrations are ghastly. No, they definitely DID exist. Some research in the Library on Monroe level 27 brings up fascinating information into a facet of the Game that I will share some of it here.

For one thing, why did the jews wind up with their own country, Israel, because of the German Dark event while no one was calling for a land for also long persecuted gypsies, for example? While it was true that the jews were the single largest group of people murdered, they were not the only ones, although they would like the world to think so. One hears barely a peep about the other groups murdered. Again, why?

In order for the country of Israel to exist during EndGame, something traumatic HAD to occur to force the majority of the world's sympathy (at least in western countries) for a reason why it should be formed. This came about by the meekly marching off to the camps by these people. Those who weren't meek were shot, but this event was more than it appeared. It was a major effort by the Game with the creation of Israel in mind.

Using the death of millions as leverage, along with British(first) support and waving the World War II images, the idea of a state of Israel became a reality in EndGame. The state of Israel is a major area for EndGame. Israel could not exist WITHOUT the sacrifice of millions during the 30's-40's. Remember the jewish religion is one of sacrifice and blood spilling. This is a trait of both reptilian and sirian presences who require blood sacrifice.

Victimhood was embraced by the jews who are one group that enjoys using it liberally to get their way. Guilt is one of the main control methods of the religion and its people. They can get hyper about any criticism of Israel or themselves because they want others to back off from getting too close to the reasons why.

EVERY simultaneous path Higher Self has had incarnations as both male and female jews. Notice the heavy dependence on body ID that they have. Also, the child of any jewish



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mother must be brought up Jewish. This not required if the mother is non-Jewish with a Jewish father. This is an Orion trait in this seemingly Sirian religion.

You can hardly turn on the television in the US without being able to locate some channel showing a documentary on the Germans and WWII. This is intended to sway those who are suspicious of Israel's ruthless actions today. Israel is today to the Palestinians as some of the western Europeans/Americans were (and America still is) to the Native Americans. Push them back, contain them to worthless reservations. The Gaza Strip is one of those reservations in Israel. America had the technology of the time to drive the Native Americans back. Israel has the technology today to do the same to the Palestinians.

While you hear all kinds of commotion about Iraq, Iran and Korea's nuke potential, not once do you hear any official word about Israel's nuclear arsenal or other weapons of mass destruction. Why is that? The Game has something planned. Notice that those who complain about other's weapons are the same nations that have the worst weaponry!

Go back to the formation of Israel coming out of Britain. The Ninursag (refer to *Matrix V Gold Edition*) lives in London. London is the central point of reptilian control on Earth. Go back to before America got into WWII. There was a passenger ship full of German Jews who were turned away from all the "freedom loving" ports of the US. The government would not allow them to dock. Nothing must interfere with the intended slaughter. Who knew what back then? The highest up knew much. Those who died knew nothing. The others were led by manipulative governments. The Library on 27 contains histories the way they happened and not tainted by the victors or dictators who write false histories. This segment is out to make you think and also assist you during EndGame events.

**Latest Lightside Deception**

9/22/2003

The following is part of a message that is vomited by the Light polarity:

"Message from the Mayan Elders of the Eagle Clan"

"This call is urgent in the face of the prophetic times in which we are living principally for the spiritual guides and conscious people. At this time, we need to unite and create a belt of light that will contrast with the negativity. At this moment, the elders and the shamans of the Mayan world are making fire ceremonies daily, without end, in a manner similar to the Native Americans who are working hard with their own ceremonies. This is true of our brothers the Hopi, the Huichol elders, the powerful Taitas throughout the Amazon, the great wise ones of the eternal snows of the Andes, the Ayamaras, our brothers in the Sierra Nevada, the great Tibetan wise ones and all others that don't have a visible form. Each one with their own tradition and mystical knowledge and sciences, are working to create this balance that has been denominated "El K'uxaaj Saq' Be'" - the path of the positive energy / the white path of the good heart. This is where the two poles intersect over the west coast of the American continent, touching the continent's energetic centers simultaneously reactivating the positive flow of energy. The call is so that we may all work together? the elders, the shamans, the wise ones and all of the people that have the awareness in order to change the negative force. It is about reaching all of the people with an urgency, to counteract the events that are juxtaposed to this period of August to December. The elders are making a call for the balance that needs to exist, with the intention of calling all leaders as well as all of the people that have the desire to achieve the balance. "

Notice that, with typical Lightside technique, they would have you believe that all the world's shamans, elders, etc are chanting the white light mantra to "change" the Dark. They



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even identify themselves as "the white path of the good heart". For readers of *Matrix V Gold Edition*, you know that this is *not* Balance. These people are involved in attacking the Dark under the guise of for the "benefit" of others, another Lightsider delusion.

The ONLY way to end a polarity is for the opposite polarity to merge with it. THAT is what Balance is. Balance is not the elimination of the Dark (or Light), for each polarity is dependent on the existence of the other. You cannot have Light without Dark and Dark without Light. Light is spiritually immature to believe otherwise. Those who shake their rattles and beat their drums to eliminate Dark (or Light), while keeping their own polarity intact, are wasting their energy and time. Instead they are strengthening the other polarity!

Lightsiders LOVE stuff like 'messages from the mystics', those nebulous, we-know-what's-best-for-all types. They like to convey messages that Light is more powerful than Dark. It is not (refer to *Matrix V Gold Edition* for more on that). Dark would have you believe that resistance is futile. It is not.

Lightsiders fall all over this type of pronouncement that "the great Tibetan wise ones and all others that don't have a visible form" are radiating for the Light polarity. If they don't have 'visible form', they are not simultaneous incarnating Higher Selves, but beings of deception. When I was at the Monroe Institute (and since then on my own journeys), I heard about those who constantly tamper with the simultaneous path incarnates but refuse to take up the 3rd density challenge. Yeah, there's all kinds of deceptions coming from those "that don't have visible form".

As to why Earth is the center for so much shit, both 3rd and other densities, refer back to *Matrix V Gold Edition*. This interference is now way up due to EndGame.

Lightsiders have hijacked the word 'balance' as their own. A polarity can NEVER be in Balance because it has not merged with its opposite. It is important that you are aware of this deception and related deceptions on the part of polarities. EndGame is LOADED with deceptions intended to entice you into a polarity camp. EndGame is the most difficult period to be incarnated in, but it can also be the most rewarding.

### **Child Heroics in Film/Cartoons**

9/23/2003

That the mass media is used for propaganda is well known. Electronic mass media is an EndGame feature using alien technology and it is one way that the sequential aliens are influencing the change from Earth being a simultaneous path planet to being a sequential path planet. Since sequential path alien planets are populated by beings who remember their past lives, it is easy to see why there would be (on Earth) child prodigies. Since they have their past lives' memories, there is nothing new in the mental areas so the alien 5 year old knows what it did when it died at age 134, for example. For more on the sequential path for Higher Selves, refer to *Matrix V Gold Edition*.

It has become increasingly popular in western culture to portray children as heroic types doing things that a simultaneous path child could never do. Japanese anime is loaded with these types with the oversized eyes (alien). Disney and other studios churn these out as well with stuff like Spy Kids, Powerpuff Girls, etc. In no way could a simultaneous path



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incarnate, in real life, do anything like these shows depict. No can Earther females carry on like Lara Croft either unless they were Orion reptilian, for example.

What the sequentials are attempting to do is to make you desire to be like these fictional types. They are trying to entice simultaneous path Higher Selves to return to the sequential path. Of course this is impossible and the Very Advanced Higher Self incarnations know the futility of this, but the lesser incarnations will, to varying degrees, want this to be. This is just more alien meddling in Earther simultaneous affairs. The sequential path Higher Selves know this, but they try to throw some sand in the engine of EndGame to halt your progress. These bitter bettys are unhappy with former sequential Higher Selves who have chosen to leave their slower path for the simultaneous fast track. They try to influence the now simultaneous incarnate to defer to the alien far more advanced technology and alien aura which are both held in awe by the polarities on Earth. Notice, however, that these aliens steer a wide path away from anyone Very Advanced or Awakened Final incarnations because the jig would be up for them. This is a reason why they avoid Monroe level 27 as well.

If one cares to watch the child heroic films for entertainment, that's one thing as an adult, but the sequentials are primarily after influencing Earther children who are more vulnerable to impression than an adult. Hence also, friendly reptilian/alien characters who are here to "help" you. If you still embrace the breeding experiential loops, you might consider explaining some of this to your kids. If you have minion incarnate kids, though, it really won't matter. That's a whole other story. The sequentials are not interested in minion incarnates for this thrust, but only in Earther simultaneous path incarnates. Yes, it is complicated, but that's part of EndGame. Be aware!

### **Physical Death: The Unchangeable Event**

9/24/2003

While waiting in line at the store, I looked at a story about actor John Ritter's death. The headline said "It Didn't Have To Happen". A common comment with people is he/she "died too soon/young". Refer back to *Matrix V Gold Edition* for other death related segments.

I've written over and over that your time and manner of death were chosen by YOU, as your pure Higher Self, for each and every of your incarnations. Your Higher Self will not permit you to die before that time and will directly intervene to stop pre-mature death. Your Higher Self will also not permit your incarnation to live longer than the set time of death and will make sure that it occurs.

The circumstances for your incarnation's death are set up to fulfill your death experience. If it is to be for health related reasons, you will experience what is necessary to complete the event. If it is to be violent or accidental, you will be in the place at the time it is to occur.

There is SO much information and DISinformation out there about what to/not to eat, drink, smoke and experience (conform, conform). One example is how bad fluoride and artificial sweeteners are. Yet, despite all this info, people will still use these products. Another example is smoking. With all the warnings and labels of death on the packages, people will still smoke. It is *their* path and *their* experience. Even non-smokers die of lung cancer due to second hand smoke environments and some smokers will never die of it. You cannot die from circumstances that your Higher Self has not agreed to.



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In the Ritter case, the article said that he could have been "saved" if he would have gone to the doctor and followed his advice. He did not do that because his Higher Self knew it was contrary to shim's planned event.

There are people where I work who, in between their chain smoking, will tell others what they should or should not consume. This happens *all* the time. The non-fat freak, the artificial sweetener junkie and the chain smoking health advisors all seem to know what is 'best' for everyone else. What should be kept in mind is that IF a beneficial product comes to your attention AND you feel pulled to investigate or use it, then that product may be for you. If you are not pulled to it, move on. For whatever reason, it's not for you. Your Higher Self will make sure that what you need is made available for you in the incarnation you're experiencing. For me, the Novus Research triad of products works excellently. I have told others in my area about them, but no one else is inclined to know more. That is their path and I don't push the items once their minds are made up. Remember the Laws of the Universe on that topic.

Remember also that your incarnational path is unique and unique means as individual as you can get. Take what works for you and dump the rest. If making yourself a regular in your allopathic doctor's office is what works for you, don't assume that it is what all should be doing. If you feel you need your body poked and jabbed in the belief that it will make you live longer, this is part of YOUR experience. You will hear comments like "oh, you're xx years old so you need to do this or that". Follow the leader or the herd? If you do, it's your experience. If you don't, it's your experience. "But if you don't, you'll die". Appeals to the body are common, but the don't work when the spirit controls the body. Watch the herds line up for free flu shots - all body ID'd. The body responds to panic and lack of immortality. If you are still body ID'd, you have a vastly different set of experiences than if you have broken those body ID'd experiential loops. Do what YOU have to do and follow YOUR experiences. Just remember that you *cannot* die before or after your time whenever that time is.

**Body ID Concept: "My" Children**

10/1/2003

While watching the old film, "Oh God, You Devil", a man sells his soul to the devil for another and famous life. For information on the concept of selling one's soul, read *Matrix V Gold Edition* where a segment is written on that topic. While in his new life, but having his former life memories intact (how sequential can you get), he discovers that his former life female interest is pregnant. She is now married to another guy who sold his soul to this devil to be married to this pregnant female. The original soul seller complains to the devil that "she's having my baby". No, she isn't. She's having the baby of the body that she's married to. Even though another spirit is inhabiting that body, it is the child of that body, not the original body's spiritual inhabitant.

Putting aside the body swapping, devil dealing story line that is fantasy, the fact is that it is physical bodies who procreate, not spirits. As far as I know, the Mormon religion is the only one where they claim that you will create spirit children if you make it to the celestial kingdom (where male spirit priesthood holders have harems of female spirit women working in their spiritual kitchens and having spirit children.). This is pure fantasy. When you are experiencing the breeding loops, you are assisting in carrying on a physical line, not a spiritual one. "My child" is correct if referring to your body's creation. Once you leave that



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body by dropping dead, you are no longer connected to a physical body and, therefore are no longer the parent of the child. What you did, from a spirit point of view, is participate in the experience of creating children by occupying the physical bodies who, in fact, created them. Your spirit force animates the physical bodies. In a different example, you are the electricity that powers a toaster. The electricity didn't create toast, but it allowed the toaster to complete its function.

Look at this differently: In creating children bodies by using physical bodies, you have opened a door for the body to be occupied by a spirit. You have NO say in what spirit will occupy that body unless some previous agreement was reached with another Higher Self. Refer to *Matrix V Gold Edition* to see what kind of spirit beings occupy the majority of Earther physical bodies during EndGame. In some instances, a kindred spirit may inhabit the child's body because of previous Higher Self agreements. In many instances, it is purely random. In other instances, it is because that physical is optimum for the Higher Self incarnation to experience what shim has set forth in shim's plan for the current incarnation. This Higher Self is not in a pre-agreement with the parent's spirit, but Higher Selves are well familiar with this type of opportunity. Likewise, a Higher Self may occupy a newborn body created by two minion occupied Earther adults. It is the experiential loops to create the physical body that control the procreation process. You did that and now it's time for the consequences of that experience which include the odds heavily not in favor of you knowing what spirit is animating the new child body. From the Higher Self point of view, it's all part of the experience. Some times you strike gold with a terrific kid, some times you strike shit with a minion incarnation and some times you just settle for mediocre or lots of other variations.

This possession of people, be it spouse, boy/girl friends, kids, etc is a physical feature resulting from the Game's body DNA commands on simultaneously incarnating Earth. This is not a spiritual thing, but is extremely difficult to control. It may not be until your Awakened Final Incarnation that you gain sufficient control and rely on the Laws of the Universe. The possession of bodies, other than your own, is also a dominance item, hence Dark in nature. Physical bodies have a life of their own due to the massive number of DNA commands and experiential loops, while you, as with the toaster example, are the electricity. Yes, that concept oversimplifies the situation, but the Very Advanced will be able to grasp it. Children are children of the body and inherit the parents' genes, etc. It is body ID'd to beLIEve that the children are yours (spirit) however it is in the Game's interest that you do beLIEve that because it detracts from your higher growth. The Game wants you to concentrate on being the body and will do whatever it can to keep you from remembering who you really are. Lots more on these topics in *Matrix V Gold Edition*.

### **The REAL 'God' & 'Satan'**

10/3/2003

We are brought up, with most religions to believe in a 'god' and a 'devil'. While the name, Satan, is specific to one god fantasy religions such as christianity, muslim and jewish, Satan is just another name for the mischief deity who is the opposite of the main 'god'. All religions have the 2 polarity beings of good and evil under a variety of names. Polarity here is the key. The desert god (so popular with christians, jews and muslims) is considered the god of good, hence Light polarity, while Satan/devil is considered the opposite, in reality the god of evil, hence Dark polarity. Look to any other religion to spot their polarity pantheons. This is a function of the Game and this function was installed by various alien



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groups who molded the former Ancient Earthers to worship them with their vastly impressive technologies.

To see who manipulates these deities, you have to move far beyond the obvious and not so obvious. The Game itself, which is a creation of certain Higher Selves, contains both polarities. However the Game is created to throw blocks, dead ends and red herrings to those who play the Game. The Game IS the ultimate issuer of lies and deceptions. The Game is the REAL Satan, not because it favors one polarity over another (it doesn't) but that it will lie to cover up the truth and Satan is referred to as the 'father of all lies'.

On the other hand you find the Higher Selves involved in the Game. The goal of the Higher Selves is the truth and Balance via experience in the Game. The Higher Self is the REAL god in the Game, but the god of only shim's incarnations and not of any other Higher Self's incarnations. The Game has warped this concept by condemning multiple gods when there are multiple deities. At the same time luring you to believe that there is only a single deity. Yes & no....there are multiple gods, but YOU have only one god.

Look to the 'first commandment' of the jewish/christian mythologies: 'I am the lord, your god. You will have no other gods before me.' Toss in lots of anger, psychotic control and jealousy (Dark traits) and you have the christian/jewish mythological deity. However, the Game has used this to trick a host of the Higher Selves' incarnations. It would be correct to rephrase that so-called commandment to read: "*I am your Higher Self and you are me. I am solely responsible for your incarnation and path. What other Higher Selves do with their incarnations and paths is their business. It is to your detriment to compare the wonders I have for your incarnation to the wonders that other Higher Selves have for their incarnations. Focus on your path and grow knowing that I am always with you when any other incarnation has long departed. You and I are the same. Find strength and comfort in that. Grow and return to me and we will be one.*" Your Higher Self is YOUR 'god'. That makes you the 'god' inhabiting the temple of the body. More on this is covered in *Matrix V Gold Edition*.

The Game throws out a myriad of lies, half-truths and deceptions to attempt to keep you from ever discovering this. You definitely will discover it, in stages as you Advance. This involves breaking experiential loops and suppressing alien DNA commands which will allow your spirit to exert more and more control over the physical.

Naming the Game as the real 'Satan' and your Higher Self as the real 'God' is significant. It moves beyond simple 3rd density polarities. The Game is yin-yang balance - equal amounts of Dark and Light. The Higher Self is moving to true Balance, the merging of yin-yang balance into one. If you are unable to grasp these concepts yet, just push them to the side for now. They will prove invaluable to you more Advanced incarnations. Once you are able to successfully handle and know this segment's information, you will be able to make even more rapid progress on your path.

**Dark Energy Vortex**

10/6/2003

In my shamanic journeying, I have encountered black tornado energy vortexes. My sightings of them included over prominent Darksider residences, the Giza pyramid and a cross placed on the south side of Interstate 40 somewhat west of Amarillo, Texas. Black tornados are Dark energy spirals and should be avoided by those not *correctly* shamanic



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trained. These tornado energy fields are where they are because they were constructed by at least one of the residence's dwellers or by whoever erected a Dark connected structure.

These black tornados are energy draining to those of the Light polarity. They can cause illness and mental confusion if you are exposed to them. Black tornados are energizing to those of the Dark polarity. This phenomenon is not related to any 3rd density atmospheric condition. They are a beacon to Dark astral entities. They are always present in Dark energy raising ceremonies as well.

I am releasing this information on to raise awareness and suggest you avoid these vortex energy funnels if you encounter them. *Very* few shamans will know how to deal with these energy cones anyway and it would only be under some extreme circumstance where one (who did know) would collapse the energy field around it.

### **Darkside Aggression in EndGame**

10/9/2003

Sharp observers should be noting, in this phase of EndGame, that the general circumstances have become MUCH more polaric than they ever were. With the appointment of the current resident of the White House in Washington, you had a true polarity setting: "You are either with us or against us". This was an overt and intentional attempt to force Earthers to be either Dark or Light. It also is an attempt to dismantle any balance.

Deception, half-truths and outright lies are prime tools that have been successful with the Light polarity in the past. Some examples:

- I'm doing this for your sake/benefit
- The bible/god/jesus/etc says (this) so you can't do (that)
- I'm doing this because I love you

These have been used for millennia to control others under the guise of "for the good of the whole". With the exception of certain major offenses, such as murder and theft, it's pretty much bullshit and control. The main purpose of any government is to institute more and more laws to restrict your freedom of experience on Earth as a simultaneous incarnate. The word 'institute' itself is monolithic and confining. The Higher Selves know exactly what is going on here, but are self-constrained by the rules of the Game. Read Matrix V Gold Edition for more on the rules and the Game.

The Dark polarity loves to manifest itself as pseudo-Light and use Light methods to control the masses and force your obedience. The Dark operates in service to self modes, but, just by the nature of the word 'Dark', you are not meant to see exactly what is going on. So, the Darksider in the White House uses seemingly Light catchwords like 'freedom' and 'good/bad guys'. For one thing, the Dark loves to talk down to those they view as non-peers. This means that they will use terms that adults use to children. Bush loves doing this, however in his case it is also being used to cover-up his lack of mental agility and intellectual underdevelopment which is so common in child bullies.

The Dark, especially since Clinton was in office, has seized upon blatant deceptions and lies to serve their purposes because they have discovered that the majority of those who vote will respond favorably to them. Since this worked well in the election of 00, their shrill, boldfaced lies seem to be generated quicker than pollution from a factory. September 11, 01



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was like the ringing of a bell for them to move into fully operational mode via Bush and his cronies. Even though the government allowed and assisted in the 9/11 event, the general public would refuse to wake up to the true nature of their government...and Dark revels in that. The Iraq war is another exercise in lies and taking advantage of American self-delusion in regard to their government.

In the US today, in general, the Republican party is the Dark party while, in general, the Democratic party is the Light party. The Dark party thrives on Orion-style nationalism, war, the lack of progressive change (conservatism) and the silencing of dissent when it conflicts with outdated restrictions they refuse to relinquish. The Light party thrives on sequential planetary equality, progressive change (liberalism) and silencing of dissent when it conflicts with sequential equality. Remember these governments all have their origins with the aliens who couldn't keep their claws off the Earther simultaneous experience (read Matrix V Gold Edition).

Remember what I wrote previously about the polarities as 2 sides of the same coin. Tactics are similar, but goals are different. It is only in the blending together of both polarities that one is able to reach Balance. For more on that, read Matrix V Gold Edition.

Now that the Dark party feels it is on a roll with its success in deceiving the nation about 9/11, they feel encouraged to push for even more power, the lifeblood of polarities, especially Dark. Even in my own area, the Dark party issues boldface, bare ass lies about the Light party candidates for state assembly. When I read the Dark propaganda that comes to my home, I'm amazed that any Higher Self incarnation, in the Advanced levels, would fall for this crap. The lies are just SO transparent to me. Of course the Dark locals are pushing a hard line christian and you know how hard line (fill in the blank) religions are intensely intolerant. Combine hard line christians with politics and you have major Darksiders using the disguise of being of the Light polarity, of which they never are.

This is why I recommended Al Franken's book (see review below). Al is definite simultaneous Higher Self incarnate who loves to paint with emotional fire even though he is a Lightsider. Al went to great lengths to expose the Dark's manipulation and use of lies to get their way. Dark does not like this type of scrutiny. The newly released book by Michael Moore, *Dude Where's My Country*, is another such expose that I just got. Franken and Moore are both Lightsiders engaged in battle with the Dark. It's these exposes that infuriate the Dark who wants to remain hidden. The Dark's rabid hatred of Franken and Moore borders on psychotic. Read these books but keep in mind that they are Lightside, but to find out just how extensive the Dark lies, you have to read them for yourself. I'm waiting for Moore's film next year that will expose the Dark Bush family entitled *Fahrenheit 9/11* as noted in *Dude Where's My Country*.

These examples and more, that you should be able to observe, are all part of EndGame. The Game wants the polarities to become more and more solid in their commitments. From the position of an Awakened Final Incarnation, it is awful, BUT it is a necessary part of EndGame and will actually assist in bringing the Game to an end for simultaneous Earthers. Hardline christians want to turn the US into a theocracy just as hardline muslims want to do in their countries. 'Hardline' anything lives off of hate, conformity and intolerance. This will get even worse. The Dark will invoke nationalism even more in the days to come. All this has a purpose that will end in violence. If you silence your observational criticism because you fear others will call you unpatriotic, then you are far from ready for the Matrix 5 materials. Fear is your undoing and your prison. You must overcome this fear in order to



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spiral out and you will by the time you reach your Final Incarnation. The good thing is that, as EndGame gets more intense, the end draws nearer and we will spiral out as graduates of the 3rd density Game.

**Victimhood: "I Had No Choice"**

10/12/2003

A day doesn't go by when I hear the phrase, "I have no choice". This is one of the victimhood Top Ten Whines. The difference between the victimhood stance and the responsible stance is to take credit for an action that you chose to participate in. The examples are massive and limitless in number, but they all serve to excuse someone from accepting responsibility. Here are a two medical related examples of victimhood and the counter of accepting responsibility:

Victimhood:

\*The woman tells her friend that she's going for a flu shot. "I don't have any choice but to get the shot. The doctor told me that, because of my age, I have to do it."

Responsibility for self:

\*The woman tells her friend that she's going for a flu shot. "My doctor told me that, because of my age, I have to do it. I thought it over and decided that I want to get the shot because I don't want to catch the flu, as he said." While this is accepting the responsibility, it also shows the body is in control and the fear of death is strong. Yet, the reasoning is appropriate to the level of the incarnation's progression.

Victimhood:

\*The man tells his friend that he has been diagnosed with lung cancer. "My doctor says that I have to have radiation and chemo therapies. What could I say? I have no choice but to do this."

Responsible for self:

\*The man tells his friend that he has been diagnosed with lung cancer. "My doctor says that I have to have radiation and chemo therapies. I spent some time thinking this over and reading all options. I've decided not to have these procedures done and will explore alternate therapies." This medical example also accepts responsibility for self and does not give away his power to an authority figure. This would be a more Advanced response where the spirit is in greater control of the body than the first example.

When confronted with medical 'dangers', the body's immediate reaction is to do what the allopathic doctor says. At the same time, all medical authority figures, both allopathic and alternative should have their comments made to you considered as advice and not absolute. This is another Game function and your goal in this is to rely more and more on yourself to sift through the advice and move according to your incarnation's path. A key here is in knowing that you made the decision when and how to end each incarnation. THAT was when you had those choices to make. That you can't remember, during your incarnations, is part of the Game, because your Higher Self is very aware of the circumstance of death/experience for each incarnation. Read more about that in Matrix V Gold Edition.



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Even if everyone else lines up for flu shots and radiation/chemo, your path may be quite different. You must go within to get YOUR answers.

Although I chose two medical examples, you can think of many instances where you've either used or heard the victimhood phrase: "I had no choice". If you use that line, know that you do have a choice. You can choose not to do something. You can choose not to pay taxes or bills, but you will have consequences. You could choose to tell the truth or to lie, but the choice is yours. The circumstances set the stage. How you proceed on that stage is your decision. Even in an extreme example: "There was a gun pointed at my head....I had no choice but to...". Yes, there was a gun pointed to your head, but you chose to do the action that you decided was best under the circumstance. The use of 'I had no choice' is pure victimhood and looking for undeserved sympathy or excuse.

The body ID'd person will have a case of the vapors at the conclusion in the previous paragraph. Read all the victimhood segments in Matrix V Gold Edition. It is imperative that you realize the source and the nature of the why's of the Game, which you will understand sufficiently by your Awakened Final Incarnation.

### **Victimhood Statement, Attitudes & Actions**

10/17/2003

Victimhood, which is SO popular during EndGame, shows, not only a lack of self-responsibility, but also a desire for dependence on others. Victimhood is a major facet of the Game because without victimhood, you could not have victimizers. Refer to Matrix V Gold Edition for other victimhood segments. But the spread of victimhood during EndGame is epidemic and should raise internal flags among the Very Advanced and Finals.

Last week I wrote a segment on a popular victimhood phrase, "I had no choice". Whenever you hear that, know the victimhood card is being played. There are many other phrases that one hears that should alert sharp observers to a person's victimhood mode.

\* One very common phrase is: "It's freezing in here". This is most common among females and old people. What would indicate self-responsibility would be to say, "I'm chilly" or "I'm cold". When it's never your fault, but rather something external, victimhood rules. Freezing is 32 degrees or 0 Celsius. Yet when whiners complain "It's freezing in here", I have never found the room temperature to be anywhere near that. My usual response to these types is something like 'how can it be freezing when it's 70 degrees?'. I also say, 'YOU may be chilly, but IT'S not freezing'.

Of course they don't like to hear responses like this because it exposes their victimhood position. Reptilians despise cool/cold weather. Another phrase I use is, "if you're 'freezing' at 70 degrees, you must either be sick, old or reptilian...which are you?" Of course they don't like this either. Yet they'll sit there wearing next to nothing, drinking their cold soda and bitch about being 'freezing'. Another phrase I like to use when appropriate is, "I'd be chilly, too, if I were dressed like that". The key here is the victim loves to blame everything and anything else except themselves for their situation. Victimhood is not a pretty sight.

There are plenty of seemingly innocuous statements that people make indicating victimhood, mostly used by females because of their Orion code that demands males to cater to them. Where I work, one female finds it necessary to softly sigh every time she



passes near a man's desk. This is because she expects him to cater to her needs and is very dependent on others to do what she wants. I told her it's a no sighing zone around my desk. She immediately complained that I said she can't sigh around me. "He doesn't cater to women...he hates women". Double victimhood. Fuck you, cunt, you hate men. They are uncomfortable with that because they don't like the tables turned on them. You're Orion impulses have no power here. She now hesitates to employ that tactic around me. Anyone who bases your friendship or affection on how subservient you are to them (what have you done for me lately attitude) should be avoided. Note, it's not how much we do for each other, but how much you do for me that is the victim/victimizer position.

Advanced observers can note a long list of victimhood catch phrases, comments and actions. Many of them can be quite dramatic depending on the level of attention that the victim desires. Screaming by females is a common tactic for wanting attention. While I can see an initial screech if startled, there is no reason for the endless shrieks that attention demanding females enjoy employing. Shut the fuck up! This incessant screaming is a feature of EndGame far more so than it was pre-EndGame.

Since the vast majority of people on Earth today are victims, it is inviting an equal amount of victimizers. Balance will be served. By removing yourself from the victim stance, you divert the energy of a victimizer. The most victim state of mind people I know are always leaping from one complaint to another. Steer clear of these types. They will drain your energies.

### **Victimizer Tactic: Label Usage on Countries & the Game**

10/18/2003

The government, media and historical outlets love to use label to influence public opinion and write history favorable to those where the labeling originates. "Nazi" Germany, "Communist" China and "Communist" North Korea are three such examples.

The tiresome mantra of "Nazi" Germany is heard over and over in American historical media. It's "Nazi" Germany this and "Nazi" Germany that. That's like saying "Republican" America or "Labor" Britain. You won't be hearing those terms! The incessant use of "Nazi" Germany is Jewish in origin. The term leads people to believe that a mere handful of people were in control of a country of millions who did not want them to rule. This is definitely not true. BUT it is what they would like you to believe. This excessive use of the word "Nazi" when referring to Germany of the 30's/40's is meant to induce guilt and control the way people think. Guilt is one the main control device of the desert deity of the Jews, Christians and Muslims. The fact that it is still heavily used with Germany is because it is still getting the desired responses from those who hear it. This "Nazi" stuff is also heavily publicized when Israel is molesting the Palestinians or some other group they have issues with. Observers should note this when they parade the Nazis on television.

Another convenient victimizer tag is "Communist". American closet fascists (primarily Republicans) love using this term. Would you not know who North Korea is unless they used the tag "Communist"? What kind of prejudice is induced when you hear "Communist" China? What do the users of these type of labels want to evoke from you?

While you may not agree with some of events in other countries, it is sequential to insist that all countries be like yours. One person's ideal is another person's bane! I've written



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earlier about the need for vastly different cultures to exist for true simultaneous Earth experiences. Before the latter stages of EndGame, this was so. It was the 20th century that started bringing this to an end.

Yes, they dress differently. Yes, their politics are not like yours. Yes, they eat what you never would (and visa-versa). THAT is part of the simultaneous experience. THAT is what individual paths involve. If you want to live on a planet where everyone is the same, you should have remained a sequential Higher Self because you are not ready for the simultaneous experience! Different natures are attractive to simultaneous Higher Selves.

They are rejected by the sequentials.

That the sequential aliens have never left Earth since they had their genetic experiments on Ancient Earthers is discussed in Matrix V Gold Edition. The decisions to deny Earth as a simultaneous experience planet is what EndGame is all about. The sequentials are now in control of most of what goes on on Earth. The relocating of people from one continent to blend with another is a major sign of their activity. Merge all cultures into one. Intermarry races to eventually breed a single race that is a combination of all those who have been here. This is ALL sequential alien activity to make Earth a sequential planet. One main culture, one main language (looks like English), one currency (eventually intend a world currency) and one world government: ALL of this is sequential! This is the sequential aliens victimizing Earthers. Since most Earthers are victims, this makes their efforts proceed that much easier because you can't victimize where there are no victim mentalities.

Lots for you to consider here. This is EndGame and it can't end soon enough for me. It will get worse. Keep your observational skill sharp.

**Gold Energy Protection & Cross: Dark Energy Portal**

10/20/2003

The power of creation (and more) is in the use of gold light energy which is something that can be used only by Higher Selves. The craving for gold in the 3rd density sense, besides the properties/uses of gold on medical/practical levels, is the desire to have the ability to use gold energy as an incarnation. The desire to hoard gold and use gold to get what one wants is a 3rd density concept with origins in the Orion Empire which began the monetary/credit systems of bondage.

There are severe limitations on the ability to use gold energy while incarnated in the Game due to the rules of the Game. Game-involved Higher Selves agreed to that before entering the Game. What you can use gold energy for, while incarnated, is protection and defense. Forget the 'holy' water (just salted water and it's the salt that is effective in purifying, not a priest's mutterings over it) or other religious protections such as crosses. They don't work for protection from Dark energies. The construction of the cross (unequal arms/off center) actually damages your energy field and disrupts the throat and heart chakras people wear it over. Crosses are encouraged by christian religions because those who know want the energy fields of their members disrupted as part of the sequentials' plan to delay the simultaneous path from Advancing. Crosses hanging on walls of one's home will allow negative/Dark energy to enter where that symbol hangs. Likewise when it is worn on the body, it is an entry part for Dark influence to the wearer.



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Gold energy wielded by a trained, sufficiently Advanced incarnation for defensive or protective purposes is unparalleled on the 3rd density. Refer to Matrix V Gold Edition for more on gold light used for these reasons. This segment is special to the Gold Edition version of M5 and is extremely valuable to those searching. If you have christian crosses in your home, even as a non-religious curiosity, you are allowing a hole in your home's energy. Even if you use gold light, the cross keeps the negative portal open. Putting it in a box and in your closet does not stop it from creating that rift. It just moves the rift to another location. The only way to remove that rift is to physically break the cross which will destroy the portal, then throw the pieces in the trash. If you have a gold or silver cross and want to stop it operating, take it to a jeweler and have him melt it down for you and make something else out of it. The opening is based on the shape, not the materials.

Religious icons should be examined critically, especially geometric shaped ones. Paintings having crosses in them and books with a cross on them are also Dark energy portals, for example. If you don't mind or want to encourage Dark energies, put them up where you live. The Romans used the cross to nail people to. This set up a portal to ease the lower astral beings to revel in the suffering energies of the people who were killed this way. Those who decided that the cross was the form to use for executions knew exactly that this was so. When you see a cross on top of a church or wherever, know that it means 'Dark beings welcome' even though those who belong to the church beLIEve it is a 'good' thing. Dark energy will influence what goes on where you find a cross. Militant christian extremists, KKK and other reactionary American groups always have crosses on display. Now you know one of the reasons why they are so hate wrapped.

If you keep wearing a cross or displaying a cross in your home, you can never be cleared of its energy. If you visited a shaman or competent psychic for an auric cleansing, but kept the image, it would be similar to leaving a mud puddle, taking a shower, then jumping back into the mud and complaining you are no longer clean. Dispose of the cause of your 'mud' and then get your cleansing.

### **Higher Self EndGame Incarnational Humor**

10/25/2003

In previous segments I have referred to the fact that our Higher Selves do enjoy having fun and humor is a coveted personality trait. There are many incarnated Higher Selves, during EndGame, who are having a great time at the expense of the Game's beLIEf systems. I already recommended Al Franken's book on this site.

Now I want to recommend 3 internet sites that are just LOADED with Higher Self humor mocking the Game:

[www.landoverbaptist.org/beliefs.htm](http://www.landoverbaptist.org/beliefs.htm) The Landover Baptist Church site. Be sure to click on the ads and anything you can for, literally days of reading material. Outstanding!

[www.bettybowers.com/christianadvice.html](http://www.bettybowers.com/christianadvice.html) Mrs Bowers has written a book that I'm halfway through reading: What Would Betty Do? How to Succeed at the Expense of Others in This World and the Next by Mrs Betty Bowers, America's Best Christian. It is available through [www.Amazon.com](http://www.Amazon.com) at the reduced price of \$9.60 and is 172 pages (well illustrated) with Higher Self style christian 'advice'. Highest humor recommendation!



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Here's just one example:

“Thou shalt not lie with mankind, as with womankind: it is abomination” (Leviticus 18:22). While many faux-Christians interpret this to mean men should not have sex with other men, the Holy Spirit has led me to read this as a proscription against men having sex with men “as with” a woman. This is God’s way of suggesting that men should, in contradistinction to how they treat women, try to think of the other man’s feelings and, for instance, call the next day (and not at a time when they are sure they will just get voice mail). For, truly, the way men sleep with women is an abomination.

Survival Tip: When a man has sex with another man, flowers the next day are never remiss.

[www.whitehouse.org/dof/index.asp](http://www.whitehouse.org/dof/index.asp) - This site shows the control that the Southern Baptist Landover Church has with the White House's current appointed occupant. LOTS of material for you to read up on. I thought one was particularly outstanding: USDOF Proposal to Amend United States Constitution to Conform to Biblical Principles Regarding Marriage

By accessing these 3 web sites, you can have days worth of free reading materials and graphics that Matrix V Gold Edition readers will be able to see the impulses of Advanced minded Higher Selves in action to mock EndGame. Have fun and Enjoy!

**Deathstar & Orion Empire Plans**

11/10/2003

This past week on UPN's *Star Trek: Enterprise* television series, a deathstar starts the show off with a real bang. It blows up Earth in a matter of seconds with a magnificent explosion of energy. This was not a 'dream' sequence for the series, but a series real event. This deathstar was created primarily by the reptilian Xindi. Gee, how 'coincidental': reptilian Orion Empire with deathstar ships destroyed the planet beyond Mars, which is now the asteroid belt. Reptilian Xindi with deathstar ship blows up Earth and makes another system asteroid belt. What's going on?

In previous *Matrix V Gold Edition* segments, I have revealed the Orion Empire's contingency plan to destroy Earth, as they did to the former planet of the asteroid belt, if they will not exert overt control of the planet. Refer back to M5G for that information.

The deathstar ship concept was first brought to public awareness in the Star Wars trilogy. The Star Trek: Enterprise version is just the latest version of that ship. However that version of the deathstar is not visually accurate. The Star Wars version is much closer with the huge weapon port for the planetary zapper.

Deathstar technology is quite real and the Orion Empire controls it. When a deathstar was in orbit around Earth in ancient days, it was referred to as the 'Eye of God'. The circular port (similar to the one in Star Wars) on the globe of the ship resembled an eye looking down on the planet. Since the Earthers of the day knew the alien 'gods' came from the ship, it was considered the 'Eye of God' watching them. 'Eye of God' ornaments can be purchased in Mexico, for example, and I bought one when I visited in the 80's. They are usually very colorful and are based on the tradition that began when a deathstar did orbit Earth.

In Star Wars, the Empire governor comments how the deathstar will keep systems in line. This is the main purpose of this type of ship. Any planet deemed rebellious and unable to be



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pacified, by any other means, is eliminated. There is currently more than one deathstar in this system. In our solar system, they tend to orbit Jupiter.

As I've said over and over, the Orion Empire is determined to overtly reclaim Earth. Refer back to Matrix V Gold Edition for more on that. And, if they cannot have it, they intend to destroy it, although this plan is second to eliminating all current Earthers (read simultaneous Higher Self incarnates) and repopulate it with a new species more compliant and controllable. Orion plans include bringing a deathstar into Earth's orbit like a second moon.

Orion Empire plans are one thing and no other race in this galaxy is equal to or more technologically advanced than they are. They believe this give them the upper hand with any other system. They are in denial in matters of the Game. Their technological advancement comes at a price of spiritual retardation. In this solar system, the ultimate upper hand is held by the simultaneous Higher Selves including the Earth planetary spirit (an extension of the Solar System entity residing in our Sun). These operate within the Game rules but with knowledge that is eternal and spirit based. No 3rd density incarnational plan can ever overrule the ever-watchful Higher Selves on the simultaneous path. Information on that is also in Matrix V Gold Edition. Keep in mind that the simultaneous path Higher Selves have their Final Incarnations in play in almost all time periods. The alien sequential Higher Selves do not because they have far to go to reach above mid-Advanced levels.

So, bring on the deathstars. They would be very entertaining for those Advanced enough to see the humor in their appearance despite the panic of those lower than Very Advanced levels. Meanwhile, check out the destruction of Earth in that episode of Star Trek: Enterprise. It is very impressive.

**Higher Selves and the Game: More Information**

11/13/2003

I received a question about the Higher Selves that I find is significant enough to give readers a new segment. The question involves Higher Selves who designed the Game and who acts as 'watchers/observers or umpires'.

While I have nothing new about those who designed the Game, if that is an interest of yours, I suggest checking the Library on 27 to see what you may find. Although I will say that if you designed a game, would you want to play it? That question gives you a partial answer. There are those who do watch but who are not ready for participation in any galaxy Game versions. These can never interfere in the Game, the participating Higher Selves make this impossible.

As far as Higher Self status beyond participation in the Game, the sequential path Higher Selves are only participants as long as they remain on the sequential path. The simultaneous path Higher Selves are far more Advanced than the sequentials. The simultaneous can look to the sequential path and say, "been there, done that". Remember, in a previous segment, I mentioned that the simultaneous path Higher Selves of today were once on the sequential path until they Advanced enough to move forward. It is the simultaneous path Higher Selves who watch the simultaneous path planet currently active (in that galaxy's Game) to make sure that all others adhere to the rules they agreed to



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before their entry into the Game. This keeps random or intentional events from interfering with the simultaneous path plans.

When one engages on the sequential path, it starts as just pure experience and 3rd density sensory envelopment. The reptilians of the Orion Empire (in this galaxy) are one of the races that embody this Low experiential level. As long as the drive is to technological development and the expense of spiritual development, you cannot Advance on the Higher Self spiritual direction. The sequentials are like little kids getting a load of new toys for the holidays. It's just play and 'I want it all' attitudes. Refer back to Matrix V Gold Edition for more on the experiential path basics. Note that Earth has been given lots of alien technology since the 19th century. This is part of trying to slow the Advancement of simultaneous pathers but it also show that the sequential aliens doing this are unable to comprehend the nature of the simultaneous path. Another reason for the alien technological infusion is in preparation for the return of the Orion Empire and their plans for Earth. Refer back to Matrix V Gold Edition.

When these kids mature, they slowly move to the simultaneous path. This movement takes an unbelievably long time when considering a linear scale (which, of course, is a 3rd density concoction). Also, the departure from the sequential path to the simultaneous is an individual decision. Compare it to Earth where your family/friends are very similar in beliefs and then you want to break away to something vastly new for you. The family/friends can be very upset because you are moving in a new direction and will try to make your life miserable for doing so. The same happens when a sequential Higher Self begins the move to the simultaneous path. Refer to Matrix V Gold Edition and previous segments for how sequentials pester vulnerable simultaneous incarnates in the form of aliens who arrive to tell them 'you were one of us' and how they try to make you dependent on their sequential (hence flawed from a simultaneous path) advice. This is always accompanied by dazzling alien technological displays. Alien contactees are being visited, in most instances, by former friends they hung around with before moving to the simultaneous path.

The main reason why the aliens sneak around and visit a contactee or two, or at best a few people, is because they know to avoid any simultaneous path Higher Self of a Very Advanced level or, most especially, an Awakened Final. The jig would be up for them especially with the Final who wouldn't hesitate to give them a mental enema no matter what their past association was! They do scan the Earth before appearing to check the level of Advancement on the simultaneous path. They are looking for gullible, fear based and body controlled types who will obey, so use to being obeyed by Earthers after the gender creation of Ancient times. Notice that many contactees are poorly educated (Meier, for example) and very pliable.

That incarnation's Higher Self, of course, DOES know this and permits it for the experience.

This simultaneous path Higher Self will not allow the incarnation to be overwhelmed beyond the path choices that Higher Self made. The sequential aliens beLIEve that they are in control in these situations, but the simultaneous path Higher Self has all the trump cards. The sequentials are like kids who think they can get away with 'murder' not believing the adults are watching. They have been burned for doing this before when they acted hastily. My current Awakened incarnation burned them when they tried tampering with my before I was Awakened.



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Similarly, when there is a direct attempt to derail or kill an incarnation, that incarnation's Higher Self will directly interfere to prevent this from happening. It has happened with me. Refer back to Matrix V Gold Edition for more on that topic. There were attempts to keep Matrix V from ever being printed. However this project is much too vital to be prevented from happening.

Sequential path Higher Selves do not directly interfere with their incarnation. They know their incarnational memories are cumulative on the sequential path, so when an incarnation dies, they know the next incarnation will return with all memories and the conversations can continue. It is this lack of memory that is the main fear of those on the sequential path for moving to the simultaneous path. The Orion reptilian royals quake with the fear of incarnational death, for example, which is why the Orion queen is heavily into self-cloning and life prolonging drugs.

In general though, ALL Higher Selves are self-restrained by the rules of the Game. Those who participate, even sequentials, will not try anything dramatic to alter it nor any non-Game player to interfere in any way. This is so because of the basic nature of the Higher Self. Even the interference by sequential aliens to simultaneous Earthers is allowed by the Game. If the Game's rules would be all written down, you'd have untold, massive volumes of information. This is easily comprehended and understood by all Higher Selves who are in the Game...in whichever galaxy they are participating within. You will understand this far better via YOUR Awakened Final Incarnation and when you have graduated from the Game. It's all so fascinating.

**Sequentials: Always Looking for a Non-Existent Shortcut**

11/14/2003

One of the reasons that sequential alien incarnations skulk about Earther simultaneous Higher Selves is to attempt to discover shortcuts to the completion of the Game. I remember one time when Bob Monroe told one of the groups, that I was in at his Institute, that there are those who linger around the Institute looking for a way to gain the benefits of (Earther) existence without the liabilities.

As I've written in *Matrix V Gold Edition* segments, the sequential Higher Selves fear losing other-lives memories which is a major requirement for the simultaneous path. One can gather from Monroe's trilogy that pre-Game Higher Selves run from extremely immature to immaturely curious. This curiosity eventually leads many to participate in a galaxy Game. The sequential path allows the Higher Selves to begin the maturation process via the 3rd density Game experience.

I've seen HUGE clusters of Higher Selves enjoying the sequential experience as groups, tightly gathered together. This demonstrates the need for collective behavior that they cling to from pre-Game settings. As they mature through (you have NO idea how many) sequential incarnations and sequential settings, within the galaxy Game they've chosen, the Higher Self begins to crave more than just these experiences. This developing maturity brings about the curiosity to the simultaneous path. The concept is 'there MUST be more than this for me'.

The braver Higher Selves will embrace the severe challenges of the simultaneous path. The not-sufficiently-mature sequentials, as I've written previously, will try and hold those



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Higher Selves back and, when unsuccessful, occasionally try to sidetrack those Higher Self incarnations with alien technological appearances/bullshit.

Other devious sequential path incarnations will attempt to seek a shortcut that will give all, or almost all, of the simultaneous path benefits with little or none of the liabilities. This is heavily connected to the polarities' root craving of the denial that they will eventually merge into Balance. The latter is written about in Matrix V Gold Edition.

I had an experience at the Monroe Institute, before I was Awakened, where the sequentials attempted to probe me for shortcuts. These sequentials are very arrogant and could care less about anything short of their goal. What stopped them was me (as an Awakened Final) from the future of where I was then which is a whole other story. The point is that the aliens told me that they were looking for a technological solution for the spiritual demands. This does NOT exist, however they refuse to acknowledge it.

While abductions and overt appearance are prime ways of trying to shake the solution from the simultaneous path Earthers, I have experienced another way. I have said that there are numerous alien groups living on Earth as 'observers'. They would like Earthers to beLIEve that they are just curious to how we live. In reality, they are using a different tactic to locate a loophole to the simultaneous experience.

I also have no doubt that I have received several questions from sequential aliens (indirectly as well as directly) to see if I would provide such a shortcut. THERE IS NO SHORTCUT! In order to gain the benefits of the simultaneous path, you must embrace this path. Such a question like: can we progress as a 'collective'? The collective idea is a sequential path hallmark and tips their hand. They also think that they can pull a fast one. They can't.

While Very Advanced Earther Higher Self incarnations can understand that concept, you need to remember that the sequential pathers do not have the spiritual maturity or the massive experience that Earther simultaneous path Higher Selves have, so they can be very shifty and devious (polarity traits) to try and force their way.

While the sequential path can be lots of fun for those Higher Selves, the simultaneous path is lots of work. It is this heavy work that accelerates your growth. No pain/no gain they say and this is true for Higher Self development in the Game. System Game graduates have a 'different' aura about them in higher densities. This is significantly different from the auras of pre-Game Higher Selves, just as the aura of a sequential path Higher Self is not the same as a simultaneous path Higher Self's aura. I've said it before, once you graduate the Game, THEN it becomes truly fascinating: the wonders yet to come!

**Rote Translation**

11/16/2003

If you have read Robert Monroe's trilogy, you know he uses the term 'rote' quite often. A rote is the common way of Higher Self communication. Rotes contain the full spectrum of an experience/idea. This includes all sensory related factors.

Most of my segments involve rotes given to me by my Higher Self that I have to translate into English. I have told Val how difficult it is to find words for many rote communication ideas. English is a poor language for communication, where the word 'love' can mean a



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dozen different things, rather than some languages that have the reverse, such as a dozen or so words that mean 'snow' in English. I have studied 3 foreign languages in my current incarnation. Most non-English languages are encumbered by genderizing everything. This also interferes with rote translation by diluting the intent with 3rd density gender illusions. The true 'Tower of Babel' is the confounding of rote communications forcing verbal/written languages.

Nevertheless, there are several segments of rotes that I just cannot assign English words to. These will have to wait until you can interpret rote communications on your own.

When I write many segments, I move to a mind state that allows me to easier access the rote I discovered. My typing fingers can fly as I write. In a segment that uses the terms 'sequential' and 'simultaneous', I can occasionally, in error, use 'sequential' where I mean 'simultaneous'. This is a physical flaw in the translation process. Even in my proof reading, when those two terms have been heavily used, I can miss the error. I would prefer using other words for those two paths, but there are none more appropriate. Luckily the Nature Spirit path is referred to by a vastly different term that I used in a previous segment on this site.

Please excuse this error when it occurs, which is fortunately rare. A couple of M5G site readers have caught one before and there was one in the previous segment (11/13). Please re-read that segment for the correction.

Rote communication is THE most wonderful way to interact. Translating rotes, though, can be a real bitch. The Matrix V project is proceeding VERY well. I will tell you that the sequentials on Earth (who monitor this site and Matrix V Gold Edition) were definitely not happy with the 11/13 segment. Tough shit! EndGame is here...for us simultaneous.

**Higher Self - Game Graduation and Return of Memories**

11/18/2003

In *Matrix V Gold Edition* segments *Emotional Fire* and *Emotional Fire II* (Gold Edition only segment), I mentioned a particular cd that contains rotes involving the Higher Self and the final phase of EndGame for a simultaneous path Higher Self. While listening to that cd once again today, I was able to receive a new bit of information that I will pass most of to you today. However, unless you've read the *Emotional Fire* segments, plus a third one placed on this site some months ago, this will not likely mean too much to you. Again, this is information particularly geared to Very Advanced, Dominant and Final Incarnations.

Once that Higher Self's Final Incarnation has concluded shim's Game's path (ie, died) and has returned within the Higher Self, the Final will activate the Nexus of Time (read about this in *Matrix V Gold Edition*). When I view the Nexus of Time now, I notice the energy that surrounds each facet of the orb. The energy is shimmering and pulses clockwise, which is very interesting to watch. This is separate from the energy glow that surrounds the Nexus.

At a moment selected by the Final Incarnation, the Final's energy connects with the Nexus of Time. This activates the Summoning feature of the Nexus, which will signal ALL other simultaneous incarnations (of that Higher Self) that the Game is completed for them. It is extremely interesting to see how all the energy streams return to the Higher Self and what occurs within the Higher Self as they do.



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Now, here's another point I want to inform you of: During the Summoning, the pre-Game and sequential path incarnational memories are not yet available to you. When the Final Incarnation reintegrates shim's energies to the Higher Self (after all the streams have returned), THEN that Higher Self has completed the Game. At that time, that Higher Self is now a graduate of the Game. The Nexus of Time is reabsorbed into the Higher Self. Finally ALL memories are restored to that Higher Self, and I DO mean ALL. That Higher Self has successfully completed the extreme challenge of the 3rd density Game and is now ready to move to FAR more Advanced and extremely fascinating experiences. The learning continues, but this is learning that you could not handle without being a graduate of the Game.

**Pre-Game Memory Block and Ritual Controls**

11/22/2003

While I have written much about simultaneous path memory blocks and sequential path incarnational memories, there is one thing I must add. ALL Higher Selves, upon accepting the galaxy Game that they choose to participate in, have their first incarnation with NO pre-Game memories available to them. Your Higher Self does not get pre-Game memories back until shim is a Game graduate. Therefore, the sequential memory patterns are based ONLY on their Game incarnations. Their first incarnation has no other existence memories. Their second incarnation has memories of the first incarnation and so on. If sequential Higher Selves had pre-Game memories intact, there could be no Game and no adventure.

This is why the Orion Empire reptilians and the Sirian Empire wolfish beings are so surly and violent. They are what they are. They are also addicted to the power and are true 3rd density addicts. Since the reptilians are the oldest race in this galaxy, the initial group of Higher Selves entering the Game occupied reptilian physicals. Because developing spiritually takes a massive amount of 'time', the reptilian sequence is one of the slowest to progress. The reptilians are fanatics about rituals, control and dominance which is Dark polarity at its height. Where you have elaborate rituals on Earth, you have the reptilian and sequential influences and origins. Religious rituals (catholic, eastern orthodox, jewish, wiccan, mormon, etc) and groups such as masons are steeped in rituals. Read between the lines.

The pyramid structure of Earth's rulers is ritualistic and alien in origin. Examine the rituals in installing a president or coronating a royal. The most ritualistic installations are connected with the British royal family. Refer back to Matrix V Gold Edition for information on the nin-hur-sag which is currently the queen of the United Kingdom. Ritual tends to keep those below the pyramid capstone in line and subservient. Hell, the president, senator, mp, prime minister or whatever elected office serves at YOUR discretion, yet, because the Orion pyramid scheme, once elected in any country, the people tend to treat their representatives as better than they are. They may say that 'it's the office'. Bullshit, it's the sequential alien's influences. Note all the ritual involved with White House or other state visits. Reinforcing the pyramid structure, and it's a LIE.

When a simultaneous path Higher Self reaches upper mid-Advance levels, and certainly in Very Advanced levels, they look on ceremony with experiential suspicion. They recognize it in the religion that they were brought up in. Bow to god, god is great, I am nothing before god and the infamous: I am only human. While the upper mid-Advanced ranges may dump religion because it isn't valid to them, your Awakened Final Incarnation will gain the



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information of why that spiritual unease exists in shim's lesser Advanced incarnations. It's part of the process. It's part of the Advancement coming from Game experiences. You will realize the hold that ritual and ritualistic religions have, no matter how simple or complex they may be.

In religions, the catholics and eastern orthodox are the most publicly steeped in ritual and just a step behind them are the episcopalian. The mormons have massive rituals in their temples that attempt to bind one to their physical lineage taking 'you are your body' beyond the limit and denial of their spirit because their incarnational body becomes their spirit. Examining other religions will reveal most of their rituals except for secret ones such as the mormons who are bound with multiple curses/threats (including ways that your life may be taken) to the membership if you defy the leadership and 'god'.

The masons are another multi-leveled, secret society. So much has been written on them that you can do your own research quite easily if interested. David Icke's books are a good source.

When you've broken from the subjection to ritual and ritual's leaders, your outlook is vastly different. Take the common ritualistic phrase: the 'chain of command'. While there is a purpose for it in the military and pseudo-military groups such as the police, there is no realistic need for it outside these groups unless it is to control you and make you beLIEve that supervisors can "command" you (another Orion concept). No one can "command" me at my stage and I've said so at work when I've heard that phrase. A few years ago, an office manager told me that I had to go through the "chain of command" if I wanted to know anything work related. I told him just what I wrote in this paragraph. I said at best you people can consider yourselves a 'line of work supervision' but a 'chain of command', NO WAY unless you can find someone gullible enough to believe that. This earned me the stony stare to which I responded, "yes?" and that snapped him out of his shock of my independence and the discussion was over. 'Chain of command' ..... chain of bullshit!

As the final stages of EndGame proceed, the demand for control and increased denial of liberties will become more intense. 'Terrorism' is a convenient phrase that is ultra-popular now because it is nebulous. I like what Michael Moore says in his new book, *Dude, Where's My Country*: if 15 North Koreans flew the planes of 9/11 (or 15 Cubans or 15 Iranians), we would say we were attacked by the country involved. Since it was 15 Saudi Arabians, why are they not blamed? Read this excellent book to see why. Hint: the reptilian Bush family. I've given you several things to consider in this segment. Consider them as you have all other M5 segments and proceed according to your path. EndGame wrap-up stages are here.

### **Gay Marriage & The Game**

12/1/2003

Recently, the Massachusetts Supreme Court ruled that gay and lesbian citizens of Massachusetts were not being treated equally in that state in regard to marriage and ordered that state's government to correct this inequality. From the conniptions that the militant christians and other equally dim incarnations are having, you have to wonder just what it is that has them so upset? This ruling affects only gay and lesbian couples who desire formal marriage with all the benefits and liabilities that this includes. As I have stated in previous Matrix V Gold Edition segments, I would not want to participate in Orion-originated 'marriage' as a Final. Refer back to these gay related segments for why.



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Advanced observers have noted that this ruling in no way denies ANY facet of het marriages. It does not involved them at all. The militants say that they should be the only ones to wallow in Orion-sponsored 'marriages' because it is 'sacred to god'. Gee, if it's SO sacred, why does divorce exist? Why do most het marriages fail? Why do married partners break their 'sacred' vows and flop around with others? Why do so many hets belong to the 'marriage of the year' club? In my area, 95% of the men who bat their eyes at me are married and their wives, so they say, have no idea. Lesbians have told me similar stories about wives. So, where's the 'sacredness'?

I have been asked why gay equality is being pushed in many quarters and their situations are actually improving. Your answer can be found in 2 areas. The first is that Advanced Higher Self incarnates will push for the freedom to express your individuality. Refer to past segments on the prime fears of same gender physical unions. The second is a Dark polarity reason: it causes dissent and division which, in turn, feeds the Dark and advances it's agenda. Darksiders (in Lightsider disguise) use various indignations and place themselves as mouthpieces of their god to try and increase division and dissent. It has been said that if it weren't for gay equality issues, most of the militant christians would have little to do in this country. Of course, none of the reasons for being against gay/lesbian partnership equality is valid. The biggest reason why they aren't valid is that gay marriage absolutely does not take away anything from het marriages.

I favor domestic partnerships, not marriages. If two people of any gender want to set up a home together, go for it. It is no one's business what you do. Likewise, if the hets have benefits from marriage that are denied all other romantic partnerships, then it is a serious inequality. It is also Orion in nature to place het marriage as a supreme position. Again, though, if it's so supreme, why all the divorce and bed hopping? These are points that the militant christians will not respond to. This 'supreme position' is also a reflection of the fear of simultaneous incarnates of the same gender forming romantic bonds. Refer back to Matrix V Gold Edition for those segments. This is another turmoil of EndGame, another challenge for graduating, simultaneous path Higher Selves.

**Why There Is No M5G Internet Discussion Group**

12/4/2003

Shortly after Matrix V was first published, Val organized a forum on the internet for those who wanted to discuss M5 materials. We wanted to see where this would go. It wasn't too long after it started that we saw exactly what would happen in such a situation.

Due to the nature of the simultaneous path itself, the forum not only attracted some of the people it was written for, but a host of people that it was not written for. Many people had their own agendas formed by their polarity belief system. Disruptions were common as people, due to their limited perspectives based on where they are (as opposed to where they would like others to think they are) tried to put their own spin on the M5 materials despite having no experience in the areas that were mentioned. They would love to quote polarity icons in relation to M5 materials. Disruption and corruption were their intent whether intentionally or by being manipulated by lower astral entities. There were several attempts to hijack the forum and transform it to a Lightsider appearing love-fest.

Matrix V Gold Edition is, as I've written several times, unique. It is based on my personal experiences and observations. It is not meant to be a group blueprint. If anything, it is anti-group and extremely individual.



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The sequential path is *group oriented*, as per segments in Matrix V Gold Edition. There are many sequential path aliens on Earth engaged in placing roadblocks in the paths of the simultaneous. Sequential pathers always want the group concept: one planet, one nation, one idea, one way and no dissent from that one way. It's the clashes of the 'one way ideas' that cause the wars and religious fanaticism of the (primarily) christians, jews and muslims. Attempting to warp/distort the M5 materials is a priority to the group consciousness people since Matrix V Gold Edition's existence in EndGame has given them fits. It is something that they never expected to become a reality and what they fear because of the knowledge contained within. The keys needed for simultaneous incarnates to spiral out of the Game and never before released, on Earth, and information about the Game itself has flustered them to no end. Tough shit!

Nevertheless, they continue to try and disrupt/distort the M5 materials. Bogus sites have been dealt with and unauthorized use of M5 segments will not be permitted because they have agendas of a personal nature, mainly to use the M5 materials to form groups and to 'convert' others. Remember the common phrase too: The road to hell is paved with good intentions. Those who want these group endeavors are not Advanced enough to know that it is counterproductive on the internet or to handle the riff-raff that public forums always bring. It's one thing to expose someone to the materials, but another thing to argue the materials which is something else I won't do. If you don't like it, don't read it...it doesn't matter to me. Those who need the keys have been finding them. The rest don't matter.

Val and I still get requests to form 'discussion groups'. If you have friends in your local area that you trust and can talk about what I've written, that's fine. However on the internet, you are opening yourself up to strangers with other agendas including sequentials and extreme polarity faithful who want nothing more than to halt the influence of M5 and drag people into dead ends to halt their progression. Val just got another request to form an internet group prompting me to write this segment.

NO such internet group will ever be authorized by Val or myself, so if you should find such an internet group or bulletin board, know that it is unsanctioned and that the materials will be warped. In one recent example, some turd is posting whole segments of M5 without even mentioning that they come from *Matrix V Gold Edition*. This turd even goes so far as to change my intent. For example, I purposely spell all religions with small case letters, but this turd changed them to capital letters. Doing that changes the thrust of the materials. He has his agenda which includes deception and theft. Be aware of this type of person.

If someone wants to use M5 materials, they had better get permission first and I am extremely particular as to how it may be used due to the reasons stated. Corruption is increasing rapidly during the final stages of EndGame. Be alert and be aware. Don't let your personal guards and protections down.

### **Shallow Waters of Spirituality**

12/14/2003

Rarely a week goes by that I don't receive an email or two from people who are far from ready for *Matrix V Gold Edition*. What usually happens is that they read the M5 site segments while they are loaded down with common, low-mid Advanced level concepts which they firmly beLIEve are the totally truth. They then read something in my segments that makes them feel threatened. Next they try to confront me as to their discomfort. They



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are looking to be unruffled and unchallenged. They want to beLIEve that the Lightside is the only side that matters. I use Lightside here, because the Darkside rarely comes out and admits that they belong to their polarity. The basic nature of polarity is One Path/ One Way.

Of course this also happens with a small minority of Matrix V Gold Edition readers. They are not interested in materials that will challenge their narrow perspectives, but seek that which only enhances their spiritual cul-de-sac. So these, too, want to argue with me over my observations and experiences.

As I've said over and over, Matrix V Gold Edition is NOT written for everyone. It is written for Very Advanced, Dominant and Final incarnations only. If you are bathing in materials that you are not ready for, you WILL enter a state of unease. This is your alien DNA commands responding to viewing materials that threaten the body oriented mode which Earther humans are meant to remain in. It is part of the challenge for the spiritually developing to feel unease with new concepts for it is this unease that stirs the spirit to Advance. However this challenge is meant to occur over many incarnations with resulting changes vibrating throughout the entire simultaneous Advanced levels of your Higher Self's incarnations.

These spiritually naive 'kids' will get highly agitated when I refuse to argue any of my materials with them. Even worse, they don't like it when I tell them that they are free to do whatever they like and forget anything they have read that I wrote. They are One Path minions, a strong Lightside characteristic.

Then there are those who try other tactics, usually involved with attempting to make me their personal teacher. Some think they can be clever in doing that because they mistakenly beLIEve that I just fell off the incarnational truck yesterday. The attitude is ALWAYS 'what can YOU do for me'. It is just SO transparent. When the spiritually shallow tip their hands to me, blocking their access to me on the email is easy to do. Just a click away from 'access denied'. Take your tantrums back to those who will ease your mind with One Path catchphrases and group conformity.

I have no time for those at these lower Advanced levels. You would not believe some of the questions that I get. Questions that, those for whom the book is written for, would not have considered since low-Advanced stages. Of course, there is nothing wrong with being at the lower levels, but stick with moving to the next phase. Do not think you can move from novice to Very Advanced in one incarnation. Yeah, the 'kids' want to be 'grown-up', but that comes with time, experience and spiritual maturity. One recent pretender told me that when he goes to the Monroe Institute next year, he'll be able to enter his Higher Self and, in essence, have the experiences similar to mine.

This is an example of opening yourself up to heavy disappointments. The real shamans say, "expect nothing, receive everything". Those who can barely tread water will drown in the depth of the ocean. Stick to the shore. Keep in the shallow waters of spirituality and advance in stages appropriate for your current incarnation. Don't try to pass yourself off to me as someone you know you are not. It's very easy for me to discern where you're coming from despite the bullshit, fluff, smoke and mirrors that may be tossed toward me. Find teachers just above your level, those who will only slightly disturb your mental waters and not cause the hurricane that Matrix V Gold Edition can cause when you aren't ready for it. If you have to move forward based on group identification or the approval of others, then



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keep the Matrix V Gold Edition materials away from you at this time. AND, if you seek to hijack the M5 materials to serve your personal, group or hidden agenda, think again. Meanwhile, get on with your life and your path.

**More About Dominant Incarnations**

12/15/2003

A common interest of *Matrix V Gold Edition* readers is which of one's Higher Self simultaneous incarnations gains access to the interior of that Higher Self while still incarnated. I have written much about the Final Incarnation and circumstances surrounding that incarnational event and the Higher Self. When it is time for the Awakening of the Final Incarnation, the Dominants will meet with the Final so that the Awakening process can begin. Refer back to *Matrix V Gold Edition* for that material.

The other active incarnations that will gain interior access to their Higher Self are the Dominants of that Higher Self. Note: one can ONLY gain access within your own Higher Self. You cannot enter another Higher Self nor can you enter your own Higher Self unless you have a purpose.

Every Higher Self has 3 or 4 Dominant Incarnations. The main purpose of these Dominants is discussed in *Matrix V Gold Edition*. However, a Dominant may well be required BY shim's Higher Self to act in that Higher Self's interest, in rare occasions, during the Game. For example, this can include entering within shim's Higher Self for specific reasons connected with the Nexus of Time (read *Matrix V Gold Edition* for information about the Nexus of Time). The use of the Nexus of Time is a critical part in the formation of the Final Incarnation. Each of the Dominant Incarnations will access facets of the Nexus to assist in the decisions about the composition of the Final Incarnation for that Higher Self. More on that is restricted to the incarnations involved.

Dominant Incarnations can and do meet, on occasion, in their Higher Self, but they do not always ALL meet ALL the time. If you discover that you are a Dominant Incarnation, you may or may not consciously be aware of this. Too much conscious awareness, when an incarnation isn't ready, will negatively impact on their Game experiences. Hence, many Dominant Incarnations will have vivid dreams regarding the Higher Self, but not consciously know how to interpret them.

Unless the Dominant Incarnations are very psychic and disciplined in these areas, they will not be able to guess what is going on in their waking lives. The Dominants are NOT equal to the Awakened Final Incarnation, but their missions set them apart from all other incarnations. Each Higher Self sets their missions and special status in the Game. You will have to take this up with your Higher Self to find out why.

Remember, curiosity is not a valid reason for non-Dominant or non-Final Incarnations to know all about their Higher Self while still in the Game. Since you are another aspect of your own Higher Self, all will be answered for all when your Awakened Final invokes the Summoning and your Higher Self becomes a Game graduate. The purpose of all this information is invaluable to those who *Matrix V Gold Edition* was written for as the information is passed on to the appropriate incarnations no matter where in 'time' they may be. If this segment is too much to handle, push it aside as with any other segment that may be difficult for you.



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**Xmas Guilt Trip: Scrooge, 'The Sins Of Man Are Huge'**

12/22/2003

This being Xmas week, American media is loaded with Xmas religious propaganda. Actually it has been propagandizing since mid-November at least. Scrooge is told that "the sins of man are huge". Propaganda from the one god religions (especially) are loaded with the 'it's all your fault' guilt trips. I have written a previous segment on that and won't repeat it here, but will add a bit more to it.

What the ghost should have told Scrooge, if the ghost knew what was going on, was "the experiences of man are extensive". Over and over in Matrix V Gold Edition, I've stated that the bottom line for our 3rd density existence is the collective of experiences that we gain that cannot be gained another way other than participation in a galaxy Game.

Take it a step further, there is NO such thing as 'sin'. It's all experience with results and consequences. At the same time, this and related concepts are something that, to varying degrees, Very Advanced incarnations, and to the greatest degree (while still incarnated), your Awakened Final Incarnation understand. There is no incarnation that is suffering anywhere because of what shim did while incarnated. There is nobody who grabs this incarnation and forces shim somewhere shim doesn't want to go as 'punishment'.

What may happen is if an incarnation, upon death, beLIEves that shim must be punished for being 'wicked' or some other such concept, the departed spirit creates an astral environment and populates it with the method of punishment that incarnation desires, BUT there is no external group or individual who will force this. Higher Self incarnations, especially on the simultaneous path, cannot be force against the will of that Higher Self. It just doesn't happen. Once this self-punishing spirit realizes that there is more to the after-life than this, the self-imposed illusion will pass, even if it due to a more Advanced incarnation from the same Higher Self who brings this awareness to this one. The incarnation spirit has learned shim's lesson and gained experiences from it.

So, certain groups like to say 'Hitler is burning in hell' for example. He isn't, but they are no where near aware enough to handle the truth, so they build themselves an illusion that feeds their personal or group fantasy. After EndGame, if you should wish to chit-chat with the Higher Self who played the experiential role of 'Hitler', you can. When you do, your perspective will be vastly different than it would be as a mind-numb incarnation on Earth.

On the other hand, knowing that there is no 'sin' is not a license to act irresponsibly. To those who understand the full meaning of 'no sin' have moved to the point where they are fairly mature in a spiritual way. You will understand that when you get to the proper level as well.

Meanwhile, the guilt inducers will continue to vomit control and guilt on the unsuspecting. Fear is the name of that control game. Fear is rampant during EndGame. Forget that and make the most of the season according to what brings pleasure to you. Triple Ho's!!!



**Psychotic Governments, Sequentials and EndGame**

1/1/2004

USA Today (Dec 30,03) has an article reporting that the American FBI (federal bureau of insecurity) has warned police to watch out for people carrying an almanac since they may be terrorists! This is just the latest example of paranoia and fear mongering coming out of Mordor (Washington, DC). It just makes me want to start walking around with the almanac I have at home.

The thing about psychotic governments, like the one in DC today, is that they will cause something to happen to justify their unbalanced positions. They have been 'crying wolf' ever since they permitted/co-conspired for the 9/11 event to happen as a way to steal more and more basic freedoms from the American people and threaten other countries who don't tow their Dark line. The most dangerous government in the world today IS the American government and its leaders are mentally unstable, in some cases, and just pure Darkside in others.

I have seen several Higher Selves imputing the counters to this state of fear, trying to wake up others to the direction of the Dark people in power. I can definitely see why they are doing this. What is going on, the absolute deceptions of those in DC to the public and the world, is an affront to Balance.

On the other hand, this IS EndGame and an Awakened Final has resources that all other incarnations cannot have. This Darkness, caused by the appointed American president, is part of EndGame which, in the final stages, is very violent. It is the reaping of what was sowed. When the American constitution was created, those who created it knew that the people would give up their freedoms. This could not have happened if the American public did not go from overseeing the government to the government overseeing the people. The citizens became lazy and easily deceived.

The sheer stupidity and gullibility of the majority of the people is totally amazing to me. Yes, they, in power, count on the majority being minion incarnations because minions DO react this way. What this has become is the final affront to the simultaneous path Higher Selves. The polarities and the sequential aliens want to demonstrate their 3rd density control abilities. They believe that they are going to be able to gain an advantage over the simultaneous incarnates by forcing them to become a sequential planet - the 'we are one and the same' attitude. Refer back to previous segments on this topic.

This is why there are all those 'you can't do/say' laws snowballing on the planet. In Hungary, they want to pass a law making it punishable by jail for "insulting" a jew. In the US, you have the same if you are white/European body and "insult" anyone who is not in a white/European body. If one is SO body oriented and thin skinned, they should consider suicide as an option. There is A LOT that I could say about why this is and the fear of the white race, but you will have to discover this on your own. The anti-white attitudes are sequential in origin. The 'we are one without any difference' is sequential in origin. The one world/one mindset is sequential in origin. These and more sequential manipulations, though, are doomed to failure just by the nature of EndGame itself. This nature is not something that a sequential path Higher Self is privy to, however. The simultaneous path Higher Selves have all the trump cards no matter how shrill the sequentials get during EndGame.



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People keep saying that we are "in the beginning of" this or that crisis. This is because they don't want to know that we are FAR from the 'beginning' of EndGame. If it's the 'beginning' of EndGame that means one has a way to go yet - a body controlled concept fearing the end of the body. You have to go back to the early 1800's for the 'beginning'. We are in the ending stages of EndGame. This is why the band is playing so frantically and with great discord. The sequentials know that their plans are not proceeding as they desire in spite of the surface successes. For one, that 'damned' Matrix V Gold Edition came out and threw a major monkey wrench in their path. They didn't figure on that at all and are heavily displeased. Tough shit.

In 2004, the hammer may well fall on the US, but the US has no one else to blame but themselves. 2004 brings a new chapter in EndGame and it won't be pretty.

**Assaulting Head Chakras & The Silver Lining**

1/9/2004

I was driving home last month and the luxury level car in front of me had television monitors built into the driver and passenger headrests. Both sets were broadcasting images although no one was in the back seat. Forget the entertainment value to those in the back seat, you have an electronic broadcasting device operating behind your head and it is reacting with the back of your third eye chakra. This is really a quite sinister by design because, while you are driving or sitting on the front passenger seat, your 3rd eye chakra is being zapped by the electronics. You are concentrating on driving, so anything coming through the television (subliminals and similar signals layered into the overt television show) can enter via this chakra. It gives 'backstabbing' a whole new perspective. Unlike television in your home where you are several feet away from the box, the car headrest device is only inches from your head and chakra. What can be avoided by distance in the home cannot be avoided in these upscale cars. Just as I would never own a cell phone, I would never have this device in my car. Not only is the 3rd eye chakra the closest, but the crown chakra is only inches away from that. This device can also be used to block not only 'seeing' (3rd eye), but also cloud your crown chakra, connection to your Higher Self, and throat chakra used for 'hearing'. You can do your own research if interested in more on these 3 chakras.

During EndGame, it is more and more imperative for the sequentials and polarity mavens to attempt to control or disable Higher Self functions in simultaneous incarnates. It is their beLIEf that if they can do this, then to a certain extent, they can 'delay the simultaneous graduation from 3rd density Earth,' as well as 'hasten converting Earth to another sequential incarnate planet'. Electronics is one of their main weapons and is a very candy-coated poison. Alien technology, introduced in the 19th century, then rapidly developed by 'miracle' research (read aliens giving more technology) is central to this conversion approach.

This does not mean, in the current year, that you abandon all and live in a cave. Not at all. But it should advise you on what is going on. The simple fiber optic, glittering device is quite interesting to watch, but the fiber optic cable can also be used to carry signals not designed for your benefit. I remember when people said that they only had cell phones for 'emergencies'. That was the entry into what has turned into a dependency on them. I am the only person I know who still refuses to use them. Even people who, at one time, warned of



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the dangers of using them have been seduced into using them all the time. That's the intended lure of technology. Cell phones are another electronic device attempting to influence the same upper 3 chakras as described above. Refer back to previous Matrix V Gold Edition segments dealing with technology vs. spiritual development.

In one sentence: the more technology used, the more sequential in nature one risks becoming and the easier it is to bury spiritual Advancement. The alien sequentials are the technology drug suppliers to Earth and the dealers are those who push them as the ideal of 3rd density existence. Notice too how the 'top of the line' electronic product of today is easily replaced by another in a brief period of time and your 'top of the line' suddenly is yesterday's news. It's more convenient, faster, smaller with the best technology available. 'Available' is the key. The technology that the government has is far in advance of what is available to the public. As with any addictive drug, the need becomes greater and more pressing once dependence on them is induced. This is another form of giving away your power.

I know, from the classes that I use to teach (adult evening), people do not want to read. They want to watch a video, listen to a cd/tape or be told. They want things with minimal effort involved on their part. This is also part of EndGame, technology dependence and sequential reformatting.

The neat thing (silver lining) about all this is that no matter what sequential aliens and those who are body oriented do on Earth, they cannot delay the departure/graduation of the simultaneous incarnates. EndGame Finale is set in stone. This graduation will cause them a lot of anxiety when it occurs and Earth moves from their influence because the planetary spirit is also on line for shim's own graduation. The graduates have moved on while the lesser grades are still in school.

**The Higher Self & Incarnational Incapacitating Disabilities**

1/20/2004

There are only a few simultaneous path Higher Self incarnations that really rate major attention from the Higher Self. They are the Dominants and the Final. All other incarnations move along according to the path of experiences that the Higher Self set. Hence, a Higher Self can have an incarnation with Alzheimer's or other handicap that restricts much 3rd density interaction *for that incarnation*. One would have to find out why that Higher Self would choose this type of incarnation. Usually, it is in partnership with another Higher Self's incarnation who wants certain experiences dealing with providing specialized assistance and one who wants experiences in receiving specialized assistance.

When an incarnation seems to vegetate in Alzheimer's, comas or similar circumstances, the spirit does not just hang around trapped in the physical. As long as the physical is alive, the spirit is still bound to it. While the spirit may stay concentrated on the physical during the first segments of the situation, when the physical deteriorates too far, the spirit would not settle to be trapped like a genie in a bottle. Shim engages in astral experiences according to the level of Advancement that shim has attained. If the physical has a rare moment of lucidity, it indicates the spirit is visiting. The lapse of lucidity means the spirit has ventured outward. This, again, is not due to the lack of desire to be with the body, but because the physical disability is overwhelming.



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Refer back to *Matrix V Gold Edition* and see that something like this could not occur unless that Higher Self had this type of experience as part of their incarnational path. In the rare case of a person recovering from a coma that has lasted years, there was a need for the experience, BUT you would have to ask the involved Higher Self what that was OR do the research on 27 if that is an area you are interested in. These difficulties are major events in the lives of people that have direct responsibilities for relatives and friends in these situations. If you are one of these people, YOUR Higher Self has the answers. Once the Game is over for you and you have graduated from the Game, you will consciously remember the why's that nag your consciousness today on these matters.

Your simultaneous path Higher Self is keeping track of hundreds and hundreds of incarnations. Of course you feel that your current incarnation is all that matters to you. It especially does if you are body ID'd since you will never have that body again. *Matrix V Gold Edition* is loaded with body ID segments. Your Higher Self, however, will have the major part of shim's attention on the Dominant and Final Incarnations due to the nature of their experiences and that they are the culmination of all simultaneous experiences. A Low or Mid level incarnational stream connected to a comatose or brain incapacitated body is not of as great concern to the Higher Self, but the experiences that incarnation is having will still add to the overall data processing of the Higher Self and is necessary to shim's needs. The Higher Self never has a 'useless' or 'unnecessary' incarnation. BUT there are incarnations of small value and those of great value for reasons other than Dominant and Final purposes. Remember, as per other *Matrix V Gold Edition* segments, that NOTHING can happen to any incarnation that will stop the incarnation from having the experiences that your Higher Self has chosen. For any more specifics on this topic, though, talk to YOUR Higher Self or visit the Library on level 27.

### **Playing 'Higher Self' In Certain Computer Games**

1/20/2004

In one of last year's segments, *Television, Electronic Attacks*, I touched on how certain types of computer games can assist you in your progression because of the mental strategies involved. In this short segment, I will add a bit more to that concept. Certain role playing, strategy computer games get you involved with playing multiple persons during the game. Games such as *Baldur's Gate*, as an example, where you are in control of 6 very different characters, allows you to be the 'Higher Self' of these 6 incarnations. You decide what they will do during their game incarnation.

Some examples of this using the *Baldur's Gate* situation: you decide what gender, race, class that your prime character will have. This prime character will meet and decide what 5 other characters will join the group. Once the character joins, you have control over what the 6 characters experience. Yet, at the same time, you have body ID input, such as fatigue, to deal with.

While this is just a game, it does give the aware, Advanced incarnate game player some practical experience in being a simultaneous path Higher Self although on a much smaller scale of 6 simultaneous incarnations rather than, say 1500. You gain far more from the game when you keep that in mind. An inability to control 6 different game characters at one time does give one a clue to what the incarnation involved is not. By this I don't mean someone who just doesn't go for computerized games, but rather those who do but cannot grasp the mechanics of controlling 6 characters at once. I know a couple guys like this who say they can handle only one character at a time. In other incarnations, they will be able to



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handle this. While they may be able to handle this, electronics, as we have today, is an alien infusion to Earth and part of the EndGame scenario. All simultaneous Earther path Higher Selves have had lots of electronic experiences as sequential path participants, but that's something else entirely. Those incarnations, as per other *Matrix V Gold Edition* segments, are restricted to us until we graduate.

Something I did find most interesting was that at the end of the Baldur's Gate series, you can choose to become the 'god of Balance'. How interesting. I played the Baldur's Gate series when it first came out. I have been replaying it again this month, although differently than I did the first time. I thoroughly enjoy these kinds of games, as I did Dungeons & Dragons in college, as excellent mental exercises for some things to come.

### **Sequential Deception: Equality & EndGame**

2/1/2004

The *loudest* drums on Earth want Earthers to march to the beat of 'equality'. This is a major part of realigning Earth to become a sequential planet and the sequential aliens have a major interest in having this occur. Refer back to previous *Matrix V Gold Edition* segments related to this topic.

'Equality' is an EndGame term that sounds good but, in reality *it denies the simultaneous nature of the Game*. It is an attack against the simultaneous experience. One of the hallmarks of a sequential planet is progressing as a planet rather than as an individual. Creating a simultaneous dominated planet allows for a vast variety of different and contrary situations, on one planet, for a rapid learning/advancement environment. This allows the simultaneous path Higher Self to choose from a myriad of incarnational *possibilities* with vastly *different limitations and potentials*.

We simultaneous path Higher Selves are enjoying this huge variety over thousands of years of linear time. Next, enter the alien surge heralding EndGame for us on Earth. The end of variety and the entrance of boring homogeny.

There are many situations that have been on Earth since it was designated as a simultaneous path planet. IF you are not ready for the information contained in *Matrix V Gold Edition*, you should not be reading it as it will only upset your physical body which is ruling your underdeveloped incarnational spirit. Body ID ALWAYS gets in the way of spiritual Advancement because it attempts to set itself up as the omega of existence, hence the popular myth of 'the resurrection of the body'.

*Matrix V Gold Edition* readers (who are ready for that level of information provided) know that the Higher Self is the REAL you. Awakened Final Incarnations and certain Very Advanced incarnations know that the body is only a vehicle for experiences that their Higher Selves require. ALL this body ID'd bullshit about equality of everyone, every gender, every race, etc IS part of the sequential plot and a major feature of EndGame on this simultaneous planet.

The United States was *founded* as an *intended base* for sequential 'equality', disguised as 'freedom' to spread like a sequential plague around Earth. Freedom and equality are two vastly different concepts. *Equality suppresses freedom in most cases*. This type of 'equality' is of sequential Light polarity common to the Pleiades and other similar Light polarity



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systems. This type of 'equality' does not tolerate what is different, however. Native Americans found that out when the self-called 'freedom lovers' stole Native American lands and then forced the locals into virtual concentration camps called reservations, all the while spewing body comforting phrases like 'freedom' and 'equality'. American slaves also heard the same line of control bullshit. "All men are created equal" they (continue) to say, but the aware know about the levels of this creation and how the top levels live to deceive the others. The deception is from not saying what they mean.

The first major event to challenge this alleged 'freedom' was the southern states leaving the federation by constitutional means. Enter the Dark president, Lincoln. Southerners soon found out that freedom to legally leave the corporation of the United States was just a smoke screen and that it never existed. Forget the victor's version of history about slavery. That was just the Lightsiders' apologist spew to hide the truth.

Now, pull away from all the body ID muck, if you can. Slavery, in various forms, has existed on Earth for ages. Slavery is part of the 3rd density Game *experience*. You cannot appreciate not being a slave unless you, at some time(s) are one. While in early EndGame, African black races are the main slave group, ALL races are slaves at some time in history. ALL simultaneous Higher Selves have several incarnations in the slave situations for the *experience*. They also have several incarnations in the slave *holder* situations for the *experience*. It is neither good nor bad. It IS the *experience* and THAT is the bottom line. If you can't see that, you are still body ID'd!

Similarly, the female gender, in most of Earth's situations, has its place as does the male gender. These are necessary for the simultaneous Higher Self's experiences. When females, due to alien sequential meddling/formerly latent DNA commands appearing during EndGame, no longer wanted to honor their traditional roles in favor of sequential equality, it was to deny certain necessary experiences to the simultaneous path. If what one wants was a bland, everyone-is-the-same experience, that one should have stayed in the comfortable, excruciatingly slow advancing sequential path. The simultaneous path is not for the weak! The damned Lightsiders, with their hand-wringing and denial of Higher Self need of experiences, favor body ID matters instead. While they like to quote spiritual-sounding words, they are actually heavily body ID oriented. Meanwhile, the Dark side manipulates using Lightsider techniques to get its way. The United States has been heavily Dark since Lincoln and in its Darkest to date with Bush. Conquest has been more of a theme, while clinging to false words of 'freedom'. The American interpretation of 'freedom' is that you are free to be like we tell you to be (Cancer country). Iraq is now 'free' say Darksider Bush. They are only 'free' to be as Washington decides it to be.

Former M5G segments deal with other false uses of the word 'freedom', such as non-freedom of speech, for one. The US became an overtly Darksider country in phases. What the public would have been in revolt over from Washington during one era, is ignored in this. The liar and Constitutional traitor appointed as president would not have been tolerated as close in time as the 70's when Nixon got the boot for FAR less treachery than Bush. This is also EndGame. It is also through the usage of various technologies and the increase in minion incarnations that the simultaneous have been restricted by the sequential.

Fortunately, EndGame is only a *segment* of the overall simultaneous experience. We have the experiences of variety from pre-EndGame times. Now we get to see the corruption of the simultaneous experience and the *lack of Game ethics that the sequential have*. This also



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adds to the overall *experience* in the 3rd density Game. The simultaneous path Higher Selves on Earth are ready to graduate and leave this mess behind. The 'wailing and gnashing of teeth' will occur *when the simultaneous graduates escape the Game and leave the wailing sequentials behind to rend each other in their polarities*. The next simultaneous path planet will be in another sector of this galaxy, but that will not concern the graduates who will have far more interesting experiences to have.

### **Orion Sex Patterns/Alice In Wonderland**

2/4/2004

The various alien genetic scientists, who have manipulated the Earther body for ages (refer back to *Matrix V Gold Edition* for more on that), also tampered with the sexuality of the Earther human body. I have touched on this topic before, but I wanted to add a bit more just to give you a bigger picture of the alien side of the coin.

The Orion Empire reptilians are totally bisexual. Sex is used to procreate and to dominate as well as for pleasure. Heterosexuality is *non-existent* among the reptilians. Even those on Earth, disguised as human, almost always maintain a heterosexual appearance for the benefit of continuing deception of Earthers. In private, though, anything goes. This is why certain royal family members insist on a public appearance of being heterosexual, but, behind closed palaces, it's a whole different story, which is very bisexual.

There are stories in *Matrix II* about reptilian sexual escapades. The Orion reptilian is always a sexual top when dominating a human because it is not a matter of sexual attraction, but a matter of dominance. Those foolish Hollywood films, about the aliens coveting Earther females, would have the viewer believe that aliens find Earther humans attractive. This would only apply to those who are physically similar in appearance. A reptilian would find an Earther human's appearance as unattractive as an Earther human would find a reptilian physical. However, the Orion reptilian is interested in showing dominance and superiority of race when it has sex with a non-reptilian.

When the one *Matrix II* report about the 'godzilla' reptilian toying the gay guy while his partner was restrained, this was the Orion way of demonstrating that they are superior because they can fuck anyone they want and it didn't matter if the person's partner was watching. They have a 'so, what are YOU going to do about it' attitude. It wasn't a matter of romantic pleasure. It was a matter of sadistic, Dark control.

This has also been accomplished when the reptilian was shape-shifted into human form, but the *greater agenda* takes precedence over the lesser, *personal dominance* one. The Orion reptilians are definitely NOT to be toyed with in 3rd density matters. They are deadly serious and *cannot be appealed to* on any spiritual based grounds.

Another group I have mentioned in *Matrix V Gold Edition* is the Pleiadians from Erra in the Taygeta system. These are the people who have been dealing with Meier in Switzerland in the last century. They can easily pass as an Earther human by looks alone (European looking). They claim to be entirely heterosexual (as have certain Earther countries, although that was not true). They are SO homophobic that their males don't even dance because it (to them) has a connotation of gayness.



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I have not been poking around on Erra for more one-on-one visuals. If someone wants to know more about their spiritual regressive attitudes, the Library on level 27 has some good research materials. Your full remembrance of sequential alien sexuality will be remembered by you AFTER graduating the Game when all your memories are able to be accessed. Then you will be able to review your sequential incarnational path with all the sexual varieties that have existed.

The aliens used their sexual situation in programming the DNA commands on Earth. Breed for the Orion queen is the prime command. Religious anti-gay attitudes are Pleiadian-based attitudes working in harmony with the Orion command. Remember, it's ALL about sequentials trying to screw up the simultaneous path experience. You will find opposing alien sequentials working together at times to try and keep Earther simultaneous path Higher Selves from graduating. This is FAR more evident during EndGame.

The span of linear years spent in the simultaneous path amounts to maybe 20,000 years or so (give or take). The span of linear years spent in the sequential path amounts to billions and billions of years. The enormity of the difference between the slow, sequential path and the rapid, simultaneous path can be seen in the vast differences of time involved. No one enters the Game in the simultaneous path. Everyone *enters* in the *sequential* mode, but all will *complete* the Game in the *simultaneous*. Refer back to Matrix V Gold Edition for those topics.

One other tidbit for you, since I have your attention. Disney has released their *Alice In Wonderland* on dvd for a limited time. When I watched it, I was interested to see that they are actually mocking the Orion Queen in the persona of the Queen of Hearts (off with their heads which are always male in the cartoon except for Alice). If you watch it, listen to the dialog around and from the queen. The King of Hearts is an insignificant figure as is the Orion queen's offsprings' father and you see the zero authority that males have as in the Orion Empire. The playing card soldiers all have the pointed top heads just as Orion soldiers' ridges rise on theirs. The overt drug use by Alice with the mushroom, the 'Eat Me' cookies and 'Drink Me' vial, plus the caterpillar getting high by his bong show how this film was ahead of its time (1951). The entire film is an interesting trip of discovery, but the mocking of the Orion queen is very interesting.

EndGame is here. Keep your eyes open as there is a lot going on in many areas that they don't want you to notice.

**Global Conditioning**

2/7/2004

Have you noticed how the terms 'terrorist', 'rogue nation' and similar have been in the news daily? These were seldom used words in the past, but, due to EndGame's acceleration, it has become necessary that the usage of these terms are beLIEved to be as stated.

In past *Matrix V Gold Edition* segments, I have brought out a couple of events from history, such as the American Boston Tea Party, that, using today's terminology, is terroristic. Actually, the whole American revolution was terroristic based on today's interpretations. Yet, back then, when EndGame was at its early stages, the formation of the United States was needed to bring about the EndGame scenario. The terrorists of yesterday are in control today.



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If you read the list of 'war crimes' that the victors pronounced on the losers of World War II, they ALL apply to the government of the United States and it's axis today as it reaches for global rule and the subservience of all to Washington.

Knowing how effective 'terroristic' procedures are since they were SO effective in removing most of Europe's monarchies and numerous world governments, one of the first things the American government (founded on terrorism) did, after forming, was to ban its violent overthrow because that is exactly how it got into power. Yet the violent overthrow of several foreign governments is exactly what the U.S. has always been engaged in, to varying degrees that have dramatically increased since the end of World War II. Panama, Chile, Grenada, Haiti and Iraq are some of them. This makes the United States the premier 'rogue nation'. All that 'freedom' and 'liberty' fog just hides the true intent of those in control. It doesn't matter what the riff-raff believe as long as these words ensure global dominance.

What ever happened to 'national sovereignty'? That illusion is all but dead today. Again, notice how the only country who really toots this horn and expects the world to dance is the United States in regard to their *internal* matters. This goes back to previous segments where I describe the attitudes of a country heavily under the sign of Cancer.

The use of the phrase 'rogue nation' is always applied to countries that *do not obey the United States and it's obedient lackey, Britain*. A third country in this dominance scenario is Israel, loaded with nukes and dispenser of *guilt-through-deception* for all who try to remove the illusionary webs this country spins. Yes, these ARE the Orion *models* on Earth. Red flags should go up for you when you hear 'rogue nation'. They are using it in the common *Problem, Reaction, Solution* trilogy and expect the general public to demand the solution that their rulers want. In the U.S., ever since 9/11 was allowed to happen with government collusion, the American public has been constantly told that another big event will happen because of muslim terrorists. I expect that something indeed WILL occur and that muslims will get the blame, but don't believe what the government says for it will be heavily laced with lies. The reason they use the 'muslim' enemy theme is due to the U.S. being occupied by christian adherents as well as the placement of Israel. If Israel was surrounded by hindu believers, for example, the 'enemy' would be hindu. Israel IS a major key and player in EndGame. The riff-raff who believe the government are the pawns. Refer back to the Matrix V Gold Edition segment on minion incarnations and their ease of manipulation. Breed for the Empire....more minions needed!

The simultaneous path requires the vast differences in nations, etc to process the Advanced path experiences. The sequential path finds this to be its bane and will do whatever it can to eliminate it. Again, refer back to Matrix V Gold Edition segments on these topics.

The over-use of 'terrorism' terms and 'rogue nation' tags will only continue and increase because the sequentials are determined to halt the simultaneous path experience on Earth. Every time you hear these terms, think of the sequential aliens pushing buttons to short circuit the simultaneous experience on Earth. These are control of riff-raff thinking terms. The Germans knew this in the 30's & 40's. The Americans have perfected this usage.

When the next 'shoe' drops on the American public, there will be more to say because the riff-raff will demand martial law to 'save us'. *They will give away the rest of their power to those who desperately need it to form this sequential path*, Orion dominated planet. What they don't want to know is that *there are certain Wild Cards and a graduation coming for*



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*the simultaneous path Higher Selves on Earth and for the Earth Planetary Spirit as well. Want to guess who will have the last laugh?*

#### **Women's "Rights" Groups**

2/8/2004

On the Internet news today, a barbershop in Scotland is reported to be featuring topless, female barbers. This has so-called 'women's rights' groups in a tizzy and they are planning to protest and harass any man who goes there. Now, while I would be repulsed by going to such a barber for other reasons, if these women want to have this type of job, it's THEIR business. No one is forcing them to do this, yet the woe-to-men's groups are going after the males and not the females who want to perform this service. They ALWAYS go after the men and not the women seeking this type of employment.

This tells you something very significant about alleged 'women's rights' groups. Besides them being a feature of EndGame and the sequentialization of Earth with an Orion heavy hand, they are primarily anti-male and manic conformist in nature. They use cutsie sounding phrases and terms like 'equality' and 'equal treatment' when they mean female dominance in a sequential, Orion mode. These groups rely heavily on bullying subservient men to cater to their whining demands. These groups could never have flourished if it were not for the activation of the Orion DNA commands and the cowering of most men according to the sequential, Orion plan.

These woe-to-men groups are constantly bitching (make that cuntin'g) about sex films and the 'exploitation of women'. Yet, in these sex films, the women who perform in them are seeking these roles. Despite that, these groups go after the men who are employing these women...ALL in the phony cause of 'women's rights'. BULLSHIT ALERT! BULLSHIT ALERT! The sad thing is that so many men DO bow when this whip is cracked. That's due to their Orion DNA command structure and the heavy body ID.

One other thing: exploitation of women. Most American females dress like the sluts and temple whores of the Roman Empire era. This is applying more and more to other areas of Earth where the Orion control model is gaining ground. It isn't men exploiting women, it's the other way around, the exploitation BY women. Females in skin tight clothing (no matter WHAT their size is) who express their disapproval of the male body while flaunting theirs. This is what's behind the myth of female 'beauty'. Refer back to Matrix V Gold Edition segments for more on woe-to-men during EndGame.

In pre-EndGame eras, you didn't have the massive problems caused BY females that you have today, but this is part OF EndGame. You knew who the temple prostitutes were by their dyed hair and "follow me" imprints left by their sandals on the ground. Today you have the same temple prostitute look but with the Orion snag which is *purposely deceptive* and contrary to the simultaneous path. This is also part of EndGame.

From a simultaneous path point of view, THEY are wrong. From a sequential point of view, THEY are right. Examine your *perspectives* and see which path YOUR *incarnation agrees with*. This is not a polarity matter, but a path matter. Is your incarnation leading you down the bullshit sequential path, which is regressive to the simultaneous path Higher Self? If so, it's part of YOUR *experience*. For those in the Very Advanced and Final levels, you KNOW what is happening. EndGame!



**Dark Portal Symbols, Chakras & Personal Effects**

2/10/2004

In an earlier segment, I discussed the Dark portal properties of the christian cross. If you wear this symbol, you invite Dark energies directly into your aura. All the protective cleansings and gold eggshell auras you create won't protect anyone who wears the cross around their neck or pinned to their clothing. An example: a Matrix V Gold Edition reader likes the idea of placing themselves in a gold, eggshell aura. However this reader is a mid-Advanced level and likes wearing the cross, not for its religious intent, but for a 'fashion' thing. Those who push the cross symbol as a 'fashion accessory' are actually appealing to those who would not wear it for religious purposes. This is a Dark attempt to increase the portal usage of the cross into areas that normally wouldn't use it. Back to the example: The M5G reader places the golden aura around him/herself and thinks that they are protected. What they have managed to do is seal the Dark energies within the aura and made it easier for Dark to surround the wearer via the cross. This, of course negates the purpose of the gold energy egg and causes more problems!

One has to be very aware of what they place on their person in the form of rings, necklaces, bracelets, anklets, pins, etc. These items are within your aura and may have an effect on you that you would not consciously desire. With the decline of christianity, especially in the Baby Boomer generation and those following, Dark adherents are constantly looking for other ways to gain acceptance of one of their prime portal symbols. The use of the inverted cross, said to be 'satanic', is STILL the cross symbol. Dark energy does not come in easy just because it's inverted. It's the cross symbol that makes the physical manifestation of this kind of portal.

Some cities have massive statues with crosses prominent. These crosses make Dark entry into these locations easier than the small, worn versions. You can see where this is a significant issue to those who know and can observe.

KNOW what you are wearing! The T-1 capsule, that I have written about already and can be purchased via information on the Leading Edge site, is something that works for your benefit. From my shamanic training years, I know there are many stones/crystals that can also benefit you. I have mentioned a couple, such as black tourmaline, in a previous Matrix V Gold Edition segment. Turquoise is also very beneficial for its protective qualities. There are many sources of information on stones, if you are interested.

Silver is a protective metal, but I would not wear it as a chain with the T-1 capsule since the T-1 people do not recommend metal chains with the T-1. If you have T-1 related questions, ask them or Val, not me.

For those not wearing T-1 devices, be sure what you are wearing. Stones pierced by metal are considered 'dead' by driving out the stone's spirit. Stones must be wrapped to have their properties intact. That is from my two of my Native American teachers.

The location of what you are wearing also indicates where it may influence you. Many people wear chains that dangle an object over the wearer's heart chakra. The heart chakra is the gateway to the higher chakras, so it is central. Some systems would have people believe that the heart chakra is the most important of the seven. If it is the most important, the crown chakra would not be the one that polarities want to block, along with the 3rd eye



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chakra. The heart chakra is significant, but then so are all those above the lower three, for different reasons some of which I've mentioned in *Matrix V Gold Edition* segments.

Opening the heart chakra is important in an awakening process and one would need the heart chakra opened to progress into Very Advanced stages because it can rapidly progress to developing awareness in the upper chakras. Cross wearers are unconsciously blocking the opening of the chakras that their cross is dangling near: heart and throat. You have to feel (heart) and to hear (throat) before you can see (3rd eye) and know (crown). Review the chakra meditation technique I gave in *Matrix V Gold Edition*.

Another symbol worn is the 'star of david'. This is Orion in origin. The triangle pointed up is the symbol of the Orion science sector. The triangle pointed down is the symbol of the Orion military and enforcers (also found on many U.S. police cars). Put them together and you have the 'star of david' which did appear on some of their ships. The 6 pointed star is an Orion Empire symbol. Those who use it consider themselves the 'chosen people'. See where that line of thought will take you.

This symbol is used by astral allies of the Orion Empire as a portal for their influence. Dark isn't limited to just one symbol. The infamous 'judeo-christian' catch phrase, so common in America, should convey a whole nest of Darkness to the Very Advanced and Finals. There are those who use these symbols knowingly and far more who use them naively. It doesn't matter to those encouraging the usage of them because they still get their goals met.

Be sure to examine what you wear in the way of ornamentation. The obvious may not be the root of the meaning. To say, 'but that's not what I intend' is insufficient and will not negate the intended effect created by the designers. Now it will be up to the readers to do their own research on symbolisms.

**Higher Selves, Mimics & 'Chit-Chats'**

2/11/2004

I occasionally get questions from Matrix V Gold Edition readers who tell me that their 'Higher Self said' this or that in regard to their personal path interests-of-the-moment and the M5G materials. Then, they want me to comment on or verify what their Higher Self allegedly said. This is something I would never do.

First of all, you are not going to have 'chit-chats' with your Higher Self. IF you think you will, you are only deceiving yourself. Shim does not work that way because of Game rules that the participating Higher Selves agreed to. Even as a Dominant Incarnation, you do not carry on discussions with your Real Self for the same reason. Dominants DO have contact with fellow Dominants of THEIR specific Higher Self. In that respect you are conversing with different aspects of your Higher Self, but these aspects are filtered through their current incarnational form with all the liabilities and assets of that form. The pure Higher Self does observe but the pieces in play have their roles to play. No cheating allowed. It's not called a Game for nothing.

Even as an Awakened Final Incarnation, I do not have 'chit-chats' with my Higher Self. I would not even attempt to do that because, at my level, I know the Game rules enough not to even consider that (or several other possible things). It is enough for me to know WHO I am and WHAT I will become upon graduation from the 3rd density Game. As an example,



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when I'm involved in a role playing game on my computer, I think in the manner of the characters that I'm operating, and not what would the real me do.

The Higher Self, if it is necessary to communicate to an incarnation, will generally use one of shim's other incarnational streams to do so in the guise of a guide, or in VERY rare cases, a direct intervention in an event. These have been explained in *Matrix V Gold Edition* segments. These are NOT common occurrences. What is common is lower astral entities mimicking a Higher Self interaction. The ONLY attempt is to deceive you. The Matrix V project has caused a considerable upheaval in several EndGame sectors and rippling through the simultaneous path experience on Earth (also mentioned in previous M5G segments). This disturbance has polarity Game pieces trying to sidetrack developing incarnations who have been influenced by *Matrix V Gold Edition*. Hence, posing as one's Higher Self has been engaged to mislead those not yet Advanced enough to discern. This is part of that incarnation's experience.

While the Higher Self will *allow* this deception to occur, there are *limits* mentioned in past segments. The purpose of allowing this is to get the incarnating spirit to Advance AND to rely on self rather than external sources. The more independent one becomes, the more prepared one is for post-Game involvements. Those tested by this should not panic, but do become suspicious. In one case, I was told by a guy that his Higher Self told him to tell me that he needed to learn certain shamanic procedures that are not taught to the apprentice until having served as such for several years. Of course I said 'no'. This person was not willing to commit the years needed to properly learn, so he foolishly thought that he could trick me by saying "my Higher Self told me that you should teach me" two specific procedures. THAT is a lower astral masquerading as his Higher Self. That is also part of his path, not mine.

Mistakes are made when you Advance. That's one way you learn. Discovering your mistakes are another. Even personal teachers are available to assist you learn and grow. Growing beyond your various personal teachers is something to strive for. Mid-Advanced level teachers are abundant. All the ones that I've had, in this incarnation, never Advanced beyond that level because this is what THEY need to do during their specific incarnations. You will have a number of incarnations at Mid-Advanced levels, but moving beyond them will come WHEN it is time for you to do so and in stages. This is determined by your Higher Self and not the individual incarnation. So, don't be quoting your Higher Self to me. It won't impress me. Those who are genuinely at the Very Advanced levels communicate differently than those in Mid-Advanced levels and those who are Awakened Finals communicate with each other with other enhancements available only to that Incarnation. Read and learn, but, most of all, be content where YOU are on your path.



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#### **Game Creator(s), Rules & Body ID**

2/12/2004

The designer of any game, whether it is *Monopoly*, *Dungeons & Dragons* or various card games, decides the rules of the game that they have created. The rules constrain the player by limiting how they may participate. For example, in chess you cannot suddenly declare that instead of a row of pawns, you now have a row of queens or if you don't like the way the game is going that you can win by physically knocking the other's pieces off the board. In *Dungeons & Dragons*, the dungeon master oversees the rules and game play. Although one can create different versions of an original game, each version will have its own rules or what would be the use of playing?

It is similar with the beings who designed the various 3rd density Games. I have covered some of this in previous *Matrix V Gold Edition* segments and won't repeat them here. In your pre-Game Higher Self, you were able to examine all the Games in play at the time, manifested by various galaxies as Game boards with incarnations as Game pieces. Game participation is totally optional and the decision of each Higher Self.

As to more about who the Game creators are, you will have to do your own research, but I will tell you that you will eventually know FAR more about this as you reach Awakened Final and even more when you graduate the Game.

The selection of Earth as the current simultaneous planet was decided by this galaxy's Game creator(s). As with all previous simultaneous centers of this galaxy, after the current group of Higher Selves complete their participation in the Game and move on, the Game creator(s) will choose another location for the next simultaneous planet. Actually, the next simultaneous location in our galaxy has already been chosen, but it is not known to the players yet. It will not be in this sector of our galaxy because other challenges will be part of the next version of this Game.

Our Game is loaded with incarnational loops, as per my revelations in other *Matrix V Gold Edition* segments. There are loops piled on top of loops and you have to find ways to break them to graduate. Game loops are instilled from birth via family 'traditions' and religious constrictions, ALL of which are artificial and meant to hold you back and present spiritual challenges based on your discovering that they are illusions.

One of the prime loops is "I am my body". Even many M5G readers continue to cling to that body ID and extend it to the Earth Planetary Spirit. For Earth Planetary Spirit information, you will have to re-read *Matrix V Gold Edition*. Just as you are not your body, so too the Earth (or any other Planetary Spirit) is not shim's body, but rather a vehicle for experiencing the Nature Spirit path. Re-read my comments on dead planets in *Matrix V Gold Edition*. There you have your answer.

Robert Monroe and I both discuss post Game Earth, however the restored Earth we discuss is NOT the one you are standing on today as such. Eventually, the 3rd density Earth will be as dead as other galactic planets where the Planetary Spirit has moved on. For example, Mars was once a lush planet in this system LONG ago. In order to better grasp the concepts with this, you have to overcome your beLIEfs about body ID and bogus 'resurrection of the body' crap. Until you do, you will not be able to properly deal with more Advanced spiritual concepts.



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Remember, *Matrix V Gold Edition* is not written for everyone, but rather a very limited group who have been waiting for this information. It is not my job to simplify everything to your individual levels. Locate a personal teacher for your level. All simultaneous Higher Selves will be able to easily process this information via their proper incarnations set to handle it.

There are a lot of Mid-Advanced incarnates running through the M5G materials when they are not prepared to deal with the consequences of what they read. This also involves the unfortunately ultra-common desire to find shortcuts to learning. When I taught adult evening classes in psychic related subject, I never met anyone who wanted to learn, but only wanted quick solutions and power without earning it. This is a sign of the late EndGame times. This is also a byproduct of the sequential alien technological infusion on Earth. Earthers are increasingly conditioned to instant gratification and minimal effort endeavors which are contrary to spiritual Advancement. The sequentials know this and, as I've stated before, this was one reason why it was thrust on Earth.

There are a lot of heavy-duty concepts in this segment. The Library on level 27 has more details on them, if you are interested. Meanwhile, the Game continues to be played out here.

**The False Summit: Mid-Advanced Levels**

2/13/2004

I have received a couple of good comments about mid-Advanced level incarnates. It IS true that this level can be an extremely colorful bunch of people and they DO put on a 3 ring circus of flashy acts for those at their level and the low-Advanced. These shows are partially what attracts the low-Advanced levels into progressing into the mid-Advanced. Make no mistake, this does, indeed serve a positive purpose.

One *Matrix V Gold Edition* reader in Europe said if I was to come to Britain that they would probable "put you in jail" and hound me as they do David Icke. She also said if I visited the Netherlands as The Author, I would probably be descended upon by every self-proclaimed shaman, 'ascended' master and other colorful characters. These are the mid-Advanced showmen and women. These are they who thrive on being a leader with a following or one of the followers. They love the word 'master' and their icons the bogus 'ascended masters'. This concept has been discussed in *Matrix V Gold Edition*.

Lightsider David Icke is presenting very valuable information in his books. I will be giving a review on his latest, *Tales From The Time Loop*, when I'm done with it, but I do recommend it. It is his best one yet and you can get it for 1/3 off at Amazon.com.

The mid-Advanced levels are all about 'love & light'. They think that concept is the pinnacle of truth. Their ultimate illusion is, as David Icke has on his site and in his latest book, 'infinite love is the only truth; everything else is illusion'. That statement really sums up the mid-Advanced level Lightsider in one sentence. It is their beLIEf. They parade this concept around and expect everyone else to rally to their banner. This is the prime religious concept of the low through mid-Advanced level Light polarity.

Mid-Advanced levels can be noted by how they surround themselves with their religious icons (crystals, pentagrams and psychic related trappings) just like the Mid levels surround



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themselves with their crosses, stars of david, etc. because for the Mid levels, beLIEf and (convenient/semi) obedience to their deity is their banner and the summit of THAT level. The Very Advanced may have various of these, not as icons, but as relics of past incarnational beliefs. Museum pieces, if you wish.

These are only a few external symbols that define major levels. The Dark polarity is as involved as the Light and thrive on the Light's 'infinite love' proclamations. The Dark could not exist without these ultimate Light war cries. Read more on that in Matrix V Gold Edition. The Dark is also actively entwined in all Light polarity endeavors and they will do anything they can to encourage their behavior. As written previously in M5G, the Lighter the one side is, the Darker the other becomes. The opposite is true too, the Darker the one side is, the more the Light side reacts.

When I was spending years studying the various arts that I needed for my incarnation, I ran into many mid-Advanced level colorful characters. Some examples: There was one seminar that I went to where there were 3 Dark witches at a wiccan conference who spent most of their time weaving, what looked like, astral, black spider webs around the room to drain unsuspecting and Light witch energies. Cackle, cackle. Darksiders attend ALL psychic related conferences and seminars.

I ran into numerous colorful characters in my shamanic study years where I always discovered Dark shamans working among the Light and unsuspecting observers. Dark shamans will heal you, but the price you pay is not what you suspect it is and they cause more damage than the healing you may receive from them. The shamanic colorfults were different than the wiccan colorfults who are different than the predictive arts colorfults and so on. Dark shamanic types attend ALL gatherings of this type of practice, such as pow-wows, etc. They mix in, with the Light and unsuspecting, with their personal agendas.

The mid-Advanced colorful characters do serve their purpose, however. These beacons are set to assist the developing low-Advanced incarnations to newer levels. What you discover is that they are not 'the end of all', but rather the end of a major cycle which lead to a new gateway into the Very Advanced levels. These mid-Advanced characters are a vital part of the Game and should be appreciated for it. I think they are very entertaining, but that's from my position as an Awakened Final, who appreciates things that other incarnations still cannot. You will appreciate it fully in YOUR Awakened Final Incarnation, though, and will enjoy remembering these times with other Higher Selves after graduating the Game.

### **More On Incarnational Levels**

2/14/2004

The incarnational 'level' tag, that I have been using in the *Matrix V Gold Edition* materials, is something that I designed to *illustrate spiritual progression* on a 'linear style' scale. This is similar to Monroe giving his 'focus levels' the numbers that he did. Focus 27 means something to those who know Monroe's levels and mid-Advanced means something to M5G readers. The one exception to my incarnational level tags is the Final Incarnation which is a definite, stock feature of the 3rd density Game experience.

One does not rapidly move through ANY incarnational level ... ever, with the exception of the Final Incarnation which is unique. It takes many incarnations to garner experiences at each level and immerse your incarnations in them. Unlike certain common games, the 3rd density Game is not a race in any way. You don't get points for completing the Game before



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any other Higher Self. Even though you are involved in complex interactions with other Higher Selves' incarnations during the Game, each Higher Self decides what shim's individual experiences will be and what ones that shim does not care to experience. These experiences can vary widely. An example: the Higher Self of the Orion queen has goals that are vastly different than those experiencing the simultaneous experience on Earth at this time.

If you seek to put a value judgment on other Higher Selves' experiences or needs, doing so makes you wrapped in the polarity experience. This is, of course, where you are UNTIL you have become an Awakened Final Incarnation. Remember the polarities always think they know what is best for everyone else. Looking down on the reptilian experience or thinking that you are superior for being on the simultaneous path (other than in a joking mode) shows that you still have body ID loops to overcome. This is not a 'bad' thing, but it serves you to be aware of it.

On the other hand, you are who you are and in the incarnational level that your Higher Self requires you to be at this time. You absolutely cannot be what you are not. You cannot go backwards to a lower level from where you are today nor can you be a more Advanced incarnation than the one you are occupying while reading this.

In the simultaneous path, as I have written in *Matrix V Gold Edition*, you are ALL your incarnations from the very first to your Final. Don't be concerned about your other incarnations either. They will all be taken care of in their own stead. Trust in your Higher Self, the REAL you.

When one has a seemingly rapid advancement in one incarnation, what you are in is a transitional incarnational level. It took you many incarnations to reach that one. An example: you felt you were a common Mid level incarnate with a marriage partner, kids and the standard work week job. Now you find yourself uninterested in marriage, want nothing to do with the religion you were raised in and are curious about the aliens and if tarot cards really work. This person has now moved to the low-Advanced levels. The transition is obvious to see.

Yet, we all know people who are perfectly happy to stay in that Mid incarnational 'rut', as seen from an Advanced level position. It is not a 'rut' to the Mid levels. They are content at that level. They are doing/experiencing what THEIR Higher Self requires. They are correct. They have other incarnations of a lower and of a higher progression on the simultaneous path but that is not what they want to hear. What they want to hear is that when they die that they go to their (fictional) heaven.

Another example is someone who was big into the aliens, had predictive readings to determine their vibrational circumstances and thought love & light was "IT". Now, later in their life, especially after connecting with the *Matrix V Gold Edition* materials, they no longer look to the aliens as our 'space brothers', use an occasional reading for advice rather than a command and cast suspicion on the love & light fantasy...this person is beginning the Very Advanced levels.

Starting a new incarnational level always begins with a review of the immediate previous one. A Mid level will start with a touch of the upper Low. The Advanced level begins with a sample of the Mid. The Very Advanced level emerges from the mid-Advanced. The Awakened Final Incarnation will touch on ALL levels before awakening. THAT is a journey



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that only the Final Incarnation will experience due to the wrapping up of Game experiences. You will EACH have this via your Final Incarnation.

Be happy with where you are. If you are into the M5G materials, take comfort in knowing that you are assisting your entire simultaneous experience. The M5G materials have a unique influence on the Earther simultaneous path experience. You will know how, in its total, after you have graduated the Game. Meanwhile, again, be content with where you are now. Change is constant and rapid once you have chosen the simultaneous path. You wouldn't have it any other way!

**Mid-Advanced 'Devil': 'Interdimensional Reptilians'**

2/18/2004

I read an article on David Icke's site by this woman who goes on a lengthy complaint about "interdimensional reptilians". Of course, being a Lightsider, she has to first 'apologize' to all the 'good' reptilians out there. After this cross parading, she launches into her view of employment and the 'interdimensional reptilians' who are, to her, as common as Lightsiders in the workplace.

This is a problem with the mid-Advanced levels (read my recent segment Mid-Advanced: The False Summit), especially those who cling to the Icke version of who the reptilians are. What this woman is doing is labeling Darksiders as 'interdimensional reptilians'. <SIGH> This is also what makes the mid-Advanced level SO difficult to deal with, because they beLIEve that they 'know it all'...the FALSE summit. Love & light and all that bullshit! They have no realistic grasp of the polarities and continue to deceive themselves and naive followers that it's all about 'love'.

Just as with the one-god religions, the low-Advanced through mid-Advanced levels need a 'devil' to operate and rally the troops. 'The devil', in general, operates well in exerting control on Low and Mid level incarnates. However, once the incarnations are on the Advanced levels, and the one-god 'devil' is understood for the bullshit concept it is, the controllers need the same devil in a new costume. Enter 'interdimensional reptilians'.

The lower astral is loaded with allies of the Orion Empire and the Dark polarity. This is true and their activities have been written about in Matrix V Gold Edition segments. BUT astral entities are not the same as 'interdimensional reptilians'. Refer back to M5G for the difference between density and dimension.

Astral entities do not have 3rd density, physical form as the Orion reptilians do. Even in Icke's materials, he refers to shape shifting reptilians on the physical level. These are physical reptilians. Astral reptilians cannot dine on the physical bodies of 3rd density beings! Physical reptilians can and do.

Mid-Advanced level devils, just like Low and Mid level one-god 'devils', cannot be residents of the 3rd density, although, just as with one-god 'devils', they can come and go on the 3rd density at will. They have to be a spirit in nature, part of the intangible. Mid-Advanced level 'devils' are needed for the Game polarities to control the Advancing spirits. It isn't until one enters the Very Advanced levels that the myth of 'devils' begins to unravel and the concept is thrown into the trash bin of lesser incarnational levels. You reach the fullness of this understanding with your Awakened Final Incarnation, something that ALL simultaneous path Higher Selves have.



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The Icke materials have their 'devil' incarnated in 'interdimensional aliens' who can be defeated by 'love'. The Low and Mid incarnational levels have their one-god 'devil' who can be overcome by 'love' and the fictional 'jesus' or just blind faith in their fictional deity. See how the Game is operating? If the Advancing spirit comes to an understanding too quickly about the nature of the 'devil', the Game would unravel quicker than planned and polarity control will be lost. By the time one enters Very Advanced levels to Final, a level of maturity is reached that can handle the true nature of Game and its 'devils'.

Darksiders have enjoyed the myth of spirit 'devils' all through the Game. It generates fear and fear makes Lightsiders easier to control. Darksiders encourage the beLIEf in 'devils' whether they be the one-god type with horns or the 'interdimensional reptilians'. The end result is the same. It drives Lightsiders to generate what the Dark needs to thrive. When one comes to a realization of the Game, which Very Advanced do, there is less and less feeding of the polarities. In the Awakened Final Incarnation, Darksiders have been known to have their astral heads chopped off in attempting to attack such an incarnation. The Awakened Final cannot be so intimidated and the Dark astrals learn to keep some distance unless they need a lesson by getting zapped.

While Icke's latest book is excellent in the beginning, I know I'll run into the mid-Advanced level 'devils' later in the book in chapters dealing with 'interdimensional aliens'. This does not invalidate his otherwise excellent materials. It's just that one has to sift and sort through the materials looking for the gold among the shit and there is a lot of gold there. Wash the shit away and you have it.

There is SO much confusion and deception in the Game about polarities, their purposes in the Game and their natures that a myriad of devils and deceptions exist to deceive the Game player. Now you know a bit about devils of the Advanced levels. Yes, there is more...there's always more, but this is what you should be aware of as you move on your path.

### **Apologies, Polarities & DNA Commands**

2/19/2004

It is a sign of maturity to recognize when you have made an error and acknowledge it. If one refuses to acknowledge their error (when actual and not illusory), they are dealing with some experiential loops of their own that were created for Low levels. When someone apologizes for errors that they didn't commit, they have a *different* type of immaturity that goes along with being a Lightsider. The Lightsider tendency is to apologize for just about everything, real and imagined. This is a Mid level through mid-Advanced experiential loop that needs breaking by the incarnating spirit.

Heavy duty Lightsiders apologize for their physical ancestry and allow others (Darksiders) to run rampant on them, the victim/victimizer situation discussed in M5G. One common example is slavery in America. There is no one alive today who was a slave or slave owner or whose parents were either, yet it is an issue (victimhood) that many blacks continue to harp on and use as a weapon. The Ashkenazi are another major group that constantly cry 'victim' and demand continual apologies to further their agendas. Read David Icke's *Tales From The Time Loop* for LOTS more about who this group is. These are body ID'd people.

A third group is American and western females who want all EndGame male incarnated Higher Selves to apologize for the function of the simultaneous path in the Game. The corruption of the simultaneous path on Earth has been discussed in detail in Matrix V Gold



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Edition segments. Because EndGame females have discovered that the DNA commands have allowed them to get away with being victimizers, they continue to have a field day with it.

I've observe, both in media and in person, how men pander to this need to be victimized by women (Orion mode). Where I work, one female was being particularly cuntly for no apparent reason. One older male co-worker said 'I wonder what guy owes her an apology'. I asked, 'why would you say such a thing?'. He said, 'men always have to apologize to women because they can't be made to feel they're ever wrong'. Fuck that shit!

It's an Orion 'male subservience to females' that urges the blanket apology for imagined wrongs. This isn't a Lightsider hue, but an Orion sequential thrust. You do the female body incarnate a disservice when you apologize for something you didn't do. Blanket apologies 'because she's cuntly' do the male incarnate *a setback in loop breaking*, as it does her. Unless one can mature to *accept responsibilities for errors*, and we ALL make errors, you cannot grow. It is as immature to apologize for everything as it is to apologize for nothing. *Different polarities of the same set of loops.*

This Orion DNA command flaw of being subservient to females makes any unbroken experiential loops all the stronger and much harder to break. They are not unbreakable, but they require far more effort to break because these types always worry about what other people think.

On the same idea is, when she is being cuntly and at fault, he feels he must buy her something. This is the whore/prostitute approach, also very common with western and primarily American females today. When she gets cuntly, and realizes that it's all her fault, she should be buying HIM something to make up. This female centric, Orion bullshit does not belong in the simultaneous path experience and it was not before EndGame kicked in.

As per several segments in *Matrix V Gold Edition*, if you are body/gender ID'd, you are not spirit oriented because a body ID'd person denies the spirit. The low through mid-Advanced, god/goddess worshipers are still heavily body ID'd. Hence being wrapped in numerous experiential loops that need to be broken to graduate the Game. If you cater to someone just because of their gender, you cannot move beyond mid-Advanced levels. Gender is an illusion. Since gender, on a 3rd density level, does not exist for your Higher Self (which means 'in reality'), if you cannot get beyond it, you are not ready for departure from the Game and you are also not in a Very Advanced incarnation and definitely not your Awakened Final who is a true iconoclast.

Watch and observe the Orion bullshit turning Earth into a sequential cesspool. The only silver lining to this is that it IS EndGame.



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**Three Advanced Level Projects**

2/23/2004

There are currently 3 different Advanced level projects on Earth during EndGame. The *Matrix V project* is designed for Very Advanced, Dominant and Final Incarnations. The *mid-Advanced level project* centers around David Icke and similar materials, such as Credo Mutwa and others aligned with David. The low-Advanced (*entry level Advanced*) *project* is the Michael Moore/Al Franken and similar materials.

These projects are all being orchestrated by various Higher Selves for EndGame advancement. The discovery of this trilogy of levels doesn't surprise me, but rather I'm impressed with the style of it. Since the simultaneous path includes almost all incarnational levels in almost all 'time' periods, it should not be a shock that there would be particular interest in the EndGame period.

EndGame ushers in simultaneous path graduation from Earth for both the simultaneous path incarnates and the Earth Planetary Spirit. It is considered a *major event* for those involved. The 3 different Advanced level projects are geared for maximum effect on those in these levels. The Low and the Mid level participants are wrapped up in their incarnational experiences based on those basic, *conforming* stages. They still 'believe in the system' and that they can 'use the system to correct the perceived flaws'. They believe in 'the process' the planetary rulers have set up. They refuse to accept that the system will not work. The Advanced levels are geared to breaking away from the Game and, using coordinated education, the involved Higher Selves are insuring that the maximum, Game allowed information is available, in the physical, to those who need it. Yes, the information is also found in the Library on focus level 27, but very few have conscious access to that level.

By composing projects for EndGame, certain Higher Selves are working in concert to appeal to the major 3 levels of the Advanced. The Matrix V materials are for the most limited audience due to the nature of the subjects involved. The David Icke mid-Advanced level appeals to a far wider audience *because it is polarity driven*, lots of love & light fluff that those at the mid-Advanced level thrive on. The Moore/Franken and similar materials are primarily for those at the meat and potatoes level that is associated with everyday type people. You won't find spiritual materials there, but you do find 'one-godder' religious stuff (in god's/jesus' name shit and references to the pope's disapproval by Moore of von Bush's global conquest agenda). This Advanced entry level still beLIEves that they can make the system work. This is a major Game illusion, but clinging to illusions is part of the level that one is at until one reaches Final.

Those who thrive on the *Matrix V Gold Edition* materials can get much from the Icke and Moore/Franken levels of materials. Those levels have some excellent information in them about EndGame. I find David Icke to have SO much detail about hidden layers of the Game that it is more than I'm interested in, yet it is something that mid-Advanced levels love to read because it assists them in their progression and in defeating illusions that the low-Advanced adhere to. The lowest level is all about what you see easily: American expansionism, Israeli genocide, crooked politicians and their deceptions, etc. The middle level takes this easy-to-see stuff and goes much deeper as Icke does by revealing behind-the-scenes players and motivations. The upper level gets into Game mechanics, the why's of the Game and the nature of the spirit and beyond. If you are Advanced enough, you can easily sift through the beLIEfs of the entry and mid-Advanced levels while gathering



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significant information on various facets of the Game structure on Earth to the level that you desire. If you can combine that with the Matrix V Gold Edition segments, you have a fairly decent understanding of the Game and, especially, of EndGame.

It does not do well to ignore any of the levels you perceive as lower than the one you are in. That's spiritual snobbery, which is common to mid-Advanced and lower Very Advanced levels but for usually different reasons. On the other hand, someone at the lower-Advanced levels would be uneasy with many mid-Advanced materials and avoid the M5 level altogether. They are not yet ready for that during their current incarnation and that is fine.

As I have written in previous segments, experiences are streaming into out respective Higher Selves via the incarnations we have on the simultaneous path. EndGame contains Game elements that you cannot find at any other linear time period and it's like the last months of your senior year of school before graduation - very eventful.

What I am primarily trying to convey in this segment is an appreciation of all 3 major Advanced levels during EndGame. Beware of spiritual snobbery because it is a loop that can deny you much interesting information. With sharpened observational skills and the ability to spot polarity bullshit, you will be able to gather lots of valuable Game information and also get a better understanding of how the minds of other incarnational Advanced levels operate.

**Polarities' Offspring: Rule of Law**

2/24/2004

In the American media (Game controlled), one tends to hear the phrase "rule of law" increasingly used by governmental aligned sources. The 'rule of law' is a totally polarity driven concept. It demands the giving away of power by the incarnates to an authoritarian entity who would like you to beLIEve that the entity knows better how you must live your life. The formation of a government for/by/of the people was a sham to permit the setup of a global dictatorship in time with the intent of making Earth a sequential experience planet, as per previous Matrix V Gold Edition segments.

Polarity devotees cling to the 'rule of law' idea because polarity thrives on control of others to their way of thinking and to deny experiences that will allow you to develop individually, which is a feature of a simultaneous path planet. Darksiders always seek power and control. Darksiders, as stated in segments of Matrix V Gold Edition, want all to serve them and their needs. Darksiders aggressively pursue leadership positions, whether president, prime minister, dictator or emperor/ess. Darksiders prefer overt dictatorships, if they can manage it, which is why Adolph von Bush said more than once, in public, that he wanted to be dictator.

When a dictator gains power, as Bush did in the United States, the Dark increases their presence dramatically. While Darksiders love being in control, the darkest of Darksiders want to remain somewhat out of the spotlight or totally hidden, in many cases. These beings pull the strings of the puppet. You've heard of the secretive planetary rulers on Earth, but do you know exactly who they are? They are the top of the pyramid on Earth. You would not know them even if you passed one on the street. They are that Dark and that hidden. Darksiders are experiencing their path in this way.



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The Bush dictatorship is loaded with Darksiders who want nothing more than a total police state and they are well underway to that goal, as any observer can see. The current batch of Darksiders in Washington love the illusionary words like 'freedom' and 'liberty'. When you hear them, think instead of their 'freedom' to strip your 'liberty' for their ends.

Darksiders glorify the military and police because they are the enforcement arms of their paranoia. Darksiders appeared to almost lose control in the 70's with the huge anti-war, anti-military, anti-police attitudes of the country. The 70's were the decade of emerging independence that was crushed by the Dark when Reagan became president. TOO much overt freedom called for a crackdown. Too many Americans actually beLIEved that they could be free to explore themselves. This could not be allowed to continue because EndGame required something very sinister. It was, at best, an island in the storm of EndGame.

On the other hand, Lightsiders also crave the 'rule of law'. In their case, instead of the overt all-about-me of the Darksider, it's the 'I'm doing it for your benefit' attitude. There are genuine Lightsiders who really DO beLIEve this. This is no excuse for their actions, but it is part of their experiential path. There are far more Darksiders who mouth this in public, but are anything but Lightsiders away from the public eye. Nothing is simple in the Game! Remember that your goal is to move beyond the polarity expressions and not to wallow in either of them.

Lightsiders can use phrases such as "it hurts me more than it hurts you" and "you will thank me for this" as they impose their beLIEfs on you in a control/experiential denial mode. Lightsiders also love to quote their non-existent deities. "Jesus said", "god said", etc are all ways of passing the buck and the old victimhood standard "I have no other choice but to do this (because 'god' said so)". Lightsiders LOVE using deity to appear to be forcing their reluctant hand. This is SUCH bullshit!

Lightsiders' 'rule of law' is either god based or nature based with today's nature based being the god of most low-Advanced and most mid-Advanced incarnates in the Light polarity realm. Darksiders' 'rule of law' is the denial of freedoms based on traditions, greed and the quest for power over others. One example of Darksider rule: even though a country's laws apply within the borders of that country, not outside it, the American Empire has decided that its laws apply world-wide which is pure Darkside, Orion and, hence, sequential path.

America is currently glorifying the military and the police. Annoying, controlling flag waving all over the place. The Dark sanitizes the news, just as in other dictatorships, to lure the naive populace that the 'rule of law' is the only way. The Orion Empire DEMANDS absolute 'rule of law' within the empire. Getting the planet's inhabitants use to this Darkside 'rule of law' is also getting Earth ready for overt Orion control.

Whenever you hear the phrase 'rule of law', a major red flag should go up in your mind. It is another major feature of EndGame and the Darkening of Earth. It cannot be stopped by using the system in any way. The only way this will conclude, to the simultaneous path incarnates' satisfaction and the grief of the polarities, is our graduation and the subsequent denial of Earth to them. It can't get here soon enough for me.



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#### **Mid-Advanced Level: Thorns With The Flowers**

2/28/2004

I've just read the first significant flaw in David Icke's book, *Tales From The Time Loop*, and he doesn't even realize that he's being played by his Orion DNA command structure, which is typical in the smug mid-Advanced stages.

In talking about the Jesus myth and the phony Merovingian (and similar) blood line fables, he says:

"I read stories about the bloodline, including the Merovingians, "almost dying out" and that Jesus was the last of the line who had to pass on his bloodline to keep it alive and so on. Oh please. These ancient 'royal' lines in their various forms are all over the world and, I stress again, they are passed on through the female line that history largely does not record. History follows the men. Large numbers of bloodline births are also outside marriage and the real parentage is not recorded. The bloodline depended on one man? Are you kidding?"

This is standard Orion Empire thinking ... the 'all glory to the queen and her daughters' mentality. Someone stuck in mid-Advanced levels or lower is not meant to grasp what is really going on during their current stage in the Game we are involved with. The 'woman-is-central', Orion rule is one of the keys to the sequentializing of Earth. Those involved in the planning and executing of the Earth sequentialization are counting on the unknowing, well intentioned (but pompous in many cases) mid-Advanced to assist them by lacing sequential deceptions amid a lot of genuinely good information. Remember what the 'road to hell' is paved with?

This is part of the path that they travel, and travel it they must. At the same time, there are those in Very Advanced and Final stages who can learn much from observing the action. I find Icke's work well worth the read, with tons of great information, but there are 'thorns among the vines' in all mid-Advanced materials. I have read over half of David's book and this is the first true 'thorn' I have found yet, which I am pleased with. Remember though, one poisoned thorn prick can make a person ill unless the person can either avoid the thorn or has the cure for its poison.

Of course the prime element to note among these incarnational levels is how body-centric they all are. It's all 'the bloodlines' and body ID. 'I need children to carry on my line', they say. Breed, breed to no end...until you reach a conscious level of Advancement to totally override the body's alien command to 'breed like roaches'. This occurs in phases. Refer back to *Matrix V Gold Edition* for more on these topics.

The mid-Advanced levels and below are still caught up heavily in body ID matters. As long as the bulk of their attention is on the body, it cannot be on the spirit. This IS a major portion of the Game. You will understand this all MUCH better in your Very Advanced stages and, ultimately in your Final Incarnation. When you look back on it all, you can shake your head at the trivial nature of the body stuff (while the Game rages on) and look at the whole experience far differently. Remember, though, as a simultaneous incarnational path entity, you currently have hundreds and hundreds of simultaneous incarnations at the body ID centric levels. That makes your Awakened Final Incarnation all the sweeter for the bitter, but necessary, growing experiences you gain by participating in the Game.



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#### **Sequential Plan: Equality & EndGame**

3/2/2004

It is VERY sequential path AND Lightside to want everyone to be treated equally in all circumstances. Of course the current, most visible, American hot button issue is gay marriage. This is primarily a big whoop because those pursuing the prime Dark sequential plan for Earth want Americans distracted by something relatively insignificant in comparison to their grander plans.

I have written about the origin of marriage in previous *Matrix V Gold Edition* segments. Gay marriage is suppose to be about gaining the benefits of marriage that hets have and are denied to all outside of marriage. Enter Domestic Partnerships which are suppose to grant these benefits without the het religious label of 'marriage'. For one, I would MUCH rather have the Domestic Partnership situation and would not want to be married at all. As long as 2 people have the necessary benefits of living together from a legal standpoint, marriage is a non-issue UNLESS one is trying to conform. Domestic Partnership is being fair in such matters as death, hospital and affectional legalities. This should also be the situation for ANY 2 people who want to make their lives together. Marriage is a bankrupt institution. Look how the hets marry/divorce each other. There IS no 'sanctity' of marriage. It's just a legal control situation.

Even with Domestic Partnerships or just plain living together, 2 men can still call each other what ever term that they wish: husbands, lovers, partners, etc. 2 women can do the exact same: wives, lovers, partners, etc. The one term I would never use is 'significant other'. That's WAY too clinical sounding for my tastes. "This is my siggy 'o'". No, I don't think so...for me.

Certain American states have Domestic Partnerships in place, examples: Vermont, California and New Jersey. In many places you can get your partnership 'blessed' in a church. So why the fuss over the term 'marriage' if it isn't about the benefits? Yes, I know what they say, but wanting to appear as others/conforming to others' images, are sequential.

The term 'benefits', as used in EndGame societies, is part of the sequential plan as well. You won't find (what is known today as) 'benefits' for the general population in non-EndGame eras. They have, since the 20th century, become so standard that people expect them for all. This also is sequential and part of the 'one planet' plan. This includes all races, both genders, all income levels (well, actually all NON-rich levels) and all ethnic groups (at least on the surface) blending into a one-world (sequential) population. This is contrary to the simultaneous experience and *denies variety of experiences*.

EndGame, while rapidly closing simultaneous experiences on Earth, does give the astute observer a good glimpse into sequential (what we left behind, pre-simultaneous path) existence....kind of, that is. Refer back to *Matrix V Gold Edition* for more on sequential planets. Fortunately, EndGame itself is restricted by the creator(s) of our galaxy's Game. EndGame has a certain start point and cannot extend beyond certain linear years. While EndGame began in earnest during the late 18th century (actually started to form in the late 15th with the Columbus event), EndGame itself has its rules to follow and that includes its conclusion.



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Socialism, welfare states, social security, unemployment, credit, usury, currency are a limited list of sequential control devices. Egypt did not use or have currency, for example, until Alexander conquered it. Rome was another big currency empire. Remember too, the aliens never left Earth, but, due to Game conditions, could not run rampant as they do during EndGame. Yes, it's a bit complicated, but you will understand it by your Awakened Final Incarnation.

The dis-ease of (except for the wealthy/rulers who are mostly exempt) across the board equality has become epidemic and also spawns massive victimhood. Equality denies individuality. When one graduates the Game, you are totally individual. Graduated Higher Selves proceed as the individual entity. All the bullshit of can't say/do/think/etc does not exist.

If you have to consider the total of almost what everyone else's insecurities are, you are operating on a sequential level. If you think 'I can't say/do that because this group or that sector will be offended', you have developed a sequential mindset. Fuck that shit...from my point of progression. No group, units or protected victimhood receives any deference because of their insecurities, limitations or level of incarnational advancement. Want to be shocked, just listen to me. If you are so easily shocked, though, you are not ready for beyond Game levels in your current incarnation.

Equality is a poison that is seemingly sugar coated. This sugar coating will give you diabetes of the spirit that infects your incarnation. Yes, that is part of your EndGame experience perhaps, but not mine. How you handle your body ID says it all.

### **Looking For Loopholes**

4/4/2004

It seems to be a very popular pastime for incarnates to look for loopholes in the Game because they are unhappy with certain circumstances in their lives. This is a combination of victimhood stances, Lightsider attitudes and looking for an easy way out of the experiences required by their Higher Self. These are body ID generated, not spirit. Since the incarnating spirit is having a Low or a Mid or one of the several Advanced level experiences, the body rules, as per Matrix V Gold Edition segments. Experiences would be very limited if your Higher Self was in full control of each incarnations and, thus, there would be no Game.

With Low and Mid level incarnates, the major loophole that they beLIEve in is *giving away of one's power* to religion, society and/or governments. They do this because they want others to do their work for them and, when things don't go the way they expect them to, instead of accepting responsibility for giving away their power in the first place, these people can say it's the church's fault or the government's fault or the group's fault for problematic experiences. Victimhood! You can see this in everyday life, the depth of which is regulated by the degree of your observational abilities and level of Advancement.

While *Matrix V Gold Edition* segments are written for a specific and VERY limited section of incarnates, nevertheless, there are those who think they can handle materials that they are not spiritually advanced enough to comprehend. This, of course, is one of the attributes of the mid-Advanced level. Refer back to my recent segment on the false summit of that level. As long as one is mid-Advanced, which can last for many incarnations, one thinks that



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they are at that summit. It isn't until they finally move beyond it that they realize that they were not at the summit but only on a ledge moving upward.

Yet while they are at the mid-Advanced level, they can be so pompous, demanding, know-it-all and holier-than-thou. They rush into the M5G materials with those attitudes and look for confirmation of their positions. When they read information that clashes with their position, they get quite huffy and always want to argue their positions despite what I've written in the M5G Introductions. The mid-Advanced level has set up a number of fences/boxes of beLIEfs and feels that, in order for new information to be accepted by them, ALL information of value must be constrained by their level's narrow interpretations.

I can always spot a mid-Advanced level meddling with materials in M5G that they are not ready for. *They are looking for the loopholes in what was revealed because not finding them means that they have more experiences and UNlearning to do in order to graduate the Game.* Their attempts to engage me in arguments always fail. They can't understand why BECAUSE of their mid-Advanced level limitations. They won't understand *until* they have entered the Very Advanced phase. Complete understanding will come during the Awakened Final Incarnation. Everything always in its time which was planned by each, individual Higher Self.

On the other hand, the unease that they experience because of the *Matrix V Gold Edition* segments will assist them, in 'time', to Advance. It is the mid-Advanced who want to set up discussion boards/chat rooms because they figure that arguing points made in M5G and coming to a mid-Advanced consensus will ease their mind as a committee. You would find that most of those involved in these boards, especially the ringleaders, are into group concept forming. They also prefer that The Author keep out because I insist on the purity of the information released and won't allow it to be diluted and altered. Any site that does not have my ok is where you will find altered and diluted materials. If you want the real stuff, you have to stick with the M5 site.

Once they have a group mentality, there is the (usually) self-appointed leader/spokesperson who leads the charge to argue their positions. They are never interested in the truth unless the truth conforms to their level of progression. They are also very Lightside in polarity and get easily 'offended'.

What this should tell those above this incarnational level is that unless you can progress as an individual and not as a group, you still have a way to go with your own advancement. The Higher Selves are extremely individual in nature. The Game insists on group activities until one's Awakened Final Incarnation. This is why the sequentials progressing as a planet or system or empire at first before moving to the simultaneous path. When one enters the simultaneous path, it is a process in breaking AWAY from the *group mentality* and *becoming an individual again*. Even when all your simultaneous incarnations are summoned back, they become the individual that you are, *your true self without the incarnational masks*.

You will also find sequential and polarity agents passing themselves off as 'ascended masters/mistresses' and others who want you to hand your power over to them. There are those who, frustrated by the M5G existence, will do whatever they can to attempt to throw a bug in the works. Unlike with my Matrix V segments where I tell you that I could care less if anyone likes anything I write. It is what it is - *my experiences and observations*. Everyone's experiences will vary though certain truths will come to light as one is ready for them.



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Until one has reached Awakened Final Incarnation, the search for loopholes does continue. Even though significant maturity enters the Very Advanced stages, maturity that is not found in mid-Advanced's false summit, it does take time and incarnations. One cannot make new rules to the Game once one has accepted the rules before entry, as I've discussed in a previous segment. I will tell you that there is a tremendous level of peace and knowing once you are well into your Awakened Final Incarnation. The Game is looked at vastly different than any and all other incarnational levels. Even so, the physical body, due to the DNA commands, continues to try to regain control even though the more Advanced you become, the better you can tame those impulses.

It's always amusing to zap the self-appointed 'holy' figures of the mid-Advanced, especially if they push their luck with me and wind up getting their email address blocked. Yet the Very Advanced, that I do hear from, approach me in a significantly different way. You are who you are and you should be happy with your current level. The only benefit to looking for those loopholes to the Game and beyond is that you will eventually learn that the Game has no loopholes. Once you understand that, you can progress faster and with a better purpose. Until this occurs, keep enjoying your experiences even if they include being frustrated with what you read here.

**Questions to The Author**

It is clearly stated, in more than one location, that I will consider questions related to Matrix V Gold Edition segments if they are not already answered by reading the book. These are the ONLY questions that readers can expect a reply to. I have been asked plenty of non-M5G questions including personal, non-M5G related issues and for opinions on books/people that readers are interested in. What these people are looking for is a teacher on several levels. I AM NOT YOUR TEACHER! I AM NOT YOUR BOOK REVIEWER! I AM NOT YOUR ADVISOR!

If there is a book that I want to recommend to M5G readers, it will be on the site. If you find something you enjoy or someone you want to listen to, DO NOT ask me 'if it's ok' or 'my opinion' first! Just do it. I don't want you to attempt to give away your power to me, because I won't take it. You have no idea what a number of stupid, irrelevant questions that I've been getting from 'the (spiritual) kiddies' who are wallowing in mid-Advanced levels and looking for someone to tell them what to do or beLIEve that they know-it-all and want to silence any differing views. Spotting the spiritually immature is easy when you have reached a certain stage in *your own* progression.

Another way you can recognize some of the *spiritually immature* (in relation to whom M5G is expressly written for) is by their *email handle*, a dead giveaway. If they seek to gain attention to themselves and want to be noticed, some of them seem to go out of their way to choose an email address to do so. The list of wanna-be Final Incarnations is immense and loaded with mid-Advanced level incarnates. This is *ego and a body ID issue*, not a spirit ID issue. Refer back to my 2 segments dealing with the mid-Advanced level, the 'problem child' of the Advanced levels. Fortunately for them, they have incarnations that have progressed beyond this 'problem child' phase, however while in it, they can be quite annoying to those who are Very Advanced and Final Incarnations. Many aren't content to be themselves but are interested in *forcing others to their beLIEfs* as well as *silencing anyone who disagrees*. They are never content to just let things be and ignore those who want to proceed on their own path.



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If you do not get a reply for a question you asked me, it is because the question has nothing to do with an M5G matter not answered by *comprehending* the book. Those who expect their hands held while struggling to understand *what they are not ready for*, will have to go elsewhere. You will have incarnations that are ready to 'get it'. Meanwhile, play in the garden of the mid-Advanced, follow who you will follow... give your power away to those you adore (and who eagerly want your power)... read/learn what interests you. Part of Advancing is *learning* and *experiencing* AND *deciding* which books/teachers are good for you and which are bullshit. You will learn from all *types* of teachers at the mid-Advanced levels. Finally, remember this segment. I am NOT your personal teacher/advisor and that no response from me means you're on your own ... *as it should be*.

### Game Pyramid Schemes

Special M5G Vol II Segment, 9 March 2004

Our 3rd density, galaxy Game is built on a pyramid scheme of myriad proportions based on hierarchy. Some may beLIEve that the hierarchal pyramid is unique to the reptilians, but this is not at all true. Yes, the reptilians are the oldest race in our galaxy and the first to use the hierarchal command structure, but it is used by almost all of the galaxy today. If one of the technologically advanced groups encounters a rare, non-hierarchical planet, they rapidly move to organize them into the pyramid model.

Earth was such a planet when it was populated in past eons. Many of those stories are so absolutely ancient that you will have to either wait until you have graduated the Game to discover them or, if you have the ability, research some of their information in the Library on focus level 27. However when the alien empires made their discovery of mineral rich Earth and the current naive population, genetic manipulations and the creation of priesthoods, the first common step in a ruling structure, moved Earth fully into the Game. More on this can be found in earlier M5G segments.

*Priesthoods* are formed as the link between the common people and their 'deity'. In almost all cases, the 'deity' has been an alien with impressive technology that dazzles the natives. The aliens always encourage this because it sets them up as authority figures to the locals and places them above them in the emerging pyramid structure for that planet. Of course, the priests need assistants who function as go-betweens between the priest and the people. These assistants have clerks and so on. The structure gets more intricate with time.

Then there's the governmental structure to form. The people can't be independent and must be ruled by those who "know better". This has been via kings, queens, pharaohs, emperors (the king of smaller kingdoms) and so on. Royalty and the "divine right of kings" are direct alien linkages brought on by interbreeding. Refer to David Icke's materials for details on this, particularly his *Tales from the Time Loop*.

The reptilians have perfected pyramid authority structures with the queen as the capstone of their pyramid. Other alien groups have similar leadership structures ranging from absolute military dictatorships to benevolent rulers. This is all part of the Game's structure, hence, with few primitive exceptions, found throughout the galaxy. You will have had experiential situations in ALL Game pyramid structures by the time you graduate.

On Earth, due to heavily Orion/Sirian influence, the pyramid rulership structures exist almost everywhere in all forms of every organization. The military loves to 'command' and have a 'chain of command' where lesser ones are required to obey higher ones. Para-



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military organizations have this same 'chain of command'. This works pretty well with them, so non-military structures have adopted this phrase too. It works ONLY as long as those in it consent to follow it. Outside of military and para-military organizations, there (in theory) can be no 'commanding' of civilians. Yet, it exists because of illusions that those civilians buy into. Usually, it is because of petty potentates (local managers/supervisors) who want to control those they work with just as other petty potentates (regional managers/supervisors) control them. Where I work, they try to peddle the 'chain of command' illusion and I have told them while they can say there is a 'line of supervision', no one can 'command' me. Astute observers can draw further comparisons. These are all pyramid schemes.

The capstone for these petty pyramids is the business owner, 'supreme' religious person (pope or similar icon) who always speaks for the never present(in today's Earth) deity), etc. Pyramids commonly exist within pyramids as well: petty pyramid within petty pyramid. Put all these pyramids together and you have a planetary pyramid structure in the Game.

*Planetary pyramids* are ruled, in public, by an official title of some sort. In many cases this public head is controlled by a behind-the-scenes cabal of select Darksiders. Darksiders almost always prefer to have their main power ruler NOT in the public eye. The Orion queen and Sirian king are two galactic exceptions that some would be familiar with. Earth is ruled by a Dark cabal that moves the public puppets of president, prime minister, etc.

The Earth planetary pyramid is illustrated on the back of the American \$1 bill with the pyramid on it and the floating capstone. The floating capstone indicates the alien ruler not on Earth but whose eye is watching. If Earth does overtly re-enter the Orion Empire, the capstone could once again be placed firmly on the pyramid. ALL that mentioned so far, in this segment, is pure Game mechanics set by the rules of the Game in this galaxy.

The Higher Selves, *outside* of the Game, do not operate in this manner. Higher Selves are so uniquely individual. There is a semblance of this individuality is discovered when, as an Awakened Final Incarnation, you discover that while the incarnating physical participates in the pyramid schemes, the illusion of all these pyramids becomes clear. The petty potentate is only a Game piece and has no authority outside of the Game. The Orion queen clings to power because outside of the Game/pre-graduate, that Higher Self is just another Game player. Your Higher Self is you in all of your incarnations. Yes, your Dominant incarnations decide on the Final and the Final is your ultimate 3rd density Game expression, BUT ALL of YOUR incarnations from your very first as a sequential to your Awakened Final are all YOU playing various *roles* in the Game.

*Game pyramid structures are based on one giving away of their personal power to someone other than self.* Higher Self structuring is *internal* and you don't give away your power to anyone. This can be a difficult concept to fathom if one is not ready for it.

After the Summoning, the Game graduated Higher Self moves on independently and makes other decisions according to what shim desires and not due to any spirit overseer. Game structures would have you beLIEve that the pyramid hierarchies exist forever. The mormons talk about the passwords and signs needed to be successful in manipulating through afterlife authority figures. The christians beLIEve that there are levels of angelic hierarchies with everyone in their place. This is common in all religious beLIEfs even if it is submission only to a god/goddess figure.



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The pyramid schemes of the Game are in and of the Game itself. While in the Game and until you have reached the awareness of your own Awakened Final Incarnation, you will be immersed in the Game's structures. It is necessary for you, during the Game, to be in the Game. When you near graduation, the illusions start to unravel. The Game will go on after your Higher Self graduates but, by then, you know the Game for what it is and what it was to you.

#### Experiential Fences

Special M5G Vol II Segment, 15 March 2004

*Fences are control devices set up to keep things in and to keep things out.* The Game is loaded with fences of all types. These are set up by governments, society, religion, science and other control groups. In order to progress, one must jump or break the fences.

*Experiential loops* are located *within* fences. *Fences are the corrals for experiential loops that belong within their scope.* For example: in the religious fenced area, among the experiential loops you can find are – 'jesus lived & died for you', 'mohammed is the prophet', 'the 10 commandments are from god', 'the goddess created us' ... and so on. As long as one remains fenced in by religions, you can break one loop, maybe the 'jesus' loop and exchange it for the 'goddess' loop. True, you have broken one type of religious experiential loop, but exchanged it for another. Also true is that your restlessness caused this. But, there will come a time when you have broken all religious loops and can jump the fence of religion.

There are those who jump the fence of *religion* and into the fenced area of *science and logic*. To these types, science is their religion. It is also the religion of *technological worshipping sequential path incarnations*. Within this fence are other experiential loops, such as 'logic dictates', 'scientific verification' and others. While those experiencing these loops *inside* the science/logic fence tend to look down on those in the neighboring corral, the religious barnyard, in actuality *they are just different experiential areas* that one's Higher Self does take advantage of *for the value of their unique experiences*.

*Government fences* have loops of 'rule of law', multitudes of pyramid authority structures and so on. Those incarnations saturated within the government tend to adhere to military, police and similar pyramid structure organizations, including corporations. It IS difficult to find any employment without these structures, but those who thrive on 'chains of command' are firmly entrenched within the government fence. This is a difficult fence to break down and probably one of the last ones to go for most incarnational paths. This is a prime body ID control.

*Societal fences* are set up by planetary rulers and their sycophants. This was originally begun by aliens and Earth 'royal families'. Through time, it has been picked up in an ever complex pyramid structure of its own with government, media, society, religious, etc sub-loops. The societal fences share walls with all other fence set-ups. This is how complex the Game is and I am trying to simplify it here to give you a basic understanding. *Societal loops* include the 'A group' of people, one's rank in royalty/business/wealth and are almost all body/family based. Nothing society cows like better than lineages: Kennedy, British (or most planetary) royalty, inheritors of business empires and so on. Concern of what others think is paramount here. The fashion mavens for society, judging people on what they have on, cannot get any more body ID'd than that.



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Just by the *nature* of fences, you are limited by them. You really do have them in various forms *until* your Awakened Final Incarnation. Even then, you need to overcome the significant ones to graduate. One, most likely, still needs to work to support one's self. This reflects the need to play the Game for the most part, even if you're just going through the mechanics of it. When one is fully in the Game, the mechanics are what counts and what one believes in.

The Matrix V project is THE fence buster. It provides the ready reader with the knowledge required to assist in breaking those loops and knocking down restrictive fences. As long as one is bound by experiential loops inside these fences, one is limiting themselves. "I'm only human", "logic dictates", "jesus said", "the princess is wearing" and "the law forbids" are all examples of people waving their *fence posts* at others to bring potential fence jumpers in line. The Game was not intended to be easy, but it is designed to be rewarding once completed.

### **EndGame Genetic Manipulation**

Special M5G Vol II Segment, 16 March 2004

While alien genetic manipulation has occurred on and off since the creation of two genders in ancient days, as discussed in several *Matrix V Gold Edition* segments, EndGame has its own genetic manipulations. M5G segments mention the sequentialization plans for Earth. Genetic manipulation is part of that intent.

One field of manipulation is in medicines. The chemical alteration of Earther immune systems has been enhanced since the days of penicillin. While homeopathy and herbalistic treatments enhance and work with one's immune system, allopathic medicines create problems that the others do not. Allopathic methods have become so abused and over-used that the news has been increasingly stating that germ resistant strains abound. Immune systems, instead of being enhanced by these drugs, have become damaged by them from the reports given.

Today, people take drugs to regulate many areas of their lives that never needed regulation before. American television is loaded with commercials by pharmaceutical companies all selling their various snake oil remedies. The use of 'snake oil' is appropriate when considering the sequential aliens, especially the Orion Empire.

However, as with all other Earther and EndGame issues, *it is the individual Higher Self that chooses the experience that shim wants to experience* even if it means ruining the physical's immune system with drugs. Other Higher Selves (a far fewer group) choose to use alternative healings during EndGame. This is their path experience. Both are equally valid nevertheless.

Genetic manipulation is also occurring in the food chain. While those who genetically enhance foods can present glowing reasons why people should rely on them, there is the underlying thread of what this will do to the physical body.

Original food enhancements came with the adding of preservatives and then other chemicals. What gets me is to read the labels of long existing companies who claim that they are using original recipes. Yet, when you read the ingredients, you discover a list of chemicals that definitely were not used in a 19th century recipe. Mother's recipe or mother's recipe enhanced by chemical companies? Instead of sticking to natural foods created to



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sustain the physical, people prefer to get drug/preservative laced foods that changes their physical. The children of the baby boomer generation do not have the immune system strength of the boomers. The grandchildren of the boomers are in even worse shape.

The use of drugs and chemicals, ingested, inhaled and injected into the body, has been used by numerous alien civilizations. It is a control method. *When one's system has been altered so that they are dependent on medicines or certain chemicals, they become controllable by those who provide them.* Earth controllers use 'panic attacks' to con people into getting shots, such as flu. Remember the 'swine flu' shot you 'had to get' or 'risk' who-knows-what in the late 70's? *Matrix III Volume Two* has a lot more on these types of manipulations, if that is where your interests are.

Using the Earth, specifically American, example, notice how many people HAVE to have their drugs/medications. Where I work, everyone has their prescriptions with them (except me). The older ones have multiple bottles with them. Drugs to keep you content. Drugs to keep you living another week. Drugs to control you. This, of course, is all body ID and the body's fear of death manifesting.

Genetic manipulation, except with rare direct alien technological methods, can take years to meet its goal(s). This is why *medication routines* and *repetitive consumption of chemical or genetically enhanced foods* is required. You can exist longer, in most cases, by indulging in them. *Matrix V Gold Edition* readers should know that *your Higher Self can have as many incarnations as required.* Not only that, *the body is a disposable vehicle for the incarnating spirit.* One generation starts by using them. They pass on the need to the next, which increases their use. This, in turn, passes it on to the following generation. Eventually, you have the genetic effect you desire.

Attempting to halt the planetary rush to this *addiction* is futile at *this stage* of EndGame. What will be, will be, unless you are talking about what you do for your *own* self, since *you can only be responsible for yourself.*

**Ancient Telepathy, Reptilians & Other Dimensions**

Special M5G Vol II Segment, 17 March 2004

In my experiences, I discover some interesting information that, by itself, would not necessarily be a full M5G segment. I have decided to put a few of them in this segment.

\*Some information on pre-gender separated Ancient Earthers is located in *Matrix V Gold Edition*. There is much more that can be researched in the Library on level 27. This group of Ancient Earthers did not communicate via spoken language. They communicated via *telepathy* which is far better than verbal speech. When the alien genetic scientists, in their manipulations/creations of separate male/female genders on Earth wanted to control their new slave races even more, *they decided to eliminate their telepathic ability.* By removing it, spoken communications *had* to be developed by individual groups and tribes. This also led to *increased tensions* due to inabilities to communicate. Of course this served the Dark and added to creating *hostile thoughtforms* which the lower astrals thrive in. The 'Tower of Babel' myth was created to illustrate *the change from telepathic communications to language confusions.* This was another function of the Earther simultaneous path of the Game. *The symbolism, building a 'tower' to 'god' is better compared to the incarnation attempting to reach for shim's Higher Self.* Remember that *the sequential path incarnates*



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*have access to their past life memories and therefore have a reach to their Higher Selves. For the simultaneous path, this is denied. The simultaneous path on Earth did not begin with 'the first experiments on the local populations'. The simultaneous path on Earth began with the suppression of telepathy and the forcing of verbal language. Cutting one off from past life memories is a major difference in the two galaxy Game paths.*

*\*The bulk of *Matrix V Gold Edition* reptilian-related discussion has been in regard to the huge Orion Empire. The reasons for this are obvious to the reader. However this is *not* the only area of reptilian occupation. The Draconis system is another central one. There are also large reptilian enclaves within the Earth. There are books in print dealing with that topic, including *Matrix II*. If one is interested enough in knowing even more about them, there are research materials in the Library on 27. If you are unable to consciously access that area, it is because YOUR Higher Self *does not require it for shim's current incarnation*. Your own Higher Self is the best source of information since you have had an extensive sequential path involvement. Once again I remind you that *you will have ALL your galaxy Game memories again once you graduate, the post-Summoning period*. You will also have all your *pre-Game memories* as well. *You need all of them in order to evaluate your progression and decide what you would like to next be involved with.**

*\*Atlantis, in its latter stages, was very Dark and was involved in some heavy duty ventures. In M5G, I mention Atlantean genetic experiments and manipulations. These were done with alien assistance and technology. They also did some inter-dimensional activities. Interdimensional concepts were commercially shown by the television series, *Sliders*. Make no mistake, other dimensions DO exist. I have *physically* been in one for several minutes back in the mid-90's.*

I was driving to a friend's house. The ride was fine until I made a right hand turn onto a main street that I had driven on numerous times before. Suddenly the air felt heavier and I also noticed that there were no cars or people anywhere, although the houses seemed fine. I stopped in front of my friend's house. He was expecting me, but no one answered when I knocked. I looked into the house through a window and saw that there was no furniture in the rooms that I could see into, even though the house was furnished just a few days earlier. Something told me to pay attention to the refrigerator in the kitchen. I looked at it and saw it was a freezer top with main section bottom. I looked around at the other houses next door and still saw no people, newspapers or printed matter of any sort. I suddenly got the impression to get back into my car and leave immediately. I drove down 2 more blocks, turned left for 1 block then made another left. This time there were cars on this road. I drove back up 2 blocks, made another left and stopped at my friend's main street. Cars and people were everywhere including in front of his house that I just left. His house was full of people when I pulled up. I immediately went to see his refrigerator and saw that it was totally different than the one I just saw through the deserted house window. This one had the freezer section door on the left section, not the top and the main section on the right! The doors opened vertically, not horizontally. The last note I want to pass on here was that I knew that if I had remained in the other dimension much longer, I would not have been able to return to mine. It was an experience that I will never forget. Now I wish I would have been Awakened at that time because I would have done some other things while in the other dimension.

Nevertheless, the Matrix V project is not about different dimensions or excessive sequential/alien information. *It is about providing the keys necessary to spiral out and graduate from the Game*. While all these topics are interesting, you already have that (and



LOTS more) information within your Higher Self. Your *internal Game experiential review*, as a graduate, will be SO interesting. *All that has remained suppressed becomes known to you.* Concentrating TOO much on that *now, during EndGame, can be counterproductive.* That is *one* reason why so much information is available in print. Dead end streets and cul-de-sacs to keep your attention away from what is really important to know during EndGame.

### **EndGame: Earth Planetary Spirit**

Special M5G Vol II Segment, 19 March 2004

In earlier Matrix V Gold Edition segments, I mention that *the Earth Planetary Spirit is also preparing to graduate in shim's progression and what extinction of species means in regard to this.* In preparation for the Planetary Spirit's departure, *more and more species will fade from 3rd density existence.*

In mid-March 2004, the Associated Press reported that:

"A steep decline in birds, butterflies and native plants in Britain supports the theory that humans are pushing the natural world into the Earth's sixth big extinction event, and the future may see more and more animal species disappearing. The British butterfly population had a 71% population decrease from surveys taken from 1970 through 1982. About 201 bird species were tracked between 1968 and 1971, and then again from 1988 to 1991, with a population decline of about 54%. Two surveys of 1254 native plant species showed a decrease of about 28% over 40 years."

Remember that this comes from science which is *very narrow in perception* and their 'version' of logic rules. They have no concept of the Earth Planetary Spirit any more than most Earther incarnates have of their Higher Self. The hand-wringing and other body identified, era-ending cries will only increase. What is really a *progression* of the Game on Earth is being viewed as a 'tragedy'. Rather than seeing these events as *part of the Graduation*, they view it as a funeral. That's one of the differences between *those who are polarity driven and in the Game* and *those who are interested in what lies beyond the Game.*

The Earth Planetary Spirit is involved in shim's *own version* of the Summoning, which operates *differently* than ours will. Attempts by well-intentioned people to 'stop' this are doomed to failure. The 'road to hell' is paved with good intentions, so the phrase goes. I remember from my shamanic training how Lightsider shamans attempt to stop the Earth Planetary Spirit's progression by trying to 'heal' the planet and stop what is going on. *This is because they don't understand and, as Lightsiders, don't WANT to understand, as is the nature of that polarity.* Yes, it's part of *their Game experience*, but they are trying to stop a tidal wave with a teaspoon. It is *their experience* and *they will learn from it.*

The various 'save the (whatever)' groups around the planet may do some local ecologically beneficial things such as plant trees, help abandoned animals, etc, but when it comes to grander, planet-wide interference, it won't work. The British survey is a good example of a grander scale progression. *Just as one's incarnation cannot alter the plan that his/her Higher Self has set for that (or any other) incarnation, neither can any group of incarnations (minion or otherwise) stop what the Planetary Spirit has chosen.*

EndGame is in progress within the nature spirit path.



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**Observations & American Double Talk**

Special M5G Vol II Segment, 22 March 2004

The United States, in its intended goal of 'ruling an empire of Earth', continues the polarity driven, sequentialization that is the mainstay of EndGame. In previous segments (as well as in the materials of other writers), I mention the concept that if a lie is repeated enough, it becomes beLIEved as the truth. This is why von Bush drones on and on about 'good/bad guys', 'you are either with us or against us' (no middle ground) and his religious crusade proceeds against the muslims in the Middle East at the behest of his Ashkenazi controllers in Israel. WHAT a mess! EndGame.

Using the global media, implied threats as well as religious, verbal and military terrorism, the United States is having similar successes as Germany did in the late 1930's-early 40's. American double talk uses creative labeling of 'us vs. them'. Note that American fascists are called 'neo-cons', short for neo-conservatives, but better thought of as neo-convicts since they have been convicted by world opinion as *fascists*. However *the fascists of the previous century were called 'fascists' and not 'conservatives'*. There is a fear in America about calling a spade a spade. This is because if Americans do this, then they will be expected to do something about it. *The glass house of the United States is built on a foundation of lies and paranoia today*. Americans are of the mindset that they are 'better' than everyone else in the world. This superiority was similar to the German superiority (as well as the Japanese) of the last century that lead to World War II.

Another American double talk is tacking words such as 'extremists' and 'radicals' to religious based groups that don't bow to Washington. Yet American religious extremists and radicals are called the more soothing-sounding 'religious right' or 'christian conservatives'. This is programming and propaganda in action. Along with this, add 'reformers' to groups who want to liberalize their countries in a way that Washington approves. Yet reformers in America are called 'anti-American' and 'liberal' as an unfavorable group because they do not seig heil to the American fascists. They would have these groups feel treasonous for not giving the fascist salutes when, in actuality, it is those using these terms that are involved in the treason, not only to the Constitution but also to the simultaneous path.

In countries that people move to counter a government that does bow to Washington, these reformers are called 'terrorists'. The Spanish people were 90% against the American/British invasion of Iraq and they voted out those who got their nation involved in that affair. While this is national self-determination, the American fascists talk about Spain giving into terrorism. American exports its own terrorism and Spain had a choice of following American terrorism or pulling out. They pulled out and now the sequential propaganda machine will churn out bullshit because Spain has chosen not to conform. Observers have seen what the fascists did to France and Germany for not conforming.

It IS true that *many of the directors of the planet ARE sequential incarnates steering Earth away from the simultaneous path to the sequential, BUT there are also many collaborators in it for the power*. These collaborators run from the innocently misled to full blown Darksiders who only want to be 'where the power is'. These can and do range from Low incarnations through mid-Advanced levels. Remember, it's the experience that counts to their Higher Selves. The Very Advanced and, especially the Final Incarnations observe