

MATRIX V - VOLUME III

The Journey



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Val Valerian

Another 21st Century Book from Leading Edge Research Group

Matrix V- Volume Three

The Journey

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

GOLD EDITION

September 2005

Edited By

Val Valerian

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

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Introductory Comments

By Val Valerian

Welcome to *Matrix V Gold Edition Volume III*. Like anyone else, I often reflect on the events in my lifetime, where it has taken me, and the choices and decisions that I have made. I was first exposed to out-of-body travel as a reality when I was in my 16th year, so in a sense it has been almost a natural transition, a full circle, in a sense, for me to eventually be part a project of this nature. Looking back, I can see where a great number of events, personal interactions and choices created the precise 'formula' for where I am now, in terms of what I am doing, what I am aware of, and my perspective, based on my experiences. Once I locked into the process leading to this major incarnational task around 1988, I have been trying to continually refine my expression, and I have seen it taken to the ultimate degree within the *Matrix V* project. It is, and continues to be, an amazing experience for the Author and myself, as well as for those on several levels of reality who have access to the material. For me, it's also the culmination of much of my life's work and the fulfillment of my deepest intent and purpose for being here on Earth at this time.

Working with The Author on this project has been a great part of my transformative experience during the past half decade in this incarnation. I am both elated and humbled by my experience with all of this – it's bigger than I could have ever imagined. What has also made this Journey interesting for me is that The Author and I have connections in other Earth incarnations, one of which involved a family group in Rome, wherein The Author's HS had an incarnation that was one of my parents, and my 'name' in that incarnation was Cornelius Licinius Valerianus, also called Valerian II, in 255 CE. This came into my awareness in a rudimentary and obvious way in 1988. It wasn't until more than 10 years later that I would discover *why*. Like you, I am an entity who has, from sequential to simultaneous, 'had'/have hundreds of thousands of faces on the 3rd density, but none of them, of course, comes close to reflecting 'who' I really am.

I began to push to explore certain areas of reality beginning in 1988, which resulted in the publication of "*The Matrix*". In hindsight, most of these and subsequent explorations were, at the time, coming from low-advanced to mid-advanced perspectives, but they were very valuable experiences that were quite necessary to form the foundation for what was to come later in my life – very advanced experiences and perspectives. I noted that many of the areas of inquiry had great public interest and there was great demand for research and analysis. After each major *Matrix* book exploration, such as with the issue of aliens and government/military, or with planetary technocratic manipulations, I would desire to move on to another level of inquiry, each more probing and than the last.

I also noticed that when I did move on to other areas (mainly with the *Matrix V* material), some people out there in 'groups' seeming addicted to the perspective and subjects I *had* been involved with, seemed to wonder *why* I 'moved on', even to the point of musing amongst themselves whether I had 'been reprogrammed' by 'some agency' or faction

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somewhere. Why would I be so 'into something' and then 'suddenly' do something else? Bound to group thought patterns and experiential loops, they are unable to discern the desire for growth, progression and new experiences within themselves, and this says much about where they are, and where they are *not*. A few people over the years even naively attempted to spread misleading and inaccurate information in an attempt to dissuade some people from reading the *Matrix* books or acquiring new information. After all, (gasp) the information 'had to be suppressed', because it *might* make *their own nature* and *agenda* apparent to everyone else, and they didn't like that prospect very much. It still holds true today, because it reflects an aspect of The Game.

During the period of the *Matrix V* project, the unfolding of the material paralleled very transformative events and dynamics in my life. In retrospect, it's been an interesting road since 1988, coming from 'playing The Game' (pre-1988), to a process of attempting to 'challenge The Game to change' through literary exposure of the actual reality 'behind the scenes' (the *Matrix* books before M5), eventually outgrowing the necessity to interact in the same way with various aspects of The Game, and simply allow its existence (we are here *because* of the way it is, for the experience, *not* in spite of it) and focus on pursuing my own path, hopefully, from an ever-increasing and more refined perspective.

The *Matrix V* material, an expression ultimately crafted and designed by a number of Higher Selves during this specific EndGame, has in fact enriched the experience of thousands planet wide and made real movement and personal expansion right now actually possible for those whose path and perspective resonates with it. For all of us, the expression of the greater context of reality, contained within the *Matrix V* books, forms the basis for individual movement and growth into experience with increased depth and variety.

The *Matrix V* expression has not only affected the readers of the books, but ultimately contributes to every Higher Self that has simultaneous incarnations on this planet, as well as *other* Higher Self expressions on *other* paths – an achievement that is incredible in scope and effect -- one that in fact occurs periodically in every galaxy in unique ways each time a Graduation occurs for a planet hosting simultaneous Higher Self incarnational expressions. For *this* civilization on Earth, the *Matrix V* material constitutes *the* unique key allowing *this function* of expansion and growth to proceed for those resonantly ready to move into the next level of experience beyond 3rd density incarnations. Some will Graduate now, others later. The next planet in our galaxy hosting simultaneous incarnations will have a *different* unique key *expression* with the *same function*. Thank you for making the choice to engage the *Matrix V* material. May you prosper on your Journey!



Authors Introduction

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The *Matrix V* project has been far more involved than I ever thought it would be. This is because incarnations, even mine as an Awakened Final, have *limited* access to pre/post Game information and plans. My Higher Self knows what the project involves as do other Earther pre-Graduate Higher Selves. When the *Gold Edition* was completed, I told Val that I had nothing else to write. When *The Graduation Key* was completed, once again I told Val that it's over, and not to think that there would be a third volume. Now, here you have the third volume in your hands.

There is an excellent reason why even I am kept in the dark about the scope and depth of the *Matrix V* project. If I am consciously unaware of what is to come, I am not broadcasting critical information to the lower astrals who will inform their sequential allies. One great example of something to keep hidden, until it was in place, was the *Graduation Key*. If the plans to create Key were known ahead of time, the sequentials would have moved against it in some form. They could have moved to ensure that the *Gold Edition* was unable to be published. This would have caused great difficulties and required direct intervention by project Higher Selves. It would have been messier than necessary and our pre-Graduate Higher Selves prefer subtler approaches. These allow us to prepare to Graduate while the Game continues on its own path.

I was unaware of the *Graduation Key* until it was formed. Once it was in place, I was given the information about its formation. Taking it further, I was not given more information than was necessary at that time. After 'The One' Event took place in January and in March 2005, I was given further information about the *Graduation Key* that is shared here in Volume III.

The *Matrix V* project is one of progression and makes a host of keys available to pre-Graduates for the purpose of assisting them to depart the Game. This is why it is necessary to read the M5 books in proper order. This progression is understood by the Higher Selves in pre-Graduation status. The segments in *The Graduation Key* are more advanced than the *Gold Edition*. Likewise, *The Journey* is more advanced than *The Graduation Key*. Yet you need one to give you a foundation for the next. Without the keys in the first volume, you would not be able to access certain doors in the next volume as doors behind doors *do* appear. Unlocking these doors gives you new information necessary for your conscious understanding of the Game and, more importantly, who you *really* are. This knowledge comes in stages.

The astute reader will discover that *The Journey* enhances several topics located in the first two M5 volumes. For example, both earlier volumes have the christian cross as segments,

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but the cross segment in *The Journey* ties them all together and gives one the mechanics behind it and the reasons why the use of the cross is encouraged.

Meanwhile, EndGame continues and gets Darker by the day. Sequential agenda plans for Earth continue with the 'one world' concept that is standard for alien planets. On one hand, sequentials seek to deny us the simultaneous path experience on Earth. On the other hand, there are those who are just blatantly covetous of Earth's resources and location in this sector of the galaxy.

American, British, Israeli and other governments stage violent events on their own people and place the blame where their nation's anger-focus is desired. This is a tactic long used by governments throughout history. Governments thrive on power and control. By their very nature they are malevolent. Especially during EndGame, they exist to mold those under their power toward the sequential agenda. Governments constantly create laws to limit freedoms and bind those who reside in their country. Governments employ terror and fear to make it easier for them to demand 'freedoms' as the price for safety. This is part of the overall sequentialization plan. They also feed the Dark lower astrals who feast on these negative/Dark emotions.

Chaos serves *both* polarities. The obvious winner is the Dark, which can marshal its forces for empire building and global population control. Yet, the Light polarity also wins. While many Lightsiders prostrate themselves before non-existent or alien 'deities', others use this power-taking circus for money/energy drains to causes that are privately secret. *Both* polarities demand and require the power/energy of their followers. The key to note here is that if one reclaims one's power, it denies the polarities what they need to exist. Someone who refuses to surrender power to a person, group, organization or other external entity acknowledges independence and the desire to *not* be part of a chaos drama. These are general, basic answers to a very complex EndGame situation. One must remember that you have *definite* experiential needs for *your* current incarnation. Do *not* worry what others are doing. Do what YOU feel you must in any situation. It all works out in the end via your Final Incarnation.

Astute observations are part of the Very Advanced and Final incarnations' forte. While this is invaluable, remember to also make periodic checks on yourself by looking within to see how the Game is affecting you. There are severe, corrupting pressures to conform in speech and action. Deadlines are part of the polarities' agendas in their sequentialization process. Peer pressure favors and demands conformity. Former sequential habits can appear quite tempting. Yet Very Advanced incarnations are designed to rise above most of the pressures that lesser level incarnations fall to. When one takes the final plunge into the Very Advanced levels, the incarnating spirit has succeeded in overcoming major experiential loops/fences and is determined to eliminate others. Be alert for sneaky attempts to undermine your individuality and pull you back into the Game. The rewards of the Game are 3rd density-based and shallow. The rewards of Graduation are staggering.

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We have been fortunate to use the internet as an information exchange source. The *Matrix V* project would not have had global exposure without it. It would not have done well for me to write all these segments if there was no one to read them on the 3rd density. This is why project Higher Selves took advantage of sequential technology enabling the *Matrix V* project to reach people all over the world who are waiting for the keys to Graduation and to have their part in the creation of the *Graduation Key*.

The internet is the only planetary-wide freedom of expression. When there is too much freedom, the sequentials cannot control the activities. They view this as a threat to their agendas. There are plans to clamp down on this freedom, just as other simultaneous freedoms are squashed in the name of global (sequential) homogenization. The internet we have been enjoying will become a thing of the past. The sites we have relied on for instant information/news will be censored or removed altogether. Sequential controls, propaganda, business and blind support for the victorious agenda (likely Orion) will be encouraged. Sites such as Leading Edge, Rense, Icke, etc will not be allowed. When this happens, pre-Graduate Earther Higher Selves (via their incarnations) will have their copies with accompanying keys and rotes. When the internet ceases to exist as we have known it, realize that *we are a big step closer to Graduation*.

The journey created by the *Matrix V* project has been both very intense and amazing for me. I had no idea that my experiences and observations would have the effects that they have had. This, as I said earlier, was necessary in order to protect the fullness of the project from sequentials and polarity icons of the Game that have been searching for it with abortion in mind. The rippling of energies, due to the project and the formation of the *Graduation Key*, can be quite daunting to evaluate. That so many incarnations have been waiting for this to occur and *their* Higher Selves with their own parts in the pre-Graduation preparations to play is truly extensive and massive in concept.

The *Graduation Key* could not have been created without all those for whom the *Matrix V* series was written. *Your* energies, emitting from YOUR Higher Selves, are *all* needed for the creation and enhancements of the Graduation Key. The *Matrix V* project is a joint operation of all Higher Selves who will be simultaneous path Earth Graduates. It does not matter if any individual Higher Self's participation is limited to the formation of a gold thread to the *Graduation Key*. All levels of participation are needed and appreciated by *all* project entities. It does not matter what level of spiritual progression your current incarnation is, or where in the world you are located. Your Higher Self *requires your* participation at this time. With the publication of Volume III on Earth, it is simultaneously available at the Library along with the first two volumes.

I want to thank all the *Matrix V* readers who responded to my requests for topics and questions to be considered for Volume III. I appreciate all your suggestions and several of them became great ideas for segments or Q&A's. I particularly want to thank all *Matrix V* project Higher Selves for their part(s) in our pre-Graduation preparations.

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As long as it is possible, I will continue to respond to questions concerning the *Matrix V* materials *that are not answered by the reading of the books themselves*. New observations will be posted on the Volume III web site as long as possible. I have met several *Matrix V* readers and that has all been for specific purposes, as you know. If we are destined to meet, we will. You are *all* special to me.

Observe externally. Review internally. Beware of Game and polarity deceptions. Experience what you care to while you still may do so. It has been a most interesting journey, from the very first sequential incarnation to your Higher Self's Final engaging the *Nexus of Time* heralding your Graduation. The stories that we will have to share cover eons of 'time'! Comparing notes and experiences await us, but even more importantly, our post-Game Graduation enables us to enter *fascinating new levels of experiences*, which will make our Game participation seem so elementary by comparison. I, for one, can't wait!

The Author *Matrix V*
September 2005

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Higher Knowledge Material Segments

Complete understanding of this third 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*, and *Volume 2- The Graduation Key*. The material is presented to Matrix V Gold Edition readers, assuming that the materials in the first two volumes and the in-depth Q&A have been read, comprehended and internally integrated. The following are segments were written after *The Graduation Key*, and are in a specific order, together with additional new segments, never seen before, written during the formation of this third volume. Don't forget that that many Q&A pairs reveal information supplementing what is contained in the segments. Enjoy!

Observing vs. Playing The Game

We can all see the Game's stage, loaded with players and the high drama of these latter stages of EndGame. The play on body ID'd fears and concerns are at an all time high. Fear of bodily death from all manner of options is played: terrorism (both foreign AND governmental), germs (there is NO country as paranoid about germs as America is), medications (pharmacy drugs for just about anything exist - to weaken your immune system) and <gasp> gay equality with heterosexuality (base fear is less breeding - contrary to a basic DNA body command by the Earther headmaster aliens). I'm sure that you can name fears more to this short list.

How do YOU *adapt* to the Game? It depends where in the world you live, for one, but the most important indicators are the *level of your current incarnation* and the *experiences required by YOUR Higher Self*. Since the M5G materials are written for a very limited group (Very Advanced, Dominant and Final Incarnations), remember that your level requires a different perspective than another. My views as a Final are dramatically different than those of a mid-Advanced, for example. You need to do what YOU feel you must in the Game.

Currently the Game controllers on Earth are focused, in public, on creating a sequential One World government. This requires that national sovereignty be abandoned in favor of an eventual One World government, as it is on sequential planets. Sudan is one of the hand-wringing examples of the problem-reaction-solution that was used with success in several areas such as Bosnia. The trick here is to play on Lightsider body ID and demand a 'rescue' of the body at the expense of the spirits' experiences in those situations.

Of course you should notice that this happens in areas where the global concerns want you to be focused. Do you see this focus, as on Sudan today, with Israeli terrorism or America as the #1 prison population country? Of course not! Yet their times are planned as well. Nothing supercedes the One World concept. It's just that both America and Israel believe that they can control it. Iran is another developing 'crisis' because it may threaten Israeli expansion. Israel's bully friend, America, continues to threaten any nation that Israel

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wants dealt with in the area. You should be able to dig deeper than the surface issues to understand *what* is going on and *why*.

Those playing the Game fully will be shocked/offended/insulted, etc depending on *what reaction that the planetary rulers desire in order to further their agenda*. These people would never read the M5G materials unless steered by someone for a reason to be shocked/offended/insulted, etc. Yet the M5G materials would be easily dismissed as 'nonsense', which is great. The full Game players are the Low levels, the Mid levels and the minions.

Next follow the various Advanced stages. From the entry Advanced through the mid-Advanced, there is a *desire to change the direction of world events* to fit a Lightsider 'love & light' *image* of unity. Note the sequential *hue* of this approach? Everyone 'should be treated equally', *which denies huge amounts of experiences required on the simultaneous path*. The Game uses developing independent thought to further its goal. From previous M5G segments in both volumes, you know that the low-Advanced through most mid-Advanced levels are into 'saving' the world, although not from a religious standpoint as the Low and the Mid levels are through their one-god religions. However the *concept* is still basically the same.

The 'freedom' in the lower through mid-Advanced stages is one that tends to substitute one fenced-in pasture for another. BUT you MUST proceed through these stages in order to discover what the Game is really up to and to break free. You are unable to *spiral out* until YOUR Awakened Final uses the Orb and graduates. Until that time, your current incarnation *gathers experiences and knowledge necessary for post-Game stages*.

'Observing' in the Low and the Mid levels are primarily doing what authority figures, either Dark or Light, instruct you to do: wave the flag, hate this group/person, love this group/person...do what we say *because we say it and know what is best for you*. That, of course, is sequential external pyramid structuring: the infamous 'chain of command'.

'Observing', in the low-Advanced through mid-Advanced levels, substitutes different pyramid structures for those of the pre-Advanced stages. There are more varieties, primarily with the mid-Advanced levels. You have friendly 'space brothers', pantheons of deities and their priests/priestesses, spirit/nature guides and *others who seem all too eager to take your power and make decisions for you*. This variety *does* allow your mind to expand beyond the severe limitations of society and convention. This variety *prepares you* to move from the *false plateau* of the mid-Advanced into the Very Advanced stage of progression.

The Very Advanced levels tire of giving their power away and being told to do something because 'some external authority figure demands it'. This is where one really starts to want to return to their Higher Self and reject the sequential lifestyle trappings that have continued to hang around in our simultaneous experience. These are necessary stages in the Game that lead to graduation.

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You will have *many experiences* in Very Advanced through Awakened Final stages where you reject sequential path scenes: religions, body structures: body family controls, external pyramid controls/chains of command and other Game *artificial constructs* meant to keep you from discovering *who you really are*. Refer back to the Rocky Road segment in Matrix V Gold Edition, *Quest of the Spirit – The Ultimate Frontier*.

In the Very Advanced stages, you combine observing with playing the Game. It can be difficult to break old habits. You can dip your toe in the water and run away, then come back and dip your whole foot in. *The lure of your true self will prove irresistible*. Eventually you will get to a what-the-fuck attitude and just jump into the water. THAT is your *leap of faith*, which is discussed in other segments, and *everyone* has these, *according to the time/incarnations set by your individual Higher Self*.

Once this *leap of faith* occurs and you become *comfortable* with it, you can *then* enter into *true observing* in the area connected to this *experiential loop or fence*. Yet, in other areas where you are still Game involved, you are not yet ready to have genuine observational experiences *because the loop/fence still has its effect on you*.

In your Awakened Final Incarnation, you may *briefly* re-experience many old experiential loops/fences in order to have a *conscious reference* to them during your Final. *Remember the incarnational memory restrictions of the simultaneous path*. Your Higher Self structuring a brief experience followed by a *leap of faith* is one way to have the Final 'remember' things that took many incarnations to break. These Final Incarnational breaks are FAR easier than the original break, which could have been very difficult. It *doesn't* mean it will be easy. Not at all! It *does* mean that you will be able to *cope with them* much easier than your *other* incarnations did.

Your most significant observational incarnation IS your Awakened Final. It is *designed* to be that way. The Awakened Final can play 'devil's advocate', just to note responses from full Game players. I do have fun with that. Game players are just SO predictable and pompous. When the Final does dabble in the Game, *it is for a very different reason* than someone who is polarity-driven and takes polarity SO seriously. It's easy for me to get the polarity-driven to be shocked and I get some great reactions.

You can only observe at the level you are at. You MUST participate as your Higher Self requires you to do. *There is no right or wrong*. When you advance to the point where you *know* that you are *not* your 'Game piece', you can really have some fun.

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Search for a Quantum Key

In a book that I am currently reading, it states: 'The Book of Law', transcribed by Aleister Crowley, reveals that someone would locate the 'Key to It All'. This 'key' has been an issue with occult groups ever since. One problem with being a 3rd density incarnate is that when you are body ID'd, *you limit most of your perceptions to quantum (measurable) phenomena. Matrix V Gold volumes stress over and over that we are not 3rd density beings, but are only using the 3rd density sheath as a vehicle for experiences.*

Since we are *not* of the 3rd density, the keys that we need to graduate the Game are *also* not 3rd density, thus not 'quantum' in nature. The more one is encased in a scientific mind, the more difficult it is to come to terms with that concept. *The scientific mind has a sequential-based outlook. It anchors one in the 3rd density.* The nature of the sequential path, especially as related in Volume II in relation to Earth, is increasingly technology-dominated. More technology means less spirituality - the giving away of one's power to the physical world. Refer back to book segments on this topic.

Something that traditional occult groups seem to have in common is that they require the 'mysteries' of the Game to be extremely complex, almost unfathomable and cryptic in nature. M5G readers should know that the *occult organizations* are as sequentially dominated as the *religious control structures*. All of these groups stress their *own* power structures, which are sequential.

What I hope you understand is that NO other Higher Self takes precedence over *your own* in matters of YOU and YOUR path. *Even if you gain no other awareness from the M5G materials, remember that.* Your own Awakened Final Incarnation will do what *shim* needs to do, for YOUR path, just as I am doing for mine.

If you are searching for a quantum (measurable in 3rd density terms) key for matters of the Higher Self and the Game, *you are seeking that which does not exist.* The sequential controllers of occult groups will have you chase after this in an attempt to keep you in a *spiritual cul-de-sac* and an *experiential loop* that only *you* can break free of. The keys given in the M5G materials are all *spirit-oriented* in nature and have practical use to *those of your incarnations who can apply them to your Higher Self's overall path.* Even if you cannot 'get it all' in your *current* incarnation, *you have passed on what you've read to your Higher Self.* This means *your* Dominants and Final can pull on this access in ways unique to *their* incarnational status.

I have received comments from some M5G Volume II readers who have received *rotes/impulses* from THEIR own Higher Self as to how their current incarnation may use *certain facets* of the *Graduation Key* to enhance their personal spiral out of the Game. I can just encourage them to trust in *their* own Higher Self and see what may come to *their* path. What happens to one may not happen to another. Remember, the simultaneous path

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is *unique in orientation* and that means striking out *on your own* and to hell with sequential conformity.

Increasing trust in your Higher Self will have the greatest rewards as you *pull back from giving away your power to others*. True, you *learn* from others, but the *decisions involving what to do with what you learn* must be *your own* and not theirs. This is also *why* I am not your personal teacher, nor will I make decisions for *you*.

A 'quantum key' for your graduation from the Game never existed. Knowing this should assist you in finding what YOU need to assist YOU in your own graduation from our galaxy Game. EndGame is in its latter stages. *Never fear that you won't accomplish whatever you need to do for your current incarnation's path*. Remember that YOU are your own 'god', if you will, and should have no other 'gods' (other Higher Selves) before you. That should *not* be applied with arrogance, but with a *that's-the-way-it-is* attitude, and tell anyone who doesn't like it (if they were to ask you) to fuck off. Accept instruction, but *what you do with the instruction* should be *your personal matter*. Refer back to my segments on this.

As for 'The Key to It All', that refers to YOUR Higher Self. You are the key to unlock *your* graduation *and* understanding. Your simultaneous incarnations form the 'notches' in the key. Being *aware* of this key is your first step. Learning how to *use* this key takes *time* and *patience*, but once you *have* it, never give it away. The M5G volumes can be a great assistance to you learning *how to use* your 'Key to It All'. The final turn of that 'Key' comes when YOUR Awakened Final Incarnation performs the Summoning via the Nexus of Time. It will be just SO grand for you for once this is completed. The final turn of your key will open all, and I DO mean ALL of your memories and experiences. You are now a 3rd density, galaxy Game graduate. How fantastic!

Inviting the Challenges

When I meet with a group of Matrix 5 readers, they are all very enthused about the Very Advanced levels and the Graduation process. This is the *enthusiasm of the spirit* in contact with information that has been promised during the latter stages of the EndGame session of the planet they are involved with, as simultaneous path-takers. Of course, everyone who reads M5 'wants' to be their Final. This 'wanting' is a *body ID'd concept* and *not* that of the spirit. As a Final Incarnation, I know what is involved with the process (as do each of *your* Finals *wherever in time they are* on Earth).

My questions to each of these people (and to you, the M5 reader) are: Are you *ready* for *what you invite to your incarnational path*, and *are you up to the challenges* that accompany this invitation?

It's very easy to read the Matrix 5 books and, if you have reached a certain level of progression, to become caught up in the revelations contained therein. Yet intellectual

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knowledge is one thing. Putting what you have learned into practical and personal life paths is a whole other thing. It's one thing to read M5 and to listen to my experiences, but are you ready to invite the challenging experiences into your current incarnation? Are you ready for the tears that follow Very Advanced choices?

My experiences were tough for me. I handled them, but they were difficult nevertheless. In the M5 segments, you are cautioned that these choices, the forks-in-the-road that are presented to the Advancing incarnation, are either/or in nature. I have known a few personally who were brazen enough to declare that they can have it both ways. They dared the Game to present these choices to them because they "knew" that they could handle it and keep *both* Game and Very Advanced perspectives *equally*. Even with my one-on-one counsel to these men, who were in my local area, I watched *each fail to do what they believed that they could*.

I will give you *two examples* in this segment:

Person J: He met me at my work. I instantly recognized him via Higher Self connections in other lives. He had a fair amount of psychic ability and claimed the intent to learn "anything" that I was willing to teach him. "I want to know it all" was his constant attitude with me. I met him just before the Matrix 5 project was to start. My experiences with him are included in several Matrix V: Volume 1 segments. He thought that he was in total control of his body ID and was incorruptible by any outside influence. He invited the challenges that I now identify as Very Advanced path quests and he was indeed presented with significant fork-in-the-road decisions to make.

With each decision, I could clearly see where he would go no matter which choice he took. I advised him on what I saw. He didn't want my advice because it meant that he could not have it 'both ways'.

I invited him to travel with me to a psychic-related seminar in a southern state. At this state, I noticed a trio of Dark female witches in attendance. I dubbed them the Daughters of Darkness as I watched them weave their intents over the seminar's attendees including J. They spun Dark energy threads around those who they wanted to drain energy from. I told J what was happening, but he didn't pay any attention until I severed the Dark energy threads they placed around him. He recognized his restoration, but was taken by their false, female charms. While J occasionally allowed his spirit to suppress his body ID, his spirit, in this incarnation, was never able to break this major Game loop of heterosexuality. The Daughters of Darkness saw this and played it for all they could. He allowed them to place their Dark threads around him again even with my warnings. He made his decision and I had to let him live with it. He was never the same again and got worse.

J's psychic abilities rapidly declined and his interest in body ID het activities increased. Apply my segment on the shorting out processes of opposite gender activity to this story. J announced to me that he was going to marry a female (not one of the Daughters). When I looked at their charts, I saw instead a horror-scope of combinations. This would not work.

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It was sexual in foundation and manipulative on her part. I warned him again. He told me not to warn him any more because he can handle it and "have it all". He didn't even recognize that he had already lost a significant part with his rapidly diminishing psychic abilities. When J told me he didn't want to be advised further. I honored his decision. He had made his choices.

To shorten this long story, J visited me last summer. He told me how miserable he is in this relationship and why didn't I tell him more about this back then? I reminded him that he specifically told me not to advise him further. He recalled that. His decision also caused his vibration to become so Game heavy that we have drifted apart and he has become totally Game involved.

From my point of view, this is a sad state because of his potential, but it was still a major experience for his Higher Self. Remember, you cannot 'save' anybody and *you must allow them to have the experiences that they require for their development*. Allowing them to be what they need to be is also a test for you. Allowance is a higher position as discussed in M5 Volume 1.

Person W: I met W under different circumstances than J, but both were in the same time period of the mid-late 90's. W worked for a local bookstore and we had things in common. W also had a fair amount of psychic ability and interest. W identified himself to me as bisexual, although I never saw nor discovered any indication of this beyond his statement. W was interested in learning from me directly as was J, although neither liked the other, so I had to interact with them separately.

W also wanted to have it *all*, from *both* Game and higher spheres and invited the challenges to 'prove' that he could Advance. W also did not want to hear from me that he couldn't have it both ways. W was able to meet my shamanic teacher on a trip we took and was with me when I had several significant experiences. In his case another Dark weaver came onto the scene and offered flattery and power options to W. This was what W wanted to hear, yet he didn't get that from me. This initial Dark weaver put his mark on W and when he returned to his local area, W met this female Dark practitioner. I advised him about these types and the Dark weaving placed on him as well as the Dark entities encamped around his home.

One time shortly after that, W told me that he was attacked in his home by astral entities and was in considerable distress. He also told me that this Dark female was in his home at the time and just watched while he was being assaulted. I don't doubt that she was the one who invited them to do just that. Yet W would not hear of it when I attempted to explain what happened.

Not long after this, I went to see W at the store where he worked and noticed an astral black collar had been placed around his neck. This collar came complete with a leash that was being held by the Dark female who came walking up as I was chatting with W. He told me that they would be getting married at her insistence. He did not want to hear anything

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critical about the arrangement, so I honored his decision and Allowance again was necessary.

Just before he moved from the area where I live, W came to me demanding to learn certain shamanic intricacies that would only be taught to someone who has completed an apprenticeship. I told him 'no'. He said that his guide said that he needs to know this. I also knew this was not true and responded 'then your guide can teach you'. That was the last I heard from W.

In this case, W wanted power and but did not want to do what was necessary to learn. He rejected learning by merit. W was willing to allow the Dark embrace to get power. Instead he wound up being controlled by Dark with a leash around his neck. Yet, this was the choice that he made. Dark loves those who want power for power's sake. Dark offers the easy ways but always demands more than one can gain. Dark whispers that you can have it all. This is a valid Game experience, however unless one embraces balance (followed up by Balance as your Awakened Final), you cannot Graduate from the Game.

J will move beyond where he is wallowing in the Mid Game level. He's had his taste of the Advanced level in this incarnation which had an effect on his other incarnations as well. My last communication from J, as an email last year, was that "I think about you all the time". That was a comment from his body ID controlled spirit. J has been forbidden to be involved with me by his female controller.

W will move beyond the low-mid Advanced Dark levels as well. Their Higher Selves will ensure that in other time periods. W's Dark female controller does not want him to have anything to do with me either so they moved out of state. On the other hand, both experiences allowed me to employ Allowance without attempting to disturb their path experiences. It also allowed me to observe the invitation of Very Advanced options by those not up to the spiritual commitment of choosing what they claimed to want.

Both of these people invited the experiences they were given. Both had the opportunity to choose either path. Neither was ready for what was thrown at them by inviting the challenges in. Both proved that they were not up to the more Advanced options that they thought they were here to experience. Yet they did have experiences that will assist them in the long run, from a Higher Self perspective. They wound up having the experiences that they needed rather than they thought they deserved.

So, when you invite the Higher choices to make, be aware that you will be given hard decisions. Both of these men knew what was involved and they chose the Game's seemingly easier ways rather than the Very Advanced, far more difficult seeming ways. Neither was able to break their body ID loops in regard to sexual orientation and they were repeatedly shorted out in the process. Neither had the determination to sacrifice anything significant in Game perspectives for the Very Advanced path. Power was an issue more so for one, but the lure of power for power's sake is Dark. That's where they were at and, at my level, I must respect it and allow them to be where they choose to be.

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For those who tell me that they are ready for the Very Advanced options, I always ask: are you really ready for what you ask? You have thrown down your gauntlet. *Experience* and *the Game* will pick it up. *How you fare* will tell you *where you are* in the Game. You will have the experiences you require. How you *handle* them will determine *what happens next*.

Individual Paths, Allowance & The Game

Inner rebellion to the Game progresses at varying levels *according to individual path choices* and *over hundreds of simultaneous incarnations*. Rebellion comes in many areas, such as religion, family, employment, personal philosophy, establishment power structure obedience and other Game icons of control/conformity. Variations of this topic are covered throughout the *Matrix V* materials.

When one challenges and defeats a *Game loop*, such as religion, the Game *strives to replace* the broken loop with another. In this case, *science* is a common replacement for religion. Devotion to an external, non-existent deity is replaced by devotion to the concepts of the laws of science. Both examples have their own *rules* and *guidelines* meant to *contain* the follower. Both examples have their position 'proved' to the person either through religious 'testimony' or scientific 'fact'. While both are *intended to distract you from discovering who you really are*, we all must *experience* these factions in order to learn that *they are bogus in the non-Game scheme of things*.

An incarnation can be the 'rebel' in *one* area and be slavishly devoted to the Game in *others*. A person who chooses to 'just get by with basics' in employment areas can be the religious zealot trying to enforce Game controls on others. An incarnation that has been fierce in opposing religious control, on the other hand, may be a workaholic driven by Game comforts and the need to succeed in the business world. Neither of these path choices is 'wrong'. Not at all! It does illustrate *the ability of the Game to present distractions to spiritual growth* by *replacing* one shiny illusion for another. As long as the person continues to be wrapped up in *Game icons*, the Game is satisfied that you are under its control, to the detriment of any 'too serious' spiritual progression.

The incarnation is to be commended for *whatever progress it may succeed in making during any one incarnation*. Some make dramatic changes with numerous Game loops and fences: the pillars seem to fall one after the other as the spirit says "enough". Life undergoes radical changes and personal vibrations alter with tornado-like speed. Some make minor changes in comparison, yet *both are following their individual paths*. There is no 'right' or 'wrong' in *either* example or in *any* path choice.

Yet, incarnations seem to need reinforcement for their *decisions* in most cases, with the attitude of 'tell me I'm doing the right thing'. This is a sequential hold-over with *group-consensus* needed. I get this all the time from people who attempt to justify to me 'why they

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are doing something or not doing something else'. You are doing what you need to do.
Approval is not necessary.

This is where Allowance must kick in. I have been asked for 'advice on path decisions and option potentials' many times. If I give advice, it is only advice. I have also presented some options connected with *either* path choice. You do what you feel you must. My advice comes from *my* experiences and *my* perspective. I am not where you are and visa-versa. I may or may not 'agree' with what decisions you ultimately make, but my agreement (or anyone else's) should *never* be your deciding element. Do it for you, and not for anyone else!

"Do what you must do" is my stock reply to everyone, and I mean it. No matter WHAT you *choose* to do, you have *consequences* to your *decisions*. Consequences vary and you learn from choices, and learning experiences also vary greatly. Choices can bring you closer to one group of people and further away from another. *Choices alter one's vibrational patterns.* These changes in vibration drive some away and attract others according to the fork in the path you have chosen. This is a *variation on the like-attracts-like theme.* If you want Game-oriented people surrounding you, make Game path choices. If you want non-Game oriented people in your company, make non-Game path choices. It's really *that* simple.

One thing that you will discover is that you will *not* be able to cling to *both* types of people for long. Either the Game types will see you as a *liability* for Game mentality or the non-Game types will find your vibration too heavy for the matters they are involved with. One will separate from you, yet *you chose the vibration that they are responding to.* Again, neither is 'good' or 'bad'. It just *is*. If you are unhappy with your current group of associates, *change your vibrational path and see what happens.*

The shamans say that they "honor" your path choices. That is *Allowance in action.* This does *not* indicate agreement, but it *does* mean *non-interference.* Have fun! Knock yourself out! Meanwhile, I have to get on with *my* thing too.

Allowance lessons are very important to learn for Higher Self incarnations. Allowance is second nature to *Game-graduated Higher Selves.* By the time one reaches their Awakened Final Incarnation, Allowance will be *tested* in numerous ways. It does get easier *the more you adhere to it.* Control matters should apply to self. *Be in control of yourself, your decisions and your vibration. Let the others do what they feel they must as long as it doesn't infringe on your path.*

Finding the comfort zone for your vibration is like adjusting the brightness on your television set or sound on your radio. *Each level of incarnation has its own requirements in terms of vibrations.* The vibrational comfort zone of a Mid-level would be too dense for one at a mid-Advanced level, for example. Yet both levels are still *polarity-driven,* so *one may feel that they have to 'save' the other,* which brings on a host of *experiential*

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problems. The comfort zone of a Very Advanced is such that they would find a Mid level 'challenging' to be too close to for long.

The bottom line is, again, *do what you feel YOU must do.* When you do, *observe your interactions* and *who is drawn to you and who wants to keep away.* Adjust your vibrations according to *who you want to be.* Go within and discover if you are being true to yourself, or to others.

Path Choices & Consequences Revisited

Path choices have been discussed in numerous segments since *Matrix V* was published. While choices are relatively minor, from a spiritual point of view, in the Low and the Mid levels of progression, they increase in *significance* when one enters Advanced stages. The mid-Advanced levels have *strong* choice options, as the spirit may choose to remain mid-Advanced in that incarnation *or* move into Very Advanced stages. *Significant decisions* indeed do *ripple through your other simultaneous path incarnations of a lower progression than your current one.* Significant choices can *either* spiral you forward or pull you backward into the Game.

The incarnation will be presented with *path options:* fork-in-the-road choices. The fork is there to illustrate that you cannot have both your cake and eat it too. You will discover that fate, and your Higher Self will *force* you to choose.

Some think that 'putting off' the fork choice will give them the benefits of both paths indefinitely. This is not true. *Inaction, attempting to constantly put off one's path choice, is a choice in itself.* You can fool neither the Game nor your Higher Self. Inaction is your decision to remain in the Game. *Inaction will slide you down the Game path of the fork.*

I had a local friend who had a significant amount of psychic ability when we met. He claimed that he wanted to learn "everything" from me. His spiritual signal flare was answered and he was presented with options that would increase his abilities and spiral him into the Very Advanced stages. His abilities did start to increase and his experiences were developing *as he previewed that path choice.*

The Game does not give up that easily. He was presented with the *common Game challenges* of *family demands*, female succubistic natures (*marriage/sex trap*), *employment related lures* and so on. These began to infringe on his previously stated spiritual interests. Next, he was faced with *decisions that required him to favor one path choice or the other.* The Game demands were increasingly shrill and pressures got heavier. The other path choice was subtle. He had his *taste* of what was there. That is sufficient for those with a spiritual, spiral outward perspective.

Which would he choose? Would the Game pressures be too much for his character to overcome? Would he have the courage to step away from the Game, take the leap of faith

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and *see* what would *happen* in the *unknown*? He was not alone in having assistance with his path fork. He was visiting me daily, but increasingly looked for loopholes to have it “both ways”. I gave him warnings of what the Game was presenting him with and what would happen if he chose that fork.

He went to the Monroe Institute, still thinking he could have it “both ways” and ‘trick the system’. His Monroe experiences were potent to him. He phoned me from Virginia to tell me so. I also noticed that *after this trip*, the Game stepped up its pressure significantly. His succubus became more demanding (marriage). I advised him with this and other Game related questions. However he finally told me that *he didn't want to hear the options any more*. With that, I ceased to advise him. *He had made his choice and I honored his decision, as allowance states.*

With this decision of his, the Game pulled him down its conformist path. His succubus used the pregnancy trap for marriage that they use so adeptly. He had less and less time for interaction with me. His psychic abilities *withered* to the point where he *couldn't even recall* some of the fascinating abilities he had *just a couple years earlier*. His succubus demanded that he not have anything more to do with me.

I had not seen him for over a year when he came over for a visit. He sat there *complaining about his life*. He was sleeping in a separate room from his succubus and actually asked me ‘why I didn't warn him about this’. When I reminded him that I did and it was *he* who said “I don't want to hear about this any more”, he remembered and grew silent. He had turned into *a shell of the person I had first known* in 1996.

Last week, I forwarded a general interest article to him even though I haven't seen him in a long time. Today I received a short note via email:

“Hope you are well. I think of you every day. Working one job during day hours....12pm-8pm. Well, as close as possible. Living in a malaise...seem not to have any time for anything. Just started to get some normalcy in sleep. Not very excited or motivated.”

This is a far cry from the person he *was*. This is also his *spirit* feeling the *pangs of loss*. Yet, he still *could* get off the Game path, but the courage to do so would be *greater than it would have been a few years previously*. I don't expect that he will, in *this incarnation*. The Game and his succubus have such a great hold on him, to the detriment of his spiritual growth. His ‘thinking of me’ is *his remembrance of his former abilities and potential for progressing*. Now he is stagnating. That, too, is a *path experience*, but a definitely sad one, from the spirit point-of-view. BOTH paths have their *own unique set of consequences*. This person sacrificed spiritual growth for Game conformity. Why is he not happy with the results of *his decision*? The Game is satisfied. Obviously his spirit is suffering, *yet the spirit does not yet have the impetus to break free of the Game*.

Latter EndGame is a *particularly difficult period to make non-Game favored decisions*. The lure of distractions, electronics, comforts, money, conformity, family, etc is powerful

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and the sequentialization of Earth is frenzied. This calls for a powerful spirit to break from it. I know a few who did have the courage required and they are reaping the benefits of their choice. Unfortunately, I also know those who had a taste of what may be and rejected it for Game's sake. These are potent *observational lessons* for me to *watch* and even participate in. *Allowance always wins* from my interaction. *They must be free to experience what they need.*

Decisions that touch your development are made frequently. Does the Game interfere with your spiritual path/development? Do you have to keep putting off higher matters because the Game matters continually demand more of your time? Are you just "too busy" to deal with non-Game things? Or, on the other hand, do you say, "fuck the Game, I want to learn/ experience/feel/(whatever) something beyond the Game"? The Game does not take the 'fuck you' attitude from those IN the Game very well. If you say 'fuck you' to the Game, it will turn up the heat in an *attempt* to haul you back. The Game and your body ID 'conscience' are programmed to *react to the spirit* saying 'fuck you'.

Spiritual progress is difficult *until* you cross the threshold of the refining fire of the spirit. Until you finally *break the back of the Game's control over you*, the Game will be relentless, insidious and devious in trying to re-exert control over you. Your Higher Self is watching to see *how shim's incarnation will fare with the challenges*. Rewards follow *courageous path choices*. Do what you feel you must. Each path is unique. Yet be aware that whatever you choose *does* have consequences.

Evaluating Individual Path Progression

It is necessary to evaluate one's progression from *realistic* perspectives. At *one stage* of your current incarnation's life, you *were* at 'point X'. You *were* involved with certain props on the stage your Higher Self set for this incarnation. To use generic examples, say you *were* heavily involved in Game identity. You engaged in many Mid-level Game activities such as dating/marriage/breeding, conformity expressions (usually regarding religion, family expectations, etc) and valuing group consensus over individual experimentation. You said and did things that were perfectly acceptable to you *at that time*.

With the *passage of time* and *experiences*, you progressed *beyond* 'point X' in this incarnation. You don't really know why except that you feel drawn to "something more" than 'point X' offered. You expanded your horizons, broke experiential loops and fences. Your *perspectives* opened up and you became *aware* of matters that you had no idea would matter to you at 'point X'.

These advances always bring about moments of reflection. The you of today, at 'point Y', is nothing like the you of 'point X'. Actually, you may feel that the 'you' of then would definitely not want to associate with the 'you' of today. On the other hand, the 'you' of today may not be pleased with some of the actions/thoughts/words of that former 'you'. Addressing Matrix V readers, you have been bathing in a sea of vastly different, deep

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information not available to simultaneous Earthers. Your understanding is very different than it used to be. The *props* on your incarnational *stage* have been replaced with new ones. What to do?

First of all, know that *this is what progression is all about: changes and expansion of the mind*. In no way should you *allow* the 'you' of 'point X' to hinder the 'you' of today. Many people will make excuses for how they *were*, what they *said* or what they *wrote* back at 'point X' from their current position at 'point Y'. *The only valid comparison is you to yourself*. Appreciate the advancements you have made. *Recognizing* this is what counts. It is valid to say what I said/did/wrote back then was the 'me' of yesterday. It is equally valid to say that this is not the 'me' of today.

Game players like to throw the 'you' of 'point X' at the current 'you'. They are *searching for ways to convince you that you are flawed*. Remember when you were a religious type running to church on Sunday and reading that 'holy' text? Remember that testimony you gave the congregation saying that you "knew" some church held belief was the only truth? Remember when you said if it couldn't be measured, seen and touched that it could not be real? Think of any variation to these questions. There are countless numbers of them.

Now you have gone and read the Monroe books and followed up with the *Matrix V* materials. You understand *the Game* and *manipulative functions* of it far better than you ever thought you would. You are *identifying yourself as a spirit* far more than your body ID. Does this invalidate what you participated in at 'point X'? Was that for nothing? No! Your Higher Self knew that you needed to progress, in this incarnation, from 'point X'. *It would give you valuable perspectives and experiences* that you could not appreciate as well if you started your incarnation at 'point Y'. Yes, you don't agree with the 'you' of *then*. THAT alone shows progress along your path.

Secondly, don't be concerned about what *other* people are doing on *their* path. Work with *your own* progress and experiences. Advice from anyone else is only advice. If they present their advice as a command, your internal warning flags should be waving. Only that incarnation's Higher Self *knows* what *shim's* incarnation *needs*. Remember, the simultaneous path is about individual progression, not the group shit that sequentials have. 'Been there ... done that' should be a phrase kept in mind. It's the sequential mentality that attempts to drag others back to a group consensus.

Third, be prepared for those who 'knew you' at 'point X' to bring up whatever you did/said/wrote when you were there. 'This does not agree with what you are saying today' is how they complain as *they look to trap or to coerce you back*. How does one respond? You 'agree' with them. Add that *you have since gotten new information, had different experiences and expanded your mind to alter your perspectives*. Also add that it's ok if they disagree, as long as they allow you to proceed with your own adventures.

One example of this is with Val on his Leading Edge site in regard to Matrix III Vol. 2. He correctly states that opinions he wrote, when the books were published, were appropriate

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for where he was *at that time*. This does not invalidate the excellent technical information in that book, yet his new perspectives allow him to see the materials differently. He could not have composed MIII *with the mindset he has today*. His Higher Self required *his* head to be *where it was then* in order to bring MIII *out the way it was needed*.

Likewise it is with you. Your religious testimony/missionary *experience*, or whatever, was *valid for you at the time*. You needed *that conviction* of 'point X' to successfully *bring* you to 'point Y' and *knowing today* that *what you did then* was a Game deception. You appreciate that far more having *experienced it* in this incarnation than if you just *read* about it.

Your past, your 'point X' self should never get you down or depressed. See it as a valuable experience that makes the 'you' of 'point Y' all the richer for it. Change is great. *Grow* and *learn* from it. Experiment, expand, and learn. Take advantage of what EndGame has to offer. Graduation is coming.

Proof and Path Events

When I was in Arizona for 2 weeks during my shamanic training years, I always kept my camera in the car that I drove, 'just in case'. Always - except one time. On that one time, I was headed to Sedona and both my passenger and I saw this bright UFO flying over the desert in daylight. My passenger said, "Chase it". Forget that, over the desert, but I did pull over to watch it.

Another time I was driving to work in the morning and saw a huge, rectangular ship moving slowly into a mid-level cloudbank. It looked like a filter-less cigarette. I was alone and no other drivers seemed to notice it, not that the road was heavily traveled. One week later, to the day AND at the same time, the same type of ship was there again and did the same maneuver. I kept my camera in the car for a while after that day, but, as of today, I have not seen this ship again.

The purpose for relating these incidents is to say that there were no opportunities to capture these events on film. On the surface, this can seem very frustrating. You *know* what you saw. You want to *share* what you *experienced*, but who wants to hear about it without "proof"?

There are events that may occur within your incarnational experiences that are *intended only for you* or for you and a *select set* of people. The events that only *you* are centered in AND you have no way of 'proving' to others *are meant to be something that will have impact on your path alone*. Not being able to totally share the experience is part of your event.

Yes, it would have been great if I had my camera or video during any of these three experiences, but I didn't. Does it invalidate the experience if you are unable to 'prove' it to

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anyone else? No! *It may be a test of your willingness to expand beyond the limits society and the Game has set.* You need to expand your horizons in order to be able to graduate.

In M5 I wrote that it doesn't matter to me if anyone wanted to read what *my* experiences and discoveries have been. Anyone's armchair *opinions* are insignificant to what I have been experiencing.

The Gamekeepers love to use phrases such as 'common sense', 'everyone knows' and 'what will others think?' to try and keep those (who want to expand their limits) in line. Don't be timid about trying something new that YOU want to experience. When you have *experiences that excite you*, as I'm sure an alien craft would do to most of you, *evaluate the experience as how it has touched your life.* What does it mean to YOU? What *mental restructuring/new pathways* result from the event?

Personal proof should always take precedence over Group beLIEfs, traditions and boundaries. There's nothing more satisfying to 'the group' than to pull back someone who is having an experience that 'the group' disapproves of. At my level, tweaking 'the group' can be fun.

Once again, *the more you progress* in Advanced levels of progression, the more you WILL have experiences and events *that are meant for you and for your path alone.* Do not worry that you didn't have your camera or other recording device with you. If you feel like sharing your event, do so. If no one likes it, tough shit. It's YOUR event. You have the experience stored within you and will have it forever as your Higher Self.

Fears, Doubts and Spirit Advancement

The use of '*doubts*' and '*fears*' are two of the body's *command structure weapons.* Just like fear, doubt is intended to control the spirit animating the physical. *Doubt is part of the 'conscience' overseer of the body's DNA command structure.*

When the alien genetic scientists altered the *ancient* Earthers and *destroyed* several of their DNA strands, they ensured that the physical's influence (in the guise of 'conscience') would be strong enough to control the spirit. However, *they were operating under the assumption that the spirit would be sequential-based.* Sequential incarnates *do not comprehend the simultaneous path,* nor are they *able to grasp the implications of levels above mid-Advanced.* These levels are part of the advancement that Higher Selves are rewarded with upon taking the leap of faith into the *simultaneous* path.

When your spirit *wants* to expand in psychic abilities, a *trigger* is touched in the body's DNA command structure that will *attempt* to thwart your spirit's exploration of these areas. *Doubt* couples with its twin weapon, *fear.* Your body will use both skillfully *to try and stop your curiosities and experimentations.* Not only does the body internally do this to the spirit, but *it also radiates an SOS vibration that can be perceived by other physical*

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bodies that have not been 'corrupted' by spirit control. This brings out Game entrenched biological family, friends, etc who will sense something 'different' about you and *attempt to reinforce your body's doubt/fear overseer.* This brings the 'pressures of the Game' heavily to the seeker. At *early* stages of curiosity, this succeeds. This, in itself, is also an experience needed by the Higher Self in the Advanced stages. The incarnating spirit wants to learn/study psychic-related topics in the Advanced stages.

Fear is the first body defense that is triggered, with thoughts of: 'it's of the devil', 'it's evil', 'it's dangerous' and so on. Fear is more primal and *most effective in Low and Mid level incarnates.* This nature of fear will be *triggered as a first response by the body in all levels through Final.* In Very Advanced and Finals, it does *not* mean that the spirit will pay heed to this variant of fear, although these spirits *will know that fear response is in operation but it gets quickly subdued by the spirit.* When fear of the spirit's interest fails, the body command structure moves to the *next* level of defense: *fear of failure.* This is when it moves hand-in-hand with doubt.

You know *doubt.* You want to learn astrology, tarot, astral travel or any other psychic science. Doubt tells you: it's too difficult, it's too complex, it's not for you, you're not ready for it and so on. Doubt will throw whatever it can to try and get the spirit to surrender to body's will and return to the Game fold.

Doubt is quite vocal in your mind, as is fear. Remember that I said the Higher Self does not operate in such a way with one's spirit. *Lower astrals may be agents of body ID as well. They are allied with the sequentials in several areas to work against the simultaneous path incarnates. Lower astrals can mimic internal doubts and fears, however they tend to be more sinister about it.* Meanwhile, your Higher Self *observes and watches to see how the incarnation will handle these challenges.* Recall as well that *the Higher Self will not permit a situation that will force shim's incarnation away from that incarnation's path.*

Fear and/or doubt can *manipulate the spirit* to throw away any books or equipment and return to religion where the body's commands can be heavily reinforced by the Game's favorite control organizations. If the spirit has moved beyond religious control, then science may be the 'control group of choice'. *Both control groups use their specialties to influence one away from genuine psychic or Very Advanced development.*

At *some* point in your progression, you will reject these control groups and *then* doubt/fear will switch gears and *use other tactics.* For those wanting to astral travel, doubt and fear will keep you bound to your body. If you doubt that you can do it OR if you fear of what will happen, then your spirit will remain body bound. On the other hand, if it is in your Higher Self's plan for that incarnation to experience astral travel, the spirit will overcome these body defenses and progress accordingly.

The *common questions* will be 'how will one know where they are on their path' and 'if they will be able to breach the body's defenses'. The very fact that you are engaged in the struggle with your physical DNA command structure also shows you that your spirit is a

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threat to body ID. If you were not, you wouldn't be fighting with doubts and fears. Doubts and fears reach all the way through one's Awakened Final Incarnation. This is part of the Game. Remember as well that you cannot overcome 100% of the body's control while IN the Game. When you are able to overcome 100% of the body's control, you are a Game Graduate with your Final's operation of the Nexus of Time. While you are still incarnate, you can only subdue these doubts/fears so that they do not inhibit you from Very Advanced spiritual or experiential matters.

No one can say if your current incarnation is to accomplish astral travel (as an example) or not. Only YOUR Higher Self has this knowledge. Since all simultaneous path incarnations are unique, timing is set by YOUR Higher Self alone. As an incarnation, you must pursue this as best you can. It is less significant if you are able to astral travel in your current incarnation than if you can subdue the fears and doubts that can plague you in your pursuit of this goal. Remember as well that all of your incarnations are progressing at the same time. Others assist you currently as you assist them. Whatever you accomplish in this incarnation benefits the incarnation next in your Higher Self's progression plan.

This struggle with fear and doubt also extends into non-psychic Advanced areas as well: religion, sexual orientation, body vs. spirit 'family', etc. What is significant to learn here is that fear and doubt are part of the body's DNA command structure. They are main weapons of one's body ID overseer.

On another note to this drama is that when one is thus engaged in this conflict, and the body's SOS goes out for Game-oriented assistance, *your Higher Self will gently arrange for spirit to be assisted by presenting options (doorways) in your path.* These doorways will lead you to support for your spiritual/body ID breaking endeavors. They can initially appear as a book review, lecture to attend, course to take or even a person who will provide what your incarnation needs for your current stage of progression. Once you accept the door's invitation, new circumstances swirl around you. New people move into your field. Energy begins to change and more.

This brings you to an *incarnational fork-in-the-road*. The body ID screams for control over you. The spirit yearns for more. Many incarnations take a step forward then run back. Many incarnations take two steps forward then one back. Then there are those incarnations who keep taking steps forward. *You are where YOU are. Do not be concerned where everyone else is.* That is a sequential holdover of progressing as a planetary unit. Whichever fork path you take has its own sets of consequences. There is much to consider with this segment that should stimulate other questions within. Good!

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The Vibration of Game Rebellion

When an incarnation embarks on the long journey toward spiraling out of the Game as an Earther simultaneous path Higher Self, one will clash with the Game as *the spirit seeks to exert control over a huge percentage of body ID commands*. Your physical body has its heritage. Genealogy is the study of body heritage on Earth. Ancestor worship/devotion in Eastern religions and philosophies is one type of 'you are your body' structures. Another type is the western concept of naming children by the name of the father. Taking this to its extreme, you see family names with 'junior', III, IV, etc following surnames. This is all *intended to bind the spirit to the body 'from which it is born'*. You must 'carry on the line' and family traditions. This, of course, ignores the spirit, which incarnates in *all types* of Earther bodies and genetic stocks.

The mormons are at the top-of-the-heap of *body identity*. Genealogical research is something that the church spends large amounts of money on, as well as convincing others it is 'required by 'god''. Church members are also constantly pushed to do their personal genealogy. I remember talking to one Brigham Young University student who proudly proclaimed to me that he traced his lineage "all the way back to Adam". 'I AM my body' is what he was proudly stating. That is what his DNA command structure was saying to me. The body is in control of the spirit in optimum ways in his case.

Body family and *genetics* are intensely important to Game players and the sequential aliens who meddle on Earth. The blue and the green-eyed people have traits the aliens are interested in, for example. It's *all about genetics for the sequentials* whether it be 'master race' (Orion influence), 'blue bloods' (aliens on Earth) or any other body-centric structures. This is the way that the Game and the sequentials *want* it to be.

A microcosm within large body ID'd groups is the *family*. For the mormons, the *family IS* what it is all about. Unless you *marry* and *breed*, you are not considered a 'family' by that religion. One of their leaders said that an unmarried male over the age of 26 was a "threat" to society. I heard that several times when I attended college in Utah.

Mormons perform temple ceremonies for body ID by 'sealing lineages' for "time and eternity" including baptisms and marriages for the dead. Mormons even beLIEve that they *need* to have 3rd density-style sex to create new 'spirit children' and that 'celestial harems' will exist *for the purpose of doing so*. If a Very Advanced wants to get *really* weary of the body ID'd type, check out the mormon option. I have discovered that the mormon *experience* will be one sought out by Earther simultaneous path Higher Selves *for various reasons*.

Enter family W: they have a child who is brought up with typical body Id genetics, a traditional religion and values that keep one well within Game parameters. Yet the spirit animating that physical feels constricted by the rules and conformity and wants to explore other options for life. Say that this incarnation looks for another religion *other than* what

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the family practices. This sets up a spiritual vibration of *rebellion* to the Game. It is one of the *first* significant alarms that signal the 'conscience' overseer that 'all is not as it should be' in this physical. In my case, I was told by a senior family member that 'no one should ever change the religion that the family has'. You 'owe it to the family' to maintain the traditional religion. Bullshit! *Allegiance should be to your spirit and self*, but this is something that each Higher Self's incarnations *need to discover*. Spirit is eternal. Body is for the moment.

This one example above can have *any* non-Game conformist topic inserted. Your body is ready for such a spirit vibration and will act accordingly. The voice of your 'conscience' kicks in with its weaponry of fears and doubts. It radiates the SOS to other physicals to come to its rescue. "Danger, danger, Will Robinson: You are straying from the straight and narrow path!" Consider instead that the "straight and narrow path" to be like a straightjacket binding the spirit. In order to be free, you must break out of that straightjacket. The imagery that one's 'conscious' can put in your mind (in order to haul you back to Game approval) can be substantial. Your body's 'conscience' has the vault of that physical's heritage to pull on.

The heritage DNA vault requires *breeding* to pass it on. Non-breeders are considered 'traitors to their heritage' for not *passing on the command structures*. 'What about my grandchildren?' asks the gasping parents when the child refuses to breed or announces being gay or lesbian. 'You owe us' says the body ID. More bullshit alerts here.

When one finds people who are sterile for physical reasons, many times these people feel that they must *adopt* to at least *have the appearance* of conformity to the Game. These people will attempt to pass on body heritage *by contact* and rearing the child *as if it was of their bodies*.

The bottom line for the body's overseer is 'how dare you not be like your heritage demands!', 'How dare you disappoint your parents and family who count on you to continue the line!', 'How dare you want to strike out on your own!', 'How dare you *be* your spirit *instead* of your body!'

Daring is part of the *nature* of the spirit and central to a *simultaneous path Higher Self*. Daring was what *brought* your Higher Self *into* the Game. Even *more* daring was needed to take the leap of faith from the sequential to the simultaneous path. *And it takes a lot of nerve and daring to do what is necessary to become closer to your Higher Self, break experiential loops/fences and break from the Game*. Indeed, how dare you not?

Setting off the *vibration of rebellion* in your body's DNA command structure begins your internal struggle for control and the latter stages of your 3rd density incarnational experiences. All you need to do to silence these alarms is obey, conform and stagnate. If this is what you really *wanted* to do, your Higher Self would have *never* brought the *Matrix V* materials to your conscious attention. Unlocking the keys within, through *Matrix V*, has likely caused your 'conscience' to 'optimum panic'. The thing about 'optimum panic'

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is that, with increased spirit control, the panic and 'conscience' control can only *decrease* if you *make the choices that strengthen spirit* rather than encourage body ID.

No one said the Very Advanced stages would be easy. They test your *spiritual convictions*. *If you can still be controlled by the Game*, you are *not ready* for post-Game, higher-density adventures, which will be discovered to be awesome. How dare you defy your 'conscience' overseer and rebel against the Game? Once more: *how dare you not?*

The Age of Aquarius & The Game

The Age of Aquarius is the age we are entering. The Age of Pisces is over. Major 'Age' cycles last over 2100 years. Previous to the Age of Pisces, Earth was in the Age of Aries. The 12 signs of the zodiac are divided into male and female which alternate. Fire signs (Aries, Leo and Sagittarius) and Air signs (Libra, Aquarius and Gemini) are all male in vibration. Water signs (Cancer, Scorpio and Pisces) and Earth signs (Capricorn, Taurus and Virgo) are all female in vibration. Hence, the Age of Aquarius is male in vibration on the 3rd density.

Due to Orion influence and that of Lightsiders, with their 'mother complex', there has been a serious attempt to 'hijack' the Age of Aquarius and depict it as 'female in energy'. It is not. The symbol for this sign is a man pouring from a jug. The jug is filled with *spiritual ethers/energy* and NOT water, as it is beLIEved by non-astrologers. Remember that water is female in energy. Water is NOT connected with this most powerful of air signs. Water is emotional. Air is mental.

I am very critical of depictions, passed off as accurate, by artists of female signs portrayed as male and male signs portrayed as female. When in the Game, the Game's rules apply and, no matter HOW hard one tries, you can't make a male sign into a female. No drag queens or kings in the zodiac! Just as Virgo is always a female image, Aquarius is always a male.

Lightsiders, especially of the goddess-worshipping levels below Very Advanced, try to paint the Age of Aquarius as something *it cannot be*. It's all 'love & light', they would have all beLIEve. It is not, for *we are in a Dark sector of this galaxy*.

Native Americans, in the 19th century, developed a Ghost Dance that sought to 'reunite them with their ancestors' in a purified, pristine Earth where they were *free to be themselves* as before the western European invasion. Americans feared the Ghost Dance and the original Wounded Knee Massacre was the climax of that fear. It didn't end the Ghost Dance rituals. It drove them and underground away from profane eyes. The Ghost Dance continues today.

The pristine Earth will arrive *when the Planetary Spirit graduates*. The renewal will not be a wand-waving event that many mid-Advanced levels think it will be. *Earth will not continue on this density*. Previous segments on Earth graduation apply.

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Ghost Dancers report seeing their dead ancestors and friends in a perfect Earth. *They are actually tapping into focus level 25 and the belief system paradises there.* Nevertheless, a pristine Earth *will* come about, and the Planetary Spirit will move beyond the grasp of greedy Game players, who will play their Game *elsewhere* in the galaxy. More of this is in M5G: *The Graduation Key.*

The Lightsiders would have you look to the female to 'save' Earth and the Age of Aquarius as the 'entrance of female domination'. Actually, *sequentials are behind that whole farce* and female dominance will only come if Earth was put under sequentials and the rule of the Throne of Mintaka.

M5G readers should remember that what they WANT you to beLIEve is a *deception*. I may have more to say on the Age of Aquarius and the Game.

The Age of Aquarius & The Game - Part II

The misnomer of Aquarius as the "water bearer" was the original warping of the meaning of the 'Age of Aquarius' and an attempt to deceive non-astrologers to the implications of this Age and the sign connected to it. While all genuine astrologers know the true nature of this sign, Lightside astrologers will actually encourage the altering of the feminine to this masculine energy.

It is essential to both the Dark and the Light polarities that Earthers in the latter stages of EndGame beLIEve that the 'salvation' of the planet can only be 'undertaken by females'. The Dark polarity is hitched to the *reptilian Orion icon* and the *intended* return of their *matriarchy*. The Light polarity, especially in mid-Advanced levels, considers the Planetary Spirit as 'female' and their fanatical mother-complexes raise the female incarnation far 'over' that of the male. To these Lightsiders, their perspective can be demonstrated as: FEMALE & male.

Get the picture? Female is *prime*, first, foremost and *in control*. While the polarities differ in illusions, the Dark supports the Light version since both polarities agree on the necessity for female dominance. The Light version is in error, though, considering this sector of the galaxy and the nature of the Game during EndGame. Remember too, as per previous segments, my use of the term *EndGame* (in the M5G materials) is Earth-specific at this time and not galaxy-specific.

Recently I visited the Planetary Spirit to inquire about the Graduation Key and shim's EndGame situations. During this visit, I asked about the 'mother nature/Earth' tag given by Earthers to the planet's spirit. The response I got was on par with what our Higher Selves would say. Basically, *it's just a part of the Game and indicates that people using those terms are not ready to understand the nature of spirit while in those incarnations.* "Using those tags do not make it so" conveyed the Planetary Spirit. Very true.

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I also mentioned that some shamans who had sought out the Planetary Spirit were greeted by the image of a female, yet when I was completing my shamanic training, I did not get such an image, but was rather *kept from seeing what others said I would see*. The Spirit responded that *these people have created an image of what they imagine the Planetary Spirit looks like and their spiritual level would not permit them to see more than this*. It is *their* illusion and this is fine for *where they are in their progression*. I did not see the same image since I was in my Awakening process and was being prepared for reality. The time for illusions for me was rapidly ending as I am my Higher Self's Final Incarnation.

When it is time, and *if* your Final desires to meet the Planetary Spirit, as *shim really is*, this will occur. *Your Higher Self already knows*. Having seen the real image of the Planetary Spirit, I can tell you *shim* looks nothing like an Earther female. However, if this is your image and it gives you comfort for this incarnation, good for you. Santa Claus and the Easter bunny give many people comfort at certain stages of their incarnations as well. Refer to previous segments about the Nature path for more information on their part in the Game.

One more thing I will tell you - *the Planetary Spirit was waiting for the Graduation Key to form. It is part of that being's Advancement and spiraling out of the Game*.

Earthers are lured by false senses of *security* during EndGame. The *traditional* female role is rapidly being replaced by the *Orion sequential versions*, yet Earthers are slow to relinquish the simultaneous motherly traditional version. This serves the Dark well. The hijacking of the Age of Aquarius by those insisting on female dominance is necessary. If the Aquarian male nature was genuinely known, it would blunt the false need of female dominance if accepted, but most would reject Aquarius' true nature.

Of course, Awakened Final Incarnations are not taken in by the blatant lies generated by polarities, but *the number of Final Incarnations is extremely limited on Earth in comparison to the total population. The bullshit factories and fogs of illusions are not meant to (or able to) trap Finals, but rather to keep others from Awakening*. This is where the M5G reader should see the hand of the sequentials in motion.

Once again, *the sequentials Advance as a planet*. They *retain this mindset* even when dealing with us on the simultaneous path. A simultaneous path Higher Self moves as an *individual*. Hence, while the polarity 'glitter shows' can and do enthrall our Low, Mid and Advanced Incarnations to varying degrees, the Final Incarnations, by design, have the ability to move beyond their control and *see them for what they are*. The sequentials are unable to grasp this concept. It is *not within their path to understand the implications of a Final Incarnation and the ramifications of it*. Their desire to *remain a group*, with eternally SLOW progression, is the only thing they understand. THEIR planetary group may Advance faster than another planetary group, but *it's still a group*. They also *identify technological superiority as part of Advancement*, which I have discussed in previous

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segments. *The sequentials cannot be reasoned with by simultaneous path Higher Self Finals. We just leave when our time is finished.*

The Age of Aquarius will see the Earth Planetary Spirit graduation. It will also see *the end of the simultaneous playground on Earth and the establishment of a new simultaneous planet elsewhere in our galaxy as the Game continues.* It is also significant that the sign of Aquarius plays a significant role in the M5 project since *both Val and I have our current incarnations born under this sign.* Our Higher Selves designed this, on purpose.

When you hear the love & light propaganda about the Age of Aquarius, know that deception is involved, although the rank and file of the followers of that deception are blind to it. The Dark delusion of female dominated, Orion Earth may well occur, but after the Planetary Spirit graduates, they can add another lifeless rock to their Empire. Yes, the Age of Aquarius WILL indeed bring about a renewed, resplendent Earth, but *that Earth is the Planetary Spirit AFTER shim has graduated from the Game and that Earth does not exist on the 3rd density.*

This segment contains several heavy concepts. As with the rest of the M5G segments, anything that *you* cannot handle should be pushed aside. *The complex-for-now will be something other incarnations of yours will thrive on.*

Sequential Issues Disguised As Simultaneous & More

I get email comments about society's restrictions and demands for conformity. This has been discussed in previous segments, however I will update it with examples current in late November 2004.

One global example: what is happening in Ukraine, with their recent elections. The Ukrainians are in turmoil over election fraud and divisions are dramatic in expression. The Russians want one person to win and the Europeans and von Bush want the other one to be in power. This is *classic Orion in-fighting* as discussed in the M5G volumes. Which faction will succeed in dominating Earth as the emerging sequential path planet? Will Earth actually BE a sequentialized planet? (On a side note – the Star Trek universe shows Earth sequentialized and of a Light polarity. That won't happen!)

While the American media is reporting all this, Ukraine business with passion, do you find yourself asking *why* this has not happened with the fraud of *American* elections of 2000 AND 2004? The fraud of 2000 was as blatant as the Ukrainian fraud of today. The American fascist faction (Republicans) learned from the glaring 2000 show and altered their 2004 fraud to be *different in appearance* and present the *illusion* of fairness.

Many examples of the American fraud have been surfacing since Election Day. In several states it seems that more votes were cast than there are voters. Wyoming had over 100% of registered voters show up at the polls, for example. It is no coincidence that Wyoming,

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home of the ultra-fascist current vice-president, went for von Bush. The thing about Wyoming is that I don't think they had to pad the votes to get that state to go fascist, BUT they DID need to pad votes in order to make the national popular vote *appear* to be what they *say* it is *today*. This was a significant part of the 2004 vote fraud. Von Bush HAD to *appear* to gain a majority of popular votes for the *illusion* of popular support, at least in the 'red' states.

While that prong of the plan handled the popular sector, the other prong had to deal with the electoral votes with Florida and Ohio central to the illusion of a von Bush win. Both states have huge lists of voter theft by the fascists, but Ohio is the central figure today, with a recount set for December. IF a recount shows that Kerry won, Ohio would flip its 20 electoral votes and Kerry would win the election with 272 votes (270 needed to win). The M5G reader should be able to take this scenario further.

Will this come to pass or not? Orion factional in-fighting is difficult to gauge. A sequentialized Earth is the *only* option for these people, and as long as that goal is reached, it doesn't really matter how. Without the uprising in the Ukraine, expect that this recount would have been handled quietly, with the fascists remaining in control. Remember Hitler won by election rigging and strong-arm tactics as well. America's fascism, with the technology of today, has greatly *refined* the German's adventure of the 1930's.

This brings up a glaring point that M5G readers should have noticed. WHY didn't the American public react to the election fraud of 2000 the same way that the Ukrainians are doing today? As I've said in earlier segments, this is because the American public (as a whole) refuses to come to terms with the Dark corruption of Washington and the career politicians and rich who always wind up in control. Americans are *indoctrinated* to the illusions of 'freedom' with unending flag-waving and flowery speeches. Americans are blinded by their flag, and refuse to see what is going on *behind* the flag. Combine this with minion incarnations and alien/sequential in key positions.

Patriotism is *not* the same as nationalism, but Americans have been *deceived* (willingly) to beLIEve that they are both the *same* concept. True 'patriotism' is to defend the ideals of your country, and *each country has its own values. These values must be widely different on a simultaneous path planet!* The alleged ideal of America's value is 'freedom'. Therefore, it would be patriotic to cling to that simultaneous concept within this country as opposed to the sequential concept of conformity.

Using the hot button issue of gay marriage: 'patriotic' Americans would be in favor of such a concept because it is a 'freedom' issue. Un-patriotic, sequential-clinging Americans are against this. Note that *these* people use the *victimhood* approach of *blaming* 'god' or 'nature' or 'tradition' for *their* stand. Note that they can't stand against anything *without* using a victimhood approach. The same goes for 'abortion rights'. It would be 'patriotic' for an American to support this right to choose. It would be un-patriotic for an American to be against it for everyone else.

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While the *individual* decision to not engage in same-gender marriage or abortion is very valid and correct, to force others not to do so IS sequential. This is super plain for the M5G readers (for whom the materials are written) to draw conclusions about.

Americans like the word 'freedom', but the *practice* of it speaks louder than the word. Invading countries under the guise of 'freedom' is *sequential*. It seeks to impose one's concepts on others. Review previous segments on this, if need be. Americans are great at telling others *how* to live their lives while falling far short of it in their own, with the exception of certain geographical areas (simultaneous dominated). By the way, if the sequentialization succeeds, the simultaneous concepts would be eliminated for conformity sake using 'security' as the reason.

On an *individual* level, *how* one reacts to what is going on around them will give you *clues* to *your* incarnational level. Do you conform to what others decide in your personal life? Does society dictate how YOU live YOUR life? Are you doing what you are doing because of conviction or fear of upsetting any others? *There is no right or wrong answer on an incarnational level*. It *does* give the M5G reader clues as to what *their* current incarnational level approximately is. You *are* who you are! Be happy with that. Make changes that YOU want to make in *your* life. If there *are* changes that you would like to make but are not able to, your body ID is still overriding your spirit, but that's part of *your* path. *Your unease in this incarnation is acted on in other incarnations*. Nevertheless, *your* incarnation *cannot* be other than what it is.

Simultaneous path-oriented incarnations are those who push simultaneous *concepts*. However one also has to examine if it is a *valid* simultaneous *intent* and not another sequential 'repackaging'. A simultaneous path concept does *not* force others to be 'like us'. Many issues intertwined with simultaneous concepts are 'wolves in sheep's clothing'. So-called 'hate crimes laws' are one of these. Using laws to *coerce* people for what they think IS sequential and VERY Orion. There are several such sequential concepts trying to appear simultaneous. Very Advanced and Final Incarnations need to examine *all* issues and *not* just give a blanket approval to them because they 'sound good'. EndGame is a thorny time.

American fascists currently claim to be *the* 'judges of freedom', a simultaneous issue held hostage by Orion sequentials, on a global scale. 'If you don't agree with von Bush's 'freedom' propaganda, you are a <gasp> terrorist in your heart'. THAT bullshit is what has infected America since our Reichstag of 9/11. If you buy into that shit, you are in the same loop that the German people were in the 1930's after the Reichstag fire. Again, incarnational path necessities are in play during EndGame, BUT the M5G materials are ONLY written for Very Advanced incarnations who are interested in spiraling out of the Game and for Finals who are going to use their Higher Self's Nexus of Time to graduate.

EndGame is not a pretty sight. It's been getting worse each year. What's next? Wait and observe!

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Balance and The Higher Self

Volume III Special Segment

One *Matrix V* reader sent me an email with questions about Balance, the Higher Self's perceptions of this and the Game. The nature of *Matrix V: The Journey* is such that some information on this topic is appropriate to include.

As a perceptive reader can discern from Robert Monroe's trilogy, a pre-Game Higher Self would be perceived as immature. In the original 'Home', having simple pleasurable activities appears to be the rule. One may compare that to a setting where children play with their toys, not being overly aware of much else. It is the eventual core restlessness that 'there has to be more' which prods the evolving Higher Self to expand outward.

After you (as your Higher Self) Graduates this Game, you will have vast amounts of information available to you that will answer all your questions on your pre-Game activities. This includes your path progress and individual reasons for choosing what you have up to the Graduation point. It is not the purpose of the M5 series to answer all or even most of your questions on these topics. After all, we are still **in** the Game. That you have the *Matrix V* trilogy in your possession (and *provided* you are on the simultaneous path) indicates that your Higher Self is a pre-Game Graduate. The *Matrix V* keys have been recognized and acted on by those Higher Selves who will be Graduating. Those *sequential* path Higher Selves who read the M5 trilogy *do not have the locks that these keys open*. Each set of keys is unique to each individual simultaneous path planet. The Game's Creators ensure that there is no cheating, by creating *unique keys* available to the Higher Selves indigenous to that *particular* simultaneous path designated planet.

These keys, when presented to pre-Game Graduates, greatly assist in processing yin/yang balance into Balance. The difference between the two types of 'balance' has been discussed in *Matrix V Gold Edition*.

A pre-Game Higher Self is in Balance, but does not yet comprehend the *depth* of *what it means* and *what is involved* with the concept. The desire to know more about self and this innate 'Balance' is *one* of the reasons *why* these Games exist. As an incarnate, you know that you cannot appreciate pleasure if you haven't experienced pain. You cannot appreciate joy if you have not suffered with sorrow. Similarly, a Higher Self, in order to appreciate Balance, must immerse himself, via a Game's incarnations, in both Dark and Light.

The polarities cannot be easily understood, to the necessary depths, *by* a Game-involved Higher Self without the **cons** of experience that shim gains from the Game chosen. As a Very Advanced or Final Incarnation, you have *earned* your position by a **lot** of hard work. The Very Advanced incarnations are struggling to reach yin/yang balance while the Awakened Finals are dealing with incorporating that into true Balance. No one understands that better than your own Higher Self.

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There is no alternative way to gaining this understanding of Balance *except* by participating in *one* of the Galaxy Games. Nevertheless, a Higher Self may choose not to participate. The decision is individual. You probably have several questions about that, but I cannot answer all of them. Be patient. The time is coming when you will have *all* the answers you desire.

When one Graduates from a Galaxy Game, one has the depth of understanding of Balance due to earning it. The aura of a Game Graduate is significantly different from a non-Game participant.

Concepts of Dark and Light, as we understand it from our perspectives as pre-Game Graduates, is vastly different from a non-Game participating Higher Self. Remember, one cannot understand what is involved with each polarity unless one is able to *experience* them *individually*. Perfecting our understanding of the polarities gives us the great advantage of using talents that a non-Game participant doesn't even realize that shim has.

The sequential path is rich with polarity experiences and the choices a Higher Self makes as to just what order shim desires to gain experiences (that will lead to a return to Balance) is totally individual. You may have chosen to start with Dark. In this Galaxy Game sector, that may have been as an Orion reptilian, a Sirian canine-wolf or other Dark path group. You may have decided to start with the Light path in another part of this Galaxy Game. In any case, your Higher Self *has* all that information. This must be *very* restricted until Graduation and the operation of the *Nexus of Time*. Note that I do *not* discuss specific incarnations on the sequential path of someone currently on the simultaneous.

Meanwhile, the sequentials continue to incarnate on EndGame Earth. This is because some sequential-path Higher Selves beLIEve that they will find a 'short cut' around the simultaneous path experience. Sequentials, in child form, seem to get themselves on the news quite regularly. One I saw on television was asked his age. His response was "the square root of 36"! This is **not** the response of a simultaneous path 6 year old, but it did get my full attention! Nevertheless, the low-mid Advanced levels are all full of 'love & light' over these "indigo children". Oh, those sequential path Higher Selves looking for the non-existent shortcut! They *must* learn to take the leap-of-faith to the simultaneous path so that their *understanding* of balance/Balance can progress. Of course, they will- some sooner/some later, but that is not our concern. This segment gives those, for whom the *Matrix V* series is written, some valuable new information to process. I find all this exciting and hope you take some comfort from it.

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Polarity Illusion, Game Subtlety & Balance

Volume III Special Segment

The 3rd density is polarity driven. This is one of the main features of the Game. Many Matrix V segments deal with polarities, aspects and purposes of them. The Dark polarity urges (in public) that you cannot win the Game. The Light polarity stresses that they are the only polarity that will win the Game. Matrix V readers should be able to deduce that both perspectives are wrong, but both contain elements of the truth.

Polarities want us to beLIEve that they are the sole icons of victory. Dark does hold fast that they are the ultimate Game victors, but they keep that secret, as is the nature of Dark. The Light has the bullshit phrase: 'good always conquers evil'. But, in this sector of the galaxy, it is the opposite: Dark conquers Light. As per a previous segment: 'Light may win a battle' but Dark 'wins the wars' in this galaxy sector. Dark is adaptive because it is constantly changing to a new façade to advance its agenda. Dark doesn't hesitate to *appear* Light, especially in such organizations as religions, government, etc. "We are here to help you" is one of their disarming phrases.

The Game has many agents. Polarities are control freaks fearing Balance (most of all) and yin/yang balance (reachable by Very Advanced, simultaneous path incarnations). Consider balance to be 'polarity bane'. Refer to the *Star Wars III* segment where I mention how this film series depicts that 'only by embracing both polarities can you defeat either one'. Game agents are looking to have weaknesses in the system pointed out. If a weakness in the Game system is discovered, those in control will move to neutralize this weakness.

Yet the polarities can only operate *within Game rules*, and there are those who make sure that this Galaxy Game's rules are adhered to. Simultaneous path Higher Selves are particularly sensitive to the rules, since Graduation is the next step for this group. Sequential path Higher Selves who are meddling in Earther affairs (more than 50 different alien groups at this time), would have us beLIEve that we can't win the Game. Keeping the balance concept in mind, and the Star Wars examples, you can see that we cannot 'win' (Graduate) the Game by clinging to one polarity over the other. We must become both Light AND Dark to win (Graduate).

Militant Lightsiders will actually be discovered to be Darksiders in disguise. True Light polarity is not militant but rather casts the *appearance* of being 'long suffering'. The Dark polarity is the control maven who will use *force* (physical, legal or otherwise) to impose their will on the masses in order to sequentialize their personal lives, both in thought and deed, to a rigid standard. True Lightsider examples are Gandhi or Mother Theresa. We can all name local Lightsiders who are minor examples of these people. An historic refuge for Darksiders (masquerading as Light) is religion and religious leadership. This has been mentioned in several previous segments. America's fascist theocratic government is such an example, as are other countries under the control of their native theocratic governments.

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Speaking for 'god' has been a popular control device since the alien genetic scientists (and other sequential riff-raff) did their thing on Earth. There is still an Earther genetic reflex to obey one who speaks for 'god'. This is an experiential loop that must be broken to escape from illusionary control. This works especially well in one god controlled countries such as the United States, Israel and Islamic countries (to name a few). Whereas invoking the alien 'one god' in other countries has the opposite effect – most of Europe, non-Islamic Asia, Canada, etc.

The United States is a dangerous theocratic fascist state under the current government because of having the means to blackmail most of the world. Israel is another such danger with its nuclear threats combined with 'god' related guilt. Notice how American theocratic fascists silence most critics by implying that 'god' 'approves/requires' something that would be otherwise unpopular. Linking 'god' and patriotism is the theocratic fascist core. This is sequential in design, alien in control and strings being pulled by the true planetary rulers. The misfortune comes by so many falling for the lies that these people spew out. The ultimate goal for Earth is sequentialization. The 'how' of this does not matter much to the aliens as long as it occurs quickly, as per other M5 segments. The Very Advanced and Awakened Final Incarnations can easily see through this bullshit. Being aware is one of your most important abilities during EndGame. Couple this with your observational skills and watch the mechanics of Game subtlety and polarity illusions.

Mystical Abilities & The Game

Volume III Special Segment

As previously stated, the sequential path progresses only up to what *compares* to the simultaneous entry mid-Advanced level. The sequentials find our *beyond* mid-Advanced progression levels a mystery since these are *simultaneous path traits*. The sequentials treat our pre-Graduate levels as sequential mid-Advanced, so we are always underestimated (which is good). The sequentials are also unable to comprehend (due to their current path) the path-unique *abilities* that a simultaneous path Higher Self has in shim's final stages of Game participation. A simultaneous path Higher Self has greater control over *path objectives* than a sequential-pather. If a sequential path incarnation is unable to complete an incarnational objective, it may be continued during reincarnation. The very nature of the simultaneous path is no reincarnation. Incarnational path progress/objectives are assured (by Game rules) for each simultaneous incarnation, with one's Higher Self directly intervening if that objective is threatened. This has also been discussed in earlier segments.

Sequential path Higher Selves are not aware of all the abilities that a simultaneous path Higher Self is privileged to. They focus primarily on the *liability of incarnational memory blocks*. They will not be able to appreciate the simultaneous path until they take the Leap of Faith. If they *knew* all of the benefits/liabilities of the simultaneous path, it would *not* be a Leap of Faith, would it? Until they progress forward, these sequentials *speculate*. Keep in mind, though, that the vast majority of sequential path Higher Selves are not even aware of the simultaneous path, as they are so correctly intent on their *own* path experiences. That

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awareness unfolds during the sequential mid-Advanced level and interaction with a simultaneous path planet.

Genuine mystical abilities (on a simultaneous path planet) are looked on as a threat by the sequentials, who are trying to manipulate the planetary population. The *depth* of mystical abilities is *unfathomable* to the aliens. They do sense the *power* of these abilities and *fear being recognized for whom they really are*. The sequential path does not develop mystics *to the level that the simultaneous path is able to*. In the television series *Earth Final Conflict*, the fear of true psychic abilities was shown when the aliens killed the psychic because her abilities were beyond *their level to understand or control*.

Aliens and their astral allies have been known to try and neutralize those with genuine psychic gifts on a serious level if they become known to the public. The very *nature* of the simultaneous path means that the gifted Very Advanced are scattered *throughout the entire time line on that simultaneous path planet*. If these people cannot 'be controlled', the aliens want them 'neutralized' in some way.

Pseudo-psychics are popular *distractions* encouraged by sequentials and their control-addicted allies on Earth. These are people who claim to have genuine abilities but are discovered to be false and engaging in trickery or mental gymnastics rather than true spiritual abilities. They are usually exposed in public. This is intended to lure the population to beLIEve that all the mystically gifted are also phony.

One thing to keep in mind, the truly mystically gifted do not dress up in costumes and parade around in public whoring their talents. They know better than to do that. It is rare that one of them becomes known to the population. This happens only when there is a specific purpose served by doing so. Entertaining the lesser progressed is definitely not such a reason.

Mystical/psychic abilities tap into one's Higher Self. *It is a manifestation connected with a higher purpose* and, at best, a pale shadow of one's true abilities as a Game Graduate. *It is a pre-Graduation manifestation that assists the Higher Self's pre-Graduation incarnations to prepare for the next stage*. The general public is always 'cautioned' to *stifle* psychic development and *ridicule* the mystical. This is just another *Game balloon* to 'dead-end' the simultaneous progression. One should be encouraged to develop psychic/mystic interests. It will assist one in preparing for *post-Game activities* as well as gaining defensive in-Game awareness.

Simultaneous vs. Sequential Displays

In American Georgia it was reported that “thousands” of black christians marched to denounce gay marriage.

<http://www.365gay.com/newscon04/12/121204kingMarch.htm>

Despite the shame that these people heap on themselves for this, note that this is an example of sequentialization in action. While it should be fairly easy to tell if some public occurrence is sequential or simultaneous in nature, I will give the M5G reader some clues to assist you in judging.

Sequential Displays – Sequential *thrust movements* and *demonstrations* involve intimidation and pressures to *enforce conformity in thought and/or action*. Such is true for the black Klan above who are attempting to force *their* concept of conformity on others even though what the gays are doing *has no effect on the demonstrators’ own personal lives*. These people attempt to restrict how *others* lead *their* personal lives in the name of *conformity*. Sequentially-minded people have their icons of ‘society’ and ‘tradition’ which are the *staples of all sequential planets*: progress ‘as one’...as a ‘single planet’ or ‘empire’...limit uniqueness and individuality that challenges the *group mind*. Sequentially-oriented people complain how they ‘don’t mind what gays do in private as long as the narrow minded ‘don’t see or hear of it’. That’s sequential – *no challenges to planetary conformity!* Meanwhile it’s fine if they bombard the senses with examples/ideals of *their* conformity.

Sequential action groups demand *public referendum* on social change because *the public is expected to maintain the status quo*. The Canadian Prime Minister correctly said that civil rights is not a popularity contest:

<http://www.365gay.com/newscon04/12/121304canVote.htm>

‘Fear change’ the sequential oriented cry. Canada will have gay marriage as a national option despite what sequentially oriented fanatics want. If it were up to the general population to vote on social issues, slavery would not have ended in the American south, for example. Slavery enforced one’s lifestyle on another – an experience, true, but also sequential in nature.

While this is just one example of sequentialized display, you should notice it with many other issues that want dissent stifled, individuality expressed and conformity cast off. The United States was created as a Cancer country because Cancer is a sign of conformity. If the United States was intended to genuinely be the land of the ‘free’, it would have been Aquarian which is the only sign of complete freedom and is the sequential buster in the zodiac. The founders of this country knew what path was involved as those who chose this date/time were astrologers and agents of the Game.

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Simultaneous Displays – Simultaneous thrust movements and demonstrations involve *individual choices that are open to acceptance or rejection on an individual level*. Simultaneous experiences require *many different types of experiences at the same time*. When Earth was a total simultaneous playground, you found this by cultural expression and uniqueness around the globe. The aliens brought this to an end during EndGame by introducing advanced technologies and the ‘one world’ concepts. This brought simultaneous and sequential concepts into conflict and *began* the graduation process for the simultaneous path Higher Selves.

Simultaneous actions allow incarnations to choose what works best for *them* while not forcing others to be as they are, but rather to do what is best for you. These are well demonstrated by two hot issues of today – abortion choices and affectional ‘rights’. Both are *individual issues* that the sequentials do not want to exist *because it will further connect the incarnate to their Higher Self*.

The abortion issue is hot with sequentials as it *threatens the body ID line and the food source for certain alien groups*. The affectional rights issue is the far greater threat because same gender sexuality, coupled with deep affection, is a threat to the Game’s *deceptions* as to who you really are. This threat will cause all manner of fear demons from the sequentially minded to surface. Sex is the single most potent power one has and unless it is used as the controllers desire (heterosexually with the built-in shorting out features as per previous M5G segments), they want it controlled. Notice how African christian ministers are rabid over gay ordinations in the United States despite being financially supported by the American churches. Review segments concerning sexuality in both volumes of M5G.

The *vibrational cluster* of a simultaneous path Higher Self incarnate is *significantly different* than a sequential path Higher Self, just as both paths are significantly different *from each other*. It does not matter if the simultaneous path incarnation is Low because the nature of the simultaneous path says that *even though* the Low incarnations are there, the Dominant, Very Advanced and Final Incarnations are *also* in play. ALL these simultaneous vibrations are *tied together*, unlike the sequential, which is *one at a time*. It is easy to see *who* has the more Advanced *vibrational radiation*. THIS is why the aliens are involving themselves all around our simultaneous business and trying to disrupt it. Review the many segments on sequential interference on Earth.

When you notice or hear about a march or protest over some concept, pay attention to *what* they are complaining about and see if you can see if this is sequential bitching about simultaneous identity or simultaneous demanding to progress individually away from the sequential controls. EndGame!

Religious Deception, Control & The Game

There are four known races on Earth: white, red, black and yellow. This is something that you learned in elementary school. In this segment I am *not* addressing alien or hidden races on Earth, only the public four. Each race is sub-divided into many different units based on culture, religions, location, etc. A good example is the white race which is primarily European based. Within this race are sub-divisions such as Slavic, Magyar, Anglo-Saxon, Nordic, Germanic, etc. Each sub-division has even more sub-divisions. It is the same for the other three Earth races.

The Ashkenazi and the Khazar were central European tribes who became Jewish much the same as Constantine chose Christianity for his empire. It was a political move. Yet these people are all of the white race. Both religions have their origins in the same Middle Eastern area and both claim the same deity. There is nothing racially Semitic about these groups, yet one invokes race when dealing with other groups.

The religious nature and interactions with European Jews is similar to that between Irish Catholics and Protestants, Serb Orthodox and Croat Catholics, etc. None of these is racially based since they are all of white sub-divisions. However, *part of the EndGame plan was to create the illusion of European Jews as a separate race.* They have already proclaimed themselves the "chosen people", hence 'better than everyone' not by merit but by *body ID*. This is *group sequentialism*.

What makes one spiritually better than another is by merit and Advancement, not by body ID. Your mid-Advanced incarnations are better than your Mid or Low incarnations because they have earned the position based on previous experiences and advancement. Yet these experiences are required in order to improve one's self spiritually. *The body these spirits inhabit is irrelevant to the spiritual position within your Higher Self.*

Today people are being manipulated to think in certain ways that just are not true. The government of Israel is attempting to convince the world that what they do, no matter what they do, is religion based. Therefore if God's 'chosen people' do this or that, it must be OK no matter how hideous, genocidal or Dark. After all, they are God's 'chosen people'. However if you examine the Hebrew group (the original Jews are just one part of that original Hebrew group), their God chose them as a race and it is sequential race-based. This would exclude converts. There are religions that require one to be born in that religion to be part of that group. The Indians of Hindu faith are another example.

Since the Ashkenazi and the Khazar are not of Hebrew genetics, they could not be the 'chosen people' *because they were not born into the correct body group.* The religion was intended to set rituals and laws for that group since they were their God's 'chosen people' (body ID). Remember it's the *people* that are chosen, *not* the religion which came to these people FOR being chosen. Remember too that this is all body ID, not at all spirit ID. We all

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have incarnations in all variations of body ID while on the simultaneous path. M5 readers know that body ID does not command spiritual reality. It is a vehicle for experiences only.

The use of the guilt-intended term 'anti-semitic' is based on the *control concept* of the 'chosen people' having their way over the non-chosen riff-raff. No criticism of anyone in this body ID or of the government of Israel is to be tolerated. This was a major reason for the hijacking of the Darkness of Germany during World War II by the European jews to have everyone beLIEve that they were the only group to reside or be killed in the camps. When television is running its WWII marathons, what group is feature on being the receiving end of the concentration camps? When documentaries and films are presented, what is the population of these camps shown to be? How many times do you see non-jews being featured as camp residents? Yes, these people did endure much, but they are not too eager to have attention taken away from them. After all, they ARE the 'chosen people', aren't they?

To be anti-jewish is on par with being anti-any other religion. It is also of a less-than-Advanced state. Once you are in Very Advanced levels, you are aware that *you have incarnations in all religions as well as races*. You also know that *the experiences offered in each religion are valid for the Higher Self's experiences and Game involvement*. It's learning that *religion is a vehicle for discovering that you are your own 'god' and there are no external deities*. You must go externally before you can appreciate moving internally. The Game works against you discovering who you really are. You discover this *despite what the Game desires*.

You must also be able to separate anti-religion comments expressing *intolerance to being different* from those that *point out the manipulative tactics* of those who use their religion as a club to enforce control. All organized religions are guilty of using this club of words to enforce sequentialized belief systems. Pointing these tactics out does not make you anti-anything. It makes you observant and not able to be deceived in this matter.

The current 'anti-semitic' victim/victimhood generator is being perpetrated for specific Dark reasons which do not work with any Final Incarnations in these latter stages of EndGame, but do play well with Low, Mid and through mid-Advanced stages especially if they are Light polarity oriented. Remember *Light polarity loves the victimhood identification* and *Dark is all too eager to present this power stealer to them*. Very Advanced incarnations are in the *transition phases* and major *loop breaking* arenas. Review the series of Victimhood segments in the *Matrix V* books. Apply this knowledge to *all groups who seek power* by using the 'oh-poor-me' of sequentialism.

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Religious Dietary Restrictions

In M5G Quest, I wrote about the core reason for the ban on eating pork by some religions. This is for genetic reasons and not for core reasons written in *this* segment. There are far more dietary restrictions that certain religions cling to, primarily related to the bible's 'old testament' and the mormon 'word of wisdom'.

The 'bible' is loaded with things forbidden to eat for people who follow this alien 'deity'. Shellfish, pork and other "unclean" food sources are listed. Note also that this alien god demanded blood sacrifices throughout that era. Blood soaked altars were expected to appease that deity. If you go to the beginning of the bible fable involving Cain and Able, Cain's offering of produce was rejected while Abel's animal blood offering was accepted. Reptilians need the blood. Reptilians do not eat produce.

Where you see the 'bible' held as THE *icon* of a religion, know that *the reptilians and their allies are directly involved*. This includes the various muslim groups who claim the same deity as the Israelis. After all, according to the fable, they both have the same father. While this gets into *reptilian infighting* manifesting as we see it being played out on Earth today, the dietary restrictions of both the tribes of Israel and the muslims are the same.

Another big 'bible' religion is the mormons. They have their 'word of wisdom', which also is loaded with dietary restrictions, although pork is not one of them. The mormon ban includes items like caffeine, certain grains (some 'created' JUST for livestock), tea and so on. Another faction of the same Orion royalty is operating here. Refer back to both volumes of M5G for information about reptilian factions. In order for a mormon to be granted permission to enter their sacred temples, adherence to the 'word of wisdom' is required. Do you have to be ready in case 'god' is visiting the temple and feels like a snack, hmmm? Of course if you were to bring this up to a temple recommend-holding mormon (or any mormon for that matter), they would be shocked.

The purpose of this segment is not to touch further on alien internal conflicts but to draw attention to *the core reason* for these various dietary restrictions. There are also other religions with other bans to eating as well. The *core reason for these bans* may be summarized with the following: Some people like their food bland. Some people like their food spicy. Some people like their food sweet. Some people like their food bitter...and so on.

While watching the dvd's of the television series *V* (as well as the two mini-series that they are based on), they accurately depict some of the reptilian tastes in living food. One episode shows an old woman who worked for the reptilians so that she would be reunited with her husband who was being held in food storage by the reptilians. After completing her assignment against the Earther resistance, the woman told the reptilian commander that she wanted to be reunited with her husband so they could spend christmas dinner

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together. The commander told her that she would be reunited with her husband but also said that *the couple* would be dinner FOR the reptilians.

Posing as deities, these aliens gave dietary rules to their 'chosen people' who want to serve their god. Just as Earthers decide what feed is given to which animals, reptilians, as well as Sirian wolfish, decide what feed is appropriate for their livestock: Earthers, in this case. Does it make you wonder what the 'chosen' peoples are 'chosen' for? It should. 'Serving god' has a whole other concept when it is also thought of as being 'served TO god'. Kosher food, for example, means that food meets the strict requirements of those who supervise the herd's eating supplies. Just as with the mormons, these followers would deny the *concept* of it. The followers are always referred to as 'sheep'. What happens to sheep? They are sheared for their wool (money in human context) and eaten for sustenance. As the wraith aliens in *Stargate: Atlantis* say over and over: "All living things must eat".

Another thing to remember, although some are fussy with their food, others will pretty much eat whatever is available and dietary restrictions are generally not imposed unless something may be toxic to their system. You would discover that a reptilian royal is far choosier with their food than the average Orion citizen. You save your best for your royals and the rest can be for the general population.

Return to the basics of the Game: *There IS neither good nor evil. There are only different experiences.* If one seeks the *experiences* of bringing themselves closer to the deity(s) that include dietary requirements, then you are opening yourself up to a potential 'experience'. It does *not* mean that you will have such an experience in *this* incarnation, but you have prepared yourself 'just in case'. As far as these aliens are concerned, you are just a meal on the hoof. This segment gives you a lot more to consider when observing EndGame.

Circumcision and The Game

While both male and female circumcisions exist in certain tribal areas in the world, this segment deals with the far more globally pervasive *male circumcision*. As usual, this takes us to the specter of alien interference on Earth. Blood, pain and a symbolic shedding of skin all has reptilian roots. It is well known that the Hebrews, at the demand of their alien deity, made this a religious requirement as part of the visible "covenant" with their god. Yet, note that this 'god' only required circumcision of males.

This mutilation was demanded for more than one reason. The outward beLIEf was that it was a strong pact with their 'god' and the desire to obey the demands of the same. Of course the people who bought this bullshit did not realize that Orion Empire mischief was actually in play.

This circumcision was instituted as a control device on the male followers of the desert deity. A circumcised penis experiences decreased sexual pleasure than a natural one enjoys. Remember that the genetic scientists intended Earthers to be servants to their alien

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masters. All the religious rules and regulations regarding breeding, when/with whom to do it with and with whom not to do it with (Leviticus) are not random. They wanted to control breeding so that it is only for breeding. Thus attempting to lessen pleasure from sex was one hidden reason.

The even deeper motive was that the sequential genetic scientists were attempting to hinder those of us on the simultaneous path. Refer to the M5 segments on sexuality and sexual orientations. The bans against same gender sex were intended to prevent what may happen when two simultaneous same genders hooked up with the proper spiritual mindset. That's why of all the Old Testament, the only constantly invoked ban today is same gender sex between males. No other Leviticus ban seems to apply to the general population by the American christian Taliban.

Knowing that the male is the giver of life and the more potent of the two genders for the spirit to incarnate in, it was the male gender that needs circumcision. This would lessen the pleasure centers of the male. There is a direct connection with pleasure sensations and level of spiritual Advancement and progression which is far more apparent with Very Advanced and Final Incarnations.

The sequential genetic scientists *knew* that Earth was *becoming* a simultaneous planet and their Higher Selves, in playing the Game, were moving against their former sequential associates. They were 'attempting' to delay Graduation by potentially hindering spiritual-connection possibilities in this one area.

Nevertheless, the Hebrew deity's demand of circumcision was just one riff-raff group in a desert area. Did the sequentials know that their one god farce would engulf much of the world with the jews, christians and muslims? The aliens ensured that this would occur over a long period of millennia. Consider the mass conversion of the Ashkenazi to the jewish faith only because their king demanded it. The jews were just rabble at the time. Who manipulates royalty and just who is royalty? This is a favorite hiding place of sequentials throughout history.

Consider too how the pagan Roman Empire suddenly becomes christian under the sword of Constantine, the emperor. The christians were just rabble and no where near as noble as their mythology would have you beLIEve. Yet here Constantine, under direct alien control, decides to dance that dance.

Consider too that the deity of the jews and christians is the same deity of the muslims. According to islamic beliefs is the duty of a 'good' muslim to be circumcised just as it is for a 'good' jew.

Notice as well that the sequentials concentrate on Europe and the Middle East. This is due to a strong reptilian aggressive trait that has played to the conquest tune since the times of Alexander the Great and Rome. By centering three different religions all centered on one alien deity in the Middle East, you have a volatile mix that encourages division. Division

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enhances one from looking within. The Earther house divided by alien designed religion is intended. The designers want to extend the Game and do whatever they can within the Game's rules to keep another simultaneous planet from Graduating.

On *Showtime* television series: *Penn & Teller Bullshit!*, they recently presented an episode (season 3) entitled *Circumcision*. If you have the opportunity to watch this, I highly recommend it. You will see and hear a lot more anti-circumcision documentation that will enhance this segment and they also use the same blunt language that M5 is known for. Penn & Teller bring out the cosmetic appearance of a circumcised vs. uncircumcised member. It turns out that American females (WHAT a surprise!) are behind the demand for circumcision due to appearance. My father was uncircumcised, yet his second wife demanded that he get circumcised to suit her. This ritual butchery is not something that European men are generally bothered with, however. Watch this episode if you are able.

Previous M5 segments have already stated that America is the hub of global sequentialization and Orion control. Forget all that pseudo-medical cleanliness crap as reasoning to support circumcision. The core is what the alien deity wants and wants to prevent. This is supported by what American females want. It is all anti-male for reasons of simultaneous progression inhibition and the institution of Orion style matriarchy. This is the way of the Orion Empire and American females are eager for the power. Unfortunately the majority of American males seem anxious to bring this about and cater to them.

Knowing what is behind the barbaric practice of circumcision just tells you what is happening behind another curtain of simultaneous Earth and EndGame. You must decide what YOU must do on YOUR path.

Higher Self Signature Vibrations & The Game

Looking at the graphics of the sequential and the simultaneous path Higher Selves, you may have wondered about their *individual identification*, especially as they all 'seem' to 'look alike'. In actuality, Higher Selves are *easily able to recognize each other by their energy signatures*. Each Higher Self has shim's own unique vibration *similar* to each incarnational 'fingerprint', DNA codes or eye scan. This vibration, while *unique at its core level*, does become *enhanced* by the Game *experience* and *path choices*.

A Higher Self gains a *new* variant to shim's energy ID upon entering a *galaxy* Game. Another variant is acquired when moving from the sequential to the simultaneous path. Another variant is acquired when that Higher Self *graduates* the galaxy Game shim is involved in.

Now to return to something written in *Matrix V Gold Edition*: *how* simultaneous path incarnates having *heterosexual* experiences bring about the *shorting out of the spiritual by the body ID*. I suggest you reread that segment in Volume I. The M5G reader has gone through what is the *prerequisite*, on the *knowledge* level, by reading both volumes of M5G

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and the current site segments. This brings the reader (who has done all of this) to the *potential* ability to understand this topic on a deeper level, which is presented in this segment.

The DNA commands, in the Earther bodies, have been *sensitized* (by the sequential genetic scientists) to *react this way* when *activated* by simultaneous path vibrational signatures. A common question by *Matrix V Gold Edition* readers dealt with reproduction within the Game as a whole. *The sequential path does not have this shorting out process since it is not part of their Game experience.* Remember that part of the Game is to attempt to prevent or delay the graduation of the simultaneous path Higher Selves.

Once one has moved from the sequential to the simultaneous path, there are both *benefits* and *liabilities*. The liabilities (challenges) are greatly *outweighed* by the *benefits* of simultaneous path. One of the liabilities is in heterosexual contact, as stated previously. This is *one reason why heterosexuality* has been SO *demand*ed and *enforced* by religions (aliens/sequential control) and the vast majority of *societal institutions* (sequential control devices). *It is to keep you from discovering who your really are.* The wail over gay/lesbian relationships today has its *root* in the sequential suppression attempts especially rabid during EndGame. Those incarnations who *challenge* this suppression are various levels of simultaneous-pathers absorbing EndGame experiences to benefit their overall simultaneous experiences.

The *sequential path* Higher Self's average incarnations are *only* interested in *Game experiences* and *not* in the least interested in graduation related matters until *shim* is ready to break out of the sequential path for the simultaneous. The sequential path is one of *group conformity* and *planetary progression at a snail's pace* (and the snail would be viewed as a speed racer from their viewpoint). All past life memories are retained intact while on *that* path. Remember that the Earth *quarantine* is to keep the vast bulk of the sequentials away from simultaneous 'contamination'. Refer back to those topics in M5G.

Now move to the *simultaneous path* with no past memories (sequential) or other current lives memories AND the *desire* to graduate the Game, which presents the *liability experience of heterosexual relationships shorting out/retarding of spiritual development.* This *allows* the control freaks of the *sequential path* leaderships (who know FAR more than the average simultaneous incarnate) to tamper with the Earther *bodies'* DNA commands that the simultaneous-path Higher Selves are incarnating into. A sequential path Higher Self born into an Earther body will *not* have the same reaction in het sex that a simultaneous path Higher Self has. This is due to the *path signature* *within the energy ID of that Higher Self.*

This may be too complex for those not ready to grasp it and I would understand it, since it is not easy to try and simplify this in English in terms that a non-Awakened Final could grasp. This is a major rote that I'm attempting to give you parts of. However there are those M5G readers who are waiting for this information and this is intended *for you who can take this and develop it further for your individual path.* The M5G materials are

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intended for the individual-oriented and those who are ready to spiral out beyond the Game. This segment answers many questions that some readers have had that were not scheduled to be touched on until now.

Nevertheless, *your path is unique to you. Your development is unique to you.* Do what YOU have to on YOUR path. The M5G materials are primarily intended *for those who can adapt them to assist with their own spiral out process.* EndGame ... it IS getting more interesting.

Sequentials & Earther Bodies

Other M5G Volume II segments refer to the sequential involvement on Earth during EndGame, especially in these latter stages. One *flaw* in sequential thinking is that they think that just by incarnating in an Earther physical that they can 'have the same experiences' as we simultaneous-pathers do. They are in major error with this.

Prior to these latter stages of EndGame, sequential-pathers could not incarnate in Earther bodies. Simultaneous-pathers were able to handle all vehicles and the population kept to levels needed for the simultaneous path. The aliens had to *try* to blend in, which has been easy for several of the human-ish races. Certain others have had to rely on their shape-shifting abilities or cloaking technologies to pass unnoticed on Earth.

The intensive breeding processes in Earther humans, prodded on by *alien-engineered religions* and *controlling DNA commands*, have created a situation where *minion incarnations* are necessary. This has been previously discussed in M5G segments. *It has also opened a door for some sequential opportunities to incarnate on Earth.* It has occurred to certain sequentials that this may be a 'chance to cheat the system'. They have discovered otherwise. Instead, it turned to an *experiential learning opportunity* for the sequential-pathers.

Earther physicals have been altered by alien DNA manipulation, which has served the simultaneous path experience. The simultaneous path journey must be a conscious decision on the part of a Higher Self and that includes all the benefits AND *liabilities* associated with it. A sequential path Higher Self, with *intentions* of cheating, *thinks* shim can move 'around the rules'. They think that it's all about the *physical body* of the Earther alone. They are finding out differently.

Earther bodies do not have all the abilities that alien incarnations are used to. The past life memories are very faulty, for example. They may have 'wonderful talents' demonstrated at an early age, but may have only sketchy memories of those lives at best. Their alien friends may try to assist them, but with damaged DNA strands it's viewed like a good appliance next to a poorly working one. Valid sequential aliens try to remind their Earther incarnated associate of who he or she really is.

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In a previous segment I revealed how sequentials can hang around a former sequential friend hoping to influence them and try to pull them back. Another reason aliens hang around many contactees is that *they are really current sequential-pathers in Earther bodies*. These are the 'path cheaters' looking for 'shortcuts' to the simultaneous path 'status'. The contactee who becomes a spokesperson for an alien group may well be discovered to be, in fact, a sequential path Higher Self incarnation. These incarnations are usually big on bowing down to their 'space brothers' who 'have all the answers'. I urge you *not* to try and judge 'who is what' but rather to *observe the experiences and activities around them*.

It's not living on Earth by itself that makes one *simultaneous* in path experience. It is the *conscious decision* involved by a Higher Self and a *process* involved with the Game creator(s). The frustrations that sequentials in Earther bodies have discovered prove to them that *there are no shortcuts in the Game*. This is providing a *valuable experience to the sequentials on their path*. This has also retarded the desire of sequentials to use Earther bodies under these circumstances. A sequential remains a sequential *until certain conscious decisions are made, based on maturity and Advancement of the individual Higher Self*.

This segment may be a bit complex for most readers; however it will be clear to those for whom M5G is written.

Sequentialization Body ID

Volume III Special Segment

The person talking to me quotes various health related items dealing with food and weight, pauses to smoke his cigarette, then continues with his perspectives of 'healthy' living. Another person in good physical condition mocks a woman who, because she "weighs 300 pounds", makes her perspectives invalid. These are just two examples of sequentialization via body ID. "You want to eat healthy to extend your life" says the smoker! "She's not taking care of herself" says the fitness queen. People who act and talk this way are stuck in a body ID'd sequential loop. Not one day goes by that I don't hear this shit.

This manner of pontification comes, as well, from people who claim that they are so Very Advanced and understand the M5 materials. Intellectual understanding is only the *first* part of it. Putting what you intellectually agree with into *practical living* is the next step. Unless one can do this, you are still bound by a sequential path experiential loop. Even if the smoking health fiend was a non-smoker, what he *wants* to do with *his* path is *his* business alone. It's one thing to offer up information that you discover, but a *different* thing to expect conformity because of it.

Passing along information, both spiritual and 3rd density physical, happens all the time. I enjoy doing it too. Without the sharing of discoveries, one would not have the option of accepting or rejecting part or all of that new information. Someone may need only a couple facets of the new information to adapt into their life or they may not need any of it.

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However they cannot fault you for not presenting potentially new data. They *can* fault you if you nag them about it and *expect* conformity because of it.

This seems to be one of the final experiential loops that simultaneous path incarnates need to break in order to be free of the Game. From what I observe, this does not seem to occur until one's Final Incarnation or end stage Very Advanced (pre-Final).

This type of 'do what I say' is a mixture of Light and Dark polarities. The Light overtones are "I'm doing this for your benefit whether you like it or not". The Dark part is "I expect you to do this *because* I say so". Any way you want to look at it, expecting conformity for *any* reason (be like me or like I preach) is sequential and body orientation.

"But I'm doing this so she can extend her life", whines a defensive Lightsider. I would expect this from a mid-Advanced or below, but am disappointed to hear this from people who claim to be Very Advanced. If one is body ID'd, you want to try to extend your physical life. The Very Advanced, for whom *Matrix V* is written, are supposed to be spiritually ID'd. If one is spiritually ID'd, then one *knows* that the body is disposable, your Higher Self has chosen the time and manner of death for each incarnation and nothing the body may want to do about it will change that Higher Self decision! This is why super jocks, fitness queens and health nuts die in top physical form. They have hearts that stop, get shot up in wars, wind up being hit by a bus/car or any number of deaths that their perceive perfect bodies mattered nothing for.

I am friends with smokers, several 300+ pounders, several scrawny people, jock types, average types, boring types, interesting types, etc. I am not their friend because they do what I do. I am not their friend because they fit my path's expectations or measures of 'ideal'. I do not pass judgments because their path is different than mine, yet I will complain when they try to intimidate others to conforming to their path. My path is perfect for me alone. Your path is perfect for you alone. This is a simultaneous concept that acknowledges and respects independence.

Part of the Earth sequentialization action is to induce global conformity. That is conformity in thought, action, speech and belief (plus more). This includes forcing standard body types, recreational activities, affectional relationships, how/what one eats, etc. This is all part of a greater plan to dispose of the simultaneous incarnates on Earth. When one plays along with this Game plan, one is working *for* sequentialization.

Consider this segment the next time you are tempted to pass judgment on someone who acts/looks/dresses/ (whatever) differently than you. Instead try to see *the value in the difference* and enjoy them for *who they are*. This does *not* mean that their path is better than yours *or* that yours is better than theirs. What it *does* mean is that you *respect* their personal choices for *their* life path and honor them for it. There is no call to induce cruelty (Dark) comments toward someone who doesn't conform. Intolerance is sequential. We are on the simultaneous path to *overcome* those sequential loops and fences. Intolerance of individual path choices is alien to higher densities. Please consider this segment as advice

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and to alert you to a sequential loop that you may not have been aware of. In the future, if you find yourself acting in this body ID'd manner, realize what you are doing.

Body ID Command Structure Controls

Body ID/DNA command structures have been discussed throughout the M5G materials. There is more to be aware of in regard to this *Game mechanism* for Earther simultaneous path incarnates.

The structure of these commands can be compared to a carrot/stick approach. You are rewarded when you obey your body's commands and zapped when you don't. I have been able to observe many new examples of this and will give you some of them here to assist you with your own observations and internal processing in dealing with your body ID matters.

While I was in another part of the country dealing with a Graduation Event, as per my comments in the previous segment, I was able to watch as one person's DNA command structure went into overdrive in attempting to halt that incarnating spirit's control and experiential loop breaking. In brief, I used my shamanic talents to assist in soul repair for this person. This person's Higher Self was part of the Graduation Event of earlier January even though the physical was still in control over significant body ID areas. The Higher Self, overriding the body ID in order for this Event to occur, along with my soul repair assistance, caused (what I call) body ID overdrive. I have never seen such a system reaction that reached down into this person's immune system. This caused an illness (flu-ish) that made this person "sicker than I've been in 10 years". Of course this hit right after I physically left that area and was flying home.

Physical distance is irrelevant, though, and I was able to assist in non-physical ways and this person has since recovered. The assault was 2 fold: the body ID overdrive and the gathering of Dark entities on the lower astrals around this person's living environment. While I was there, I was able to clear the living environment and keep the Dark riff-raff at a distance. All this was a direct involvement of both of our Higher Selves, but any more detail is not pertinent here. My point is to highlight *how far a body ID structure will go* to attempt to halt one's spiritual Advancement even more so in Very Advanced levels. This person's spirit required a refining fire (fever) in order to assist in personal Advancement.

While this is a more extreme example of body ID 'stick' approach, lesser 'punishments' by the body for not conforming include guilt for engaging in non-approved body ID activities especially where sex is an issue. Remember that sex is the meeting of two spirits through the physical. Hence, the 'approved' activity is heterosexual, since these physicals meeting will short out/counter the spirit benefits, as per design.

When someone gets "curious" (spirit prompting to Advance) about same-gender activities, *the body ID command structure is alerted by the vibration the spirit is emitting*. All the

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red flags are raised. Nevertheless, the spirit WILL see that progression is made, even though it will take hundreds of incarnations to bring it full circle and end this *major body ID control loop*. I know that there are M5G readers who have experienced this stick approach by the body command structure. Just *thinking* about the *possibility* of acting on your “curiosities” will stimulate the guilt complex and mild body ID warnings to obey. This is effective at first in body over spirit control. You may be drawn to “normal” (another word for Game approved) activities and people to bolster your body ID rule. In a male’s case, females will appear to entice or touch you. Again, this is contact related in order to short out your spirit’s Advancement. In a weakened condition, the innocent hug becomes a Game induced sedative. You can follow this through. Also, remember that the physical is designed to act in this shorting out way despite the spirit animating it. It can be maliciously heightened by the lower level person, but it cannot be eliminated. Your Higher Selves know this.

Your Higher Self will not put up with the endless body ID controls since your spirit is meant to overrule these commands in the 85% range, as stated in Volume One of M5G, by the time your Final Incarnation is fully Awakened. Your Higher Self will strengthen shim’s incarnating spirits to be more and more “curious” until you act on it. Once you’ve acted on it, as an adult and not just teenage flings, *then* you have begun an incarnational vibration that will act on *all other incarnations of yours at that level and higher*. Once you have made the *same gender connection* sexually, there is no going back to full body ID control. At the same time, your body ID structure brings out the heavy guns, so to say.

You will have feelings of guilt and being just “wrong” about what you did. This is the body ID command structure and NOT your Higher Self. Yet this is part of the refining fire that your spirit must endure in your spiraling out of the Game. This stick response will, at first, drag you back to the body approved ways. For men, it means having to run and find a woman. Note that THIS response is PURE body ID because the immediate desire for het sex is how the body attempts to negate what was experienced with same gender sex/spirit contact. The response is not quite the same with women because the male physical is where far greater power lies and the command structure realizes that. This is why the huge gasps are heard over gay men’s relationships far more than with women’s. While you may find that some male sexual encounter may be tolerated in rare occasions (prison/war), romantic feelings are totally forbidden by the Game. What does the Game fear? *That you will discover who you really are and act on it, thus depriving the Game of its control over you!*

The carrot approach by the body ID structure is the approval of the body ID controlled and the ‘good feeling’ stimulus that the body ID generates (as opposed to the guilt) when you do what is demanded by society: marry, breed, show disdain for those not conforming, etc.

The body ID carrot will *mimic* the Higher Self’s approval, but the sensation difference is that when it comes from the Higher Self, the emotion is very intense. The body ID *mimic* is quite mild in comparison. Until you experience the *Higher Self’s approval*, you will not be able to appreciate the difference. This particular Higher Self vibration touches your Very

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Advanced, Dominant and, of course, Final Incarnations. Once you have been able to identify the differences, the mild body ID mimic will be easy to identify while the Higher Self vibration can carry you away.

This segment should give those, for whom it was written, much to consider. More can be said, but for now, this is enough.

Rejection & The Final Incarnation

Many M5G readers have an idealistic impression of the Final Incarnation. Indeed there are many benefits to the Final that no other incarnation of that Higher Self experiences. There is something that all other incarnations should be aware of that makes the Final Incarnation a position of *burden* as well.

When one is their Higher Self's Final, you are the end result of eons of incarnational experiences. When you entered the Game, you almost assuredly entered with a friend or two from your pre-Game life. You made new friends on the sequential path and then on the simultaneous path, but your core select friends remain your closest. That may be explained further in another segment.

Remember that in order to spiral out of the Game – to Graduate – you must break a huge amount of *experiential loops* and knock down many *experiential fences*. The more you do this, the more the Game recognizes you for what you are *becoming*. The Game does not like this - tough for the Game. *That your Higher Self is most likely to win AT the Game is part OF the Game.*

The more one Advances, especially after crossing the *false plateau* of the mid-Advanced levels, the more the Game recognizes you as a non-conformer and one who is seriously connecting to their Higher Self. In the Very Advanced levels, one finds it increasingly difficult to surround one's self with incarnations that are heavily into the Game. The search for like-minded incarnations occurs. The greater progress into the Very Advanced levels you become, the more difficult it is to locate the like-minded.

Enter your Final Incarnation: the incarnation so marked by your Higher Self, via shim's Dominant incarnations, with a code (vibration) in your aura. The Final tends to be a loner from the start since shim knows what will be required as a Final. In order to graduate, to spiral out of the Game, you must be rejected by the Game and its core players. To put it simply, the Final will be rejected by all around shim as part of the Graduation process. The Final will reach a point of being truly alone in the Game. That includes no one to share more than surface interests with and really no one who really cares to listen to things beyond a surface level.

Once the Final has reached this point, and has come to terms with it, then it is likely that the Final will meet certain incarnations (Very Advanced) who the Final will recognize as

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pre-Game friends of a unique level. This can be difficult for someone NOT a Final to understand clearly. There is a unique set of vibrations involved that the Final will fully recognize. It's like being hit with a bolt of energy...and that does not refer to body ID'd energy patterns! It is unique in feel to the Final.

The thing about this situation is that the Final can recognize these unique incarnations as their Higher Selves, but they will not have as clear an indication of such. One thing about being a Final is that you can see *certain* others for *who they really are* and not just who they are *at the moment*. When this identification happens by the Final and is unconsciously recognized by the Very Advanced, or at least not fully recognized, this is a signal to the Final that Graduation is not far off. Yes, I'm choosing my words carefully, but this segment will be of value to certain M5G readers who have been waiting for this information.

When a Final tries to interact with an incarnation that does not have a sufficient recognition level, they can become distant and removed. This is part of their body ID's command structure to try and pull them back into the Game and stay the hell away from that damned Final! For me, I've spooked a few people in my life who were just too body ID'd and were unable to see me as I see them to any extent. This doesn't negate what I perceive in them. It just means that they were not ready to endure the vibration at this incarnational time even though they may be ready in the same incarnation as they Advance along their own path. The stories that Higher Selves will share in post-Game environments - I know that mine will have lots to say.

Anyway, most unfortunately, the Final spends so much time enduring the state of Game rejection, that rejection by those in the Game becomes an expected format. This doesn't make it easier for the Final, but it does make the Final desire to Graduate as soon as path wise possible especially when you throw in the unique dynamic of EndGame. The Final Incarnation is not meant to be a time of reveling IN the Game, but one of *longing to move on to new experiences*. This is how you come to realize that, unlike the Orion queen for example, that you are *not* a Game addict. This is very important in your Advancement. I trust that this segment will give some valuable insights to the M5G readers who have been waiting for this knowledge.

Rejection and Very Advanced Incarnations

In my previous segment, I discussed parts of rejection and the Final Incarnation. This is a strong element in a Final's path; however it is not the sole experience OF a Final Incarnation. To this, I will add more for you to consider.

Review my segment concerning the *false plateau* that the mid-Advanced levels beLIEve is the ultimate incarnational level. We ALL get to bathe in that level *at some time* in our path. Yet, at some time, we will come to realize that this just isn't "it" and we move into the Very Advanced levels.

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The Very Advanced levels are when things really get serious for the Higher Self's incarnations. This is where intense Game loops must be broken, not just replaced with other loops. An example of that: for Low and Mid levels, standard Game religions are the one way/ the straight and narrow path, in their terminology. When the incarnations move from the Mid levels to the low-Advanced levels, religious conformity must be altered by the Game to try and contain their restlessness. Here you have the Game substituting the former mainstream religious control loop with another equally power taking, but still heavily Game: exotic religious experiences and fringe/non-mainstream religions. The need to find an external deity remains intact, as per the Game's demands. HOW this remains is insignificant to the Game. The focus on *external deity* IS important to the Game. You must give your power away to appease the Game. *As long as your power is given away, you cannot discover who you really are.*

The Very Advanced want to pursue their power reclamation and dramatically increase connections to their Higher Self. Using the religious example above, this loop becomes one that the Very Advanced want to be rid of as soon as possible. It's not easy, mind you. It is rather difficult. You must battle DNA commands and genetic structures as well as society and Game addicts. Welcome to one of the refining fires of your spirit!

In order for you to graduate, you must purge yourself of those very bothersome body and Game commands and demands to the significant level described in Vol 1. Again, it is NOT easy to do but you WILL do it by the time you reach your Final Incarnation. It takes several incarnations of energy in the Very Advanced levels to *support each other* and break these loops. One thing to remember is that because you are in the Very Advanced stages, your Higher Self (the real you) knows that you (the incarnation) is ready to handle the refining fires of this level.

This level introduces you to *true loneliness*, in stages, as you progress. The loneliness IS the refining fire being felt as you snap those experiential loops and break the experiential fences. Unlike a physical burning as religious mythology would have the gullible believe in, the spiritual burning can be partially felt as rejection and loneliness. However this is NOT for bogus 'sins' that they would imagine you committed, but rather for daring to reclaim your power and travel down your individual path.

The lure to sooth this rejection/loneliness is to re-enter the Game, which will smother you with acceptance as a defeat to that person's Higher Self. That's the lure. The Game says that it will fix and restore you to the way everyone likes you to be...to make you conform...to be sequential on a sequentializing Earth during EndGame.

Religion is one major loop. Another of the major loops is *sexuality*. For the Very Advanced struggling with this loop, you may discover that the opposite gender is throwing themselves at you with enticements. The body command structure knows that if you submit to this, the shorting out commands will reinforce the Game's favor over you. If you reject their advancement, they label you as 'gay/lesbian' or try to find some identity

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problem with you that will heighten their requirement that you prove yourself to THEM by rejoining the herd, by moving backward on you path. The Game counts on these internal wardens.

I will say that in the very first incarnational dabbling from mid-Advanced to Very Advanced that this fire definitely may be too much and they pull back with deep spiritual regret. While this may appear as a defeat for the spirit, it is actually an experience that the Higher Self *requires* FOR that incarnation *to assist other incarnations in that Higher Self's Very Advanced stages*. The incarnation who does go through this is NOT a Very Advanced but is actually a mid-Advanced level dipping their toe into the Very Advanced pool.

Know that it takes far more time for a Very Advanced to move through these loops than an Awakening Final Incarnation. Do *not* compare your path experiences at your level to those of a Final level. *That is the Game's way of trying to get you to give up on your path.*

Returning to the sexuality loop: the struggling Very Advanced, upon repulsing the lure of the opposite gender, may then discover that mainstream gay types attempt to lure the Very Advanced to their position. For men, look for the flaming queen to approach or the gay slut. For women, look for that bull dyke or lesbian slut to make her moves. This is also a Game move because they are all body ID'd by wrapping themselves up in sex. I have never been one for the mainstream gay lifestyle. It just isn't me, although parts of it can be quite amusing to watch.

The problem with the gay *concept*, in general, is that *there is the illusion that if you are gay, you HAVE to be this way and that way...you HAVE to conform to certain standards of gayness*. This is not what the Very Advanced dealing with the sexuality loop desire. We have other, lower on the path scale, incarnations experiencing this lifestyle just as we have multitudes of incarnations on the breeder path scale.

Being Very Advanced means you are *looking to connect with your Higher Self in the ways of your spirit*. Remember the nature OF the spirit – neither male nor female but you are both male AND female. When I'm asked about the effeminate type of male, I respond that if I was looking for a female type, I'd go after the real thing and not a cheap imitation. Taking into account the shorting out of the opposite gender physicals, for my Final Incarnation, I would require a male physical to express my full energies with in the 3rd density, hence the 'gay' tag. However my personal lifestyle is definitely NOT 'gay'. It IS a *physical expression* of like attracts like. This is a concept that the Very Advanced will have to come to realize, and they will.

I have heard comments from Advanced incarnates similar to: "well, I'm gay so I have to be this way or do things that way". This is *conforming* and sequential in attitude. It is of the Game. You are seeking to be part of the *crowd identity*. Accepting whatever ways you are pursuing *because you are you* is the only truly acceptable concept. If any of these ways fit into any particular Game lifestyle, no big deal, but you are *not* doing it because of that

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group. You are doing *it because it is you*. Note the victimhood feel of doing it because others are doing it too.

In breaking these loops and progressing in the Very Advanced stages, frustrations and loneliness multiply. You discover that people who used to like you no longer do. You get mocked. You get left alone. This starts off slowly, but the more you remain an individual, the more intense it gets in the areas that you strike out on your own. If you conform to the material or social worlds, you are accepted there but only as long as you conform or produce benefits to the group. Strike out on your own in family/affectional matters and see how long you are totally accepted. Note how they try to 'save' you and restore you. Beware of "family values". That's a concept of the Game and sequentialization. The acceptance or rejection levels will give you an indication of where those people are at on their paths.

Isolation increases in the Very Advanced as they break loops. The loop repair squads of the Game are out there, though. They appear as your body family, your co-workers, your neighbors, etc. You must learn to let them go if you are intent on pursuing your path. If you cannot be accepted for who you are, they never did really like you. They liked you for how you conformed only. Yes, it's painful. Yes, it's the refining fire of the spirit, part of your graduation process. It is similar to your final exams in college.

The search for like-minded incarnations of the Very Advanced is a real desire. You are seeking those Higher Self incarnations that are aspects of your Higher Self friends in the Game. If you are female and responses to your mental inquiry come via Very Advanced female incarnations, you must develop your recognition and response. If you are male and your are being met by male Very Advanced incarnations, you must develop your recognition and response. One will be of spirit and one will be of body ID. Which will you accept? This is part of your refining fire. Are you prepared to move into the spiritual level or are you still body ID'd? Your path....your choice.

There is a lot here for you to consider as the reader. As usual, there is far more that I can say about this. This is yet another heavy segment after my eventful trip. This is number 4 in this thread.

Gender Sexuality Loops & Very Advanced Incarnations

In the previous segment, I touched on sexuality and the struggle that Very Advanced Incarnations endure in breaking that particular body ID loop. More information on that topic has been requested and will be given here.

The body ID commands are physical attraction based. The Earther human body is *hard wired* for opposite gender physical attraction. The simultaneous Earther body had these functions strengthened by the sequential genetic scientists due to the *nature* of our path.

This physical attraction is NOT of the spirit, yet the spirit must undergo this *experience* as part of the Game. This is part of our learning experience. However, just as with other

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elements of our pre-Game life and eons of Game experiences, there comes a time when change becomes a factor again. We want more and we want to reconnect with who we really are. The Game is getting old! The Game induced heterosexuality is not natural to our Higher Selves. This is something that you will come to RE-learn during the simultaneous part of the Game experience.

Review segments in Volume 1 regarding the nature of the spirit and the nature of Earther physical bodies. This explains to you why the Game gets panicked when Earther simultaneous incarnations experiment with breaking away from the body ID. You are coming closer to discovering who you really are, hence preparing for Graduation and defeating the Game. The Game is geared to throw roadblocks against your Graduation. This is done by the creation of major experiential loops and fences particularly challenging during the simultaneous phase. All this has been covered throughout the M5 segment series.

When you are of pre-Very Advanced levels, you meet with other Higher Selves in full Game mode, which is the heterosexual mode. You assume incarnations in both genders to interact with each other on sexual levels as well as to learn from these experiences. You engage in incarnations where you are parent, child, grandparent, grandchild, best friend, boss, employee, etc. These are all necessary experiences for the Higher Self in learning about *different expressions* of himself in *varying scenarios*.

All these experiences, from the sequential path and our Earther on-going simultaneous path, are stored within each of your Higher Selves. Then your Higher Self decides that it is time to move on from these limitations and prepare for the next phase of experience, which is *to become your complete Higher Self again and move on from the Game*.

Enter now your Very Advanced incarnations and the refining fires that these must endure to burn away the body ID controls and let the spirit once again dominate over the physical culminating in your Final Incarnation. The body's DNA commands/identity do NOT give up quietly. They go into hyper-drive to try and reassert Game will over the evolving spirit. I have seen this in Very Advanced incarnations especially when they come into contact with the M5 project.

On my trip earlier this month, I met someone who was the significant incarnation to one of my Dominant incarnations hundreds of years ago. The spirit recognized this and threw his physical/body ID into one of the most significant overdrive attacks I have ever seen. This is causing massive body ID conflict with Very Advanced developing spirit. This is part of his refining fire. Body ID overdrive is not a fun thing to go through, yet it is something all Graduating Higher Selves must endure in order to finish the Game.

I have also received emails from other Very Advanced who are struggling with the transition from body ID'd het drives to spiritual control and the implications of that. Something I have to tell those of you in this transition is that what you hear from the Game about gay/lesbian lifestyle is not what applies to spirit driven version of that activity. For

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men, it does NOT mean that you will toss on a feathered boa and mince down the street nor does it mean you will become a slut having hundreds of sex partners every year, as the Game would have you beLIEve. For women, it does NOT mean that you will become a butch dyke nor become a bed hopping slut as the Game would have you beLIEve. These are not the ways of the spirit driven Very Advanced or Finals, yet this is what your body ID is trying to make you think that you will become if (no, when) the body is subdued by the spirit. Yet this is what you struggle with.

I hear comments like "I prefer being around other guys rather than around women but I don't have the physical attraction for them". When the body senses this vibration, it will urge you to be with the opposite gender in order for the shorting out process to take place. You are being controlled by your body ID. This is one of the major challenges of the Very Advanced levels: your refining fire. You WILL succeed.

When you do come to terms with it, please note that this means if you find an incarnation of the same gender that you are drawn to, you may well want to take the acknowledgement of the spirit to the final Game level which involves sex as the interchange of spirit energies. These energies cannot flow freely in physical contact when the incarnations involved are of opposite genders. You need to be aware of this. In order for two Higher Selves to experience each other to their fullest in the Game, it must be with same gender physicals. With compatible physicals, the spirit energies can flow freely through the chakras and be enhanced by the physical instead of being shorted out. THIS is what the Game fears that you will recognize and engage in because this will greatly increase the Very Advanced incarnations in Graduation.

I am going through this refining fire with my Very Advanced incarnations. I know others who have also been there/done that with their current Very Advanced incarnation. I will tell you that once you come to terms with it, in whatever Very Advanced incarnations that may be, you will find the peace that comes with knowing that you were able to break one of the major experiential loops in your Game path. Yes, this does give you a lot more to consider. Graduation final exams are difficult but so rewarding in the end.

More on Dark, Light and Sexuality

With a background on the basics of Dark and Light polarities contained in Matrix V Gold Edition *Quest of the Spirit* and *Graduation Key*, you will be better equipped to understand this deeper look at the polarities of Dark and Light within this galaxy Game. One general rule to keep in mind is that what we have been taught by the Game's enforcers is *intentionally* wrong and the *reverse* of what is true. This continues during EndGame but at a far greater pace and with greater distortions than in pre-EndGame times due to the introduction of alien technologies on Earth and the sequentializing process Earth is undergoing.

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The central feature of the Dark polarity in the Game is 'service to self', 'what I want' and 'me first'. This is not 'evil' although it is so labeled by the Light polarity. Remember that there is no such thing as 'evil', although it can be a convenient term for excessive, invasive Dark ambition when the 'me' comes at others' expense. Hence, although it is not 'evil' for certain alien races to dine on humans any more than it is for humans to dine on fish or chicken, both objects of mealtime will protest their fated situations. Yet this biological situation is not based on greed, but on need. While eating of others is shocking to the meal's body ID, it is not 'evil'. It is part of the Game.

The excessiveness with Dark comes from *greed* and not need. The lust to satisfy the 'me' becomes so overpowering that others must suffer (in some way) to feed that greed. There are countless examples on it from such grand ones as galaxy empire building (Orion and Sirian to name just two) to an Ebenezer Scrooge type of individual empire building. These situations ignore fairness, kindness and peace to further feed the 'me'. This is an optional situation as opposed to the biological one in the previous paragraph.

By its nature, *Dark is feminine in expression*. The old rhyme that girls are made up of 'sugar and spice and everything nice' is pure bullshit and Game deception away from Dark's true nature. The Orionized female nature during EndGame has loosened their Dark nature into covetous, greedy, demanding creatures. This is why (mentioned in a previous segment) that "diamonds are a girl's best friend" as are gold, jewels in general, wealth and pricey items. Since females are increasingly Orionized, this situation is as commonplace as sand on the beach.

The film *Gone With The Wind* demonstrates 3 types of female icons. Of these 2 of them are simultaneous in nature and one is sequential/Orionized. The simultaneous female types are best demonstrated in Melanie and in the prostitute madam, Belle. The sequential/Orionized female is Scarlet O'Hara who is EndGame Dark. Without getting into more on these characters, I suggest watching the movie with an observing attitude and the knowledge given in the M5G segments.

Pre-EndGame female Darkness was held in check by the nature of the simultaneous path. The Orionization process has thrown a chaotic element into the simultaneous environment, which increases the collapse of Earth as a simultaneous theater.

Apart from the genderized expression of Dark and Light, there are vibrational elements as well. *Our Higher Selves are both Dark and Light in vibration*. The individual expressions of a physical which is Dark (female) and Light (male) are necessary to learn Balance. The vibrational Dark and/or Light will show *irregardless* of gender, however it is the *female physical* that is the physical manifestation of Dark. Sexually, the female is created (body ID) to be fed by the male generated energy and in sexual situations. The male physical is the manifestation of Light. Sexually, the male is created (body ID) to supply energy to the draining female.

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The central feature of the Light polarity in the Game is 'service to others', 'what others want' and 'others first'. This is not necessarily 'good' even though Lightsiders would have you think so. Darksiders would have a more difficult time if Lightsiders were not so eager to give. Darksiders encourage giving since they are always willing to take. Notice how that old Darksider on the gold Vatican throne, surrounded by immense wealth, is always asking the masses for more giving. "Good" is a body ID'd comfort term: feeling good, looking good, smelling good, yet true goodness is a spirit value far more prized than the ever changing body situations. The values associated with the term 'good' are wide and varied.

What is 'good' for the reptilians is 'bad' for the humans. What is 'good' for this group can be 'bad' for another. The word 'good' is a value judgment and should not be confused with the Light polarity even though Lightsiders would prefer that you beLIEve it to be. The Orion Empire says it is 'good' that Earth is going to be under their direct control. Mythical Jesus said it was 'good' to give away your possessions to the bottomless pit/experiential level called 'the poor'. (As a side note, the simultaneous playground requires the wide variety of levels known as poor through wealthy for a variety of experiential experiences. It is sequential to want everyone to be the same!)

The excessiveness of Light comes from neglecting self in the name of doing for others. This is the *martyr complex* demonstrated by religious nuts. The "Widow's Mite" fable that the christians like to use to weasel money out of all their followers is an excellent story of Light excessiveness as is the phrase some charities like to use "give till it hurts" – bullshit! Note that those who like to tell these stories are either the power structures in christian control or the goofy Lightsiders who beLIEve these stories. Revisit the Victimhood segments of the M5G materials as a refresher. Darksider victimizers require Lightsider victims. There is always some Darksider who will take that Lightsider's 'widow's mite' to assist in administrative costs of the charity – thank you very much.

By its nature, Light is masculine in nature. The reverse of the gender kid's song above for boys is "snakes and snails and puppy dogs tails" which is meant to indoctrinate the boys to think that female (sugar, spice, nice) is better. Notice that all the icons in the boy song is associated with the male sexuality and procreation 'giving'. The male body is an energy generator (ideal for the Higher Self's full expression) and gives/radiates this which is greedily coveted by the female Dark receptor. Yet, man's best friend is a dog which is loving and warm, as opposed to the coldness of jewels and diamonds as girls' best friend. Yet it is easy for those lesser Advanced to be deceived by the painted, whorish, demanding, controlling EndGame/Orionized females of today. This is part of EndGame and part of the learning experience for both sides of the spectrum.

Light energy gives. Dark energy receives. Finding Balance means the struggle to merge both Light and Dark into one. This takes experiences in first the sequential path, then the simultaneous path culminating in one's Final Incarnation. It is a LONG process and it doesn't come easily. You MUST *experience the greed of invasive Dark mentality* and the *self-denial of Light mentality* in various incarnations to fine tune what Balance is. Unless

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you experience BOTH extremes, you cannot value Balance. Neither right nor wrong, *just experiences.*

Just as one Advances by multitudes of physical heterosexual expressions to learn balance of energy, the time does come when this balance requires physical expression. *Bisexuality* is the *initial exploration of Dark/Light energy symmetry* moving beyond the body's DNA commands and is a spirit requirement. When the spirit starts to override the body ID, bisexuality begins and a new search of Dark/Light begins. Of course this also sets off the panic button reactions of the body ID'd control groups. This is a direct threat to the Game as it means that *the spirit is starting to exercise some degree of mastery over the physical* and spiritual development is exerting itself over procreation demands. While this does *begin* as pure physical satisfaction of male/male or female/female compatibility, as one develops down this path, it will reach an optimum balance of *physical compatibility second to spirit compatibility.*

The Game-induced heterosexuality will be replaced by bisexuality at first and then move into homosexuality – *like attracts like in all aspects.* Remember from previous M5G segments that *we are electrical beings* and not magnetic! While this phase does *start* as a body sensation desire to 'make up for time lost as a het' (excessive sexual expression), one does move beyond that and searches for the *spiritual companion* in the same physical expression just as we as Higher Selves have intimate companions on the higher levels. Yes, this can mean that *someone you have a het relationship with in one or several lifetimes is the same energy that you will have bisexual and gay/lesbian relationships with.* Keep in mind that the body is ONLY a vehicle.

The concept that 'sex is the *bonus* for a relationship and not the reason for it' should be kept in mind when moving into Advance stages of sexual development. If you are having 'flings' where sex is the reason for being together (either bi or gay), you are following a body DNA command to procreate that has been influenced by the spirits' search for similar. Until you move to the spirit-oriented mindset of sex as the bonus and not the reason, your spirit has not taken over sufficient control over the body's procreative command.

The great ruckus over gay marriage is visible show that it is a primary threat to the Game. It means *that there has been sufficient progression in simultaneous incarnates to demand their unions be recognized.* This demand (whether it is civil union, domestic partnership or marriage) brings a standard to relationships that are not based solely on sexual flings – true affectional relationships between same gender people. *This is another signal to the Game that EndGame is in its swan song!* It is not that same-gender marriage is perfect or won't fail, but it signifies that *restless spirits are seeking out their companions in the higher realms in preparation for Graduation.* Think of it this way: don't you want to be with your closest friend when you graduate? This does not mean that you form a dependent relationship but rather you seek the partnership of an equal. This is not easy but where *you must trust in your Higher Self.*

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With a same-gender partnership, you have spirit energy being exchanged without hindrance by male/female spirits being shorted out. When a same gender partnership doesn't work out, you just have not met 'the one' and you may not meet 'the one' in this incarnation, but in another one occurring at the same time. Divorces are all about *not* finding 'the one'. That you *search* for 'the one' is *also* an indication to you that your Graduation is approaching. Do not become obsessed with this search, for *obsession will work against you*. Again, trust in your Higher Self that when the time for you is right that this person, who is also searching, will be there.

This is a complicated subject and I may have more to write on this topic, but for now this is plenty for the M5G reader to consider. Standard warnings: do NOT look for a *one* path but rather YOUR path and *be who you are at this time*. Experience and learn.

Genetic Lines & The 'Awe Of Authority' Loop

I have been to seminars where I heard women saying that they are born into a 'traditional' line of witches and how that is supposed to be 'awe-inspiring' to those who are 'converts' to wicca. I have read books where the writers are in awe over this 'family line' or that 'family line' and the 'occultish power' that 'the line' *appears* to have. Some find the 'synchronicity of family name lines' to be a 'testimonial' to the 'powers' they seem to have. One of the famous, although fictional, lines is that of mythical Jesus and his supposed relatives who settled in France.

Throughout the M5G volumes I stress that *spirit ID* is what the Very Advanced should be concentrating on. *Genetic lines are body ID* where the *body ID overshadows the spirit*. In many sequential planets, it IS the genetic line that is important. The Orion royal line is of extreme importance to the reptilians. Since the nature of the sequentials is known to M5G readers, you know that the same groupings of Higher Selves keep their incarnational selves in these tedious genetic lines for ages.

The same goes for Earth royalty, especially in Britain where British royals seem to lord it over all other planetary royals. This is primarily due to the Ninhursag factor explained in M5G Vol I. That Earthers bow and defer to any royal or pseudo-royals (presidents /prime ministers/ congress/ MP /popes /ministers/priests/etc) is a holdover from sequential path experiences of pyramid power structures.

The experiential loop of 'awe of authority' ONLY has power because others have given away part of *their* power to them. Yes, this IS part of the Game. This part of the Game is developed *at initial arrival*. What the Higher Self must learn to do is to break this *ancient experiential loop* that *follows* one from the sequential to the simultaneous path. It is such a powerful loop that one can only be successful in breaking it during the Very Advanced stages or one's Final Incarnation. Just by dumping religious and/or political authority figures is *not* enough to end that loop. Transferring your power giveaway from those

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groups to some mid-Advanced guru or organization *is still the same loop moving on another frequency.*

Knowing this should *not* be a matter of *concern* to you because it IS after all *part of the Game experience* and it will be broken before your graduation. However, understanding it is important so that you can *recognize the loop in action*. Sequential manipulators on Earth encourage the *rule* of royalty, religion, law, authority figures and/or any other 'power-grabbers' in order to *impose their path* on simultaneous path Earthers, under the false hope of 'stopping' simultaneous graduation. Sequential-pathers are *always* looking for ways to halt simultaneous progression. BUT, since *they are not of our path*, they *cannot grasp* the true nature OF that path. They operate as they *do in their sequential worlds*.

When you read of those having 'lineage awe', remember that *it is where they are in their progression*, whether they be of *either* incarnational path. It is *never* the physical that is the key. It is the *spiritual*. The illusion of 'lineage superiority' is just that - an illusion. Something else about those lineage types: do you notice how most seem to be involved with Dark polarity issues of *power* and *control*? They are all looking for occult *powers* and *authority*. They want to summon 'gods/goddesses' to do *their* bidding. Many lower astrals *thrive* on this type of fixation by 3rd density occult dabblers.

Sorcery uses binding circles of specific measure and composition to attempt to summon and command these lower astrals who pose as deities. This is all of the Dark polarity. It is the imposing of *your will over another's* and the 'all about me' attitude. I may have more to say on these matters in a future segment. Note, though, that power rituals are all *external* in search/movement. These types don't go *within* and as long as one looks *without* for power, TRUE power will be elusive.

Know the genetic line bullshit as a sequential, body ID'd trap. Move according to YOUR path, but be aware. Also remember that *each has to move along a specific path* and *you must resist the savior complex*.

The Higher Self & Search For Family

There are different interpretations to the term 'family'. There is the *biological* meaning which refers to body ID'd kin. Supposedly this family is to be "it" for those who are Game oriented on Earth (I'm not getting into non-Earth versions). This version of family is the one that you are expected to count on, to rely on and to always stand by you. While this is very true in most body ID situations, it is an *ideal* that the Game *wants* you to be focused on. Hence: genealogy and the drive by Earther royalty (real and imagined) and Mormons tracing their lineage and conjuring up coats-of-arms.

This is all very Game-approved for obvious reasons, primarily that you are looking at the *external, physical* reasons for *loyalty* and *conformity*. What does the family *expect* of you

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in order for you to *conform*? Of course, we all know of people with genuine, supportive and loving family situations of a body ID sort. We all have experiences in these families in many incarnations on our simultaneous path.

Another usage of the word 'family' is by the gay/lesbian community. The idea of referring to fellow *same sexual orientation incarnates* as 'family' has been around for quite some time now. When the *biological* family has rejected you for your orientation, *like attracts like* and you form close friendships that become a *substitute* 'family'. Note, though, that this is *still* a body ID'd basis. Sexual orientation is a *body* issue and Game matter. While one may well find very supportive and loving friends based on *sexual orientation*, if it is *only* the orientation, the *intent* of 'family' will be revealed to be fleeting.

Just like the English word 'love' which has an unusually large variety of interpretations, the same can be said of 'family'. The word 'love' has been discussed in a previous segment. One then should examine these two words and ask *why* love and family are such important concepts that cause Earthers to be searching for them.

You will discover your answers to these questions based on *your* level of Advancement. The Low and Mid levels find their needed 'love' and 'family' in traditional Game venues of *breeding*, if they are heterosexual in orientation, or with a partner of the same gender if they are homosexual in orientation. Once these levels find their Game-based family, they *feel* that this is 'it' and 'the only way it should be'. The mormons have taken this to radical levels by *beLIEving* in 'eternal breeding of bogus male and female spirits' as being the peak of their 'heaven'.

Advanced levels are where the simultaneous incarnational path *challenges* the Game. Body ID versions of family are increasingly difficult for Advancing spirits to adhere to *while they experiment with who they really are*. Suddenly biological families strain when a member veers from traditional (Game) structures. Families who support you as long as you conform may now abandon you for being individualistic in regard to traditions. One of my aunts told me that 'you should remain in the religion of your family' because 'it is your duty'. Obey! Don't challenge the system! Be a contented sheep...THEN we will love you. This is ALL body ID. Gay/lesbian versions of 'family' may undergo similar *lack of conformity issues* beyond one's sexual orientation. It seems to be all about the body ID alone. If one identifies his/her place in society by sexual orientations alone, *one is fully engaged* in the Game's rules and plans.

The Game allows for the *sexual identity camps*, as they give valuable *experiences* for the incarnating Higher Selves. Hopping around from het to bi to gay all serves a great *purpose* for the spirit. This continues in various forms through the mid-Advanced levels. Body ID'd family issues abound, but the search gets restless in Very Advanced levels.

When one's spirit has realized that the *false plateau* of the mid-Advanced levels is *not* the optimum, entry into Very Advanced levels begins. Traditional and body ID'd family

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circumstances start to prove lacking. The Very Advanced's spiritual level has increased to such a vibration that one starts a search for people at a similar level to interact with.

The very nature of the simultaneous path shows that we are surrounded by incarnations from very Low up through the rare Awakened Final. The Very Advanced find themselves being less than comfortable around those who are heavily into the Game. Those who are full swing into Game involvements may find it uncomfortable to be around someone who does not conform sufficiently to Game standards and family (read conformity units) expectations. These Very Advanced *know* that they *cannot* be untrue to their desire to spiral out, even if they are not yet consciously aware of this. They are driven by a desire to *know* more, to *be* more and to locate incarnations with similar drives. *Loneliness in matters of the spirit* takes up residence with you.

Refer back to the segments Rejection and the Final Incarnation and Rejection and Very Advanced Incarnations. The rejection by the Game and heavily involved Game players is part of your refining fires. It is this rejection that *causes* you to search for those who won't reject you. Yes, you will try to hide your true, unfolding self by *appearing* to pacify those around you who want you to conform. You try to keep your inner self hidden from these people because you do have feelings for them. After all, most of them are interacting with you based on many other incarnations even if they do not realize it.

However, your Higher Self will not *allow* this complacent deception to exist forever. Something will occur or someone will reveal a significant part of the real, hidden-from-view spiritual you. When this occurs, the Game players will become aware that *you are not the person they believed you to be*. Friends will prove to be fair weather. Biological family may act like you have become a 'traitor to the family'.

Any family member or friend who is *not* driven off by the real, Advancing you is more spirit driven. They may confess that they don't agree with your path, *but that they are still there for you*. These are incarnations to treasure. They will learn from you and you will be able to assist them as much as their current incarnation permits.

Yet, others will find themselves shunned by family and former friends. This is especially valid with Final Incarnations during and after the Awakening process. You are labeled too weird, too different and to-be-avoided. This does happen to varying degrees with the Very Advanced levels. This is your individual refining fire. Fire hurts and causes tears. These are *part* of the spiraling out features. You are withdrawing from the Game – Graduation! As with all graduations, you leave people and places behind. *On the brighter side, you are unlikely to graduate alone.*

This brings the topic to your *Graduation family*. This is how 'family' takes on a non-body ID'd meaning and moves one back to the original family: the Higher Selves who chose to enter the Game together eons ago. *You have been together from the first sequential incarnation*. You made the *leap of faith* from the sequential path to the simultaneous path together. You continued your interaction in an amazing variety of experiences. Then the

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event called Graduation – successful conclusion to the 3rd density Game chosen – is upon you. It is time for you to rejoin your friends, your real ‘family’ on a FAR more powerful level than the physical could ever be: immortal vs. mortal. THIS is the *family* that you have been searching for.

It is *this* group of friends who will gather together in specific linear ‘time periods’ to experience Graduation together. The gathering of family involves incarnations all at the Very Advanced levels with one of those Higher Selves being the Awakened Final in that specific time period. This Awakened Final is able to link the others in final stages leading to Graduation.

This does not mean ALL your Very Advanced incarnations, but rather a select two or three of them. Just as your Final Incarnation is composed of the efforts of three or four of your Higher Self’s Dominant Incarnations, so does Graduation involved three or so of your pre-Game ‘family’ Higher Selves.

With my situation as an example, I have Very Advanced incarnations of mine close to other Higher Selves’ Very Advanced incarnations plus another’s Awakened Final in two other linear time periods. This linkage is part of our Graduation spiral. Your Awakened Final Incarnation will also be engaged in such reunions if you are to Graduate along with the Earth Planetary Spirit. If you are not to Graduate by the time the Planetary Spirit does, you will continue the simultaneous experience on the next designated simultaneous path planet.

The rediscovery of your pre-Game family is one of the *major events* of *your* entire Game experience. This is most significant especially to the Higher Self’s Awakened Final. Signals flash and energies are put into motion. What transpires between these incarnations is tremendous and very energizing to those involved including new feelings, new experiences plus more to be discovered by those involved.

Yes, von Bush, the aliens and the polarities are forcing the world to a sequentialized path. They will be left with a barren rock when the Planetary Graduation occurs. It will prove for naught. We who are to Graduate, meanwhile, move down unique paths and experiences that EndGame delivers.

This is a very heavy/complex segment, but there are those who need this knowledge Never forget that you are your Higher Self and all of your incarnations are energized by the same you. Your memories will be totally restored after Graduation. Trust in YOUR Higher Self.

Energy Interactions & DNA Command Structures

An M5G reader commented that I am 'lucky not to have the body DNA commands' in regard to opposite gender involvement in my current incarnation. It's not that I do not have DNA female-oriented commands; it's that my *spirit*, being the incarnation that it is this time, was *able to disable them* easily enough. I had a taste of them in my teenage years, but my Awakening spirit rapidly put an end to that nonsense.

When the incarnational spirit is Advanced enough, shim can burnout commands that would inhibit one's path even if the body does not contain damaged command structures at birth. Remember in previous segments about how nothing or no one is allowed to interfere with one's incarnational path? This also applies to the physical as well. It can be a bit complicated to explain this properly, so I always say to trust in YOUR Higher Self. Also, someone at a certain level who comes in contact with a lesser Advanced level may cause a reaction in the other person's command structure. This person's command structure goes into overdrive and uses all tactics available *to move the lower vibrating incarnation away* from the one who may short out part of the body command structure. They may feel that they 'can't get close to the other' (higher energy) person even if they like him.

This manifests as discomfort and restlessness even though there may be an active mental interaction between the two people. The *higher* vibrating one will trigger the body ID response and the *lesser* vibrating aura will pull back. *In some cases this interaction is a way for the one incarnation to break the binding loops* and the more Advanced energy will assist that just by auric field energy exchanges. However, if the less Advanced incarnation's Higher Self does not want that energy boost, shim will allow the body's DNA commands to hit the panic button. This can leave the one person wondering why the other does not want to get to close in friendship.

With my trip to Disneyland in California earlier this month, I left it open for an M5G reader to meet up with me. He chose not to for various weak (on the surface) reasons. This was his Higher Self acting to *keep him away from my potential energy interference*. My field may well have cause a disruption in *his* command structure that *his* Higher Self *requires him to experience*. Energy interactions between people have many *reasons* for their *results*. Compatibility and sympathetic vibrations have a lot to do with it, but *incarnational path experiences are the prime motivators*. One's aura can, indeed, greatly benefit another's. One may also have those in their orbit who are similar in vibration and assist each other with their paths. However, my advice is *not to get overly concerned with these technicalities*.

Remember that *you will meet those who are necessary to assist you on your path and those for whom it is necessary for you to assist*. Likewise another's aura may have difficult results when mixing with yours. *These can bring incarnational experiences as well*. Still, the overriding concept you must remember is to *trust in YOUR Higher Self*. Shim will *never* lead you down the 'wrong direction' or 'desert you'. This segment should also ring a

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bell about where religion has perverted just who your 'god' really is. Your Higher Self is you and has no other 'god'. This was discussed in an earlier segment.

Mugging the Body's Command Structure

Feeling 'comfortable' is something that the *body* always strives for. Comfort can be described as a state where the body can see all around and examine all situations and potential outcomes *from a position of 'no decision made yet'*. Why are comfort and the knowing of outcomes of such important to the physical body? Because the bodies, via their DNA command structures, *fear being usurped by the spirits* that animate those physicals.

Sequential alien genetic scientists are not new to the Game. These Higher Self incarnates have been here for a LONG time. You will discover that they were in the Game before any of us were. They are heavily addicted to the Game and control of the participants. The *ancient* Game players know about the simultaneous path. *These ancients are behind the loophole quests to find a way around actually taking the simultaneous route to Graduate*. There is a jealousy over those who take the leap-of-faith into the simultaneous path *because those Higher Selves have a degree of courage that the ancients refuse to embrace due to fear*.

Hence, the DNA command structure is programmed to be alert for movements of the simultaneous animating spirit's attempts to break experiential loops and fences. This early warning system is couched in the state of 'comfort'. This can manifest as Game-given physical comforts and/or the mental state that traditions are upheld and nothing is currently threatening the stagnant state of body ID. Comfort means no challenge to the status quo. The desire of many Americans for the illusionary comfort/stagnation of the 1950's or 1890's is one such body ID'd lure. "I want it the way it was then", say the body ID'd: No perceived changes...no perceive threats to 'tradition'. This is especially the status of Low and Mid level incarnations.

The body's early warning system first registers threats when one's path enters the low-Advanced stages. Discomfort begins when the spirit starts wanting to begin the Graduation process. This process, as is stated in the M5 books, takes hundreds of incarnations. At first, the body is able to easily subdue the spirit with the defenses of guilt, traditional demands and conformity. As the spirit grows in restlessness at the stagnation, the path of internal struggles between body ID and spirit increases. The battle begins in earnest in the mid-Advanced levels.

The body ID commands strike back with a vengeance. Guilt can overwhelm the incarnation with thoughts similar to "it's wrong", "you're violating tradition" and "what would the others think". The body sends out SOS vibrations that Game players pick up and try to come to the rescue to 'save' the incarnate who is attempting to break from the Game. What is *assumed* to be your 'conscience' is *actually* your body's DNA command structure communicating to subdue the spirit. The common phrase of "let your conscience be your guide" is misleading. This comes from those who want the body to control the spirit. That

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your conscience knows best is a Game lie. Remember Pinocchio's conscience is represented by Jiminy Cricket, an *external* source telling him *how* he should act/conform. Your body is your Jiminy Cricket. Your spirit, hence your Higher Self, indeed does know best for you.

Then come the Very Advanced levels. The spirit has matured enough to take on significant challenges that are necessary for that Higher Self's Final Incarnation and the Graduation process. Comfort demands increase. The Very Advance's body ID demands to know 'what will happen on both choices' when an incarnational fork-in-the-road appears. This is due to the body command structure straining to pull the incarnation back to the Game and the way it 'should be'. *The body command structure fears being unable to control the spirit.*

This is why I caution the M5 reader that *you must take the leap-of-faith in these matters.* You will NOT know what will happen if you move down the Graduation path, as opposed to the Game path. BOTH paths have their consequences but each set of consequences are far different. When the spirit is more in control at this point, the leap of faith occurs. The body's greatest fear comes to pass and it gets 'mugged' by the spirit! Overpowered by the spirit's decision, great and fantastic results may manifest thus rewarding the spirit for overcoming the physical ID and DNA command structures.

Once the body recovers from the initial shock of the spiritual attack on its control, the guilt will flow like dirty water over you. Shame on you for not conforming! A pox on you for disappointing your family! What will the relatives think? What will your co-workers think? And so on, and so on. This is the body's way of looking for a kink in your new armor. You are attacking a major loop and the body's defenses move into overdrive.

Yesterday I was asked if this is "fair". THAT was the person's *body defenses* asking that question. Remember the only 'fair' fight is the one you win. This is a battle for your soul and your Graduation to unfathomable (while in the Game) events post-Game. The only 'fair' thing is that you spiral out and win. This is why there is such a fuss over the gay issues in the United States. Body ID command structures are in hyper-drive over this. Comfort/tradition is under attack by rampaging simultaneous incarnations! Warning, warning Will Robinson!

Your Higher Self takes much pleasure when shim is able to have incarnations mug their body ID commands. This is because shim has succeeded in major Game challenges. The body will tell you that 'comfort' is threatened by you choosing spirit over Game. Your 'conscience' tells you don't do it. The spirit knows better, yet is that incarnation's spirit strong enough to overpower that physical? I have seen great failures to do so as well as great successes. This is where individual path choices come into play.

The vibration that I put out is a direct threat to the body ID command structures. This is typical of any Awakened Final Incarnation's vibration. *Body command structures have a special code dealing with the presence of Finals with 'keep away from them' as the status: 'isolate those damned Finals so they won't benefit the spirit of the person animating this physical'.* Hence, it is rare that others will want to socialize with me unless they have

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sufficient spirit override of their physical. Holy shit: worse than socializing with a Final is to come in *physical* contact with one. The Final may assist the spirit of that incarnation to receive energy that will break loops and heighten Awareness of self. That can send a body ID'd person running away in fear and forever keeping their distance. I could tell you stories.

To wrap this up, your spirit waits for the opportunity to 'mug' the body ID structure. Pouncing on an experiential loop brings unexpected Advancement at the expense of Game 'comforts/traditions'. It is the courage to take your *path leaps-of-faith* when an experiential fork-in-the-road appears that *allows you to grow* in leaps and bound. All simultaneous will do this. EndGame has its unique scenarios and opportunities. The Graduation Key is in place and functioning. Can you sacrifice Game 'comforts' for the unknowns of that leap-of-faith?

More On Conscience, The Game & Higher Self

In the last segment, I touched on *the body's ID command structure and its role as your "conscience"*. Let your "conscience be your guide", the phrase has long been quoted. Your "conscience" will tell you the difference between 'good' and 'bad'. As I stated previously, what we are instructed as being "conscience" is actually your body's ID command structure, which is an agent for the Game on the simultaneous path.

This structure was designed to use guilt and the 'inner voice' concepts to keep the spirit in line with Game demands and constrictions. Remember what I have been writing since the initial Matrix V segments: *we are here to gain experiences and there is neither 'good' nor 'bad' - just different expressions of the Game based on polarity positions*. Review previous M5 segments for a refresher, if needed.

Spiritual maturity is gained through experiences. You must have extensive experiences in *both* polarities in order to gain this maturity. The physical is only a vehicle for having the experiences required by your Higher Self. *Without these experiences, you would not be able to function properly or expertly in post-Game scenarios*. The great dictators of history have Higher Selves as do the great benefactors of the general populace. Hitler, Stalin, Lincoln, Caligula, Mao and countless others are not burning in some non-existent 'hell'. For all you know, Caligula's Higher Self may also be incarnated as Mother Theresa. Hitler's Higher Self may be incarnated as the person who Qwan Yin is based on. These are just two examples of how one's Higher Self requires the *extremes* of both polarities to complete the necessary experiential growth. ALL of our simultaneous paths Higher Selves have incarnations that 'the world' would view as 'horrid' and 'blessed'. It's part of the *way* of the Game.

What is difficult is that *until one realizes the body is only a vehicle and not the center of the Game*, the body does indeed rule (to varying degrees) depending on the level of

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Advancement *that the incarnating spirit represents*. Your Higher Self does *not* use “conscience” to manipulate the incarnation.

Recall when I wrote about those incarnational forks in the road and leaps of faith. Your “conscience” would have you be ‘safe’ (Game-conforming) and choose the one that will please the Game and its adherents. Your Higher Self permits the options to be so displayed with the heavy hand/lure to the Game and its comforts and conformity. *The spirit is not lured by the Game*. The spirit wants and needs the leaps of faith *to prove to himself what the body fears will occur: an increase to spiraling out of the Game*.

“Fools rush in where wise men fear to tread” is one of the Game oriented phrases. Stay safe; don’t rock the boat....STAGNATE. “He who hesitates is lost” is more of a Higher Self concept. Staying Game-safe *denies experience and stifles progress*. One who wants to stay with the so-called ‘wise men’ of the Game *will lose out on spiritual progress and the rewards that accompany it*. Hesitating, *because you cannot see the outcome of the non-Game fork in the road*, commits you to a longer stay in the Game, as the ancient sequentials well know.

The *ancient* sequential participants always have chosen the *safe Game forks* in their path. It is about *power, comfort and control*. The Orion Empire is loaded with them. When a sequential path Higher Self is faced with the opportunity to jump to the simultaneous path, unless Game addicted, the *maturing* entity chooses the dare and rushes in to where the sequential ‘wise men’ fear to tread. Fear is also a significant keyword for “conscience”.

Knowing the *motivation* for what we are all instructed is our “conscience”, and how it is your *body ID commands in control of spirit* mode, should be of great benefit to you. It drags the culprit out of hiding under your bed and whispering to you in the dark. Your “conscience” is really your personal Grima Wormtongue who advised King Theodin in The Lord of the Rings. *You see it for what it is* and can, therefore, better deal with what may be holding you back from your *non-Game favored choices*.

Your Higher Self will *never* lead you astray. Your Higher Self works in far more subtle ways than the brazen “conscience” of body ID controls. Your Higher Self is *testing the incarnation to view the spirit’s level of Advancement* and *what shim may be able to handle*. If your spirit can *accept* the challenges, the *rewards* increase. Notice how “conscience” *always* agrees with the Game’s rules, society in general, family expectations and ‘good’ over ‘bad’. What does not conform is ‘bad’. My favorite nightshirt, which I purchased in Disneyland last year, has Maleficent on it with the phrase: “Being BAD just comes naturally to me”. Absolutely! Think of “bad” as *not being a Game conformist*. Notice it does *not* say “evil”, which is the Dark polarity. *Semantics are everything when you know how to work the Game to your benefit*.

Matrix V is a well planned out Event and Wild Card. Your discovery of *Matrix V* is no accident, but *intended* by your Higher Self. What you *do with* the knowledge therein will set forks in your path. I hear this from M5 readers all over the world. *Examine your path*,

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your challenges to the Game and see what decisions you make. Overall, there is no 'right' or 'wrong', but whichever path you choose has its unique set of consequences. You cannot have it both ways. Your Higher Self will guarantee that. Which path and what 'price' will you choose to pay?

The Arrogance of Personality

The *arrogance of personality* is a major part of the 'conscience' body ID command structure defenses. This is when the physical makes demands and suppresses immortal spirit ID for temporary incarnational body ID. This arrogance is present from the very first incarnation in the Game, but is *reinforced* when one makes the jump from the sequential path to the simultaneous path, since memories of past sequential lives are blocked and the very *nature* of simultaneous *severely limits what one may be aware of* beyond feelings of déjà vu.

This arrogance is heightened by Game religion lies of mythological 'resurrection of the body', for example. *Matrix V* readers know that physical bodies are only vehicles for experiences in the Game. No more – no less. Yet, *if this were consciously known* by all Game players at all times, the effects of Game participation would be greatly lessened since one of the major challenges of the Game has been removed. Hence we have the *ego-driven* 'I want/demand' with creature comforts as the usual object of that *thought form*. The body defenses will also use creature comforts as *lures to seduce the immature or developing spirit from proceeding into more Advanced concepts that bring awareness at various levels*.

When one moves from mid-Advanced to Very Advanced levels, the body's control and ID are severely challenged. The body 'conscience' feels massive loss of control impending as the spirit struggles to gain control and place himself in charge of the body's drives. This is when the weaponry of fear and doubt take on new attacks.

The spirit wants to reconnect with the Higher Self, thus challenging religion and the resurrection-candidate physical. When the emerging spirit starts to doubt the existence of an external deity, the arrogance of body will make demands to attempt and lure the spirit back into the Game comfort zone.

Since the animating, incarnational spirit IS an extension of your Higher Self, it is *not* the spirit who doubts or fears in matters of deity. It is actually the *physical* that doubts and fears that the spirit will come to a *conscious realization* that the body is nothing more than a vehicle to be permanently discarded when no longer needed. The body defenses throw doubts into your conscious by telling you to demand a one-on-one meeting with your 'god' if it is not one of the fictitious deities of any sanctioned Earth religion. This happens with those who read M5 but are not yet ready for the bulk of it. They demand to meet with their Higher Self. This is the arrogance of personality and the body's 'conscience' defenses in operation. The body is *gambling* that the spirit has not Advanced enough to actually be a Dominant or, Game forbid, the Final Incarnation of the Higher Self.

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Of course, your Higher Self is *not on beck and call to any incarnation*. Even to an Awakened Final, the Higher Self is closed and does not directly communicate to the Final manifestation of self. *The mechanics of the Game preclude that interaction*. The Higher Self, as per previous segments, can directly interfere IF the incarnational path is threatened. The Higher Self also assists with shamanic soul recovery and repair work, but this is limited to indicating to the shaman what soul pieces are required by that incarnation and in what order they should be restored. There is NO chit-chat with the Higher Self at any time while in the Game. After the Game, you are your Higher Self! Hence, the demand made by body ID that the Higher Self or 'god' converse with the incarnation is presented as the 'conscience' knows it cannot be so while IN the Game.

The *arrogance of the body* will show in other spirit-awakening activities. This includes, but is not limited to, astral travel, aura reading, shamanic activities, tarot and many other psychic sciences. These activities are all threats to body ID and control. If you run into blocks while learning any of them, your 'conscience' is right there to fill you with doubts, fears and insecurities intended to drag you backward. There is always the howl of the Game, by its agents, to 'repent' and 'return to the fold' where an 'approved Game icon' will tell you what to beLIEve and what is of some fairy tale 'devil'. Notice as well that this 'devil' has all kinds of torments that are *body centric*: 'burning fire' and other physical torments that do not exist beyond 3rd density.

While the spirit *wants* to learn and experience more to enhance shim's nature, you will have *blocks* and *challenges*. These are based on *your* incarnation's *current* level of progression, Game experience requirements by your Higher Self, and more. One thing that you must learn is patience. It is body-ID to 'want it and want it NOW'. Spirit, on the other hand, *knows what is eternally important must be earned and worked for*. Eternity is an awfully long expanse. There is *no* rush from a spirit point of view. What rushes you? *The body does*. Why? Because it knows it is finite and when no longer required by the Higher Self, it will forever cease to exist. THAT'S the rush. See what is *operating* on you?

When the spiritual activity you desire to expand in does not move as quickly as you would 'prefer it to', the *body* is quick to throw out *thoughts* like: waste of time, where's the ice cream, how about some sex or any other diversion. When I was learning astral travel, I *learned* to silence the body's demands from the stray itch to loud demands for some physical indulgence. At other incarnational levels, thoughts of religious fears may flood someone's mind. Watch out for those pitchforking devils! The 'conscience' knows how to send pleasing vibrations as well as it knows to send guilt to control how you should operate.

The *arrogance of personality* is *opportunistic* and is active on *multiple body ID levels*. It is connected to *all body ID loops and fences*. It is part of the DNA command structure and control. Knowing this and how it operates should assist you in your progression.

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Game Encouraging Cults of Personality

With the (it's about time) death of Darksider pope Wojtyla, we are able to see the *cult of personality* in action on a massive scale not seen since Diana was murdered. The pope's cult followers call him 'the great' and demand he be made a 'saint'. As M5 readers know, a catholic 'saint' is just another god in their huge pantheon. Watching the news on the day of his funeral, the chants, the adoration and the mythology of just who this Dark pope was (and was not) played for the world to see.

There is no need here to go into the propaganda lies of pope Wojtyla being kindly and freedom loving. That was hype. This pope's main advisor, as stated over and over in the news, was Cardinal Ratzinger who may well have been shipped in from Mintaka. Ratzinger is one of the darkest of the Dark. Again, that, too, is easy to research if you are interested. I was surprised, though, to hear Ratzinger mention, during the funeral homily, that Wojtyla worked in a chemical plant during World War II. Yes, that was one location where Zyklon B was manufactured for the death camps. But that, too, is already available for research. What is important to observe is how this Darksider pope is being held up as an icon for the faithful to give their power away to. The Rense site is one location where research may be located on the hidden side of pope Wojtyla.

During his reign as pope, Wojtyla ran around the world encouraging his cult of personality as well as being the advocate for worship of Mary, the Queen of Heaven. If he could dazzle people with his personality in order to bring more worshippers to the queen, he was doing his job. Even his coffin had the M for Mary on it which branded his remains that he was a loyal follower of the queen. But which real queen?

Another cult of personality that reaches past death is Diana. Diana is a Lightside icon. While ALL cults of personality are meant to siphon off one's power, the cult of Diana is discouraged by those in world control. Yet, the cult of pope Wojtyla is being encouraged by those in world control. The cult of Diana draws attention to some of the shadier activities of sequentials on Earth. This is not what they want. The cult of pope Wojtyla is designed to assist sequentials on Earth and the sequentialization of Earth.

The cult of Diana has lost considerable momentum as the world media does not harp on it. The cult of pope Wojtyla has had tremendous media and religious momentum. The media is feeding the cult's fever. It did not with Diana. The Dark icon of this pope, wearing the Lightside vestments (wolf in sheep's clothing), will gain in momentum. When the world encourages the cult of personality, especially for an icon who has died, be assured that there is a definite purpose for this.

All *icon worship* is created so that the incarnations *give their power away* and these are *major distractions* in terms of *who you really are* and for *connecting with your Higher Self*. These are Game designed traps. Notice how icons are always 'closer to god' and better

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than you could ever be? *Icon worship cheapens your incarnational path and lessens the likelihood that you will discover your true identity.* Yet, all of us have these experiences in the process of discovering who we truly are and in progressing to the Very Advanced stages. Being a simultaneous path planet, Earthers are surrounded by the *very first Low incarnations all the way to the rare Awakened Final Incarnations.* Toss in *sequential meddlers and minions* and we have a real stew-pot of activity that is *not* present on sequential planets.

Cults of personality that receive media and establishment approval should always been looked on with heavy suspicion. Media and establishment are *Game control devices.* If they encourage this, *that* should be your warning that it is bogus.

Power Issues, Wisdom & Final Incarnations

The *polarities strive for power*, as readers of Matrix 5 know from the many segments regarding the Game and polarities. Dark wants *power for power's sake* and what it may do for 'me'. Light wants *power for control* with the concept that 'they know what is best for you' even at your expense. Both polarities are *control freaks* and use what power they gain as they see fit regardless of what the object of their power usage might think. Dark's concept: it's all about me for me. Light's concept: it's all about me at my expense for your benefit.

Power corrupts in the Game, yet our Higher Selves are omnipotent in themselves. So, how does this resolve itself in the Game? *Learning to use power properly is one of the goals of the Higher Self in the Game.* We have hundreds and hundreds of simultaneous path incarnations all dealing with all phases of power from the receiving end of it as well as the administering end. Previous to this path, we have had untold numbers of sequential incarnations that also dealt with power issues: power over us and power over others.

Notice how some crave more and more power and control, not over self, but *over others* for both Dark and Light reasons. *The key to real power is not in external use of it, but rather the wisdom to know when and where to employ the power you have.* This struggle begins with our first sequential incarnation and moves all the way to your Final Incarnation.

One of the major tests for a Final Incarnation is learning *when to use their unique abilities* as a Final and, more importantly, *when not to use them.* Your Final Incarnation is endowed with knowledge and talents that no other single incarnation of your Higher Self is entitled to. This is *by design* and Game plans.

Remember from previous segments that graduation involves passing certain tests that your Higher Self *agreed* to. These tests include experiential loop/fence breaking, sensory experiences and demonstrated maturity with power issues. Your Final Incarnation will be tempted to use their power levels in both Dark and Light ways. It is your Final Incarnation that learns to bring this into true Balance (not yin/yang balance) before graduation.

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Lightsiders have come to me asking me to intervene as a shaman “for his/her benefit” because they know that this person ‘needs’ this direct interference. “It’s for their benefit”, this one Lightsider healer said to me. The stories are always geared to the victimhood tones and oh-poor-them invocations which works on fellow Lightsiders. This is how Lightsiders operate with power issues – it’s for your benefit per my decision. This, of course, reeks of sequentialism and a denial of individual path experiences. Review past segments if you cannot figure out why.

Darksiders have come to me and tried luring me with stuff like: since you can astral time travel, why don’t you go and find the lottery numbers and be rich ... if financial astrologers are rich, why are you not into financial astrology to be rich? Just think of the power you can have. Darksiders also say you can control others with what you know and make them do what you need them to do. Darksiders use controls over others to force their sexual/romantic attentions, for example those who place spells of control to force one’s will.

We ALL have incarnations in both of these polarities. It IS necessary to have the *full experiences* in both polarities in order to mature to Balance. As an Awakened Final Incarnation, learning to say ‘no’ to both polarities is the goal. When to use and when not to use your abilities is the testing that your Higher Self will have you discover. It is always easier to use your abilities. *The challenging phase is learning to not use them and embrace Allowance for others.* This is when *incarnational maturity* develops. You will succeed with it as your Awakened Final preceding Graduation.

The purpose of this segment is not only to give you some insight to more about a Final Incarnation, but is also to let you know *it is needed that you experience power in both Dark and Light forms.* Without these experiences, you could not reach Balance in *power issues.* This is *significant for higher density experiences,* but that is a whole other matter for after you Graduate the Game.

Control Freaks and The Game

Control freaks are those *incarnations* or *groups of incarnations* that seek to exert *power* (Dark) over the vast majority *who are just in the Game for experiences and self-development.* Sequential control freaks are those who ensure that the incarnates on their planet progress AS a planet. They also seek to *expand* their control to other planets/systems in one way or another. Individuality is greatly restrained as discussed in past M5G segments. On *sequential planets,* you would discover that the planetary/system/*empire control freaks are connected to Higher Selves who are extremely addicted to the 3rd density playing field.* These are the ones who *aspire* to governmental control positions/priesthoods where they can *impose their will over others.*

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In the Orion Empire, the reptilian royals are the prime haven for Game addicts. These Higher Selves have discovered that they are able to *control* others IN the Game and BY the Game's rules in ways that they could *never* do likewise *outside* of the Game. The Orion Empire is an *extreme* form of *family control* and is *blood-line (genetically) oriented*.

On *other* sequential worlds occupied by other species, the same exists to varying degrees whether it is by an overt dictator or a ruling committee/council. It is the exertion/imposition of power over the masses. It is Dark based (such as Orion/Sirian) or it can be Light based (such as Pleiadian). Light power freaks impose their will "for your benefit" even if you can't see the benefit. Dark power freaks impose their will "because I say so, and fuck those who don't like it". Either way, the masses get screwed!

The quarantine of Earth is due to it being the *current* simultaneous planet in *our galaxy Game*. The *next* simultaneous galaxy Game planet will be likewise quarantined. It's not the masses of simultaneous who desire this, but rather their control freak leaderships who fear the Game moving too quickly and their eventual *loss of power over others*. Beyond the Game, NO Higher Self is able to lord it over any others. Game addicts, like drug addicts, fear the loss of the supply (power) of their Game drug. This is something that THEY will have to work out. Nevertheless they will do whatever they feel they must in order to keep this power.

Meanwhile, here on Earth, you can easily see how control freaks are operating during this stage of EndGame. These are NOT all simultaneous incarnates. Most are sequentials *posing* as simultaneous, be they shape-shifting reptilians or other sequentials. However there ARE those who have made the jump from sequential to simultaneous path and *want* to continue to impose their wills over the masses. These people are generally working with their sequential counterparts.

Enter Earther royal families who have been around since dirt. Enter Earther lines that are also considered better/superior than the average such as Kennedy, Bush, Rothschild, Rockefeller, and numerous others. Note these are all GENETIC-based lines. As per previous M5G segments, those who stress genetic lines are sequentially-awed. Keep that in mind and you will have a clearer perspective on the Game here. Simultaneous path incarnates of mid-Advanced levels and higher should be aware that it is the *incarnating spirit* and NOT the genetic line that matters.

Yet, most Earthers seem to be eager to bow and to *defer* to these false gods. Why? *This is a carry-over from our sequential path eons*. When you progress from the sequential to the simultaneous, you do *not* start as if the sequential never existed for you. True, your memories of that path are blocked, but you have innate experiences that hang on. This is *because the simultaneous path is where you continue the Game and have to overcome all the shit that you had to experience as a sequential pather*.

Hence, you have those who want power over groups who are of a Low, Mid or through the mid-Advanced levels. Each wants different power/control over groups whether that group

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be a circle of friends, neighborhood, town or greater. How far one can climb the power ladder depends on the planetary rulers who are sequentials. You must have the right genetics to ascend. You should be able to piece that together. The Game does have its rules and all sides operate within them.

This is *why*, throughout Earth's history, since it became the simultaneous planet of our galaxy Game, that there have always been *clusters of control*. BUT one thing that set Earth apart from the sequentials is that you, as a *simultaneous* incarnate, could have *widely different* cultures/races/experiences on the *same* planet. It was the introduction by the aliens of *technology* that began to undo the simultaneous path nature of Earth and start its transformation as a sequential planet - ONE world, ONE government - somewhere where 'everyone was the same'. The power mad on a planetary scale all in the overt name of 'for your benefit': THAT is a LIE being forced on the masses. The American government is probably the Darkest on Earth today. It attempts to coat itself in Light, but this is an easily to see deception from my level. The true Axis of Evil (Dark) on Earth today is U.S./Britain/Israel. You will have to come to your *own* awareness of these matters depending on *your* path and *your* path-required *experiences*.

It is WAY too late to return to the simultaneous place during this time period. We are having experiences during pre-EndGame years that have a chaotic vibration. This is the way OF the Game. This is similar to *each* EndGame for *each* simultaneous planet in our galaxy Game. The *next* simultaneous planet is chosen and will be the *next* center of interest in the galaxy when Earth's Planetary Spirit graduates.

It is *only* on the *simultaneous* path where one can graduate the Game and have their Dominant, Very Advanced and Final Incarnations. The sequential path has nothing to compare, although they will try to deceive you to follow them. As for those Game addicted Higher Selves, they will have to work things out for themselves at their own pace. We will be LONG gone, and I do mean LONG gone, while the Orion royals are still searching for physical immortality and galaxy-wide dominance. Eventually they, too, will move beyond, but *when* is not *our* concern. That's the individuality of it all. *Individuality is the single biggest threat to all the structures of the Game because individuality is how we REALLY are as Higher Selves*. Higher Selves DO engage in activities *with* others but it is *not* a dominance thing as it is on 3rd density. It will be great to return to the experience of that freedom once again.

Control Freaks and The Game - Part II

The Control Freak is a *dominance addict*. *The Game gives these Higher Selves something to experience that they cannot get away with outside of the Game because no one would put up with it*. Outside of the Game, beyond the polarity densities, each Higher Self is responsible for himself. *Dominance is a polarity issue* because the counter to it is subservience. If you cannot find someone to obey your control-freakish self, it becomes a non-event. However while IN a galaxy Game, it becomes an addictive rush to SOME Higher Selves.

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Throughout our TOTAL Game experience ALL Higher Selves will experience control on both ends of the polarity spectrum. This is necessary in order to merge both ends into the Balance view it eventually becomes. This experience is not an addiction if one moves gracefully through the experiences. There is nothing 'graceful' about the Orion royals Higher Selves and their fevered approach to clinging to power as they do, especially the Orion queen with cloning and body- hopping to retain that control/dominance. As stated in the previous segment, this will eventually pass.

On Earth, the sequential control freakism demonstrates as *group conformity*. Notice the many heterosexuals acting with total imbalance over the matter of gay marriage. Their rabid, mouth foaming passion is one of sequential demand for *conformity*, *body ID* and their desires to *dominate*. Similarly, the 'one path' religions of the world, the religious institutions especially with the 'one' domineering god, demand *conformity*. These have always resorted to *violence* to enforce their perverted mentality. This is another sequential incarnation hold-over running through our simultaneous experience. One's body ID will shriek with its DNA commands that were instilled by alien genetic scientists. This shrieking is the rabid nature of those opposed to this attack on sequential path conformity.

Do you notice how the 'majority' seems to be at its best when no one makes waves to disturb the status quo? Notice how they look back on long gone years where they have an illusion that all was well and change was looked down on? That is a sequential process. The ones who DO 'make waves' and strike out with their own uniqueness are dealing with impulses from their Higher Selves. It is one thing to *be* unique, but another thing to force *your* uniqueness on everyone in such a way that it forces them to do the same thing you are doing. That is just another wave of sequentialism. This is what the one-god religions do. They are not content to have their beLIEfs, but demand that everyone else accept them as well at the expense of their *own* lifestyle.

The issue of gay marriage, since the fascists are making such a big deal out of it, is a good example. If same-gender couples desire marriage and all the benefits/liabilities that that arcane institution has, it is *their* business alone. Because *they choose* to do it has no effect on het gender couples. It does *not* mean that everyone has to marry another same gender person. THAT would be enforced sequentialism. *However sequentialism cannot bear another group being different but equal in the affectional arena*. The control issues of 'sin', 'abnormality' and other nonsense control freak buzz words are rampant to try and enforce their sequential mindset. This would present valid options to a 'one-way' mentality, which is anything but sequentialism.

Yet many non-gays DO support gay marriage. This indicates that they have a stronger impulse from their Higher Selves and, at *their* various levels, seek to break free of the sequentially dominated Game.

The control freaks will not give up. They are thriving here during EndGame because of the negative emotional rushes that they create. *The astral has its control freaks as well. The*

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lower astral levels are particularly populated with them. However on the astral, with knowledge, one can get away from these nut cases, especially on Focus level 27.

Today's control freaks love using Lightsider hot-button words to cow the masses to beLIEving their bullshit. Darksider Bush and his gang of war criminals are the perfect examples of that in action. May the Earth Planetary Spirit graduate VERY soon!

You should be able to see how complex this can get and my attempt to discuss this has its limitations with English translations of this knowledge. This is *not* a simple-to-define/explain matter. I have given you insight to consider at *your own level* and do with as *you feel you* must even if that be to toss it out of your consciousness.

EndGame Sequential Plans: America and More

I spoke a lot about the sequentialization of Earth in *The Graduation Key*. You will find that I am continuing that thread, building upon what you read in Volume II.

With the American Empire seeking global dominance and the submission of all to the will of Washington, you should consider their propaganda tactics and *how they are different from most previous empires*. Note the 'aura' that the Darksiders in Washington love to generate: 'America is good' and 'anyone who disagrees with America is bad'. This is not a new concept, but was *purposely generated* a long time ago *to advance the sequentialization of Earth*. It is *how* this concept is being used by American Darksiders *today* that puts a new slant on that tactic.

Sequentialization must begin with *one country*, and what better country than a *sequentially-generated one*. Enter the United States. The statue of ancient goddess, Semeramis, standing in New York harbor encourages the global riff-raff to enter. This was great public relations, especially in the 19th and early 20th centuries. At *that* time, when the Darkside sequentials in Washington were driving the Native Americans from their homelands, there was a huge amount of open space that needed people to populate. These people *needed* to be primarily of the lower end of the spectrum.

As I pointed out in previous segments, the *alien sequentials always look for low-end people to manipulate*. The sequentials were behind the Semeramis statue with her flame of the Illuminati. These icons 'illuminate' the plan of the sequentials on Earth. However, they cover this up with the local riff-raff by telling them that these *icons* stand for 'liberty' and 'freedom'. While the riff-raff beLIEve this, *they are being deceived*. Once they beLIEve this, *they can be controlled*. All the Darksiders in Washington have to do is drag out the 'liberty' and 'freedom' icons and, like the pied piper, the riff-raff dance to their tune. Their beLIEf is that 'it *must* be true' since 'they are saying the *right words*'. The riff-raff *fears knowing that it is any different* that what Washington says it is.

Yes, this is part of the EndGame *experience pattern*, but it is to your advantage *to know just what* is going on and *how* the public is being manipulated. The American public has

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become so conditioned by this Dark control that they tend to get highly offended when the lie is pointed out to them. During the 1930's-40's, it was the Germanic people who were the 'superior' ones. This was just a dress rehearsal for the American situation of today. *Instead of basing superiority on a single ethnic group* (something the jews still insist on), *you have a political unit consisting of many groups*. Single ethnic group superiority (again except for the jews - hmmm) is 'bad'. American 'stew pot superiority' is 'good'. You *should* be able to see the planetary sequentialization in that. In order to fall under the embrace of the sequentialized American *group*, you must bow to Washington.

Yet, the *nationalism* of the Americans today is equal to that of the Germans of last century. THIS will have to be eliminated in a sequentialized Earth. Sequentialization demands loyalty to the planet *as a whole* and not to any single regional political unit. But the American phase is just the latest in the sequentialization of Earth. Unlike the homogenous *alien* worlds where *everyone is the same* (reptilians on this world, siliconics on that world, human-ish on another) Earthers, due to different alien groups' genetic manipulations, have *elements of many different types of beings* (excluding the silicoid and a few others).

This is *why* it is necessary, from the sequential point of view, for Europeans to be overwhelmed by Asians and Africans. This is *why* the United States must have its base of western European heritage smothered by Central/South Americans, Asians and others. The western European base *has been* the strongest single unit on Earth for a long time due to their expansionist (reptilian) desires. Just as the reptilians conquer and formed their empire, the western Europeans did likewise and it is western European traditions that overwhelmed other cultures. American culture is overwhelmingly western European in flavor. Yet other sequential aliens are patrons to other ethnic areas of Earth.

Yeah, I know - it's complicated. Your Higher Self has the full memories of the galaxy Game even though the incarnations do not. You can also access many facets of the Game in the Library on 27, if you wish. That there is SO much going on now that is part of the latter EndGame cycle. The muck gets increasingly muckier *as the sequentials move to overpower the simultaneous* in wanting to deny our path on Earth.

America is NOT the 'good' guy that it portrays to the world. It *implies* that *all others* are *less*. It says that 'if you do not tow the American philosophical lines' you are 'bad'. This is *why* major Darksider von Bush said, "You are either with us or against us". The *sequential mindset lives* for polarity and *denies* Balance. While the *bulk* of American simultaneous path Higher Selves who live in America *will buy* the American 'superiority' bullshit, those of the Very Advanced and Awakened Final Incarnations will discover *what is really going on*.

America can nuke whole cities and is considered 'good'. America and its allies can bomb cities and kill people (considered 'bad' by Washington, London or Jerusalem) with impunity and that's 'fine'. Yet when any American is killed, you get a '3-act Chinese opera' over it. Killing ANY American by a non-American is always 'bad'. You see this in Israel as

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well. See how they *are* and *what's going on*? If not, you need to reevaluate where *you* are and the *state* of your *own* awakening.

The fascists in America (primarily the Republican party) use *fear* and *intimidation* to attempt to keep the rest of the population in line with their *empire building*. *Flags* and *control slogans* are in abundance with them. They are Darksiders with *specific goals*. Knowing *this*, what are *you* doing? *If* it is *your path* to participate, go for it. *If* it is *your path* to counter it, go for it. Whatever *your path* is, *enjoy the experiences to the fullest*. EndGame is here for *all of us*.

Yet the *Graduation Key* is *in place*. You have all the keys that you need to spiral out of the Game and graduate. That is the bottom line for the Earther simultaneous path Higher Selves.

America and The Dark Agenda

Since the previous segment on tanks moving through New York City, an M5 reader alerted me to this link that I suggest you check out:

<http://globalresearch.ca/articles/CHO506A.html>

“A recent Report of the Homeland Security Council entitled Planning Scenarios describes in minute detail, the Bush administration's preparations in the case of a terrorist attack by an outside enemy called the Universal Adversary (UA).”

What is particularly disturbing is that the Dark, under the banner of theocratic fascism, has grouped all of these groups in one “Universal Adversary” as “threats” to “the established political order”:

- "foreign [Islamic] terrorists"
- “domestic radical groups” [antiwar and civil rights groups]
- “state sponsored adversaries” [“rogue states”/ “unstable nations”]
- “disgruntled employees” [labor and union activists].

Matrix V readers have been warned for a long time that the United States is not an icon of ‘freedom’. That is bullshit that most of the world buys into. It is worth noting that Homeland Security (fascist sounding name too) reports like this do NOT make the mainstream news. Neither did tanks driving through New York City.

Secret meetings, secret memos, secret this and secret that are ALL elements of the Dark polarity. America also has a controlled media. All the *real* news comes from independent sources away from standard press, television and radio. Even when watching the propaganda channels' news, notice how reporters (for the most part) and interviewers treat politicians as if they were some kind of royalty. One would think that the people work for

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the politicians when it is suppose to be the other way around. If anything, it should be the politicians subservient to the people. Yet, that is the ideal. It does not exist.

Note, though, that propaganda to the contrary of reality flourishes. Every totalitarian government has had their *workers' paradise* propaganda to deceive the gullible. The Americans, under theocratic fascist von Bush, have become the worst of the lot since America was created with the concept of freedom as its foundation. The foundation is long gone, but the locals refuse to admit what is in front of them. America, not only under the current von Bush, but also previous Presidents, has bombed innocents in the name of sequentialization of Earth and empire building. The world permits this not because of the bullshit propaganda, but rather due to it being in the long term plans for Earth to become sequentialized.

When you have a nation or group operating under the Dark agenda masters, world courts have no reach to you and you can pretty well do what you want unless you piss off the wrong people. That's why Israel can treat the Palestinians as the Germans treated the jews in the 30's and get away with it. That's why America can invade anyone they want today (Iraq/Afghanistan/Grenada/Panama/etc). That is why Serbian government types are being persecuted while Americans, Israelis, British, etc (part of the current Dark agenda corps) are not. This will change only if the Dark agenda takes on a new direction.

One thing to note from history is that the Dark agenda leaders have been known to switch tracks for a greater agenda, their next level. For example: Germany served its purpose by setting the stage for Israel to exist, among other things. Once its purpose was fulfilled, Germany was no longer needed for the agenda. There is always a reason for a global event to happen and the reason is never what one perceives as the public reason. Dark does not hesitate to dispose of people or countries when they no longer serve their purpose. This was also well shown in *Star Wars III*.

The agenda reason for what is happening with America is not what is seen as the public reason. It is not 'freedom and democracy'. It *never* was BUT it plays well to the locals. Freedom is a simultaneous path concept, not a sequential. America, Britain and Israel are enforcing sequential path concepts. They want a homogenous Earth.

Remember that the Emperor in *Star Wars III* promises peace, security and an end to war under Dark control. Emperor von Bush is doing the same. Minions love the idea. Low and Mid levels also do as long as they are left alone in their idealistic worlds...go back to sleep! The more Advanced one is, the less comfortable you are and the more you can observe what is going on and for what purpose. Yet, through mid-Advanced levels, these people see it as a Light crusade to defeat Dark, and that is just what Dark encourages. Very Advanced and Final Incarnations are not fooled by the propaganda mills. Dark finds it especially difficult to hide from the Awakened Final Incarnations.

Matrix V continues to point out what the polarities are doing during EndGame, yet, unlike Lightsiders, M5 does not encourage conflict with the Dark (or the Light) as long as the

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polarities do not try to engage in conflict with pre-Graduates. Knowledge/observations are important for those ready to Graduate. Dark longs for conflict, but prefers creating situations where Light makes the first move against them. Dark then plays the victim and claims they "had no other choice". The theocratic fascist American government is setting up the same scenario.

EndGame is very difficult and becoming more so on a daily basis. Keep your observational skills sharp. Learn what you can while you still. Enjoy whatever you can while you still can. Most of all: trust in YOUR Higher Self.

The Cross and The Dark Agenda

Volume III Special Segment

In the Gold Edition, it was revealed that the christian cross is used by the Dark polarity as a portal for like-minded lower astrals. This is well understood and employed by Dark occult practitioners. The reader should review that segment as a refresher for this one.

An energy vortex is active on the top/center of a standing cross. When the cross is placed horizontally, the energy vortex forms in the center of the crosspiece. This Dark vortex is black in appearance (tornado shaped) and is a portal for lower astral activity. Knowing that, you should be able to understand why so many people get creepy feelings in christian cemeteries with a forest of crosses all around.

Organized religion is an agent of the Dark in the guise of Light. What do you find in most christian churches? Usually a cross on the roof or steeple, crosses inside the building and crosses as jewelry for many of the followers. These places are marked as locations for lower astral interference. This is permitted as a challenge in Game activities.

It should also be noted that the shape of the unequal-armed cross is significant, while the equal-armed cross is not a Dark portal. In another time period the Romans use the cross to slowly kill their victims since they are sacrifices by Darkside to their lower astral allies. The sacrifice is the emotional/tortured energies, emitted by the crucified, which feed the lower astral Darkside. This is well understood by the Darkside powers of the day.

While death by crucifixion rarely happens in this time period, the link continues by displays of the cross in religion and by those who wear it as jewelry. There is a link in the Game on Earth between the crosses of the Roman period to those that have followed. Roman Darkside created the linkage that endures. Remember that 'time' is an illusion on the simultaneous path. The churches displaying crosses, and the even Darker crucifixes, are linked by energy. The crucifix is a cross with a dead body (however fictitious the person was) hanging on it. It is intended that the person concentrate on the dead symbol's suffering. This adds to the time vibration power. Those who feed energy to the symbol of the cross are doing the bidding of the Darkside whether consciously or innocently. Remember 'the road to hell is paved with good intentions'.

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This symbol of torture/death/lower astral Dark feasting is actually a complex portal structure intended to reach through much of the simultaneous Earther path. It is *intended* to be an obstacle to the simultaneous path Higher Selves.

In 312 C.E., legend has it that Constantine was on the edge of defeat by his rival Maxentius when he is said to have seen the vision of a cross in the sky with the words, in Latin, for "In this sign conquer". Only a Darkside alien hologram could create this illusion, but whether or not it happened, Constantine was responsible for christianity becoming the state religion and the cross as its symbol. One should remember that 'conquering' is a Dark polarity/sequential concept. It involves suppression of individuality and imposition of conformity. What is interesting is that the cross had only been a symbol of torture and death. By twisting it to become a symbol of 'salvation' is pure perversion. The original intent remains, but Dark (as its nature implies) hides the true intent in the shadows while professing it to be an object of Light.

The Dark portal cross has spread like a cancer around the globe. Crusaders used it on their shields (may the Dark be with me intent) when they molested Arabs and Turks in the name of 'salvation'. Western European invaders brought it with their priests to conquer and poison most of the world in order to "civilize" (read: force conformation) the non-christians/pagans. Pagans are those who are not christians, but it is used as a demeaning word by the christians. What is ironic is that the core shadow rulers and top christian rulers actually *are* pagans: Again: Dark putting itself to the world as Light.

While the use of the cross as a religious symbol of conquering has its roots in 312 C.E., it is still being used today with christian missionaries who spread their poison all over Earth to 'conform' in order to be 'saved'. Bibles and crosses are easy to obtain for free. Yes, pass around those Dark portal symbols.

Brought up in the catholic church, I was given a fancy crucifix when I was an altar boy. I kept this for years, always taking it with me whenever I moved. When I finally reached a certain stage in my incarnation's progression and dumped the church, I took that crucifix outside, placed in on the driveway at an angle and smashed it with a hammer. At the time, I did not realize exactly what I was doing. I was still years away from my major Awakening, yet it was something that I just knew that I had to do. The crucifix shattered with one strike of the hammer. I put the pieces in the trash and that Dark portal was closed.

What these Dark portals primarily do in these days is open an easy path for negative vibrations of grief, sorrow, sadness, anger, etc to flow into the lower astral. These portals also allow easy access for lower astrals to use their abilities to influence Earthers to act in Dark interests. This is easy to see in post 9/11 America where using the cross as a way of vengeance and imposition of the American christian way over the non-christian muslim nations of Afghanistan and Iraq. The attacks on the koran, or any non-christian holy book/icon, are considered part of the 'conquering' aspect that began with Constantine. Yes, the Americans in their concentration camp in Cuba, as well as in their prison camps in Iraq

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and Afghanistan do mock non-christian faiths. This is the Dark polarity. You don't have to be a Final Incarnation to see this.

The vortex connected to the cross portal can be manipulated, by Dark practitioners, to be small or monstrously huge. Huge Dark portals connected to the cross/crucifix are found at the Vatican, for example. Remember how Pope Wojtyla (segment *Ding, Dong the Pope is Dead*) sashayed around the world clutching that demonic crucifix? Among other things, he was channeling the devotion that the naïve directed to him into strengthening the power of the cross. Energy of this type of devotion can be easily directed by a Dark practitioner for Dark purposes. Popes/priests have been walking crosses via their ceremonial garb. Pope Wojtyla had his own 'crusade' in making his world trips. He seemed driven to the day he died. This was part of the Dark agenda.

This segment gives those (for whom M5 is written) greater insight to the Dark plan for EndGame and one of its visible tools. A cross is not going to turn you into a zombie if there is one near you. They don't have that kind of power. They *will* suck any negative energy you create and *will* encourage you to produce more, usually in subtle ways. Those crosses always seem to appear when death, misery or other sorrows are concentrated. Siphon that energy to feed the lower astrals!

You are also easier to monitor by lower astrals if a cross is nearby. However, if you fear them, you feed them! You should be aware of this, but there is no need to dwell on it. I see crosses all the time. At least one co-worker wears a large one around her neck every day. Another has a huge one hanging in his car. I notice them. I know what they do. Gold energy works well in insulating the aware from their subtle flows. Since I have no fear of them, they cannot influence me.

The world watches as America is held in sway by the cross and the cross wavers. The Dark is exerting great pressure here due to EndGame and the presence of the Graduation Key. The Dark is violent by nature and those who use the cross, whether they are the shadow Darksiders, American Taliban or the Ku Klux Klan (burning cross) will use violence to get their way. Violence is not only physical, but mental as well. It is Constantine christian concept to conquer and if you are not "with us" you are "against us" as cross waver Bush smirks in the Darkside way.

Consider this segment carefully. Being aware is the first step in dealing with any situation. The cross/crucifix is just one of the landmines of EndGame. Be wary of the cross and be on guard with those who arrive in its name.

Dark America, Fear and EndGame

The American government is very vocal about encouraging popular uprisings and coups in countries that do not bow to Washington and the sequential path that it wants to enforce on Earth. The American government views foreigners who kow-tow to Washington and work against their out-of-favor-with-DC government as courageous and 'democratic'. Those for whom *Matrix V* is intended know that the bullshit express starts at the White House and the current theocratic fascist ruled Congress.

Politicians and the military take oaths to "protect and defend the Constitution of the United States". They do *not* take a loyalty oath to the person in the White House or any other figurehead, no matter what office. In Germany during Hitler's reign, the military took oaths to Hitler personally. This has been the same in any totalitarian country. North Korea is an excellent current day example of that. Americans do not. Yet, I always find it interesting that the military is taught to salute the uniform rank of an officer, not the man out of uniform. Notice how they salute the President, though. That is subservience to a person...the silent loyalty oath?

However the United States has become an imperial presidency. This should not be surprising since this country is empire building for a sequentialized Earth. The American government continues to get Darker and Darker. While it encourages "regime changes" in non-subservient nations, it condemns the concept in regard to its own. American politicians prefer to juggle 'freedom', 'democracy' and the UN-true term "leader of the free world". Watch the shiny, colored balls while they pick your pockets and strip you bare.

As has been suggested by numerous aware commentators, regime change begins at home. The two-party American system is rigged. Elections are flawed and crooked. Bush gets appointed to the White House in spite of the election, for example. America has become a banana republic with its own junta. Where are those who will "protect and defend the Constitution of the United States from enemies BOTH foreign AND domestic"?

The White House is corrupt, war mongering and worse. Today Congress rubber stamps most of what the White House wants. The military blindly obeys war criminal orders. Remember when Germans said they were "only following orders"? You have the same thing today. The Germans were still held accountable because they knew better. So, with that recent historic example, the American military has no excuse. By supporting a corrupt White House, they are part of the problem.

Most Americans would gasp and have a fit of the "vapors" over the thought of a military coup in this country. Yet it is applauded when it occurs in countries with governments that don't kiss Washington's ass. What's good for the goose is good for the gander, as the old saying goes. A military coup or popular citizen's uprising is what America would need to clear the air of corruption.

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On the other hand, that is an idealistic concept. It presumes that Dark would be defeated on its agenda of sequentialization of Earth. That will not happen, *except* by the Graduation events, especially those involving the Planetary Spirit. Even then, we are just *leaving* the Game, *not* altering its dynamics.

If a coup or other popular uprising would happen in the United States and bring down its dictatorship and theocratic fascism, the Dark would *quickly* adapt to a *new* sequentialized scenario. Alternatives are in place for just such an occurrence. As noted in a previous segment, Germany's dictatorship served a purpose. Now America's dictatorship does too. Dark is notorious for tossing away people, countries and concepts that are no longer necessary for its agenda.

Meanwhile, I have gotten emails where I hear the knees knocking and the teeth chattering over the rapid Darkening of America. *Matrix V* readers were told from the start that EndGame would get worse as we approach Graduation. Now that it is becoming more obvious with the previous two segments, plus a lot more readily available on the internet, individual islands of comfort are looking less secure. **Fear** is your worst enemy in all Game situations. Fear is a body ID'd concept of both the unknown and the termination of one's incarnational existence. Take stock of your individual situation. If the alien Wild Card is played this summer...if the financial collapse comes...if martial law is declared because America's government causes another 9/11 event to occur...if any of a number of events happens due to the Dark agenda and it touches you directly...how will YOU handle it?

The body ID'd person will panic, allow fear to ravage their system and imprison their spirit (providing a feast for the lower astrals) and cease to function normally. This is what the Dark is counting on. Even an Awakened Final Incarnation does not have access to *exactly* what will happen *exactly* when. That's part of the Game and Game participation. Review your personal situation. What if the internet was shut down by Washington as it puts its Dark agenda into high gear on the people? What if the aliens land with demands? What if the economy collapses and martial law is declares? What if you can't go to work the next day as you have been doing for years? What if your paper money is worthless and you store shelves are empty? Lots of 'what ifs' that may be considered. Some of these may occur or we could be hit with events not even considered before. That's the exciting part of EndGame.

What these segments do is alert you to major changes that will be forced upon us. M5 readers are FAR more mentally prepared than others who think that life will go on forever as it has been. The Atlanteans thought so too even to the day before their lands sank in the Atlantic. Being mentally prepared does not mean you won't say, "oh, shit!" when it does happen. I certainly will, but I will not be surprised or stunned into inaction. These are things you should all consider. Remember my favorite phrase: Trust in YOUR Higher Self.

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Freedom and The Game

The first week of June 2004 marks the 15th year since the Beijing massacre of those wanting more freedoms. *Freedom massacres of various sorts occur during the latter stages of EndGame.* Currently, the fascist Bush dictatorship has been massacring American constitutional freedoms under the phony 'war on terrorism' which is *actually* a 'war on *personal* freedoms' and the *forced* emplacement of *sequential standards* of planetary progression *over* individual, simultaneous experience patterns.

You will *not* experience true freedom while in the Game. The very *nature* OF the Game is to *deny Higher Self freedoms* and *test your limits in a restricted environment.* You gain many of your experiences, not by all the freedom you enjoy in your Higher Self state, but by *learning how you will operate under the restrictions of the Game.*

The freedoms of the simultaneous path included the freedom to experience huge varieties of experiences simultaneously in numerous 'time periods'. You are free to experience ancient Greek, classical Chinese, unsullied Native American tribal and any other experience theater you desired in the pre-EndGame arenas on Earth. The chaotic EndGame scenario is when the sequential aliens, through *direct and technological* introduction methods, *dismantle the individual regions, subdue individuality and enforce the one planet doctrine that is a hallmark of the sequential path.* Refer back to previous segments on the sequential path for a refresher.

The constant use of the word 'freedom' by sequential manipulators (like the Bush dictatorship) is a deception. They like phrases that *sound* simultaneous but are *actually* cloaked sequentialism. Those regions persecuted and hounded are those who dare to NOT want to be sequentialized. These are the 'terrorists' of this latter stage of EndGame. In actuality, the true 'terrorists' are those enforcing the One World concept and the stripping away of cultural traditions and uniqueness. Something to consider: from a body ID standpoint, was the Chinese freedom ruckus of 15 years ago sequential or simultaneous in nature? Was the Chinese enforcement denying the simultaneous or the sequential expression? My only clue is which of the two sides wanted to be One World or true to their regional self.

The sequentials do NOT *comprehend* the *concept* of the simultaneous path. They have their *planetary hive mentalities* and see *anything that does not enhance the planetary group as a threat.* The '*equality issues*' that have become so big during EndGame, are *sequential* and *not* simultaneous. *The simultaneous path requires inequality to provide varying experiences for the simultaneous path Higher Selves.* This has been touched upon in other segments of M5G. For the simultaneous path, the more *variety* is available, the more incarnational experiences there are to *learn* from. THAT is *true freedom* from a *simultaneous path Higher Self* position.

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The sequentials seek to *deny* this path on Earth. Yes, slavery is a hard *body experience*. If you are body ID'd you see it from the body ID point of view. If you are a Higher Self, you *only* view it as *a way to learn valuable experiences that you cannot learn otherwise*. As a simultaneous Higher Self, you do *experience both* slave and master. The same holds for male/female roles. Simultaneous Earth requires *wide gender experiences*. If you want to cling to the sequential 'equality of genders' mode, you *should* have remained on the sequential path. Body ID'd 'equality' pollutes the simultaneous path *by removing experiential opportunities*. The body ID'd want the *easy road*, the road of least obstacles. The simultaneous Higher Self wants *the most experiences*. Remember *the body is only a vehicle for experiences*. The body 'wants' to live in denial of the spirit and not being controlled by the spirit.

The introduction of one-god proselytizing religions on Earth *by the sequentials* was the harbinger of EndGame. One-god fanatics are *intolerant of individuality* and seek only a planet *under the rule of their theocracy*. ANY one-planet/one-way concept is sequential because *it denies individual expression*. If the one-godders were content to be unto themselves, that would be another story. However the one-godders are constantly seeking, especially during EndGame, to have *their will imposed on others* through the bogus 10 commandments/bible or the islamic dictates/koran. You will *never* find simultaneous path freedom in a one-god religion. Those who compose lists of 'things you can't say' because of 'being offended' are sequential in origin. Conform! One World/One Way! Do not move off the narrow, sequential path!

Remember, when considering *freedom*, it's the simultaneous path *Higher Self's position* that is *prime* and not the *incarnational body*. This is very difficult to grasp if you are not Advanced enough on your incarnational path to comprehend it. This is one reason why the M5 materials are written for a very small group who can grasp the complex concepts. *Your* Higher Self's Awakened Final Incarnation is the *only* incarnation of your Higher Self that will be able to grasp *this in its fullness*. The latter stage of EndGame is here. Observe and learn.

Freedom and The Game - Part II

The mix of simultaneous and sequential threads on Earth during EndGame is very complicated. As the sequential is rapidly overcoming the simultaneous, it takes some very deep/sharp observations to try and separate the influences.

In the previous segment, I discussed freedoms and the simultaneous multi-regional spheres of influence, especially using the Chinese example of their Beijing crackdown of 15 years ago. While this was the squashing of a western (primarily American) demonstration (remember the students' version of the statue of Semiramis, commonly called 'Liberty?'), the suppression was carried on by a *monolithic entity* that *suppresses individuality* in order to favor *the state*. Remember what the Statue of Semiramis refers to? If not, refer back to previous segments in M5G Vol I and II.

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Monolithic entities are sequential in nature. The simultaneous experience is very individualistic by its very nature. The Roman and other pre-EndGame, Earth empires were not of the same monolithic nature as the *latter EndGame empires enhanced by technological means* (German/Russian/Chinese, etc). For example, the Roman Empire did not care what deities those that they conquered worshipped as long as they had tolerance for all deities in the empire.

Enter EndGame empires enhanced by increasingly complex technologies. The German Third Reich and Russian Communist empires were the *first* EndGame empires that aggressively *used technology to suppress dissent and enforce monolithic/sequential rule* over a simultaneous Earth. This doesn't mean that pre-EndGame empires would not have done the same if they *had* the technology, BUT they *didn't* have it, so the point is historically moot. It was not allowed on Earth by the rules of the Game *at the time*.

The use of technology to suppress genuine freedom is a large part of the sequentialization of Earth. The Chinese Communist regime heavily relies on technology for control of individual *thought*. The Russian Communist empire collapsed, NOT because of a surge of individual repulsion to the monolithic system, but rather *on orders from those who are controlling the sequentialization of Earth to replace one form of the monolithic with another version*. The Russian empire was changed by those IN control to accommodate a greater plan for Earth.

The American empire is one that is becoming increasingly monolithic in the manner of other sequential models. The current fascist party rule in Washington is expert at *using and spreading fear* in order to rapidly reduce the 'freedoms' that Americans beLIEve that they have. Refer to previous segments on the American 'freedom' illusion. With far more advanced technologies than available to the German or Russian empires, the Americans are able to invade/restrict their citizens more than their predecessors ever were capable of doing. Calling America's fascist 'Neo-Cons' is a typical American response such as calling an American terroristic event the 'Boston Tea Party' because it sounds so sweet and fun. Call it what it is Neo-Con = fascist and the 'Boston Tea Party' was a terroristic act if every other countries' events are also called 'terroristic'.

The American empire's monolithic monster is still developing and *has not yet reached its goal*.

There is a certain fear of the simultaneous path Earthers, BY the sequential movers, in certain countries. The sequential movers are counting on the *minions* and the *planted sequentials* to hurry their plans along. FEAR is their main *coercive* tool and they enjoy *coating fear with the illusion of freedom*. Americans have foolishly given away much because they *allowed* fear to rule them. This is what the sequential planners are *counting on*. Expect more and more of the same with more 'examples' to occur within America due to those who are traitors to their oaths of office. If too high a level of skepticism is *made apparent* within the United States, I would *expect* another 'lesson' to be given to 'encourage' Americans to give away more to the monolith of sequentialism.

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This IS a highly complex topic and, depending on your level of progression, you can pursue it as deeply as you are comfortable with. My *advice* is to not accept anything that comes from government at face value because there is a definite agenda involved.

Alien governments require their citizens to be monolithically controlled to *serve their planet* over their individuality *unless* their individual contribution will *benefit the planet as a whole*. This concept has been covered in M5G Vol I.

Now that we are in the latter stages of EndGame, expect monolithic sequentialism to make increasing demands accompanied by more rapid technological releases. The movers of this plan don't care if their plans are carried out by a psychopathic megalomaniac like Bush or someone who has the iron fist in a velvet glove as long as their goals are met. Once a planetary monolithic government is in place, they will handle the individual wildfires as they see fit, for the 'good' of the planet as a whole, of course. This is the sequential way.

As for those for whom the Matrix V series is written for, it is *only* that we are in EndGame and preparing to spiral out/graduate from the Game that will be our *individual trump cards*. The *Graduation Key* is significant in that purpose not only to the simultaneous-paths but to Earth's Planetary Spirit as well. Observe. See what conclusions that YOU reach. Follow YOUR path because that is what is significant to YOU.

Freedom and The Game - Part III

The Leading Edge site has an excellent article entitled *The Fear of Freedom*. Please go there to read it. The observation in that commentary is that it is the FEAR of freedom that is a dominant emotion on Earth. This is correct. He says that one doesn't know where the fear of freedom began since it is "lost in historical antiquity". The *memory* OF this is retained in ALL Higher Selves engaged in the galaxy Game, although you may not become *aware* of it *until* you are in your Awakened Final Incarnation.

The 'fear of freedom' is *sequential in nature* and *originates* on those worlds with those Higher Selves. They want to hold back individuality to keep their tedious planetary progression intact. I have written a number of segments on the topic of the sequential path in both volumes of Matrix V Gold.

True freedom is part of your non-Game self. You willingly surrender much of your individual freedom to *participate* in this galaxy Game. The most oppressive loss of freedom comes with the sequential path. You learn to progress as a *planetary or racial unit*. Individuality is sacrificed for 'the good of the whole'. This is *how* the galaxy Game begins and your Higher Self engages on this level for billions of years. This time is spent exploring 3rd density sensations and variations *within the limitations of the sequential path*. Yes, you retain your Game sequential memories on this path, but your individual

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freedom is *bound by planetary progression*. Conforming to 'the needs of the whole' is paramount.

Eventually, you break free of the sequential path and enter the simultaneous path. This is your first real *feel* of freedom, although it is still a *shadow* of *what you have away from the Game*. Now you are able to progress on multi-levels and situations at one time. However you will discover that your incarnations, especially of the Low and Mid levels, are where a *degree of conformity* is still demanded. You MAY progress as an individual, but *group pressures* attempt to prevent you from becoming TOO different. You *learn to break free of the group*, though, and while that is not allowed on the sequential path, you can get away with it on the simultaneous path. Yeah, it can be frustrating and lonely in breaking free, but *spiraling out of the Game is not intended to be easy*. It IS intended to be *challenging*.

The American government is pompous when talking about freedom, yet the government exists to *limit freedom and enforce conformity*. "You are either with us or against us" is a sequential statement and M5G readers should know that sequentials are in control of the major governments of Earth. You should also notice how shrill Washington has been under its current fascist government in over-using the word 'freedom' and its cousin 'democracy'. Note that in a *democracy, the majority rule*. This is also a *sequential concept*.

It IS impossible to find true freedom while in the Game. True freedom will be one of your rewards when you graduate FROM the Game. Your spiritual self begins moving to this goal in the low-Advanced stages with *intensity* growing with each phase higher. Moving beyond the false summit, mid-Advanced stage is a spiritual coup for you, and the Very Advanced stages bring *rapid growth* and *freedom of expression*. Your Awakened Final Incarnation will *tie it all together* and when *that* Incarnation is completed, you have graduation and *the return to the freedom you have been seeking ever since entering the Game*.

True freedom *allows* individuals to be *whatever they desire to be as expressions of themselves*. On Earth, simultaneous path freedom has taken place in individual countries and cultures. It was certain western Europeans who sought to *end* this and sequentialize much of the world as *colonies*. This is no surprise since *certain royal houses are alien/sequential*. But before EndGame, they were limited as to *how* they could force Earth to become sequential. During EndGame, they have more latitude and, as discussed in earlier segments, the introductions of advanced technologies have enhanced the sequentialization of Earth. Dictator Bush proclaims that Iraq is now "sovereign". Iraq was 'sovereign' before the invasion. It had its *own identity*. Sequentialized Washington does not like this. Remember, "You are either with us or against us". Add 'might makes right' and you have an American invasion under Israeli direction as the *latest part* in the sequentialization of Earth. The desire to *force* Iraq (or any other country) to be *like us* IS sequential and *lacks the respect of freedom and individuality*.

Earth's simultaneous freedoms would be all but eliminated if it was not for the elements revealed in M5G, especially Vol II. The only way to thwart this sequentialization is by

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removing what they want to sequentialize. I have given you all the information that you need to draw your own conclusions. The use of the word 'freedom' by America is totally illusionary. 'Freedom under the law', 'freedom by *group decree*' and 'freedom by force of arm' is nothing but sequential path bullshit marketed in another way. Shit wrapped in colorful paper is still shit! EndGame!

Game Monoliths

The Game is loaded with *monolithic players* and *icons*. These are *icons of control* and *players who enforce* that monolithic, sequential pathway. Monolithic players are of *both* polarities. The Light would have everyone beLIEve that the Dark is chaotic while they represent order. This is NOT true. Both the Light AND the Dark are very order/control oriented. However their ultimate purposes are very different not withstanding very similar means in reaching them.

Monolithic players are those who embrace the *concepts* of 'chains of command' and 'rule of law'. Both are *limiting in nature* and *restrict the masses from exploring their true selves*. Increasingly on American news programs, the use of the *phrases* 'chain of command' and 'rule of law' get increasing airtime. This is part of the conditioning of the planet for the rest of the sequential take-over. It is *definitely* required for alien occupation.

'*Chains of command*' indicate that there are those above you who 'know better than you do' for whatever venture that *you* are involved in. Apart from the military and para-military groups (police, etc), 'chains of command' exist ONLY if *those who participate in these ventures cede their power to them*. "Trust us...*you don't need to know*" is a common concept. If I'm asking, "I need to know" is the un-intimidated reply for those who *haven't* given away their power. I have written about this *power-taking* concept in earlier segments. *Both polarities rely on heavy use of these chains to maintain control and the 'correct' thoughts of those in these chains*. Note that 'chains' are meant to *restrain/inhibit*. Keep that in mind.

Those who eagerly grasp on to 'chains of command' use their favorite weapon - '*rule of law*'. Laws are *both* Light AND Dark. Again, the Light would love it for everyone to beLIEve that Dark is 'chaos'. This is myth is encouraged BY the Dark as it keeps their purposes hidden. 'Rule of law' exists ONLY to limit those who are *contained* by the 'chains of command'. Note that the higher up one is in the 'chain of command' that the *fewer* 'rules of law' *apply* to them. Meanwhile those at the very bottom tend to have the heaviest of sanctions against them.

Why do you think that Darksider Bush can issue mass murder and genocide orders, and that's "ok" while at the same time if you beat up someone who pissed you off, the cops would be all over you and legal issues fall on your life for it? Why do credit card companies charge high rates of interest while the prime rate is so low to them? It is legal for any credit card issuer to charge 25% or more interest, but you try to do it at your level and see what

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happens. Where did the usury laws disappear to? Why can the Vatican, throughout its history, order the mass murders/tortures of millions, beginning with the pagans and moving through the world's non-catholic population, yet still remain as a sovereign state with a dictator called 'pope' who continues to meddle in foreign affairs?

These are just a few examples of how the 'chains of command' and 'rule of law' operates. You should be able to come up with many more examples.

Now let's move to the *monoliths who enforce these upper pyramid controls*. The upper levels could not exist if it were not for the compliance of those below it. The monoliths exist in all facets of life and you come in contact with them almost daily if not daily.

Some examples: the manager/boss/supervisor of a business where they are not the owner. I don't mean the small shops or businesses of a handful of employees where the owner has a direct interest. Think instead of huge corporations, various levels of government and other massive agencies. Michael Moore did a great job on these types in his films and television series. The Ivory Towers of corporate business and government where idealistic and/or profitable edicts are dispensed for their enhancement and the cost of those who work on the 'front lines'. Again, the higher up in the 'chain of command', the more one is rewarded for carrying out these edicts. Religion is loaded with them as well. Priests/ministers at local levels carrying out the orders of those higher up and therefore 'closer to god' (bullshit)!

There are employee-friendly types in the chain who do try to make things easier, but there are far more monoliths who coldly enforce the Ivory Tower's demands: those who bow to the corporate/governmental headquarters because they are firm believers in the 'chain of command'. They will never effectively question 'why' but will use the victimhood prime excuse: 'I had no choice'.

The monoliths are *enforcers* of the 'rule of law'. The monoliths have no sense of humor when it comes to obeying the 'chain of command' or the 'rule of law'. The monolith exists to follow those above him or her. We ALL know those types.

The monolithic type is necessary on the sequential path where everyone progresses as a planetary whole. Remember when I wrote how the sequential mind-set carries over into the simultaneous path in earlier segments? *Overcoming those sequential mind-sets is part of the simultaneous path struggle.* Yet it IS a difficult one to overcome and may not effectively be challenged before one's Very Advanced stages.

Monolithic mentalities:

·Mind/know their place ('chain of command' structure in business/religion/society/government)

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- Expect better treatment because OF their place in this structure rather than for who they really are. They EXPECT to be fawned over/catered to by the lessers.
- Demand that they be obeyed by perceived 'lessers' and bow to perceived 'greater's'.
- Have their pecking orders as does royalty and 'old money' families. These are mostly connected to alien bloodlines. Priesthoods are another such pecking order.
- Hide behind their office/position. Political representative represent you in idealistic terms. In truth, today's political representatives have set themselves up as royalty that demand special treatment and are bought by the highest bidder or are eliminated in one way or another.
- Enjoy quoting their 'rule of law' to invoke fear and compliance in those lower in the 'chain of command'.
- Fear is their prime weapon of intimidation: fear of losing one's job for not submitting to the 'chain of command'/'rule of law', fear of imprisonment, fear of physical harm (police state conventions for both parties in 04 as examples), fear of losing one's life or lifestyle (vote for me or you'll die mantra of the fascist party in America today). Fear is *counting* on you *being* body ID'd. You can add more examples to these as well.

Monolithic mentalities are a major part of the Game. They are the accepted way of life on sequential planets as this is how sequentials progress. One bristles at this artificial control structure while on the simultaneous path. The *amount of rejection* of control structures increases when one enters the Advanced stages.

By the time you enter Very Advanced stages, *your spiraling out phase has increased to such a degree that sequential icons can really piss you off*. The sequential icons and their monolithic controllers are *looking* for people who want to *challenge* the system. They seek to *isolate* these in various ways to try and *limit* their *effect* on the masses. It is the monoliths' fear that THEY will lose control and the 'chains of command' will break as their 'rules of law' collapse like a house of cards.

The freedom you seek is the freedom known to your Higher Self. This is only a Game. By the time you are in your Advanced stages, the Game is growing increasingly tiresome. *Your Awakened Final Incarnation is anxiously awaiting the graduation and moving on to new levels.* Meanwhile, *we* must continue to deal with the Game monoliths and structures. Tweak them where you can and *according to your ability*.

You DO have incarnations that are monolithic on Earth. *They are part of your necessary experiences. They have their purposes in your progression.* The good thing is that you DO move beyond them. 'Chains of command' are such a third density Game *mechanism* by those who crave power over others. Previous segments in both volumes of M5G deal with this. The monoliths would like you to beLIEve that you must 'conform'. The incarnation

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that you have now who craves the M5G information knows that *conformity brings retardation of spiritual progression*. Trust YOUR Higher Self. You will never go wrong there, as only YOUR Higher Self knows what is best for you!

Polarity Icons and EndGame

This latter stage of EndGame has brought out polarity icons, both Light and Dark, like never before. The Dark side presents their icons as power-driven, sequentializing machines of enforced control. Dark polarity icons are manifest through:

·**Political:** An excellent example is the Bush White House's empire building with alien inspired manipulation which is either enthusiastically supported by fellow fascist party members in Congress or allowed to proceed by the inaction of the Democrats. If you didn't already know, the American 2 party system is a fraud and an illusion of democracy/freedom. Dark politics specializes in using patriotism and blind obedience to leaders to control the majority of the population and ensure continued dominance. This is always effective in totalitarian dictatorships.

·**Religious:** The Vatican's drives to control personal lives and enforce alien/sequential moralities are intended to contain/prohibit the simultaneous experience. How to worship, who to worship, what to do, what not to do and more are all tentacles of this beast. The American Taliban (radical christians) are also working to this goal and intend to turn America into the Afghanistan of the Taliban under radical muslim rule previous to America's invasion of that country. With diverse appearing groups with the same agenda, the M5 reader should easily see the sequential alien threads operating their puppets.

·**Industrial/Medical/Financial Complex:** These have goals of destroying Earther immune systems, electronic controls intended to prevent the simultaneous Higher Self from breaking Game loops and fences, and regulating people into usurious debt attempting to keep us bound to the system. Multi-level assaults on EndGame simultaneous incarnations are the pressures of polarity and the sequentials trying to inhibit our Graduation.

·**Alien Intervention:** Constant introduction of technology intended to control the population, as well as dictate Orion/Sirian Empire requirements to key planetary rulers (secular and religious) both public and hidden.

Remember that Earth is located in a Dark sector of the galaxy. Hence we have far more Dark polarity power figures and icons. Patriotism is a Dark weapon as are religious devotion and obeying the medical establishments only because they demand it. Just from the short list above, you can identify Dark icons in the world and in your own country, no matter where in the world you are. Power taking from the individual incarnation is their intent since they know that if you reclaim your power, they have no control over you.

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Note, too, that Dark icons will not hesitate to dispense violence/death to serve their purposes from American/British global war crimes to containing their own populations into 'patriotic' obedience. Yet they outlaw violence upon their rule. Violence is the way of the Dark sector of the galaxy. Violence has been most effective in bringing down the national tyrants. It was violence and treason to Britain that enabled the United States to emerge (and this doesn't take into account the sequentialized reasons for this country to be created). No royal government decided to hand over control on a whim, to be sure. We saw what happened to the dictator of Romania, for example, when the people were pissed off. It's putting the fear of the people into the dictators that force change. It is not peaceful parading around that does it. That is intended as a populace pacifier only. The Dark intends that violence remain within their discretion. They fear violence and hope that you will only send them 'love' as Light polarity messiahs urge.

However in this stage of EndGame, alien technology has been put into place and is being enhanced to keep the populace under observation and put out Earth political wildfires before they can spread unless the spreading of them is according to a Dark plan.

While Dark is intensely busy using fear and violence to tighten their grips, the Light polarity icons are also in play, but to a FAR lesser extent on Earth due to galactic position of the planet.

·Love & Light Messiahs: These are the icons who would have everyone beLIEve that 'love' is the answer to everything and can change Earth into a Light polarity planet. David Icke is a major Light polarity messiah whose battle cry is: "Infinite Love Is the Only Truth - Everything Else is Illusion". Of course this statement IS an illusion attempting to display itself as truth. David has written many fantastic books with details that the mid-Advance stages need to hear and understand. Yet, his Light polarity mission has become increasingly intense and shining the light on the Dark has been greatly replaced by attempting to eliminate the Dark via 'love'. This shows basic ignorance of the nature of polarity. One polarity cannot exist without the other, as M5 segments explain. Refer back to those segments as a refresher. Very Advanced and Final Incarnations will discover less and less of value from this mid-Advanced messiah as he wraps himself increasingly in a crusade-like movement.

·Religious Lightsiders: Yes, the Dark polarity religious controllers require that they have Light icons in their service to deceive those who believe and create situations that feed the Dark. Turn that cheek and let us have our way with you again. Mother Theresa was one such icon. While wealthy popes and cardinals dripping in silks and gold get catered to, they held up this Light icon as a model for others to be. They would not want you to be like the religious leadership. After all, the wealthy control is meant for few. There are many well-intended members of religions who actually believe what they are told and intend to be fair. Yet these are not members of the American Taliban who are Dark fanatics. These Lightsiders are found in religions that allow genuine freedoms to expression and faith. These people find American Taliban types very un-christian just as many muslims and jews find their Talibans equally repulsive.

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·**Political Lightsiders:** These occasionally DO get elected, but are either corrupted/bought off when in the system BY the system or killed in “unfortunate accidents”. The Dark polarity is very vigilant for those who try to use the system to attempt to defeat it. Yet Dark is not beyond using Light politicians to do its ultimate bidding. ‘Bi-partisan support’ is a Dark manipulation device in American politics, for example. A 2 party system is polarity driven by design. Their mantra is that you are ‘wasting’ your vote if you vote for anyone not of either approved party. They fear a viable multi-party system in a major Dark country. A true independent system is multiple parties representing all sectors of the population. There are countries that are multi-party rules. It is more difficult for Dark to control here, but it add some challenge for them. Note that in major Dark countries that it is either a 1 or a 2 party control system. The American 2 party system ignores other minor parties and works hard to keep them isolated for fear of their emergence. The United States has an EndGame destiny and Dark will do whatever it has to do to ensure their plans.

·**Industrial/Medical/Financial Lightsiders:** Yes, there are these types but they are all low to mid level employees. These people can believe that their Dark icon controller “means well”. They make great public relations supporters by placing a Light glove on the Dark hand. There are many good practitioners who are suspicious of organized medical controls and drug corporations. Yet they place a good front on a Dark industry.

·**Alien Lightsiders:** Yes, these do exist, but they are few and far between. Any that interact with simultaneous path Earthers will likely make the leap of faith to the simultaneous path upon conclusion of their current incarnation.

The Matrix V reader can observe how it is becoming more and more complex during latter EndGame. The polarities are working 24/7 to attempt to halt Graduation and force Earth to becoming a sequential planet in the Orion Empire. The prime Wild Card for the M5 reader to remember is your own Higher Self. Review M5 segments discussing what your Higher Self will and will not permit on your path. These EndGame years are the most difficult of all Earth years for a reason. The refining fire burns hot. The challenges are immense especially for Very Advanced and Final Incarnations. Gather your power within. Don't give it away. Observe and learn.

Sequentialization: Conditioning the Masses

The sequentialization of Earth is proceeding rapidly on many fronts. *Matrix V* segments have discussed many of these areas. The nature of a *simultaneous planet* means that there are a great variety of experiences available on one planet. This is *not* the case on sequential planets, where situations are uniform on that planet. Sequentials progress as a planetary unit and not as an individual. Individuality (to any significant extent) is not permitted. It is time for an update and review of some of the more visible sequentialization assaults underway on Earth.

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Females – The Orion Empire is intending to claim Earth as its own once again. This is not news to M5 readers. Remember that the reptilians are female dominated and the Orion queen is loathe to interact with males as equals. With this in mind, what do you think the reaction would be to present Earth with whole cultures where females are not in at least societal control? If the male dominated government exists to cater to the females, the females are in tacit control by pulling the strings of the government. This is the stage preceding the overt political domination. Female dominance courts favor that gender in their rulings at the expense of the male. Note the varying areas where females are in control. Female violence is accepted when it is over the male except in extreme situations. Review past M5 segments dealing with EndGame and the emergence of female dominance.

Now you have weeping, oh-poor-you movements that wail about females being treated in a non-sequential manner. How dare you be different? How dare you not place the female on a pedestal and grant her the rulership/dominance that the Orion Empire demands? What is one of the main points that America's fascist government bring up in regard to Islamic states - that they treat females in a different way than would be permitted by the Orion model. Different is bad to sequentials because they only see the body ID and not the spiritual experiences required. Therefore we must "save" (Lightsider veneer with Dark controlling intent underneath) these females and force "equality" on the locals.

M5 readers already know that 'equality' is a cover for female dominance. I watched Bill Maher's talk show on HBO and listened as the well-intending liberals whine about how Muslim country males will not shake hands with a female. <<gasp>> How they keep their women in traditional garb. <<double gasp>>. And how dare they not be like us! <<triple gasp & clutch the pearls>> We must save the world! The thing here was that all those complaining were males who have been whipped into the Orion model and are carrying on the Orion rule. Lightsiders demand sequentialization by treating everyone *equally*. In a simultaneous planet, people should be treated *individually*. It is sequential to treat all members of a group as equal and the same ONLY because they belong to that singular group. Yet, this is a Lightsider cause. The Darksiders are counting on this attitude to move *their* plans forward.

The wailing and oh-poor-you hair pulling is all for public consumption with the tried and true 'problem-reaction-solution' agenda. Note what is happening and listen to these events with the information from M5 in mind. This way you will see how sequentialization is manipulated on this matter.

Freedom – America's fascist government is using the 'wars of liberation' theme that has been used by other totalitarian governments in recent history. Some examples: The Russians had to liberate Eastern Europe and install puppet governments who were all labeled 'democratic'. The Chinese had to liberate Tibet from 'foreign control' and install a puppet 'democratic' government. Now it is the Americans who have to liberate countries, install puppet governments who are all labeled 'democratic', most recently Afghanistan and

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Iraq. Wars of liberation are not really wars of liberation but wars of sequentialization. *It is the purposeful denial of the simultaneous path experience on Earth.* You don't have to like what is going on in another country, but it is sequential to stop it unless that country tries to impose itself on yours. This has been touched upon in earlier segments. If another country is having a different experience than yours, it is their right to do so. It is the people of that country who must decide their fate and not those in another. If you cannot see the sequential/simultaneous path differences in these situations, you are definitely not ready for Matrix V.

Using the words 'liberate' and 'freedom' play well to people's basic *desire to be free to experience.* However these words have been used as Dark covers for sequentialization. Notice how that hard- line religions love to say there is 'freedom of religion' when they *mean* that it only applies to *theirs.*

Note that in the United States, freedoms are being denied all over in the name of 'freedom'. Simultaneous path experiences are being denied all over in the name of sequentialization. Get it? If one is body ID'd, they want sequentialized freedoms: everyone in similar circumstances, females in control (how this is reconciled with equality escapes me, but it is the Orion model), people believing in similar deity, and so on.

America – This country has become the Dark hand of sequentialization, but *that is why it was created in the first place.* America is an *EndGame icon* that is using its power to bully those that disagree or do not conform. The majority of the rest of the world's people see that, but yet most of their governments do nothing. Why? - *Because most governments do not represent their people and take orders from elsewhere.* Astute M5 readers know this, and can easily draw other conclusions. America is a Dark, demanding, controlling nation under a fascist government today. It is empire building and uses the heavy hand of both military and economic might to force obedience wherever it can get away with it. America and Americans are adept at using illusion and icons to attempt to induce the world to bow to its will and government. Instead of referring to the American president as the 'leader of the free world', this person should be considered the 'leader of the sequentialized world'.

The masses are being conditioned for the total sequentialization of Earth. The *ABC special on UFO's* that aired last week was another bogus attempt to keep attention away from the aliens and look only to Earth. The Roswell event did happen, yet all they could refer to it as was as a "myth". It was not a myth, but the wizard does not want you to look behind the curtain and see who is pulling the controls.

Seeing the Game pieces for what they are and stripping them of their illusions is an Advanced technique that those about to graduate develop. Fear is the prime cause for an inability to Advance. Fear and body ID will keep you from viewing the Game as your Higher Self does. Yes, we have incarnations at all the various levels, however the *Matrix V materials are intended for those who have limited fears and have overcome sufficient body ID to appreciate viewing the Game and its pieces for what they are.*

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The Cancer of Orionization

Volume III Special Segment

The sequentialization of simultaneous path Earth has been discussed in detail within the M5 project. One of the main threads of that tapestry is the Orionization of the genders on Earth. As stated previously, this is intended to mold Earthers into the Orion Empire model of *absolute* female dominance and male subservience to the female. Earlier segments have given various insights to this process, which is one of the Dark (Orion sequential faction) polarity's cornerstone agenda items.

Numerous requests have been made for more information on Orionization to be included in *Matrix V Volume III*. One email received was from an Australian reader who reported how Orionized females in his area are quick to use those bogus "sexual harassment" laws to enforce their dominance to males not yet cowed.

Orionization began in Britain and the United States. Refer to previous segments where this is discussed. The United States developed into the cesspool/nest of Orionization through its feminist organizations that triggered certain DNA commands. These DNA commands are reptilian genetic coding in origin. Part of the reason for the creation of the United States was to be the core of a sequentialized Earth under covert direction of planetary rulers located elsewhere.

Orionization on Earth is a cancer which mutates and corrupts good cells into malevolent. This cancer started slowly with voting rights issues – the foot in the door approach. Once that foot was in the door, the rest of the monster, a harpy in this case, soon followed. The cancer became terminal in America when the Clarence Thomas hearings were televised and 'sexual harassment' became a household word while women latched on to the victimhood label to further the Orion agenda.

Of course if the Orionization DNA command was limited to *only* females, it would not have gone far beyond the voting issue. The Orionization DNA command touches *all* those who came in contact with significant cancer cells. It rolled over the United States rapidly. Increasingly males, who generally tended to extend protections to 'helpless' females, found themselves bowing to them and meeting their demands for more and more power. This especially seduced many males in political authority. Of course M5 readers would know that political authority goes hand in hand with planetary agendas. The higher the authority means the more responsibility to enforce sequentialization agendas.

Laws that protected females, due to their previous simultaneous natures, were now altered to the Orion model. With the Australian example, a female who was unable to influence a male to obey her whims, when met with verbal rebuke, threatened to have him punished for "sexual harassment". Fuck that shit! What a cunt! The same happens in the core of this cancer, the United States, on a *daily* basis. Females demand and males obey. Female demands increase and subservient males rush to do more. That is how far and deep the

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cancer has spread. Interestingly, the United States was required to be an astrological Cancer country in order to spread/enforce the cancer of Orionization.

Just as any cancer isn't content to remain in one area, Orionization spreads. The American female/Orion spawned cancer has spread to many other areas of the world. With America's empire building, the military takes female dominance to other areas where it is foreign (simultaneous). Both military and economic force is used to impose Orionized agenda items just as religious missionaries spread other cancerous threads of the sequentialization plans.

What is so perverse is that the original laws/customs to assist the simultaneous path females have never been removed despite the lie of 'equality'. We KNOW they don't want equality. They never have. They demand dominance and deference but refuse to give up the pedestals that many males have placed them on. Beware of Orionized males. They can be true fanatics is catering to females. Spiritually simultaneous path incarnations will do well to observe them rather than try to engage most of them in arguments over Orionized females.

Those, for whom the M5 project exists, can easily observe that not all males or all females are involved in the Orionization cancer. There are a number of simultaneous path female M5 readers who are as disgusted with the Orionization of their gender as are simultaneous path M5 male readers with the collapse of their gender to the cancer. I regularly hear from female M5 readers around the world who express similar dismay over the Orionization process. *GOOD FOR YOU!* You are not the females to whom the Orionization segments refer to, but you are very rare in the sea of Orionized Earth.

To all who observe the taint of Orionization but refuse to succumb to it, know that it is your *spirit* which has control over this body ID command. This also indicates a pre-Graduation stance for your Higher Selves! Rising above your incarnational gender is a spiritual progress. Those who spout the trash: 'You hate women' are using DNA command streams attempting to enforce sequential rule. Hating men is fine with these creatures since hating males is very Orion. It is a crime in the Orion Empire to disobey, argue with or otherwise refuse to bow to the will of the female. If those behind the Orion agenda have their way, it will be so on Earth as well and more than just in the areas where females control males today.

The good news is that Graduation will ensure that our Higher Selves will leave the Game and all this warped, Dark, Orion sequentialism behind. The Game addicts and body oriented will continue to play on the Game board while those who have had enough will move on to far better venues.

If you are in a het/bi physical, you have *far* more to be concerned with in regard to Orionization. You have experiential loops/fences to overcome yet. However mainstream gays cater to females in true Orion fashion as well. The key is with the spirit and not the body one is incarnated in. Het/bi identities feel they 'need' the opposite gender and the

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difficulties connected with that. Gay identities are a different matter, but *mainstream* gay is not at all the same thing as M5 level gay. This is also discussed elsewhere in the M5 segments. Those, for whom M5 is written, with *non-mainstream* gay identities, know what I refer to.

There are many simultaneous path incarnations whose Higher Selves are experiencing the Orionized EndGame Earth incarnations. Yet other simultaneous path Higher Selves want their pre-Graduates to observe the corruption of the simultaneous path. Much is learned from this that will serve you well in post-Graduation areas. No one can second guess any Higher Self's agenda needs, nor should one judge why. Remember there is no ONE path and ONE way. Be concerned with YOUR path and trust in YOUR Higher Self. The rest will take care of itself or shimsself.

Orion Princesses and EndGame Earth

Volume III Special Segment

One M5 reader used 'Orion Princesses' as a term referring to the sequentialized Earther females under the Orion model. This is a good, accurate term that is worth using. Of course we have heard the various American 'princess' terms for females who think they should be treated as royalty. There are JAPs (jewish American princesses), BAPs (black American princesses) and so on. These are all *forms* of Orionized sequentialization of females that have been discussed since the very first edition of *Matrix V*. By placing all the 'princess' subcategories under a single term, we will be identifying the attack on the simultaneous path by the *origin* of that attack: the *Orion model matriarchy*.

All 'terms of royalty' on Earth originated with either the aliens in overt rulership positions *or* those Earthers who set themselves up as priests who engaged in worship of the aliens or as rulers enforcing the will of the aliens on Earthers. The variations of the word 'lady' are royal in origin, for example. It was a term used to indicate alien bred female or Earther ruler/priest of the female gender who had the *correct* breeding. This was *not* intended to be a term used for just any female.

The word 'lady' eventually emerged beyond the upper class/religious connection to refer to any female of manners, deportment and bearing, as well as negatively such as someone being a "lady of the night" meaning prostitute. An Earther female who acted as this type of true 'lady', irregardless of class, acted in the simultaneous mode of the female experience. This has *no* regard to her *actual* calling in life. In the popular film, *Gone With The Wind*, Belle Whatley, the whorehouse madam, was a true 'lady' while Scarlett O'Hara, while referred to as a 'lady', was actually an Orion Princess cunt, a 'lady' in name only. Throughout history, females of a royal nature, were of the Orion Princess stature rather than a true 'lady'. The royals were 'ladies' by birth or marriage which is *genetic*, hence *sequential in nature*. A true 'lady' was one by simultaneous path whether it is a homemaker, a pioneer woman, a prostitute, a teacher or so on. It is not her life circumstance but *how she carries herself on her path*.

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In pre-EndGame Earth centuries/millennia, the simultaneous path female incarnate was the overwhelming rule. When EndGame began, the attack on this quality experience was assaulted. The sequentializers knew that, in order for Earth to become an *open member* of the Orion Empire, it *must be female ruled with a subservient male population*. The simultaneous path female *must be altered* to become a sequential path bitch. The 'lady' *icon path standard* must become the Orionized 'cunt'. The simultaneous path experience 'must be eliminated', thus 'defeating the simultaneous path Higher Selves', from a sequential point of view. They have tried this on many previous simultaneous path planets previous to Earth. *They keep doing this because as new Higher Selves enter this Galaxy Game, they keep making similar moves*. Remember, at one time we were where they are now. The Game is a cycle after all. New Higher Selves starting out and experienced ones departing. *Any board game you play keeps the same rules no matter who plays it*. Keep that in mind when considering some of the 'whys' of the Game.

The 'cunting' of the simultaneous path Earther female, as per previous M5 segments, began in heavy Orion manipulated areas of Britain and America. Like a cancer, the 'cunting' of this simultaneous path planet's females is rapidly spreading. Whole cultures are being attacked and *altered* to fit the Orion sequential plan. Minion and sequential incarnations embrace this path as do body-ruled spirits who have tasted the Orion Dark power and desire more. Power corrupts those not ready to handle it and the mutation of Earth's simultaneous path females *requires* that these incarnations seize the power - the lure of the Game addict or the immature.

When we were on the sequential path, we did indeed have huge numbers of incarnations in *both* genders from the Orion female dominant and the Sirian model male dominant and everything in-between. Been there...done that in *ALL* areas of this Galaxy Game not only this Dark sector. As simultaneous path incarnates, *we are intended to move beyond former path addictions and enter higher stages of development*. The sequential path Orion mode female was *one* of those lesser stages. However *now* we are on the current Galaxy Game's simultaneous path planet, which *happens* to be in a major Dark sector under Orion Empire domination and Sirian Empire enforcement of Orion rule. Hence, the Orion Empire female model is the *icon* for those *under their direction*. The Orion Empire takes such intense interest in Earth because there are those royals who *know* that this is the current simultaneous path planet.

When the simultaneous planet is in a Light dominant area of this Galaxy Game, a whole different set of challenges exist, but that is not of our concern at this time. We are *here* and *here* is what we must deal with. If we did not want this particular set of appalling challenges, we would not have accepted the simultaneous leap-of-faith when presented. Once again, full details are know to our Higher Selves and are restricted to us here because we are still IN the Game.

Now, in westernized (sequentialized) countries, we are surrounded by Orion Princesses. At work, when one of the female co-workers makes a public announcement about going to the 'ladies' room, I tell her to let me know if she finds any in there. I even changed the sign on

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the door to 'women's room', since the male counterpart is 'men's room'. I told them that they can put 'ladies' room' up when it says 'lord's room' on the male restroom. I also told them the word 'lady' has a specific quality to it, so most of you would not be appropriate in using such a room.

That brings up another side to this topic. If the 'ladies' truly did want 'equality' (which we know they do not), then the men would all be commonly referred to as 'lords'. Yeah, that's going to happen! This could not be so in an Orion dominated, sequentialized world. If it were Sirian, then you would have 'lords' as a common male term. Notice that the term 'lord' is primarily used, in christian infested countries, for the mythological god 'jesus' who is their 'lord'. When I hear that term, I remind the person that their 'lord' is not mine, so don't say 'our lord' when talking to me. I have neither lords nor deities. A Higher Self knows this and this revelation comes via one's Awakened Final Incarnation, as per a previous *Matrix V* segment. Both 'lords' and 'ladies' are merely labels fashioned by this Galaxy Game. We shed them during Very Advanced and Final Incarnations and leave them behind upon Graduation.

A final point to be brought out in this special segment is that *true simultaneous path female incarnations do exist* during this awful EndGame we are in. I know several of them. The *Matrix V* series has many of these true-to-path females as readers all over the globe. I have been in touch with many of them. Yet they are islands in the storm of the destruction of the current simultaneous paradise called Earth. You women know who you are. *That your Higher Selves chose the female challenge of latter EndGame shows the strength of your spirit to weather the Orion Princess sequentialization.* At one time, these incarnations were the overwhelming rule of the female experience on Earth. Now they are the *exception* in areas where the Orion Princess model is *standard*. These females know why I write as I do in the *Matrix V* series. *Part* of the reason is that it is intended to drive away those for whom M5 is not written.

Withstanding the sequentialization onslaught from the female end by males is also difficult from a *different perspective*. Here, the males are 'caving in' to the Orion Princess rulers by 'becoming their inferiors' and 'catering to all whims' *while enduring massive abuses in all areas of life*. This is a *counterpart* incarnational path *to those craving the renewal of their sequentialized power*. Yet, *Matrix V* is written for *both* the male and the female incarnates of those Higher Selves willing to complete the simultaneous path *while remaining true to it*. Those who give in to *regressive sequential roles* will continue their Game on the next simultaneous path planet after Graduation.

Remember that *Graduation is not planetary in scale*. It does *not* intend to mean that the entire planet's residents will Graduate. It *does* mean that the Planetary Spirit will Graduate as will *all those simultaneous path incarnates who are also ready*. The Game will continue. The next simultaneous path planet is ready. Meanwhile, for me and others who are ready, bring on Graduation!

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Polarity Control: Love

“All you need is love” sang the Beatles. “Infinite Love Is the Only Truth - Everything Else is Illusion” is David Icke’s mantra. Look around and you will find plenty of Lightside mythology connected to the concept of ‘love’. Previous Matrix V segments discuss the mutation of the word ‘love’. Yet, it is in the interest of the Dark polarity that this mythology continues on Earth in EndGame. Yes, the DARK polarity.

Note that while the Beatles sang “all you need is love”, it was not all that they needed. It was meant for the masses. In Icke’s case, he does genuinely believe what he says, but his belief is rooted in the same mythological factory that churns out various deities, the ‘jesus’ myth, heavens and hells, etc. These are all designed by the Game to lure Game participants into a false sense of security and to take away your power. The Vatican would have its sheep believe that they should ‘give to the poor’ while the pope and his cronies sit on a mound of countless wealth. Various preachers are on television crying for ‘funds’ while living quite well from the funds received. All in the name of ‘love’. Love is an excellent control word. What! You not give to the cause? Don’t you have any ‘love’? Bullshit express!

‘Jesus’ committed suicide ‘for the sins of the world’. Suicide? Yes! According to the myth, he was ‘god’ and had ‘the power’ to do whatever he wanted, yet ‘he loved the world so much’ that he just had to allow himself to be killed. It’s a control story intended to manipulate those who would beLIEve it.

If ‘love’ had the power to change the world it would have done so already. If ‘love’ was SO potent, all you needed was a handful of people to work the ‘magic of the word’ and it would cascade throughout the world. The fact is that people are just buying into another myth meant to take away their power and lure them into a false sense of security.

Beyond the well-intended Lightsiders who peddle the ‘love solves all’ bullshit, you would find Dark agents in control. The Dark conjured up ‘jesus’ and handed it to the Light who eats the myth up as if it was a real event. The Dark is behind all organized religions that put a Light glove over the Dark hand. It is a variation of the heaven myth – the ‘good’ rewarded for enduring what the world dishes out. ‘Love’, as the polarities use it, is not a Balance concept. It is all giving. See the polarity issue?

The love myth reaches its peak of influence in the mid-Advanced levels. This is one Game loop/fence that one learns to break before Graduation. Yet, it is something that we ALL experience. Remember, if you didn’t experience it, you wouldn’t learn from it. This is especially important with control concepts, both Dark and Light.

The true sensation, which Light refers to as ‘love’, is rarely touched while IN the Game. The physical body and Game requirements make experiencing it (more than just a brief moment) impossible while still in the Game. It is a powerful energy that would overwhelm

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the physical which is not geared to handle it. It cannot be wielded by an incarnation. It is meant for our Higher Selves. The feelings associated with it must be muted to an incarnation or one would not be able to function. I have been briefly touched by this and can attest to the power of it. It has the power to create and transform. It is the real energy that the love messiahs would have you beLIEve you can control while IN the Game. You will be able to use this to its fullest after Graduation. Meanwhile, we need to complete our education and experiences on the simultaneous path in order to be mature enough to handle what is to come.

Let the Light messiahs preach to the mid-Advanced and lesser levels. The Very Advanced and Final Incarnations learn to leave them to their business. We observe and experience with an eye to Graduation.

Sequential Path & American Theocracy

Comedian Lewis Black, on his *HBO* special, accurately compared the United States on a level everyone could grasp. He posed the question (paraphrased): what would you think if, where you work, that one person came into your workplace every day boasting that he was the best one of everyone in the building and 'god' was on his side. What would all the others think and do? They would take care of that situation before the week was out. This is *how* the United States *acts* with its global co-workers, telling all other countries that the US is THE best and 'god' is on the American side. Because the US has *armed itself* with everything *lethal* and *threatens* mass destruction to *anyone* who doesn't obey, you have a *bully on the block*. I have mentioned that in earlier segments.

What has made this global bully *worse* is the *christian theocracy* that has taken control in Washington. Bush claims his god 'speaks directly to him' and 'tells him what to do'. That is a *theocracy* when 'a deity tells a country's in-charge person what to do'. Since M5G readers know who Earth's pseudo-deities are, *it comes as no surprise* that the *sequential aliens are pulling strings here* in the name of a non-existent 'god'.

The theocracy *first* exposed itself when von Bush, on television, declared '*the need* for a "crusade" in the Middle East'. That has snowballed to rabid American christian extremists puking their bile in as much of American and world-wide life as they can. Most recently the catholics are being told by their church that if they *support* any politician who takes stands *not supported by the church* that they can be refused catholic 'cannibalism' (communion). This has been *suggested* to Democrat Kerry, to a couple catholic governors and to the general catholic congregation. Catholic cannibalism could be denied, to the embarrassment of the rejected church member, for voting in a manner that conflicts with the church. *This is a theocracy!*

The last time the christians were in control in *their* area of the world (Europe), *the Dark Ages were in full swing*. American christian extremists/terrorist want another Dark Age of even greater proportions. This is *why* they become Dark-possessed over such issues as pro-choice and gay equality issues. These *religious fascists* are, during EndGame, *acting as*

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minions for the sequentialization of Earth in much of the world. Similarly, muslim extremists are *doing the same in their areas*. BOTH extremist groups have *similar goals*. BOTH are being directed by *sequential controllers* unknown to the masses of followers.

The American/Israeli theocracy wants to *force an ultimate confrontation* with their muslim competition with World War III. They *view* it as their 'duty'. The core problems with these one-god religions is that they are *not happy practicing* their beLIEfs, but, as misery LOVES company, they *demand* that all others be *like* them – a sequential, as opposed to simultaneous, thought process!

ALL theocracies are Dark in *nature*. ANY political expression that demands *imposition of the will* of one to *force all other groups* to *act the same way* is Darkside. The gay marriage issue demonstrates that well. That a gay or lesbian couple want to get 'married' is *their* business. This equality does *not* demand that ALL men marry men or ALL women marry women. It is very independent and simultaneous in experience saying you love the consenting adult of your choice. This conflicts with the 'everyone-must-be-the-same and act the same' approach of sequential, mainstream religions where *difference is a horror* that they *need* to *invent* non-existent 'hells' and 'devils' for. In actuality, THEY are the 'devils' creating 'hells' on Earth. It is simultaneous in *intent* to *break free* of these sequentialized 'hells' and progress to Game graduation.

The same religious fascists who wail over the courts approving gay marriage or pro-choice decisions would be cheering courts that are anti-choice or anti-gay expression. Under the Bush theocracy, christian radicals have become so emboldened that intimidation, threats and violence are common expressions of their Dark natures.

The *current* situation in America is very threatening to the world. It is also part of the latter EndGame experience. I have warned you that things would get worse, and they will. *Observing what is going on, with a clear head*, is needed to *observe objectively*. The *various incarnational levels* are having *their experiences*. The alien sequentials feel that their goal for Earth is rapidly approaching. The lower astrals are having a banquet with all the Dark emotional energies radiating from these EndGame activities. Whatever *you* decide to do for *yourself* is correct for *you*.

"Civilizing Nations" IS Sequentializing Earth

Watch the Tom Cruise film, *The Last Samurai*, to get an understanding about the sequentialization process on Earth. This movie is an excellent example of simultaneous path Japan exemplified by the Emperor's Samurai minister and the sequential path that the United States is depicted as trying to force on Japan via a sequentialized Japanese minister who opposes the last Samurai and is dazzled by western technology (much as many are by alien technology). While this film is just one example of the sequentialization of Earth, it is an outstanding one. The character, portrayed by Tom Cruise, is a potent simultaneous path incarnate who recognizes what is happening during his captivity. His

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spirit leads him to defend the simultaneous path at the expense of the more powerful sequential forces. M5G readers should be able to glean a wealth of observations from this film, which was pretty well ignored by the Hollywood establishment. You should also be able to figure out *why*.

EndGame, as you know from previous segments in both volumes, involves making Earth a sequential planet and denying the simultaneous path Higher Selves a playing field in the Game.

The *Orionization of females* is a demand by Mintaka for planets that belong to the Orion Empire. This mutation of the simultaneous path is being spread like a cancer around the world, primarily by American females, at the expense of all simultaneous path cultures and experiences.

However the Orionization of females is only part, although significant, of the sequentialization process. In *early* EndGame, it was the western Europeans who moved to conquer and impose their cultures on others of the world that could not defend themselves. Keep in mind that this conquest had its center in the royal courts of western Europe, primarily England, Spain, France and Portugal.

Students of history know that these people were *convinced* that they were 'civilizing' these countries and peoples. Their use of the word 'civilize' really means *to alter a native culture to become in sequentialized harmony with the conquering nation*. For example, Native Americans were far more 'civilized' than these western Europeans, but *technology* and the initial openness of the Native populations allowed the invaders to succeed. Want to guess *who* was really behind the technology?

The people of India were considered 'barbarians' by the British as were other simpler-existing non-christian peoples of the world. The residents of Africa were considered by the western Europeans as children compared to their invading cultures. The same was said about Native American tribes. Other 'uncivilized' people were those of China , Japan , Australian aborigines and more who you can name. What made them 'uncivilized'? They were not christian, wore clothing that the invaders did not approve of, conducted their lives in manners that were different than the invaders, spoke in languages that were 'uncultured' and so on.

What was happening was that simultaneous path cultures were being condemned for BEING simultaneous in *nature* by those who demand conformity and a sequentialized Earth. Remember the western European royalties and their alien masters! In actuality the *true* barbarians were the western Europeans. The true 'uncivilized' people were the invaders.

In the times of ancient empires such as Alexander and Rome, it was *never* the purpose to destroy conquered cultures. Rome was happy to allow different cultures to exist and the worship of their local deities, for example. Rome didn't insist that everyone dress as they

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do in Rome, as another example. These were *simultaneous adventures*. Yes, Romans thought that they were superior to most of those they conquered, but they let them be who they were once they were economically tied to Rome. Of course *today's* propaganda known as 'history' is written by those who have varying views of the past. Keep that in mind. The *hidden* histories are FAR more interesting and revealing. You can find pure histories of any Earth culture in the Library on Monroe level 27. Your Higher Self also has the full knowledge of all these cultures.

EndGame 'civilizing' of simultaneous cultures now has the ultimate sequentialized nation, the United States, as the 'civilizer' of these latter stages of EndGame. You will see in *The Last Samurai* how the Japanese Emperor notes the wearing of western clothing and western ways at the expense of their own as a negative. It IS a negative from a simultaneous point of view. It is 'progress' from a sequential point of view – progress because these Japanese are embracing the sequentialization of Earth by *surrendering their national identity* in favor of the sequential colossus-of-the-moment, the United States. They know that once the sequentialization process begins, it is impossible to halt.

The American 'pledge of allegiance' is an oath to a country that embraces "liberty and justice for all". THAT America is a *mythological* country. It has never existed! But by repeating mantras of American 'freedom', many in the world beLIEve it as do most Americans despite what they can easily see IF they want to be awakened to what is going on. Americans did not learn from Nixon's corruption. Now this country has a fascist government in power and most Americans STILL don't want to know. Keep repeating your pledge to the mythical country and suppress those who disagree and who are different. After all, for America it's the sequentialization of Earth and the bowing to their flag that is central to their insecurities. One nation under 'god' – the throne of Mintaka.

Embrace *your* differences and *your* simultaneous path. It's what makes *you* unique and what America and Britain *really* fear. Their alien masters demand a sequentialized Earth and the 'civilizing' of all 'barbarians' to a *one culture* dominated by western dictates. EndGame is awful and going to get worse. Wait till we see what's next!

"And In The Darkness Bind Them"

Yes, the title of this segment is part of the inscription on the 'One Ring' in *Lord of the Rings*. Just like Sauron (Dark reptilian entity), the Dark has been twisting simultaneous path Earth into a sequentialized planet. The Dark, sequential net is solidifying on Earthers rapidly during these latter stages of EndGame. Of course they are able to accomplish this by controlling the most technologically advanced nations on Earth. It could not have been done otherwise.

Previous segments have been alerting M5 readers to this sinister sequentialization of Earth. Couched in terms of faux 'freedoms' and other generally 'stay asleep' phrases, the Orion agenda is succeeding better than even they had expected. The unknown element for

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the sequential is the nature of the simultaneous path incarnates. They don't know how we will react and what we will do, if anything, to counter their incursions. Yes, there are pockets of resistance and this includes certain other nations, but no one significant enough to halt this Darkness at this late stage.

In some areas of the world, it is another Dark agenda that is attempting to pry 'victory' from one claw and place it in theirs. Dark is Dark – name your poison – *either way*, Game-apparent victory on Earth will be in Dark polarity hands. Mintaka rejoice! The currently winning Orion agenda faction is the one centered with Israel (they're not called 'chosen people' for nothing), Great Britain and the United States. Competing Orion agendas are centered in China, Russia, non-Israeli Middle East and other notable locations. How can you tell which faction is in cahoots with which faction? Look to political alignments. Those that actively oppose the present front-running faction represent a *different* sequential faction and not all of them are Orion Empire. Those that actively support the present front-runner faction are allied (good clue: those with troops in Iraq/Afghanistan supporting those invasions).

Just because one faction is actively denouncing another does not mean that they are noble. It *does* mean that they have their own agendas. Note that within opposing faction nations, you will *not* find simultaneous path freedoms. These countries continue their own brand of sequentialization. Canada is a good example of this. With their public opposition to America's empire building, one might presume that Canada has retained some sanity in the North American Sea of Darkness. As usual, do not beLIEve what you hear in public. Observe what is going on behind the scenes.

Canada has been a pawn for the Israeli faction agenda for a while now with bogus "anti-semitism" laws meant to stifle internal censorship of Israel (a global demand *by* Israel) and its own empire building. Canada has other free speech restricting laws as well. The Canadian government wants to go much further than this with new proposed laws to spy on their citizens, gather internet web 'habits' of individuals, monitor cell phone conversations and much more in the name of security from 'terrorism'.

While simultaneous path incarnates are generally unlikely to fall for this bullshit, minions will cling to it with sequential path drumbeaters urging obey or be suffer the consequences. Fear is their prime weapon to enforce obedience. This is why it is so critical for Earth to be infested with minion incarnations. Remove the minion factor and they would not be able to get away with their current brand of terrorism against simultaneous path incarnates. People who calmly go along with these draconian restrictions identify with body ID control where security of the physical overrides independence of the spirit.

While 'in the Darkness bind them' means Dark path sequentialization, the one event they cannot abort is Graduation. Pre-Graduate Higher Selves and Game creator(s) would not permit that. Graduation is the valid final step in a Galaxy Game. Keep this in mind no matter what occurs next in the world. Cling to the knowledge that you are *not* your physical body. Know who you really are. Trust in YOUR Higher Self above all else. The critical time