

totality concept

somewhere down through the so-called ages. EVERYONE, they say, is a 57TH COUSIN.

This is true without the FACT that as TOTALITY you are in direct contact with ALL BEINGS and ALL CELL STRUCTURES throughout ALL LANDS, SPACES and CONSECUTIVE LOCATIONS known as TIME.

cycles of experience -
pretending

174 As a TIME GAME PLAYER SPIRIT the key requirement is PRETENDING. Since you are an ASSIGNED UNIT of TOTALITY as a SPIRIT you are INDESTRUCTIBLE and as TOTALITY you are BEYOND so-called IMMORTALITY.

There is the PRETENDING TO BE OTHER THAN TOTAL — to be a SPIRIT — to be ALIVE — to be DEAD — to be HUMAN and many others.

The main PRETENDING is **BEING SEPARATE FROM**. This causes the MARVELOUS GAMES of — HOW MANY TIMES HAVE YOU BEEN TOGETHER WITH YOUR LOVED ONES?

How many times have you PRETENDED to be DESTROYED by your BELOVED OPPONENTS and/or PRETENDED to DESTROY them?

Research indicates that individuals get together — perhaps marry — because they LOVE each other — or to GET EVEN for other EXPERIENCES in the past.

WHOSE TURN IS IT NOW? — seems to be the popular game on this planet in this series of CONSECUTIVE NOWS.

175 This is a SEX AND PAIN UNIVERSE. SEX and PAIN can be considered basic extreme CERTAINTIES. SEX and PAIN are

the automatic primary AGREEMENTS used in the TIME GAME to encourage and/or motivate SPIRITS to move from BODY to BODY in the consecutive CYCLES of EXPERIENCE known as lifetimes.

The SPIRIT starts out in life with the BODY having a high energy level and operating very well. The sum TOTAL of all past experiences are organized and under CONTROL. All the old pain and shock patterns are successfully suppressed, and the BODY ENTITIES and the SPIRIT enjoy rushing from one good SENSATION to another — especially sex.

Down through the early years each painful incident, no matter how small, automatically keys-in past-life pictures stored in the memory banks of the cell structure.

Each painful incident — a stubbed toe, a mashed thumb, bumped head or a bad fall — will reactive onto the BODY all incidents out of the past that have similar perceptic patterns.

A severe barking of the shin on the front steps may key in shock patterns from several dozen incidents where the individual chopped off legs with a battle-axe.

The pain and shock collected from where you have done OVERT ACTS to others is especially significant and important.

The SPIRIT whose BODY reaches middle age with a broken bone or two, several trips to the dentist along with accumulated minor injuries, begins to have more pain activated on the BODY than he can handle with the limited ABILITY ASSIGNED for use this life-time.

Frantic EFFORTS are made to get more and more good SENSATIONS to help depress the restimulated and active pain level. Eventually enough shock patterns are accumulated to where the pain level is so high it can no longer be tolerated.

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The SPIRIT then leaves with a tremendous sense of LOSS and DEGRADATION because of not being able to heal or alter the CAUSES of the pain level of the BODY instantly with a postulate.

cycles of experience —
motivation

176 The saying that “birds of a feather flock together” is automatically true. The SPIRIT feels more comfortable with his own pictures. He hunts up, or automatically zooms in on, old friends or reliable enemies who have shared pictures in the past (other lifetimes).

Because of ABILITY LIMITATION AGREEMENTS this lifetime, PAIN eventually reaches a level no longer controllable. This causes the SPIRIT to leave the BODY and seek a new one. A new CYCLE is started and the hunt for good sensations begins — especially sex.

The BODY is such a fantastic sensation device — it is most desirable to SPIRITS who are PRETENDING to have no ABILITY and to be OTHER THAN their TOTAL SELF.

A BODY is used for several reasons by SPIRITS who have FORGOTTEN they are PRETENDING not to have the ABILITY to do EVERYTHING with a POSTULATE, THOUGHT and/or INTENTION.

They can no longer as a SPIRIT move objects with a THOUGHT or POSTULATE. Nor can they lift or move objects with TRACTOR or PRESSOR beams of energy.

The BODY is used to pickup and transport objects. It is a fantastic electro-magnetic type computer for estimating distance and the effort required to move things.

A BODY can be CONSIDERED a transistorized mechanism used in the TIME GAME to make SENSATIONS last longer.

A BODY is a complex vegetable type machine operated by groups of SPIRITS of ASSIGNED levels of ABILITY and AWARENESS.

The SPIRIT answering up to your ID CARDS is using this marvelous piece of equipment — and — YOU are probably convinced that this is YOU.

The BODY machine itself is composed of two basic SPIRITS, the CELLULAR INTELLIGENCE and the GENETIC ENTITY (astral body). Their GOAL is to SURVIVE as long as possible in spite of the environment and to DIE and BUILD ANOTHER BODY on this planet to SURVIVE better next time around.

The GOAL of the SPIRIT using the BODY is to get as much SENSATION out of it as possible depending upon his/her ABILITY to assist in keeping it going as long as it suits the TIME GAME needs.

This SPIRIT (that is YOU) knows on some level of AWARENESS that he/she is IMMORTAL and cannot really DIE.

Thus his/her GOALS are entirely different.

As soon as the pain level in the BODY gets beyond the ASSIGNED ABILITY level of control the SPIRIT goes off and leaves the BODY to DIE and seeks another BODY.

Some of the basic BODY SPIRITS still have quite a bit of ABILITY left and are able to SURVIVE without the life-force energy fed to them by the slightly higher echelon SPIRIT which answers up to your ID CARDS. Mongoloids are such entities that have barely enough ABILITY left to keep it alive. Some citizens you find walking around with a vacant

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stare and a frightened look have BODY SPIRITS that have enough ABILITY to make the proper social noises, but have been deserted by their companion SPIRIT.

YOU as TOTALITY can give them an assist by ordering the other SPIRIT back to the body — drill sergeant style. It is best to remind him/her that they have enough ABILITY to confront the GAME and to play a winning cycle.

177 **KARMA** is the AUTOMATIC ACCUMULATION of recordings of EVERYTHING that happens to a SPIRIT whether he/she is using a BODY or not.

KARMA is the TIME-GAME AGREEMENTS that the things you do in this lifetime are carried over into the next as THOUGHT-FORM recordings. As the new BODY next-lifetime is picked up, the THOUGHT-FORMS are transferred from KNOWINGNESS levels into structure in the new BODY. These are the basic mechanics of AGREEMENTS entered into under HYPNOTIC CONTROL by GAME PLAYERS in this universe.

We are concerned with SPIRITS who have gone through many CYCLES of EXPERIENCE on this and other planets.

SPIRITS have come to this planet from other universes and solar systems at various time spans and have occupied and used bodies that have been developed on evolutionary line patterns of several million years by other SPIRITS.

On Earth some of these evolving SPIRITS are the ORIGINAL INHABITANTS of this planet.

178 The GAME AGREEMENTS (FAXIOM 181) make it impossible for a GAME PLAYER SPIRIT to get rid of ANY AUTOMATIC RECORDINGS of PAST EXPERIENCES. This is entirely true until you discover, as a TOTOLOGIST, the ABILITY LIMITERS and RELEASE THEM.

179 The BASIC CONCEPT of KARMA is that BAD acts done to others will be carried over into other lifetimes and retribution will eventually over-take you is the philosophy.

These OVERT ACTS, or things you have considered BAD, done to OTHERS, are probably the most difficult to release.

When the BODY dies and the SPIRIT thinks, “WOW! I’m rid of that THING!” — he is NOT. His recordings are carried with him as KNOWINGNESSES, which he starts adding to the next BODY structure on the energy level as soon as he picks it up.

NEW recordings are added to the BODY from moment to moment. GOOD sensations record the same as PAINFUL ones. There is a popular CONCEPT, widely spread by metaphysicians, that you “LIVE OUT” old BAD KARMA by being one of the GOOD GUYS. This is simply NOT TRUE.

recordings —
facsimiles of the past

180 Regardless of GOODNESS or BADNESS of a past incident, they record in the BODY forcefields and MUST be released with proper methods.

Recordings are recordings no matter what the content. they exist in the cell structure and as ridges of energy in and around the ASTRAL BODY. If they are packed in too tightly the movement of the BODY is hampered and the operation of organs is interfered with.

A fat BODY is stacked with heavy recordings of planetary operations. A big bay window on the BODY indicates a dramatization of MOTHER’S pregnancy and/or many

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facsimiles of planets destroyed or plundered (massive major overt acts against populations and planetary bodies).

GOOD incidents out of the past are probably the most difficult to release because of the importances attached to the esthetic beauty of them.

ALL RECORDINGS MUST BE RELEASED — GOOD OR BAD.

181 **RELEASING** requires an **ACKNOWLEDGEMENT** that **I, WE, YOU, THEY** is **TOTALITY** — the **TOTAL SELF**. This is the **OPERATING LEVEL** of **ABILITY** that transcends all **AGREEMENTS** and **LIMITATIONS** placed upon the **SPIRIT**, a **GAME PLAYER** on planet Earth, who has **AGREED HYPNOTICALLY** to the **INABILITY** of **DESTROYING** or **UNMAKING** a **THOUGHT**.

As soon as **YOU** get **CERTAINTY** of being **ABLE** to **CREATE** and **DESTROY** a **THOUGHT**, old recordings of heavy emotions and pain, **KARMA**, can be **RELEASED** and new life-force energy **REASSIGNED** as a replacement.

Concentrate your **ATTENTION** and **ASSIGN** the old recording, generally available as a **REMEMBERED PICTURE** or **IMAGE** of a past incident, **ASSIGN** it over and over exactly as it is at the moment. Then **UNASSIGN** it. Grant it the right to **NOT EXIST**. **ASSIGN** and **UNASSIGN** it over and over until you get a feeling or **CERTAINTY** of **KNOWINGNESS** that it is no longer important. Then give the **BODY** some **INFINITY POLARITY LIGHT PARTICLES** — **ASSIGN** them into the **BODY FORCE-FIELDS**. The **BODY SPIRITS** will use them in the proper place to replace the energy you have released from the old facsimile recordings.